

A DOZEN DERANGED DERRO



BY JEFF IBACH



A Dozen Deranged Derro

An entire clan of deadly, deranged derro.

Derro dwell deep in the underdark, a product of the Illithid's terrible experiments on dwarves for ages until they won their freedom. However, their society exists in turmoil and chaos as they are all hopelessly insane.

This sourcebook works with their background presenting **twelve unique derro designs**...not just the same one with different weapons, but those specifically trained and skilled in their abilities, powers, and equipment.

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Derro Alchemists work in dark labs brewing foul concoctions and weaponry and performing unnecessary surgery on whatever is at hand.

Derro Antipaladins smite disbelievers of Diirinka.

DERRO ALCHEMIST

Small humanoid (derro), chaotic evil

Armor Class 14 (studded leather)

Hit Points 66 (12d6 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	14 (+2)	13 (+1)	5 (-3)	6 (-2)

Skills Arcana +3, Stealth +4

Senses passive Perception 7

Languages Dwarvish, Undercommon, Deep Speech

Challenge 1 (200 XP)

Insanity. The derro has advantage on saving throws against being charmed or frightened.

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Shadow Infusion (3/day). The derro alchemist can hurl a vial of alchemically treated shadowstuff at a creature. The creature and anyone adjacent to it must succeed on a DC 12 Constitution saving throw, taking 3d6 necrotic damage on a failed save or half as much on a successful one.

Tanglefoot Bag (3/day). The derro alchemist hurls a small pouch of sticky goo at a creature up to 30 feet away. The creature must succeed on a DC 12 Dexterity saving throw or be restrained. The creature can attempt to free itself as an action, on a successful save the condition ends.

Special Equipment. The derro alchemist has alchemist tools and two potions from among this selection: gaseous form, growth, healing, invisibility or a philter of love.

ACTIONS

Hooked Shortspear. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage. If the target is a creature, the derro can choose to deal no damage and try to trip the target instead, in which case the target must succeed on a DC 10 Strength saving throw or fall prone.

DERRO ANTIPALADIN

Small humanoid (derro), chaotic evil

Armor Class 15 (scale mail)

Hit Points 82 (15d6 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	12 (+1)	14 (+2)	10 (+0)	8 (-1)	14 (+2)

Skills Stealth +4

Senses darkvision 120 ft., passive Perception 9

Languages Dwarvish, Undercommon

Challenge 2 (450 XP)

Ham Hands. The Antipaladin has trained specifically with the greatsword and does not wield it with disadvantage.

Insanity. The derro has advantage on saving throws against being charmed or frightened.

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. The derro antipaladin is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The derro antipaladin has the following paladin spells prepared:

Cantrips (at will):

1st level (4 slots): *command, hellish rebuke, inflict wounds, thunderous smite*

2nd level (2 slots): *branding smite, crown of madness, magic weapon*

ACTIONS

Light Repeating Crossbow. *Ranged Weapon Attack:* +4 to hit, range 40/160 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Greatsword. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6+2) slashing damage. , plus 7 (2d6) slashing damage if the derro antipaladin has more than half of its total hit points remaining.

Aura Of Menace (Recharges After A Short Of Long Rest). The derro antipaladin exudes evil and mistrust. Each enemy within 30 feet of the derro antipaladin must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. If a frightened target ends its turn more than 30 feet away from the blackguard, the target can repeat the saving throw, ending the effect on itself on a success.

Derro Assassins are sent to deal with surface dwellers who get too close investigating mysterious disappearances of its citizens and goods at the hands of derro infiltrators. Once ID'd the assassin murders the victim and leaves the scene such a mess it's nearly impossible to tell what exactly killed it.

DERRO ASSASSIN

Small humanoid (derro), chaotic evil

Armor Class 16 (leather armor)

Hit Points 77 (14d6 + 28)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	12 (+1)	5 (-3)	6 (-2)

Saving Throws Str +2

Skills Stealth +7

Senses darkvision 120 ft., passive Perception 7

Languages Dwarvish, Undercommon, Deep Speech

Challenge 3 (700 XP)

Insanity. The derro has advantage on saving throws against being charmed or frightened.

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Sneak Attack (1/turn). The derro assassin deals an extra 17 (5d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the assassin that isn't incapacitated and the assassin doesn't have disadvantage on the attack roll.

ACTIONS

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage and 7 (2d6) poison damage

Hand Crossbow. *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 6 (1d6+3) piercing damage and 7 (2d6) poison damage.

Distract (Recharge 5-6). The derro assassin babbles, points, kicks and acts like an idiot. An adjacent target must succeed on a DC 13 Wisdom saving throw. On a failure, the derro and one adjacent ally can make a weapon attack with advantage as a reaction.

Derro Beetle Breeders work tirelessly breeding giant cavern beetles (see [page 9](#)), and working with derro alchemists to make them more suitable for command and very simple training. They even go so far as to develop a clicking language of sorts so they can share basic thoughts. When in battle, they take up rib bones of giant creatures of the underdark and use them as lances.

DERRO BEETLE BREEDER

Small humanoid (derro), chaotic evil

Armor Class 13 (leather armor)

Hit Points 71 (13d6 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	10 (+0)	6 (-2)	6 (-2)

Saving Throws Wis +2

Skills Stealth +4, Animal Handling +2, Nature +4

Damage Resistances poison

Senses darkvision 120 ft., passive Perception 8

Languages Dwarvish, Undercommon

Challenge 1 (200 XP)

Insanity. The derro has advantage on saving throws against being charmed or frightened.

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Beetle Banter. The beetle breeder can exchange basic thoughts with a giant beetle as if they shared a language.

ACTIONS

Lance. *Melee Weapon Attack:* +3 to hit, reach 10 ft., one creature. *Hit:* 7 (1d12+1) piercing damage. If the beetle breeder is mounted and charges at least 20 feet toward the target, the attack does an additional 1d12 damage.

Light Repeating Crossbow. *Ranged Weapon Attack:* +4 to hit, range 40/160 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Brutish Hulks are derro who have mercilessly been alchemically altered and enhanced to be a powerful front-line fighting machine. They wade into combat with abandon and when not fighting they sit quietly and sullen, but always fidgeting with small objects or their favored weapon.

DERRO BRUTISH HULK

Small humanoid (derro), chaotic evil

Armor Class 14 (natural armor)

Hit Points 110 (17d6 + 51)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	16 (+3)	8 (-1)	5 (-3)	6 (-2)

Skills Athletics +5

Senses darkvision 120 ft., passive Perception 7

Languages Undercommon

Challenge 3 (700 XP)

Eshew Tactics. At the start of its turn, the brutish hulk can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn, and it cannot attack the same creature more than once.

Insanity. The derro has advantage on saving throws against being charmed or frightened.

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Brute. A melee weapon deals one extra die of its damage when the brutish hulk hits with it (included in the attack).

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Devastating Critical. If the hulkish brute scores a critical hit the target must succeed on a DC 13 Strength saving throw or be knocked prone.

ACTIONS

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8+3) bludgeoning damage.

Multiattack. The Derro Brutish Hulk makes 2 attacks with its greatclub

Chaos Warriors are treated with alchemical formulas that act more than not like caffeine. These little madmen are visibly shaking with anticipation before a battle, and race in to confound foes with their mad dashing about. After a battle, the Chaos Warriors suffers 1 level of exhaustion until it takes a short or long rest.

DERRO CHAOS WARRIOR

Small humanoid (derro), chaotic evil

Armor Class 14 (studded leather)

Hit Points 49 (9d6 + 18)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	14 (+2)	11 (+0)	5 (-3)	6 (-2)

Skills Stealth +4, Acrobatics +4

Senses darkvision 120 ft., passive Perception 7

Languages Dwarvish, Undercommon

Challenge 1/2 (100 XP)

Duck And Weave (3/day). If the chaos warrior is attacked with a melee weapon and can see it, if it succeeds on a DC 11 Acrobatics check, the attack does half damage.

Flea On A Hot Brick. On each of its turns, the chaos warrior can use a bonus action to take the Dash, Disengage, or Hide action.

Insanity. The derro has advantage on saving throws against being charmed or frightened.

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Maneuver Master. As a bonus action, the chaos warrior can move up to its speed toward a hostile creature that it can see. This movement does not provoke opportunity attacks.

ACTIONS

Multiattack. The Derro Chaos Warrior makes 2 attacks with its handaxe.

Handaxe. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 4 (1d6+1) slashing damage.

Light Repeating Crossbow. *Ranged Weapon Attack:* +4 to hit, range 40/160 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Clan Leaders might better be referred to as grand schemers. While they're still quite out of their mind, that mind is always concocting ideas for experiments, theft and kidnappings. It is they who direct assaults on other clans, creatures, or the surface world. These plans are great in scope but rarely get results. Still, they continue to toss out plans like wet noodles to a wall hoping something sticks.

DERRO CLAN LEADER

Small humanoid (derro), chaotic evil

Armor Class 16 (studded leather + shield)

Hit Points 132 (24d6 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	14 (+2)	12 (+1)	6 (-2)	12 (+1)

Skills Intimidation +7, Stealth +6

Senses darkvision 120 ft., passive Perception 8

Languages Dwarvish, Undercommon

Challenge 5 (1800 XP)

Incite Riot (3/day). As a bonus action the clan leader can shout orders of rage and insanity to his fellows. All derro within 30 feet of the clan leader get to attack or take the dash action. Each one must also roll a d6. On a 1 the derro's action is determined as if by the spell confusion.

Insanity. The derro has advantage on saving throws against being charmed or frightened.

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Precision Strike. A dexterity-based weapon deals one extra die of its damage when the clan leader hits with it (included in the attacks).

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The Derro makes 3 attacks with his scimitar or repeating crossbow.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6+3) slashing damage plus (5) 2d4 psychic damage.

Light Repeating Crossbow. *Ranged Weapon Attack:* +6 to hit, range 40/160 ft., one target. *Hit:* 11 (2d8+2) piercing damage.

Disciple of Diirinkas are the spiritual members of the clan, talking directly to the derro god Diirinka. Although their origin story would shed doubts that this god even exists, the spells come from somewhere! But heed doubts they are really "talking" to Diirinka.

DERRO DISCIPLE OF DIIRINKA

Small humanoid (derro), chaotic evil

Armor Class 13 (leather armor)

Hit Points 71 (13d6 + 26)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	8 (-1)	14 (+2)	10 (+0)

Skills Insight +4, Stealth +4

Damage Resistances psychic

Senses darkvision 120 ft., passive Perception 12

Languages Dwarvish, Undercommon

Challenge 1 (200 XP)

Insanity. The derro has advantage on saving throws against being charmed or frightened.

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Invoke Duplicity. The Disciple of Diirinka can use the Cleric ability Invoke Duplicity from the Trickster Domain. This recharges after a short or long rest.

Spellcasting. The derro disciple of diirinka is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The derro disciple of diirinka has the following cleric spells prepared:

Cantrips (at will): *mending, resistance, sacred flame, thaumaturgy*

1st level (4 slots): *bane, command, inflict wounds, shield of faith*

2nd level (2 slots): *hold person, spiritual weapon (dagger)*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage and 6 (1d12) psychic damage.

Infiltrators are the spies and information gatherers who infiltrate other clans or even surface communities, disguised as Halflings, Dwarves, Gnomes, or even Darklings, Kobolds or Goblins as suits their needs. Common languages are noted, but an infiltrator will usually try to learn as many basic phrases of whatever society he's to infiltrate. Infiltrators are proficient with disguise kits.

DERRO INFILTRATOR

Small humanoid (derro), chaotic evil

Armor Class 16 (leather armor)

Hit Points 45 (10d6 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	16 (+3)	12 (+1)	12 (+1)	5 (-3)	12 (+1)

Skills Deception +3, Persuasion +3, Stealth +4

Senses passive Perception 7, darkvision 60 ft.

Languages Common, Dwarvish, Undercommon

Challenge 1/2 (100 XP)

Deranged Destiny. No matter how hard the infiltrator has trained to remain calm, if, when interacting with another creature it rolls 5 or less below an assigned difficulty class, the infiltrator loses thought and blurts out a nonsensical sentence, then recovers.

Insanity. The derro has advantage on saving throws against being charmed or frightened.

Lucky (3/day). The infiltrator rolls a 1 on an attack, ability check or saving throw, it can reroll but must take the new result.

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Special Equipment. The infiltrator has a disguise kit, a book of phrases in common, and a potion of invisibility.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Quarterstaff. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature. *Hit:* 4 (1d8) bludgeoning damage.

Light Repeating Crossbow. *Ranged Weapon Attack:* +4 to hit, range 40/160 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

Insanity Whisperer embrace their insanity and use it to confuse and vanquish their foes., even inflicting doubt and temporary madness in their opponents. These creatures may be considered the most insane of their race, and they wouldn't have it any other way.

DERRO INSANITY WHISPERER

Small humanoid (derro), chaotic evil

Armor Class 13 (leather armor)

Hit Points 45 (10d6 + 10)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	14 (+2)	12 (+1)	11 (+0)	5 (-3)	6 (-2)

Skills Stealth +4, Perception -1

Senses darkvision 120 ft., passive Perception 9

Languages Dwarvish, Undercommon

Challenge 1/2 (100 XP)

Insanity. The derro has advantage on saving throws against being charmed or frightened.

Mad Jabber. The insanity whisperer jabbers softly while straining at one creature resulting in a psionic attack. The insanity whisperer can choose one of the following spell effects: confusion, crown of madness, command. The save DC is 12.

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Sense. The insanity whisperer as a bonus action can detect a creature with an active mind within 50 feet of itself and can target it with an attack as if it can see it.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Unhinged. On each of the insanity whisperers' turns, roll a d6. On a 1-2 as a reaction the derro can use its bite attack. It attacks at random any creature or object within reach. If nothing is in reach, it bites itself.

ACTIONS

Mind Bolt. *Ranged Spell Attack:* +4 to hit, range 20/40 ft., one creature. *Hit:* 6 (1d12) psychic damage.

How derro eventually learn to cast spells is uncertain, but there are arcanists among their number, albeit rare.

DERRO SPELLSLINGER

Small humanoid (derro), chaotic evil

Armor Class 14 (studded leather)

Hit Points 67 (15d6 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	14 (+2)	5 (-3)	6 (-2)

Saving Throws Int +2, Wis +2

Skills Stealth +4

Senses darkvision 120 ft., passive Perception 7

Languages Dwarvish, Undercommon

Challenge 2 (450 XP)

Insanity. The derro has advantage on saving throws against being charmed or frightened.

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Spellcasting. The derro spellslinger is a 7th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 12, +4 to hit with spell attacks). The derro spellslinger has the following wizard spells prepared:

Cantrips (at will): *acid splash, friends, minor illusion, shocking grasp*

1st level (4 slots): *charm person, magic missile, shield, sleep*

2nd level (3 slots): *crown of madness, hold person*

3rd level (3 slots): *counterspell, fireball, lightning bolt*

4th level (1 slots): *confusion, conjure minor elementals*

ACTIONS

Psychic Lash. *Ranged Spell Attack:* +4 to hit, range 30/60 ft., one creature. *Hit:* 11 (2d10) psychic damage and the creature has disadvantage on Wisdom saving throws until the end of the spellslinger's next turn.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

REACTIONS

Invoke Doubt. If the spellslinger is the target of an attack and can see the attacker, it imposes disadvantage on the attack roll.

DERRO WARLOCK

Small humanoid (derro), chaotic evil

Armor Class 13 (leather armor)

Hit Points 110 (20d6 + 40)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	14 (+2)	11 (+0)	5 (-3)	18 (+4)

Saving Throws Wis +2

Skills Arcana +2, Deception +6, Stealth +4

Senses darkvision 120 ft., passive Perception 7

Languages Dwarvish, Undercommon

Challenge 4 (1100 XP)

Dark One's Blessing. When the warlock reduces a hostile creature to 0 hit points, it gains 13 temporary hit points.

Devil's Sight. The warlock's darkvision functions in both magical and normal darkness.

Eldritch Invocations. The warlock can cast the following spells at will, without using a spell slot and without material components: *levitate* (self only), *mage armor* (self only), *speak with dead*

Insanity. The derro has advantage on saving throws against being charmed or frightened.

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Innate Spellcasting. The derro's spellcasting ability is Charisma (spell save DC 14). The derro can innately cast the following spells, requiring no material components:

At will: *alter self, false life, silent image, speak with dead*

1/day each: *planar ally*

Spellcasting. The derro is a 9th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). The derro has the following warlock spells prepared:

Cantrips (at will): *chill touch, friends, poison spray*

5th level (2 slots), *banishment, blade ward, blight, chill touch, crown of madness, enthrall, hellish rebuke, hex, hold monster, poison spray, scorching ray, vampiric touch*

ACTIONS

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft., or range 20/60 ft., one target. *Hit:* 4 (1d4+2) piercing damage.

Derro Beetles are regular cave beetles imbued with just enough spark of basic intelligence to be able to understand and execute basic actions by the command of their riders.

DERRO BEETLE

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 57 (6d10 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	3 (-4)	10 (+0)	6 (-2)

Senses darkvision 60 ft., passive Perception 10

Languages Beetle Banter

Challenge 2 (450 XP)

Beetle Banter. The beetle can exchange basic thoughts with a Derro Beetle Breeder as if they shared a language.

ACTIONS

Pincers. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

Hit: 17 (3d8+4) slashing damage.

Derro Weapons. The derro sometimes wield special weapons. They use a **hooked shortspear**, a martial melee weapon that deals 1d4 piercing damage, weighs 2 pounds, and has the light weapon property (see chapter 5. "Equipment," of the Player's Handbook). It doesn't possess the thrown or versatile weapon properties of a normal spear. On a hit the wielder can forgo dealing damage and attempt to trip the target, in which case the target must succeed on a Strength saving throw or fall prone. The DC is 8 + the wielder's Strength modifier + the wielder's proficiency bonus.

The derro also use a **light repeating crossbow** fitted with a cartridge that can hold up to six crossbow bolts. This weapon is similar to a light crossbow except that it has half the range (40/160 feet) and doesn't have the loading property. It automatically reloads after firing until it runs out of ammunition. Reloading the cartridge takes an action.

Derro basic stats were first described in the hardcover adventure Out of the Abyss, and are reprinted here for convenience.

DERRO

Small humanoid (derro), chaotic evil

Armor Class 13 (leather armor)

Hit Points 13 (3d6 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	14 (+2)	12 (+1)	11 (+0)	5 (-3)	6 (-2)

Skills Stealth +4

Senses darkvision 120 ft., passive Perception 7

Languages Dwarvish, Undercommon

Challenge 1/4 (50 XP)

Insanity. The derro has advantage on saving throws against being charmed or frightened.

Magic Resistance. The derro has advantage on saving throws against spells and other magical effects.

Sunlight Sensitivity. While in sunlight, the derro has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Hooked Shortspear. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1 (1d4-1) piercing damage. If the target is a creature, the derro can choose to deal no damage and try to trip the target instead, in which case the target must succeed on a DC 9 Strength saving throw or fall prone.

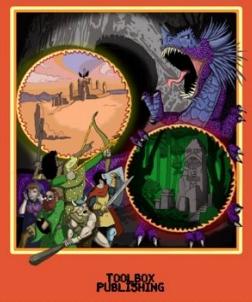
Light Repeating Crossbow. *Ranged Weapon Attack:* +4 to hit, range 40/160 ft., one target. *Hit:* 6 (1d8+2) piercing damage.

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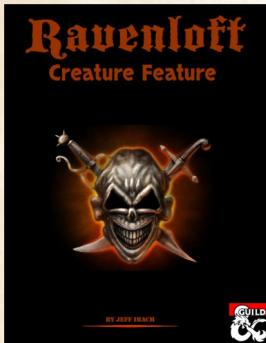
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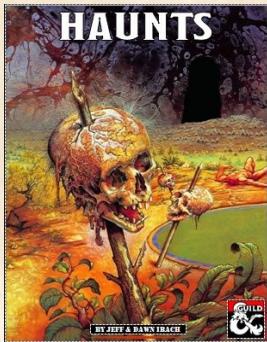
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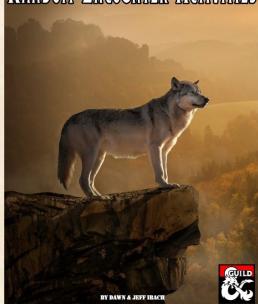
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