



<b>Buppido</b>	
<i>Small humanoid (derro)</i>	
<b>Armor Class:</b> 13 <b>HP:</b> 13 <b>Speed:</b> 30 ft.	
<b>STR:</b> 9 (-1) <b>DEX:</b> 14 (+2) <b>CON:</b> 12 (+1) <b>INT:</b> 11 (+0) <b>WIS:</b> 5 (-3) <b>CHA:</b> 9 (-1)	
<b>Skills</b> Stealth +4	
	<p>A talkative and kindly male derro. Seems to be of keen mind and positive disposition.</p> <p>Has advantage on saving throws against being charmed, frightened, or any magical effect. Has darkvision up to 120 ft.</p> <p>Attacks w/ light crossbow. +4 / 1d8 + 2 pierc.</p>

<b>Eldeth Feldrun</b>	
<i>Medium humanoid (dwarf)</i>	
<b>Armor Class:</b> 13 <b>HP:</b> 16 <b>Speed:</b> 25 ft.	
<b>STR:</b> 14 (+2) <b>DEX:</b> 11 (+0) <b>CON:</b> 12 (+1) <b>INT:</b> 11 (+0) <b>WIS:</b> 13 (-1) <b>CHA:</b> 11 (+0)	
<b>Skills</b> Nature +4 Perception +5 Stealth +4 Survival +5	
	<p>A female shield dwarf from Gauntlgrym. She has a stubborn hatred of all “corrupt dark dwellers.”</p> <p>Has poison resistance, darkvision up to 60 ft., and has advantage on perception checks involving hearing or sight.</p> <p>Attacks twice w/ warhammer. +4 / 1d8 + 2 bludg.</p>

## Ront

*Medium humanoid (orc)*

**Armor Class:** 13 **HP:** 15 **Speed:** 30 ft.

**STR:** 16 (+3) **DEX:** 12 (+1) **CON:** 16 (+3) **INT:** 7 (-2) **WIS:** 11 (+0) **CHA:** 10 (+0)

**Skills** Intimidation +2



A bully of an orc, who believes he is being punished for his cowardice by Grumsh.

Has darkvision 60 ft. Can move his speed toward a hostile creature as a bonus action.

Attacks w/ greataxe: +5 / 1d12 + 3 slash.

## Shuushar the Awakened

*Medium humanoid (kuo-toa)*

**Armor Class:** 11 **HP:** 18 **Speed:** 30 ft., swim 30 ft.

**STR:** 13 (+1) **DEX:** 10 (+0) **CON:** 11 (+0) **INT:** 11 (+0) **WIS:** 10 (+0) **CHA:** 8 (-1)


**Skills** Perception +4





A pacifist kuo-toa, who has spent a lifetime in quiet contemplation about his role in the universe.


Is amphibious. Can sense creatures within 30 ft. who are invisible or on the Ethereal Plane. Can pinpoint such creatures who are moving. Has advantage on rolls to escape grapples. Has darkvision up to 120 ft.


Will not attack.


<b>Topsy</b>	
<i>Small humanoid (deep gnome)</i>	
<b>Armor Class:</b> 12 <b>HP:</b> 33 <b>Speed:</b> 30 ft.	
<b>STR:</b> 10 (+0) <b>DEX:</b> 15 (+2) <b>CON:</b> 12 (+1) <b>INT:</b> 11 (+0) <b>WIS:</b> 10 (+0) <b>CHA:</b> 8 (-1)	
<b>Skills</b> Perception +2 Stealth +4	
	<p>A female deep gnome who is talkative and cunning. Has a love of shiny objects, and is non-confrontational. Turvy is her twin brother.</p> <p>Has advantage against all mental saving throws v.s. magic. Has advantage in stealth checks in rocky environs. Has darkvision up to 120 ft. Has advantage on perception checks that rely on smell.</p> <p>Attacks twice w/ crossbow: +4 / 1d6 + 2</p>

<b>Prince Derendil</b>	
<i>Medium humanoid (quaggoth)</i>	
<b>Armor Class:</b> 13 <b>HP:</b> 45 <b>Speed:</b> 30 ft., climb 30 ft.	
<b>STR:</b> 17 (+3) <b>DEX:</b> 12 (+1) <b>CON:</b> 16 (+3) <b>INT:</b> 6 (-2) <b>WIS:</b> 12 (+1) <b>CHA:</b> 7 (-2)	
<b>Skills</b> Athletics +5	
	<p>A gold elf prince trapped in the body of a quaggoth. Is slowly losing himself to his body's natural savagery.</p> <p>Is immune to poison, and has darkvision up to 120 ft. When he has 10 hit points or fewer he does an extra 2d6 damage.</p> <p>Attacks twice w/ claws: +5 / 1d6 + 3 slash.</p>

<b>Jimjar</b>	
<i>Small humanoid (deep gnome)</i>	
<b>Armor Class:</b> 12 <b>HP:</b> 27 <b>Speed:</b> 25 ft.	
<b>STR:</b> 10 (+0) <b>DEX:</b> 15 (+2) <b>CON:</b> 10 (+0) <b>INT:</b> 12 (+1) <b>WIS:</b> 14 (+2) <b>CHA:</b> 16 (+3)	
<b>Skills</b> Decept. +5 Insight +4 Invest. +5 Percept. +6 Persuade. +5 Sleight +4 Stealth +4	
	<p>A compulsive gambler with a devil-may-care attitude. He seems to be a truthful man, though greedy.</p> <p>Has advantage against all mental saving throws v.s. magic.            Has advantage in stealth checks in rocky environs.            Has darkvision up to 120 ft.            Cunning Action: Dash, Disengage, Hide, Sneak Attack 2d6</p> <p>Attacks twice w/ shortsword: +4 / 1d6 + 2 pierc.</p>

<b>Sarith Kzekarit</b>	
<i>Medium humanoid (elf)</i>	
<b>Armor Class:</b> 15 <b>HP:</b> 13 <b>Speed:</b> 30 ft.	
<b>STR:</b> 10 (+0) <b>DEX:</b> 14 (+2) <b>CON:</b> 10 (+0) <b>INT:</b> 11 (+0) <b>WIS:</b> 11 (+0) <b>CHA:</b> 12 (+1)	
<b>Skills</b> Perception +2 Stealth +4	
	<p>A sullen drow man who is prone to mood swings.</p> <p>Has advantage on saving throws against being charmed.            Cannot be put to sleep by magic. Has darkvision up to 120 ft.            Can cast <i>dancing lights</i> at will            Can cast <i>darkness</i> or <i>faerie fire</i> each once per day</p> <p>Attacks with shortsword: +4 / 1d6 + 2 pierc.</p>

<b>Stool</b>	
<i>Small plant</i>	
<b>Armor Class: 10 HP: 7 Speed: 10 ft.</b>	
<b>STR: 8 (-1) DEX: 10 (+0) CON: 10 (+0) INT: 8 (-1) WIS: 11 (+0) CHA: 5 (-3)</b>	
<b>Skills N/A</b>	
	<p>A young myconid who wants nothing more than to return home. Very Impressionable and curious. Was captured by Sarith some time ago.</p> <p>Can expel Rapport Spores, affecting all intelligent creatures within ten feet of it. Affected creatures can telepathically communicate with each other for one hour, if they stay close.</p> <p>Attacks w/ fist: +1 / 1d4 – 1 bludg. and 1d4 poison</p>

<b>Turvy</b>	
<i>Small humanoid (deep gnome)</i>	
<b>Armor Class: 12 HP: 33 Speed: 30 ft.</b>	
<b>STR: 10 (+0) DEX: 15 (+2) CON: 12 (+1) INT: 11 (+0) WIS: 10 (+0) CHA: 8 (-1)</b>	
<b>Skills Perception +2 Stealth +4</b>	
	<p>A male deep gnome who is quiet and twitchy. Mumbles frequently, and uses his twin sister Topsy to Communicate on his behalf.</p> <p>Has advantage against all mental saving throws v.s. magic.          Has advantage in stealth checks in rocky environs.          Has darkvision up to 120 ft.          Has advantage on perception checks that rely on smell.</p> <p>Attacks twice w/ crossbow: +4 / 1d6 + 2</p>