

# Derro

*Small, Humanoid, Chaotic Evil*

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**ARMOR CLASS**

13

**HIT POINTS**

36 (8d6 + 8)

**CHALLENGE**

1 | 200 XP

**PROFICIENCY**

+2

<b>Speed</b>	Walk 30 ft.
<b>Initiative</b>	+2
<b>Saving Throws</b>	N/A
<b>Skills</b>	Stealth +4
<b>Damage Resistances</b>	Psychic
<b>Senses</b>	Darkvision 120 ft.; Passive Perception 9
<b>Passive Perception</b>	9
<b>Languages</b>	Dwarvish, Undercommon

**STR**

10  
+0

**DEX**

14  
+2

**CON**

12  
+1

**INT**

11  
+0

**WIS**

9  
-1

**CHA**

10  
+0

## Traits

**Cavern Madness.** The derro has Advantage on saving throws against being Charmed or Frightened.

**Sunlight Sensitivity.** While in bright sunlight, the derro has Disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

## Actions

**Hooked Spear.** Melee Attack Roll: +4, reach 5 ft. Hit: 6 (1d8 + 2) Piercing damage.

**Repeating Bolt.** Ranged Attack Roll: +4, range 80/320 ft. Hit: 6 (1d8 + 2) Piercing damage.

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Original Monster Almanac compatible game statistics. This entry is designed for 5e-style tabletop play and does not reproduce closed-book stat block text.

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