

# Quipper

*Tiny, Beast, Unaligned*

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**ARMOR CLASS**

13

**HIT POINTS**

1 (1d4 - 1)

**CHALLENGE**

0 | 10 XP

**PROFICIENCY**

+2

<b>Speed</b>	Swim 40 ft.
<b>Initiative</b>	+3
<b>Saving Throws</b>	N/A
<b>Skills</b>	N/A
<b>Senses</b>	Darkvision 60 ft.; Passive Perception 8
<b>Passive Perception</b>	8
<b>Languages</b>	None

**STR**

2  
-4

**DEX**

16  
+3

**CON**

9  
-1

**INT**

1  
-5

**WIS**

7  
-2

**CHA**

2  
-4

## Traits

**Blood Frenzy.** The quipper has Advantage on melee attack rolls against any creature that doesn't have all its Hit Points.

**Water Breathing.** The quipper can breathe only underwater.

## Actions

**Bite.** Melee Attack Roll: +5, reach 5 ft. Hit: 1 Piercing damage.

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