

# DERRO

Derros are enigmatic and sinister denizens of the deep underground, shrouded in mystery and fear. These small, pale blue humanoids are known for their bulging white eyes and wild hair, which give them a haunting appearance. Driven by an insatiable curiosity and intrinsic madness, derros conduct gruesome experiments on abducted surface dwellers in their relentless quest for forbidden knowledge. Their sensitivity to sunlight forces them to live in the shadows, where they plot and scheme, ever eager to uncover the secrets of the world above. Despite their small stature, derros are formidable foes, wielding strange weapons and dark magic with deadly precision.

## Physical Description

Derros are small, pale blue humanoids with bulging white eyes and wild hair. They have four-fingered hands and often carry large hooked clubs known as aklyses. Standing at around 3 feet tall and weighing approximately 70 pounds, derros have a frail but agile build. Their skin is sensitive to sunlight, causing them to blister and burn if exposed for too long.

## Society

Derros dwell deep underground, often beneath the cities of the surface world. They live in small, isolated communities led by powerful sorcerers or rogues. Derro society is highly secretive and insular, with a strong emphasis on experimentation and the pursuit of forbidden knowledge. They frequently abduct surface dwellers to perform hideous experiments, seeking to understand what protects those above from the burning death of sunlight.

## Relations

Derros are generally mistrusted and feared by other races due to their sadistic nature and penchant for abduction. They have a particular enmity towards surface dwellers, whom they view as subjects for their experiments. Despite this, derros can sometimes form uneasy alliances with other underground races, such as drow or duergar, when it suits their purposes.

## Alignment and Religion

Derros are typically chaotic evil, driven by their madness and insatiable curiosity. They worship dark and twisted deities, often venerating gods of madness, darkness, and forbidden knowledge. Their religious practices are as secretive and disturbing as the rest of their society.

## Adventurers

Derros who become adventurers often do so out of a desire to escape the confines of their underground homes or to seek new subjects for their experiments. They make excellent rogues and sorcerers, using their natural agility and spell-like abilities to great effect. Derro adventurers are rare, but those who do exist are often driven by a unique blend of curiosity and madness.

# DERRO RACIAL ABILITIES

**Ability Score Modifiers:** +2 Dexterity, +2 Constitution, -2 Wisdom, +2 Charisma

**Size:** Small

**Type:** Humanoid (Derro)

**Base Speed:** 20 ft.

**Languages:** Derros begin play speaking Aklo and Undercommon. Derros with high Intelligence scores can choose from the following: Common, Dwarven, Elven, Gnome, and Goblin.

**AC:** +2 natural armor

**Spell Resistance:** SR 10 + the character level of the Derro

**Weaknesses:** Vulnerability to Sunlight (A derro takes 1 point of Constitution damage after every hour it is exposed to sunlight)

**Weapon Familiarity:** Derros are proficient with short swords, repeating light crossbows, and aklyses.

**Spell-Like Abilities:** **At will:** Darkness, Ghost Sound (DC 13), **1/day:** Daze (DC 13), Sound Burst (DC 15)

**Madness (Ex):** Derros use their Charisma modifier on Will saves instead of their Wisdom modifier and are immune to insanity and confusion effects. Only a miracle or wish can remove a derro's madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.

**Poison Use (Ex):** Derros are not at risk of poisoning themselves when handling poison. They use Medium spider venom to poison their crossbow bolts and generally carry 10 pre-poisoned bolts at all times.

- **Medium Spider Venom:** Injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.