



RUMMYNOSE

Tiny fey, chaotic evil

Armor Class 12

Hit Points 6 (4d4 - 4)

Speed 5 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	15 (+2)	9 (-1)	10 (+0)	16 (+3)	20 (+5)

Saving Throws Wis +5

Skills Perception +5, Stealth +6

Senses truesight 60 ft., passive Perception 15

Languages understands Common and Sylvan but can't speak

Challenge 1/4 (50 XP)

Innate Spellcasting. The rummynose's innate spellcasting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *minor illusion*, *project image*, *thaumaturgy*

3/day: *seeming*

1/day: *hallucinatory terrain*

Keen Senses. The rummynose has advantage on Wisdom (Perception) checks that rely on sight, hearing, or smell.

Shadow Stealth. While in dim light or darkness, the rummynose can take the Hide action as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target.

Hit: 1 piercing damage.

Shadow Leap (Recharge 5–6). The rummynose teleports up to 20 feet to an unoccupied space it can see that is in dim light or darkness.

THE RUMMYNOSE

It never chases its victims, only edges toward them. Devious and lurking through the canopy of the darkest forests, the rummynose rather observes than engages, always planning its next scheme. Utilizing deceptive tricks and illusion magic, this slow-moving critter lures unsuspecting adventurers into their doom. Be it by leading them into the arms of slumbering monsters, hazardous terrain or old traps – long forgotten by their creators. The cruel motivation for this behavior is yet to be explored, since the rummynose never seems to show any further interest in their victims once their fate is ultimately sealed...