

WHAZZIT THE QUASIT

Quasits infest the Lower Planes. Physically weak, they keep to the shadows to plot mischief and wickedness. More powerful demons use quasits as spies and messengers when they aren't devouring them or pulling them apart to pass the time.

In ages past, a bone devil gained the services of a particularly ambitious quasit named Whazzit, which was looking to escape the typical fate of its kind. With Whazzit's help, the bone devil conquered the lost laboratory of Kwalish and converted it into a monastery dedicated to its own dark cult, becoming the monastery's Grand Master. But the devil eventually met its demise investigating Kwalish's grand experiments, and its infernal life force was drawn into powerful extraplanar machinery. (Full details on the Grand Master can be found in *Lost Laboratory of Kwalish*.)



Whazzit survived—and quickly saw opportunity. The quasit managed to construct an elaborate war machine based on Kwalish's designs, using the bone devil's exoskeleton as its framework. The tiny fiend then kept up an elaborate ruse for years, piloting this exoskeleton as it pretended to be the Grand Master.

Infernal Plotting. Whazzit can assume a number of beast forms, but in its true form, it looks like a two-foot-tall green humanoid with horns. The quasit has grafted tiny shards of the bone devil's exoskeleton onto its own body for added protection, and has incorporated a stinger into its tail stolen from a rival—the imp known as Subknock. The imp in turn stole Whazzit's original set of necrotic claws, a theft that still fills the quasit with rage.

WHAZZIT

Tiny fiend (demon, shapechanger), chaotic evil

Armor Class 14 (natural)

Hit Points 15 (6d4)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	17 (+3)	10 (+0)	12 (+1)	10 (+0)	10 (+0)

Skills Stealth +5

Damage Resistances cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 10

Languages Abyssal, Common

Challenge 1 (200 XP)

Shapechanger. Whazzit can use its action to polymorph into a beast form that resembles an oversized wasp (speed 10 ft., fly 40 ft.), a scorpion (40 ft., climb 40 ft.), or a skeletal toad (40 ft., swim 40 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Magic Resistance. Whazzit has advantage on saving throws against spells and other magical effects.

ACTIONS

Sting (Bite in Toad Form). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) piercing damage plus 5 (2d4) poison damage, and the target must succeed on a DC 13 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Scare (1/Day). One creature of Whazzit's choice within 20 feet of it must succeed on a DC 10 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if Whazzit is within line of sight, ending the effect on itself on a success.

Invisibility. Whazzit magically turns invisible until it attacks or uses Scare, or until its concentration ends (as if concentrating on a spell). Any equipment Whazzit wears or carries is invisible with it.

Like its imp rival, Whazzit is a rather accomplished inventor, especially when it comes to devices of warfare and torture. If the Grand Master is defeated and its ruse revealed, Whazzit claims to know of further gear and items hidden in the lower recesses of the Monastery of the Distressed Body, beneath the central abbey. It might offer to serve as a familiar to a new master who joins it in exploring the lower reaches of the monastery. However, in all such cases, Whazzit is principally interested in regaining control of the monastery for itself, or establishing a new laboratory for its own dark experiments.

Whazzit is also motivated to seek vengeance against its imp rival. The two are rumored to keep in contact with each other, with both sending emissaries and assassins against one another via the planar gates located in the Monastery of the Distressed Body and Kwalish's newer laboratory in Daoine Gloine.

Familiar. Whazzit might serve another creature as a familiar, forming a telepathic bond with its willing master. While the two are bonded, the master can sense what Whazzit senses as long as they are within 1 mile of each other. While Whazzit is within 10 feet of its master, the master gains proficiency with two sets of artisan's tools of the master's choice: alchemist's supplies, cartographer's tools, jeweler's tools, leatherworker's tools, smith's tools, or tinker's tools, determined when first bonded. At any time and for any reason, Whazzit can end its service as a familiar, ending the telepathic bond.

Whazzit is likely to serve only spellcasters of 7th level or higher and of evil alignment, or who can grant the quasit access to materials and resources to further its own experiments.

SUBKNOCK THE IMP

Imps are found throughout the Lower Planes, either running errands for their infernal masters, spying on rivals, or misleading and waylaying mortals. An imp will proudly serve an evil master of any kind, but it can't be relied on to carry out tasks with any speed or efficiency.

Among the many former masters of the imp known as Subknock was the bone devil that would later invade Kwalish's lost laboratory, installing itself as the Grand Master of the Monastery of the Distressed Body. Long before those events, however, a quasit fought the shiftless Subknock for the right to serve the bone devil, becoming its new assistant and sharing in its triumphs. (Full details on the Grand Master can be found in *Lost Laboratory of Kwalish*.)

Thwarted Ambition. Subknock can assume beast form at will, but in its natural state, it resembles a diminutive red-skinned humanoid with small horns and leathery wings. It bears a set of special necrotic claws

stolen from its rival, the quasit Whazzit. The quasit in turn stole and now bears Subknock's barbed stinger tail.

Like its quasit rival, Subknock is a rather accomplished inventor, especially when it comes to devices of warfare and torture. To further its ambitions, it might offer to serve as a familiar to a new master. Even if it does, however, Subknock is principally interested in gaining control of Daoine Gloine, the site of Kwalish's newer lost laboratory, or in establishing another suitable laboratory for its own dark experiments.

Subknock is also motivated to seek vengeance against its quasit rival. The two are rumored to keep in contact with each other, with both sending emissaries and assassins against one another via the planar gates located in the Monastery of the Distressed Body and in Daoine Gloine.

Familiar. Subknock might serve another creature as a familiar, forming a telepathic bond with its willing



master. While the two are bonded, the master can sense what Subknock senses as long as they are within 1 mile of each other. While Subknock is within 10 feet of its master, the master gains proficiency with two sets of artisan's tools of the master's choice: alchemist's supplies, carpenter's tools, glassblower's tools, mason's tools, smith's tools, or tinker's tools, determined when first bonded. At any time and for any reason, Subknock can end its service as a familiar, ending the telepathic bond.

Subknock is likely to serve only spellcasters of 7th level or higher and of evil alignment, or who can grant the imp access to materials and resources to further its own experiments.

SUBKNOCK

Tiny fiend (devil, shapechanger), lawful evil

Armor Class 13

Hit Points 21 (6d4 + 6)

Speed 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	17 (+3)	13 (+1)	11 (+0)	12 (+1)	14 (+2)

Skills Deception +4, Insight +3, Persuasion +4, Stealth +5

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical attacks not made with silvered weapons

Damage Immunities fire, poison

Condition Immunities poisoned

Senses darkvision 120 ft., passive Perception 11

Languages Common, Infernal

Challenge 1 (200 XP)

Shapechanger. Subknock can use its action to polymorph into a beast form that resembles a stuffed toy rat (speed 20 ft.), a papercraft raven (20 ft., fly 60 ft.), or a clockwork spider (20 ft., climb 20 ft.), or back into its true form. Its statistics are the same in each form, except for the speed changes noted. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

Devil's Sight. Magical darkness doesn't impede Subknock's darkvision.

Magic Resistance. Subknock has advantage on saving throws against spells and other magical effects.

ACTIONS

Claws of Wounding (Bite in Rat or Spider Form). *Melee*

Weapon Attack: +5 to hit, reach 5 ft., one target. **Hit:** 5 (1d4 + 3) piercing damage. Once per turn, when Subknock hits a creature using this attack, it can wound the target. At the start of each of the wounded creature's turns, it takes 1 necrotic damage for each time it's been wounded, and it can then make a DC 13 Constitution saving throw, ending this wounded effect on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending this wounded effect on the wounded creature on a success.

Invisibility. Subknock magically turns invisible until it attacks or until its concentration ends (as if concentrating on a spell). Any equipment Subknock wears or carries is invisible with it.