

# MONSTERS

OF THE UNDERWORLD









# MONSTERS

OF THE UNDERWORLD

A collection of monsters for 5th Edition

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# THE UNDERWORLD

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Hidden underneath the everyday world is a dark, mysterious realm. There are some areas lit by phosphorescent plants, but most are cloaked in inky darkness. Narrow tunnels branch off into massive hidden caverns filled with stalactites and stalagmites. The colors of the rock range from gray to brown to tan. Fast flowing rivers lead into huge black lakes that never seem to end. Immense ravines are bridged by flimsy, rotten rope bridges. Streams of lava boil and ooze through solid rock. Elegantly carved dwarf and dark elf cities rise out of nowhere. This dim world is inhabited by many creatures, in fact there are entire societies thriving away from the sun.

The dwarf and drow kingdoms stretch for miles and miles. The orcs, duergar, deep gnomes, and minotaurs also have a strong presence. Patrols of humanoids sent out as scouts and spies are everywhere. All the Underworld races have many long running conflicts that will affect any visitors to this land. Hideous monsters lurk in the dark and make this an extremely dangerous place to visit. The unimaginable is ordinary in this bizarre world.

# GAME MASTER ADVICE

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Bearing in mind the lack of light and chaotic nature of the Underworld is very important. Many adventuring parties will have to rely on torches, lanterns, darkvision, or magical sources of light. However, these sources have their limits. Even with darkvision, creatures can only see so far and only shades of gray. Light sources will alert monsters of any visitors. Many of the denizens of this land can see in the dark and will have an advantage. Much of the travel will be in difficult terrain with the slippery ground and rubble littered everywhere. Getting lost in this underground territory is not uncommon. The terrain is unforgiving and unpredictable. Some groups of adventurers might have to rope themselves together. It's difficult to navigate for an hour, let alone days or weeks. Having mounts to carry equipment, food supplies and other gear will help some groups immensely. Of course, these caravans will have to be protected.

Eventually a party will need to strike a camp. When they do, they'll make themselves known. Food and clean water are also scarce. Adventurers might have to search long and hard for food and even then, they might not be sure what they're eating. Sound also travels in unusual ways in this world. Echoes could confuse the party or sounds from far away could warn of dangers. This is not an easy place to survive. It is a harsh and extremely dangerous land.

For the Game Master, it's an easy place to keep a party on their toes. Many areas have narrow tunnels or have the possibility of cave-ins or other kinds of rockfall. Ambushes are easy to set up and put the adventurers at a disadvantage. A group of heroes might have to find their way across an area that has no solid ground. Any enclosed areas could also put the party in a very precarious position. There are also dangerous cliffs to negotiate. A character might simply lose their footing and fall into a chasm.

Another element that could add more challenges is changing the way magic works. A Game Master could create an Underworld where magic doesn't work all the time, or in the same way. Spells that help the players travel around might not work in such an alien realm. Magical light might also not work in the same fashion as on the surface world.

Overall, the Underworld is a setting that will challenge any adventuring party and the heroes should be prepared for anything.





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# ALLIANCE OF THE GRIFFON

Desmond Hawkeye is a monster hunter and a member of the Alliance of the Griffon. This faction is committed to exploring the multiverse and fighting evil. The only other known member of the group is the Storyweaver, a mysterious figure who dwells in Feyland. However, there are about a dozen individuals in the faction. Members of the alliance have been sent by the Griffon to explore specific parts of the multiverse. The Griffon is a powerful, wise griffon with extraordinary abilities. Each individual member also has unique talents that suit their mission.

Desmond makes his home in a large manor which sits above a hidden entrance to the Underworld. This man is part scholar, part warrior. He often mounts his vawk (page 119) and flies into the dark realm. This monster hunter has explored the subterranean realm for many years and knows every twist and turn.

*The Monster Hunter monster version can be found on page 79. The ranger subclass version is on page 124.*

## UNDERWORLD ADVENTURE HOOKS

1. The Alliance of the Griffon sends your party on a mission with the legendary monster hunter, Desmond Hawkeye.
2. The heroes must retrieve a powerful item from the Underworld.
3. A dangerous devil-worshipping cult is based deep underground.
4. Adventurers must rescue someone from the Underworld.
5. A group of adventurers are native to the Underworld. A drow of good or neutral alignment is their leader.
6. The heroes must retrieve a rare plant to save the life of a dying princess.
7. A party must travel to the underground dwarf capital to meet with the king. They soon find out a war has broken out with the orcs.
8. Heroes must infiltrate the duergar capital and retrieve a lost tome.
9. A dwarf needs to be escorted back to the dwarf capital deep in the Underworld.
10. A dungeon trap is triggered, sending the party deep into the Underworld.
11. Adventurers must escort a diplomat to the Underworld to broker a peace agreement.
12. A series of murders have occurred in a dwarf mine.
13. The minotaur king begins a campaign to take over the Underworld. Who will stand in his way?
14. Deep gnomes seek help from the heroes after the drow capture a number of slaves.
15. A group of good-aligned drow begin an uprising led by a brave priestess.
16. Several elite elf warriors need an escort into the Underworld. They are planning to assassinate a drow leader.
17. The party is sent on a quest to retrieve a large amount of a rare metal for a wealthy king.
18. A group of heroes finds a treasure map that leads to an abandoned underground city.
19. Miners unearth a dangerous monster or a powerful magical force.
20. A half-orc spy helps the party enter the orc caverns on a mission to eliminate the evil humanoids from the Underworld.
21. A party of adventurers must attempt to escape from the Underworld after being taken prisoner.
22. Magical mushrooms send the heroes on a wild trip below the surface world.
23. On a voyage through the Underworld, the heroes find a hidden city under a subterranean lake.
24. A powerful noble has hired the adventuring party to eliminate a drow assassin who lives in the dark elf capital.
25. Giants from the surface world enlist the help of mercenaries to eliminate the unpredictable Giant Queen.







# ANIMATED STATUE

*Large construct, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 52 (7d10 + 14)

**Speed** 25 ft.

**STR**

16(+3)

**DEX**

10(+0)

**CON**

14(+2)

**INT**

1(-5)

**WIS**

3(-4)

**CHA**

1(-5)

**Damage Immunities** poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 6

**Languages** -

**Challenge** 3 (700 XP)

**False Appearance.** While the animated statue remains motionless, it is indistinguishable from a normal statue.

**Spell Immunity.** The animated statue is immune to two spells chosen by its creator.

## ACTIONS

**Multiattack.** The animated statue makes two slam attacks or one choke attack.

**Slam.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage.

**Choke.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage. If the target is a Medium or smaller creature, it is grappled (escape DC 15). Until this grapple ends, the target is restrained, and the animated statue can't grapple another target. If this attack is a critical hit, the target also can't breathe or speak until the grapple ends.

A party of adventurers finds an old statue inside a dusty dungeon. As the group leaves the area, they hear footsteps and turn to find the statue following them. This sizeable construct is known as an animated statue. Legend tells of creatures disappearing after discovering these monsters.

**Still Standing.** These statues were built by spellcasters to guard specific locations. It's very difficult to deduce if an animated statue is real or not.

**Individual Immunity.** Each of these statues were imbued with some protection from magic. Their creators have been able to protect the construct from two spells.

**Constructed Nature.** An animated statue doesn't require air, food, drink, or sleep. The magic that animates an object is dispelled when the construct drops to 0 hit points. An animated object reduced to 0 hit points becomes inanimate and is too damaged to be of much use or value to anyone.





# BEHEMOTH

*Gargantuan monstrosity (titan), unaligned*

**Armor Class** 25 (natural armor)

**Hit Points** 780 (40d20 + 360)

**Speed** 40 ft.

**STR**

30(+10)

**DEX**

9(-1)

**CON**

29(+9)

**INT**

10(+0)

**WIS**

12(+1)

**CHA**

3(-4)

**Saving Throws** Int +9, Wis +10, Cha +5

**Condition Immunities** charmed, frightened

**Senses** darkvision 120 ft., passive Perception 11

**Languages** Terran

**Challenge** 30 (155,000 XP)

**Fearsome Presence.** Any creature that starts its turn within 120 feet of the behemoth must make a DC 21 Wisdom saving throw. On a failed save, the creature becomes frightened of the behemoth for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the feature for the next 24 hours.

**Legendary Resistance (3/day).** If the behemoth fails a saving throw, it can choose to succeed instead.

**Siege Monster.** The behemoth deals double damage to objects and structures.

**Sunlight Sensitivity.** While in sunlight, the behemoth has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The behemoth makes three attacks; two bite attacks and one gore attack with its horns.

**Bite.** Melee Weapon Attack: +19 to hit, reach 15 ft., one target. Hit: 49 (6d12 + 10) piercing damage.

**Gore.** Melee Weapon Attack: +19 to hit, reach 15 ft., one target. Hit: 54 (8d10 + 10) piercing damage.

**Earthshake (Recharge 5-6).** The behemoth slams the ground and a thunderous burst goes outwards 120 feet. Each creature in that area must make a DC 23 Constitution saving throw, taking 105 (30d6) thunder damage on a failed save and it is knocked prone, or half as much damage on a successful one.

Without warning, the ground shakes and an enormous red monster enters the vast cavern. It looks like a giant horned dragon without wings. The behemoth is the most powerful of all creatures living underground. This monstrosity can destroy armies and entire settlements singlehandedly.

**Massive Monstrosity.** Legends speak about the immense size of this creature, but seeing it in the flesh is frightening. It seems as if part of the earth itself has come alive. The behemoth has a boundless appetite and sometimes hunts down entire herds of Underworld beasts.

**Ground Breaking.** The behemoth shakes the very ground it walks on. It has been known to knock an entire army off its feet.

**Dark Days.** Although it is an immeasurably powerful creature, the behemoth is extremely sensitive to sunlight.



## LEGENDARY ACTIONS

**Bite Attack.** The behemoth makes a bite attack.

**Gore Attack.** The behemoth makes a gore attack.

**Tail Attack.** Melee Weapon Attack: +19 to hit, reach 20 ft., one target. Hit: 43 (6d10 + 10) bludgeoning damage.



# BOATMAN

Large fiend, neutral evil

**Armor Class** 17 (natural armor)

**Hit Points** 67 (9d10 + 18)

**Speed** 30 ft.

**STR**

18(+4)

**DEX**

16(+3)

**CON**

15(+2)

**INT**

12(+1)

**WIS**

18(+4)

**CHA**

16(+3)

**Skills** Perception +7, Stealth +6

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Common, Abyssal, Undercommon

**Challenge** 6 (2,300 XP)

**Evasion.** If the boatman is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the boatman instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Innate Spellcasting.** The boatman's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The boatman can innately cast the following spells, requiring no components.

**At will:** detect evil and good, prestidigitation

**3/day each:** burning hands, detect thoughts

**1/day each:** scorching ray, suggestion

**Magic Resistance.** The boatman has advantage on saving throws against spells and other magical effects.

## ACTIONS

**Multiattack.** The boatman makes two attacks with its oar spear.

**Oar Spear.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning or piercing damage plus 4 (1d8) necrotic damage.

**Dark Touch.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (3d8) necrotic damage. The target must also succeed on a DC 15 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest.

## REACTIONS

**Parry.** The boatman adds 1 to its AC against one melee attack that would hit it. To do so, the boatman must see the attacker and be wielding a melee weapon.

Guiding boats around gloomy underground rivers and endless lakes are villainous boatmen. They appear as dark cloaked figures with large hoods. What hides beneath the hood is unknown. This tall fiend is a very tricky creature to deal with.

**Fiendish Ferryman.** Boatmen will help transport creatures around the Underworld, for a price. A number of the local humanoids won't deal with these fiends. However, these fey do know their way around the strange land.

**Agile Agitator.** Boatmen are quick and able to react quickly if engaged in combat. They fight with a unique oar that doubles as a quarterstaff with a blade on one end.

**Terrible Toll.** The cost of passage might be gold or a favor, or something else. Ultimately, these fiends will do whatever they think they can get away with.

## FLORA OF THE UNDERWORLD

**Dumgi Fungi:** A red mushroom with white spots. Once consumed, your Intelligence score is lowered by 2 for a day.





A whisper in the dark might be harmless, or it might come from a careless whisper. This foul monster can ruin someone's day. The careless whisper hides in the shadows and makes nasty suggestions to passersby. A group of careless whispers can severely affect an adventuring party.

**Corroding Confidence.** Brave heroes can find their confidence wane after hearing from this monster. Soon afterwards they find their willpower is lacking as they engage their next opponent.

**Helpless Heroes.** Adventurers can find themselves more feeling more vulnerable after hearing from this influential monster. Victims find their ability to fight off certain magical attacks is compromised.

**Undead Nature.** A careless whisper doesn't require air, food, drink, or sleep.

# CARELESS WHISPER

*Medium undead, chaotic evil*

**Armor Class** 13

**Hit Points** 22 (5d8)

**Speed** 0 ft., hover 30 ft.

**STR**

4(-3)

**DEX**

16(+3)

**CON**

10(+0)

**INT**

7(-2)

**WIS**

14(+2)

**CHA**

3(-4)

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, slashing from nonmagical weapons.

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Undercommon

**Challenge** 1 (200 XP)

**Incorporeal Movement.** The careless whisper can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

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

**Sunlight Sensitivity.** While in sunlight, the careless whisper has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Shake Confidence.** The careless whisper targets one creature it can see within 5 feet. If the target can hear the careless whisper, the target must succeed on a DC 13 Wisdom saving throw or be at disadvantage for all Initiative rolls for 24 hours.

**Uninspire.** The careless whisper targets one creature it can see within 10 feet. If the target can hear the careless whisper, the target must succeed on a DC 13 Wisdom saving throw or be at disadvantage for all saving throws for 1 minute.





# CAVE HYDRA

*Huge monstrosity, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 200 (16d12 + 96)

**Speed** 40 ft., swim 40 ft.

**STR**

23(+6)

**DEX**

14(+2)

**CON**

23(+6)

**INT**

2(-4)

**WIS**

14(+2)

**CHA**

7(-2)

**Skills** Perception +7, Stealth +7

**Condition Immunities** charmed

**Senses** darkvision 90 ft., passive Perception 17

**Languages** -

**Challenge** 15 (13,000 XP)

**Amphibious.** The cave hydra can breathe air and water.

**Sunlight Sensitivity.** While in sunlight, the cave hydra has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Tentacle Charge.** If the cave hydra moves at least 20 feet straight toward a target using its tentacles and then hits it with one of its tentacles on the same turn, that one target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must also succeed on a DC 18 Strength saving throw or be knocked prone.

## ACTIONS

**Multiattack.** The cave hydra makes five attacks with its tentacles or one bite attack.

**Tentacle.** Melee Weapon Attack: +11 to hit, reach 15 ft., one target. Hit: 15 (2d8 + 6) bludgeoning damage and the target is grappled (escape DC 18). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the cave hydra can't use the same tentacle on another target. The cave hydra has five tentacles, each of which can grapple one target.

**Bite.** Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 17 (2d10 + 6) piercing damage.

**Swallow.** The cave hydra makes one bite attack against a Medium or smaller target it is grappling. If the attack hits, the target is also

swallowed, and the grapple ends. While swallowed, the target is blinded and restrained, it has total cover against attacks and other effects outside the cave hydra, and it takes 21 (6d6) acid damage at the start of each of the cave hydra's turns. A cave hydra can have only one creature swallowed at a time. If the cave hydra dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 15 feet of movement, exiting prone.

Lurking in subterranean pools, rivers, and lakes is this deadly monstrosity. In the dark, murky underground water it's not easy to see what lives below. Legendary tales warn adventurers to stay away from these underground bodies of water where the cave hydra might dwell.

**Lone Lurker.** It lives a solitary existence, waiting patiently for prey to wander by. This predator can survive a long time without feeding, but when prey arrives it boldly attacks. Despite their size, these monsters can move quickly on land or in the water.

**Armed to the Teeth.** The cave hydra uses its many tentacles to attack multiple targets. If possible, it will pull victims into its massive jaws and swallow them.





Hiding in the numerous rocky chasms of this realm are these horrid creatures. Chasm fiends are lanky monsters that spend most their day hunting for any food they can find. They come from the deepest part of the Underworld. A magical rift has opened to the home plane of the demons. Chasm fiends crawl through this narrow opening into the subterranean world. Other demons have discovered this opening and have begun to use it more and more.

**Cliff Hanger.** These fiends cling to side of cliffs or cavern walls and wait for their prey to wander by. Sometimes they will even hang upside down from rocky ceilings. They are able to blend in with their surroundings quite easily.

**Local Blend.** Able to camouflage themselves in the stony terrain, chasm fiends are hard to find. They keep to the shadows until they are ready to strike. Groups of chasm fiends can take over large areas. These monsters are known to lair in high caves on the sides of chasms. Their homes are littered with bones and loot from their numerous victims.

# CHASM FIEND

*Medium fiend (demon), chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft., climb 40 ft.

**STR**

18(+4)

**DEX**

16(+3)

**CON**

15(+2)

**INT**

7(-2)

**WIS**

14(+2)

**CHA**

9(-1)

**Saving Throws** Dex +6, Con +5

**Skills** Acrobatics +6, Perception +5, Stealth +6

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

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Abyssal

**Challenge** 6 (2,300 XP)

**Magic Resistance.** The chasm fiend has advantage on saving throws against spells and other magical effects.

**Running Leap.** The chasm fiend's long jump is up to 30 feet and its high jump is up to 20 feet when it has a running start.

**Spider Climb.** The chasm fiend can climb difficult surfaces. Including upside down on ceilings, without needing to make an ability check.

**Stone Camouflage.** The chasm fiend has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

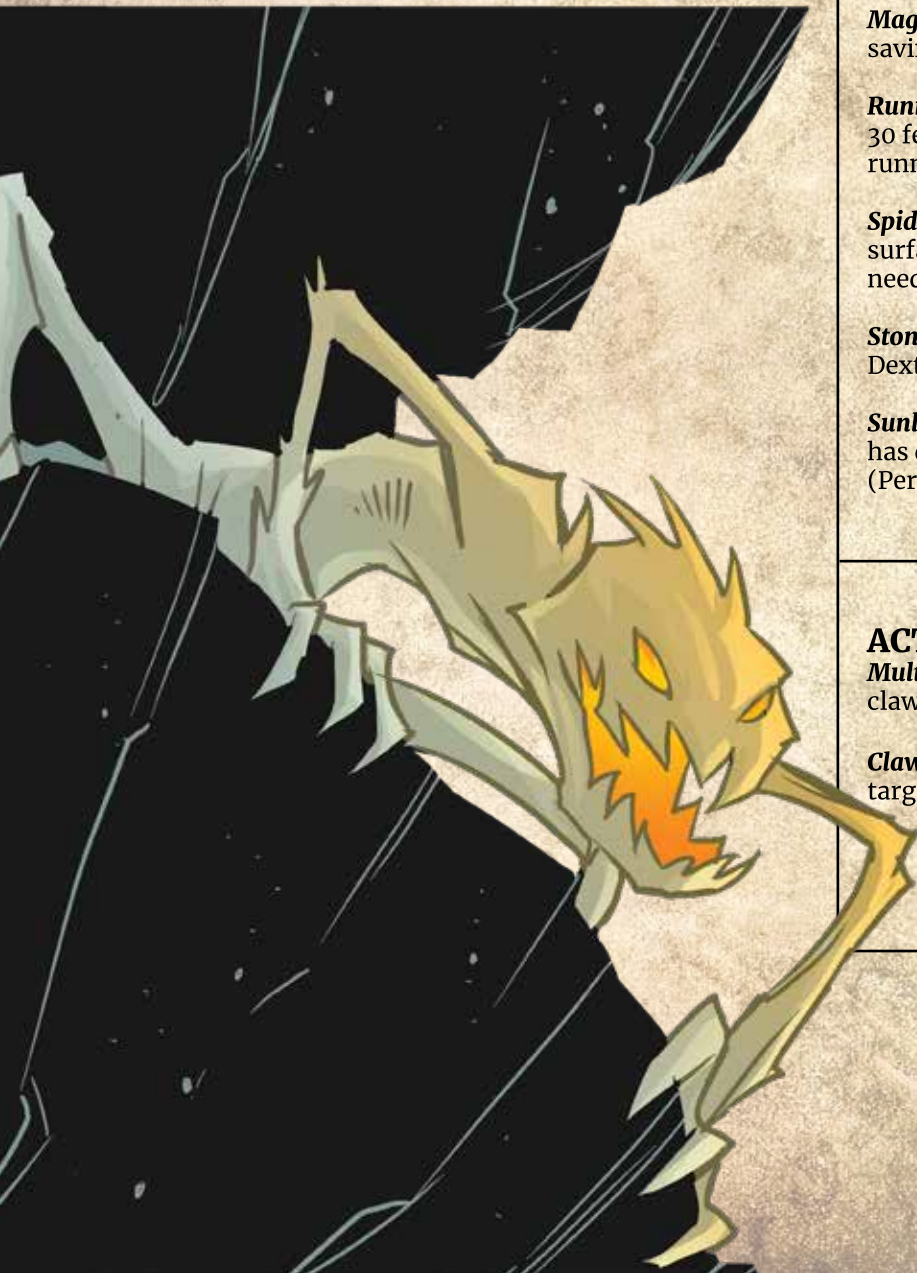
**Sunlight Sensitivity.** While in sunlight, the chasm fiend has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The chasm fiend makes two attacks with its claws and one with its bite.

**Claws.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

**Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.





# DARK MAIDEN

*Medium fey, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 97 (15d8 + 30)

**Speed** 30 ft.

**STR**

12(+1)

**DEX**

16(+3)

**CON**

14(+2)

**INT**

12(+1)

**WIS**

16(+3)

**CHA**

20(+5)

**Saving Throws** Wis +6, Cha +8

**Skills** Deception +8, Insight +6, Perception +6, Performance +8, Persuasion +8

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Undercommon

**Challenge** 8 (3,900 XP)

**Innate Spellcasting.** The dark maiden's innate spellcasting ability is Charisma (spell save DC 16). The dark maiden can innately cast the following spells, requiring no components.

**At will:** detect evil and good, minor illusion, prestidigitation

**2/day each:** charm person, detect magic, detect thoughts

**1/day each:** dispel evil and good, entangle, enthrall, feather fall, hold person, hypnotic pattern, silence, sleep

**Inscrutable.** The dark maiden is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the dark maiden's intentions or sincerity have disadvantage.

**Magic Resistance.** The dark maiden has advantage on saving throws against spells and other magical effects.

## ACTIONS

**Multiattack.** The dark maiden makes two attacks with its claws.

**Claws.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage. Instead of dealing damage, the dark maiden can grapple the target instead (escape DC 16). It can only grapple one target at a time.

**Confusing Gaze.** When a creature starts its turn within 30 feet of the dark maiden and is able to see its eyes, the dark maiden can magically force it to make a DC 16 Charisma saving throw, unless the dark maiden is incapacitated. On a failed saving throw, the creature can't take reactions until the start of its next turn and rolls a d8 to determine what it does during that turn.



Wandering around the Underworld is one of the most alluring creatures you'll ever find. However, this vain monster is only out for itself. The dark maiden uses all of its charms to seduce and manipulate others to get what it wants. These scheming fey want riches and power. They are normally reclusive and make hidden lairs in remote caves.

**Beauty is the Beast.** Incredibly beautiful and seemingly harmless, this creature is able to surprise many victims. It will often play the femme fatale, acting out the part of the helpless victim.

**Slow Seduction.** The dark maiden is patient and will slowly work its sinister magic. If it can get close enough, it will use a kiss to drain a victim's life force.

**Evil Eye.** Once caught in its gaze, a victim loses control. Dark maidens have been known to toy with victims and then let them wander off dazed and confused.

On a 5 or 6, the creature takes no action but uses all its movement to move in a random direction. On a 7 or 8, the creature makes one melee attack against a random creature, or it does nothing if no creature is within reach.

**Dark Kiss.** The dark maiden kisses a creature it has grappled, a charmed creature, or a willing creature. The target must make a DC 16 Constitution saving throw against this magic, taking 35 (10d6) necrotic damage on a failed save, or half as much on a successful one. The target's hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.



Trading in the darkest of realms is a complicated business. The mysterious dark traders are a key part of the economy in this unpredictable land. Food, goods, equipment, flora, minerals, hirelings, and even slaves are some of the resources that are traded or sold. These fey prefer to travel in groups, sometimes with others of their kind, or with other humanoids.

**Savvy Salesman.** Dark traders will always try to make the best deal for themselves and take advantage of others. They often convince others to purchase items that they don't need at all. Few creatures engage with dark traders without being tempted to purchase something.

**Deadly Deals.** Sometimes the deals made with dark traders have long term consequences. A few creatures have ended up as permanent members of trading caravans.



# DARK TRADER

*Medium fey, neutral evil*

**Armor Class** 12

**Hit Points** 37 (5d8 + 15)

**Speed** 30 ft.

**STR**

10(+0)

**DEX**

14(+2)

**CON**

16(+3)

**INT**

12(+1)

**WIS**

13(+1)

**CHA**

16(+3)

**Skills** Deception +5, Perception +3, Persuasion +5

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Undercommon

**Challenge** 2 (450 XP)

**Dark Bargain.** The dark trader has advantage on Charisma checks when buying and selling products.

**Innate Spellcasting.** The dark trader's innate spellcasting ability is Charisma (spell save DC 14). The dark trader can innately cast the following spells, requiring no components.

**At will:** detect evil and good, prestidigitation, vicious mockery

**3/day each:** detect thoughts, pass without trace, tongues

**1/day each:** calm emotions, hypnotic pattern

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

## ACTIONS

**Shortsword.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.



# DEEP GUIDE

*Medium fey, neutral*

**Armor Class** 16 (studded leather)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

**STR**

12(+1)

**DEX**

18(+4)

**CON**

14(+2)

**INT**

12(+1)

**WIS**

16(+3)

**CHA**

12(+1)

**Skills** Nature +3, Perception +5, Stealth +6, Survival +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Undercommon

**Challenge** 4 (1,100 XP)

**Dungeoneer's Gear.** This fey is equipped with a Dungeoneer's Pack.

**Faultless Guide.** If the deep guide is given a location in the Underworld, it knows the direction and distance to the location.

**Innate Spellcasting.** The deep guide's innate spellcasting ability is Wisdom (spell save DC 15). The deep guide can innately cast the following spells, requiring no components.

**At will:** detect evil and good, light, pass without trace

**1/day each:** dispel evil and good, entangle, silence

**Keen Hearing and Sight.** The deep guide has advantage on Wisdom (Perception) checks that rely on hearing or sight.

**Magic Resistance.** The deep guide has advantage on saving throws against spells and other magical effects.

## ACTIONS

**Multiattack.** The deep guide makes two attacks.

**Quarterstaff.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) bludgeoning damage.

**Longbow.** Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

## REACTIONS

**Misty Escape (Recharges after a Short or Long Rest).**

When the deep guide takes damage, it turns invisible and teleports up to 60 feet to an unoccupied space it can see. It remains invisible until the start of its next turn or until it attacks or casts a spell.

Visitors traveling in this subterranean world often get lost. Offering their services to navigate the many twists and turns are deep guides. They are unusual fey who have found a home in this volatile landscape. Like many fey, magic doesn't always affect them like it does other creatures.

**Lay of the Land.** Nobody knows this land better than these fey. When they were young, they were taught every corner of the realm by their elders. Deep guides are well equipped with tools and ropes in their leather backpacks. These fey don't ever get lost in this underground realm.

**Soul Survivors.** Though it can be very helpful, the deep guide is a survivor and will primarily look after itself. Opportunists and cowards, they will flee any fights that aren't going well and leave travelers on their own.





The demon frog is a fiery, poisonous monster. This orange and black monster is a stunning sight when it emerges from the dark. Long ago demon lords created these repulsive fiends from giant frogs. They hunt for victims as they hop around the subterranean world.

**Awful Amphibian.** It's not unusual to find these monsters hiding in underground rivers or lakes. They will ambush their victims from the dark waters. No fungi or plants are usually found near the lairs of these fiends. The abyssal energy of these monsters corrupts the natural world.

**Fiery Frog.** This is no ordinary giant amphibian, as its skin is heated. Anything that touches it will soon get a sizzling surprise.

**Horned Horror.** Being gored by a giant frog is not something most adventurers would expect. Well, most of those heroes haven't met the demon frog!

# DEMON FROG

*Large fiend (demon), chaotic evil*  
**Armor Class** 13 (natural armor)  
**Hit Points** 38 (7d10)  
**Speed** 25 ft., swim 20 ft.

**STR**  
15(+2)

**DEX**  
14(+2)

**CON**  
11(+0)

**INT**  
11(+0)

**WIS**  
14(+2)

**CHA**  
3(-4)

**Damage Resistances** cold, fire, lightning  
**Damage Immunities** poison  
**Condition Immunities** poisoned  
**Senses** darkvision 120 ft., passive Perception 12  
**Languages** Abyssal  
**Challenge** 3 (700 XP)

**Amphibious.** The demon can breathe air and water.

**Heated Body.** A creature that touches the demon or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

**Magic Resistance.** The demon has advantage on saving throws against spells and other magical effects.

**Standing Leap.** The demon's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

## ACTIONS

**Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 2) piercing damage plus 3 (1d6) fire damage.

**Gore.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 2) piercing damage.

**Stinking Croak (3/day).** The demon croaks and exhales a cloud of disgusting green gas with 20-foot radius. The gas spreads around corners and the area is lightly obscured. It lasts for 1 minute or until a strong wind disperses it. Any creature that starts its turn in that area must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can either take an action or a bonus action on its turn, not both, and can't take reactions.





# DEMON SNAIL

*Large fiend (demon), chaotic evil*  
**Armor Class** 15 (natural armor)  
**Hit Points** 34 (4d10 + 12)  
**Speed** 40 ft.

<b>STR</b> 14(+2)	<b>DEX</b> 10(+0)	<b>CON</b> 16(+3)	<b>INT</b> 10(+0)	<b>WIS</b> 14(+2)	<b>CHA</b> 8(-1)
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**Damage Resistances** cold, fire, lightning; bludgeoning, piercing, and slashing from nonmagical weapons  
**Damage Immunities** poison  
**Condition Immunities** poisoned  
**Senses** darkvision 120 ft., passive Perception 12  
**Languages** Abyssal  
**Challenge** 2 (450 XP)

**Charge.** If the demon moves at least 20 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 12 Strength saving throw or be knocked prone.

**Magic Resistance.** The demon has advantage on saving throws against spells and other magical effects.

**Toxic Trail.** The demon leaves a 5-foot wide toxic trail of slime behind it for 30 feet. Any creature that touches the slime takes 3 (1d6) poison damage.

## ACTIONS

**Gore.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target.  
Hit: 9 (2d6 + 2) piercing damage.

**Spits Slime.** The demon spits toxic orange slime in a 15-foot cone. Any target in the area must succeed on a DC 14 Constitution saving throw or take 7 (2d6) poison damage.

Sliding along the firm rock of underground caverns is a bizarre fiend. The demon snail is a bulky, well-armed opponent. It has horns and bears little resemblance to its tiny cousin on the surface world. Disturbingly, the demon's shadow remains behind when the demon leaves.

**Galloping Gastropod.** Unlike most snails, this creature can move rapidly. As the fiend moves it can gore opponents with its twisted horns and spit poisonous slime.

**Sturdy Shell.** A demon snail's shell is tough and gives it natural protection. Some subterranean dwellers have attempted to craft their own armor from the shells of these fiends.

**Sickening Slime.** Creatures should be wary of getting close to this demon. It leaves a terrible, toxic trail behind it. Those creatures that live underground know to avoid the distinct orange slime.





The demon spider is one of the numerous kinds of arachnids in the Underworld. However, it is also one of the most fearsome. These fiends often associate with drow noble houses. A number of these fiends lead contingents of giant spiders against enemies of the dark elves.

**Abyssal Arachnid.** Combining the abilities of a giant spider with a demon make this monster a dangerous menace. Its fiery body gives it natural protection against any enemy. Other spiders flee if this fiend walks onto their web. Even the largest arachnids are wary of these fiends.

**Wicked Web.** This colorful giant spider burns away other webs and spins its fiery version instead. Not only can victims be restrained by its web, this one is on fire. The targets are burned continuously while they are trapped. their victims from the dark waters.

## FLORA OF THE UNDERWORLD

**Talkstalk:** A tall bluish-green mushroom. Once consumed, you learn a new language and forget the languages you know for a day. However, after a day you still know the new language. A creature can only be affected by this fungus once a day.



# DEMON SPIDER

*Large fiend (demon), chaotic evil*  
**Armor Class** 15 (natural armor)  
**Hit Points** 60 (8d10 + 16)  
**Speed** 30 ft.

**STR**

16(+3)

**DEX**

16(+3)

**CON**

15(+2)

**INT**

11(+0)

**WIS**

12(+1)

**CHA**

4(-3)

**Skills** Perception +4

**Damage Resistances** cold, lightning, bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Abyssal

**Challenge** 4 (1,100 XP)

**Heated Body.** A creature that touches the demon or hits it with a melee attack while within 5 feet of it takes 7 (2d6) fire damage.

**Magic Resistance.** The demon has advantage on saving throws against spells and other magical effects.

## ACTIONS

**Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (3d6 + 3) piercing damage plus 3 (1d6) fire damage.

**Web (Recharge 5-6).** Ranged Weapon Attack: +7 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 15 Strength check, bursting the webbing on a success. Each turn the target remains in the web, they take 7 (2d6) fire damage. The webbing can also be attacked and destroyed AC 12, hp 15; immune to fire, bludgeoning, poison, and psychic damage).



# DIAMOND DOG

*Medium elemental, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

**STR**

16(+3)

**DEX**

14(+2)

**CON**

14(+2)

**INT**

5(-3)

**WIS**

10(+0)

**CHA**

5(-3)

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** -

**Challenge** 1/2 (100 XP)

**Charge.** If the diamond dog moves at least 30 feet straight toward a target and then hits it with a headbutt attack on the same turn, the target takes an extra 3 (1d6) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Keen Hearing and Smell.** The diamond dog has advantage on Wisdom (Perception) checks that rely on hearing and smell.

**Sunlight Sensitivity.** While in sunlight, the diamond dog has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Treasure Sense.** The diamond dog can pinpoint, by scent, the location of precious metals and stones, such as coins and gems, within 60 feet of it.

## ACTIONS

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

**Headbutt.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage.

Racing through the dark realm you see bizarre hounds with duergar astride them. These are diamond dogs, strange elementals awakened by the gray dwarves. The duergar used strong magic to bind these elementals to their form.

**Rock Hound.** Some folks believe that diamond dogs are tremendously valuable. They would be wrong. Once a diamond dog is killed, it quickly dissolves into the ground.

**Duergar's Best Friend.** Made of solid diamond, these beasts are truly sturdy mounts. Duergar use special leather saddles in order to ride these unusual elementals.

**Gold Digger.** A diamond dog can locate precious metals and stones with its powerful sense of smell. Duergar use these hounds in many of their mines.

## FLORA OF THE UNDERWORLD

**Carrollstalk:** A red and blue striped mushroom. Once consumed, you are under the effects of a reduce/enlarge spell for 1 minute.





# DRAGON, CRYSTAL

*Huge dragon, chaotic neutral*

**Armor Class** 19 (natural armor)

**Hit Points** 225 (18d12 + 108)

**Speed** 30 ft., fly 70 ft., swim 30 ft.

**STR**

25(+7)

**DEX**

10(+0)

**CON**

23(+6)

**INT**

18(+4)

**WIS**

20(+5)

**CHA**

20(+5)

**Saving Throws** Con +12, Cha +11

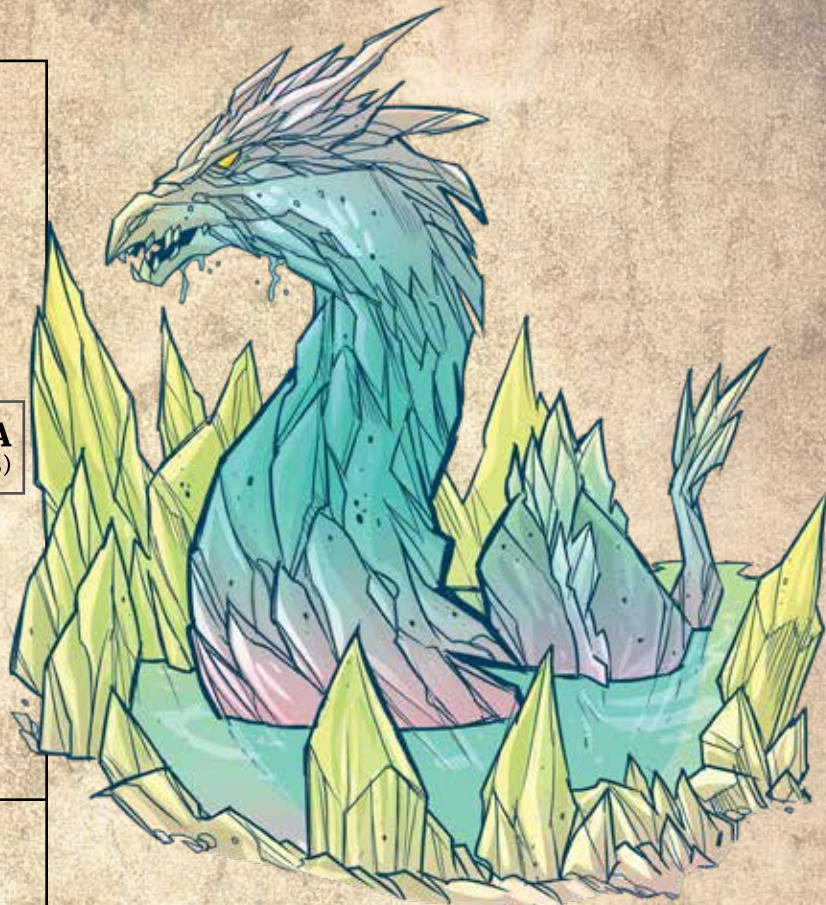
**Skills** Deception +11, Persuasion +11

**Damage Resistances** psychic; bludgeoning, piercing, and slashing from nonmagical weapons

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Draconic, Undercommon

**Challenge** 19 (22,000 XP)



**Amphibious.** The dragon can breathe air and water.

**Illumination.** The dragon sheds bright light in a 30-foot radius and dim light for another 30 feet.

**Legendary Resistance (3/day).** If the dragon fails a saving throw, it can choose to succeed instead.

## ACTIONS

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) piercing damage.

**Claws.** Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Crystal Breath (Recharge 5-6).** The dragon exhales crystals in a 90-foot cone. Each creature in that area must make a successful DC 19 Constitution saving throw, or become paralyzed by the crystals. A creature can repeat the saving throw as the end of each of its turns, ending the effect on itself on a success.

Sleeping by an underground lake is a huge brilliantly colored creature. Suddenly, the vibrant scales of the monster move. It is the legendary crystal dragon! These odd dragons are created when magical crystals alter dragon eggs.

**Brilliant Beast.** Their shining scales will usually alert someone to their presence. These reclusive dragons stand out in the inky blackness. Brilliant crystals on their bodies have ancient magical knowledge stored inside them. This magic is responsible for the unpredictable nature of these wyrms.

**Head Games.** At times these monsters attack with a strange psychic shout. Other times they will engage creatures in deep conversation.

**Precious Prizes.** Crystal dragons are obsessed with precious metals and stones. Their huge treasure hoards usually contain tons of valuable stones, coins, jewelry, and other shiny items.

## LEGENDARY ACTIONS

**Detect.** The dragon makes a Wisdom (Perception) check.

**Psychic Shout.** The dragon shouts and each creature within 60 feet must make a successful DC 17 Wisdom saving throw or take 18 (4d8) psychic damage.

**Wing Attack.** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 19 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone. After beating its wings in this way, the dragon can fly up to half its flying speed.



# DRAGON, LAVA

*Huge dragon, chaotic evil*

**Armor Class** 22 (natural armor)

**Hit Points** 367 (21d20 + 147)

**Speed** 40 ft., fly 80 ft.

**STR**

27(+8)

**DEX**

14(+2)

**CON**

25(+7)

**INT**

16(+3)

**WIS**

18(+4)

**CHA**

14(+2)

**Saving Throws** Dex +9, Con +14

**Skills** Intimidation +9, Perception +11

**Damage Immunities** fire; bludgeoning, piercing, and slashing from nonmagical weapons

**Senses** darkvision 120 ft., passive Perception 21

**Languages** Draconic, Undercommon

**Challenge** 23 (50,000 XP)

**Heated Body.** A creature that touches the dragon or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

## ACTIONS

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** Melee Weapon Attack: +15 to hit, reach 15 ft., one target. Hit: 19 (2d10 + 8) piercing damage plus 9 (2d8) fire damage.

**Claw.** Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) slashing damage plus 4 (1d8) fire damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Lava Breath (Recharge 5-6).** The dragon exhales lava in a 90-foot cone. Each creature in that area must make a DC 22 Dexterity saving throw, taking 67 (15d8) fire damage on a failed save, or half as much damage on a successful one. If the target loses half of their hit points from this attack, the lava solidifies and the target is restrained. The target can make a DC 15 Strength saving throw at the end of each of its turns to break free from the solid lava.

Lava splashes everywhere as a yellowish-orange dragon rises out of an underground pit. This evil lava dragon lives in active volcanic areas. Angrier than a tarrasque under a forcecage spell, these horrors have awful tempers.

**Towering Inferno.** When these creatures breathe lava, it causes massive damage. Entire buildings have been destroyed in a matter of minutes.

**Hot Head.** Lava dragons have little self-control. They are extremely emotional and lose their minds over the smallest issue. Most other dragons stay well clear of them.

**Cool Reception.** The lava from the breath of these dragons creates a secondary challenge. Once it is breathed out, it begins to cool. This effect can restrain victims caught in the lava field.



## LEGENDARY ACTIONS

**Detect.** The dragon makes a Wisdom (Perception) check.

**Tail Attack.** Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 15 (2d6 + 8) bludgeoning damage.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone. After beating its wings in this way, the dragon can fly up to half its flying speed.



# DRAGON, SPORE

Huge dragon, neutral evil

**Armor Class** 19 (natural armor)

**Hit Points** 225 (18d12 + 108)

**Speed** 30 ft., fly 70 ft.

**STR**

25(+7)

**DEX**

10(+0)

**CON**

23(+6)

**INT**

16(+3)

**WIS**

21(+5)

**CHA**

16(+3)

**Saving Throws** Str +12, Con +11

**Skills** Perception +10

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** blinded, charmed, frightened, poisoned

**Senses** darkvision 120 ft., passive Perception 20

**Languages** Primordial

**Challenge** 17 (18,000 XP)

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

**Magic Resistance.** The dragon has advantage on saving throws against spells and other magical effects.

**Sunlight Sensitivity.** While in sunlight, the dragon has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) piercing damage.

**Claws.** Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 14 (2d6 + 7) slashing damage.

**Frightful Presence.** Each creature of the dragon's choice that is within 120 feet of the dragon and aware of it must succeed on a DC 17 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the dragon's Frightful Presence for the next 24 hours.

**Spores Breath (Recharge 5-6).** The dragon exhales dark spores in a 90-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 54 (12d8) poison damage on a failed save, or half as much damage on a successful one.

## LEGENDARY ACTIONS

**Detect.** The dragon makes a Wisdom (Perception) check.

**Tail Attack.** Melee Weapon Attack: +15 to hit, reach 10 ft., one target. Hit: 14 (2d6 + 7) bludgeoning damage.

**Wing Attack (Costs 2 Actions).** The dragon beats its wings. Each creature within 10 feet of the dragon must succeed on a DC 22 Dexterity saving throw or take 10 (3d6) bludgeoning damage and be knocked prone. After beating its wings in this way, the dragon can fly up to half its flying speed.

Of all the monsters affected by dark spores, one of the most dangerous is the spore dragon. This monster is pure evil and helps lead the infected army. The multi-colored dragon usually makes its home in dense fungi forests.

**Chronic Infection.** Like a number of other creatures in this world, these dragons are infected by dark spores from the Undervoid. The intelligent evil spores are responsible for the dragon's alignment and it communicates by speaking Primordial to other creatures affected by the spores.

### Fearless Fungi.

Spore dragons are rather wise and have a great deal of patience. They are prepared to take their time in combat and will flee if a fight goes badly. Playing the long game, these monsters sometimes decide to deal with their opponents at another time and place.





# DRAUGR

*Medium undead, chaotic evil*

**Armor Class** 15 (armor scraps, shield)

**Hit Points** 26 (4d8 + 8)

**Speed** 30 ft.

**STR**

16(+3)

**DEX**

14(+2)

**CON**

15(+2)

**INT**

6(-2)

**WIS**

12(+1)

**CHA**

5(-3)

**Skills** Perception +3

**Damage Vulnerabilities** bludgeoning

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** understands all languages it knew in life but can't speak

**Challenge** 1 (200 XP)

**Shadow Jump.** As a bonus action, the draugr can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness.

**Sunlight Sensitivity.** While in sunlight, the draugr has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Longsword.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

Hiding in dark corners of underground tombs and ruins is this undead foe. Draugr are former guardians who died while watching over treasure or an important location. They never left when they died and are obsessed with standing guard. Even though they're undead, they are quite attuned to their environment and aren't usually surprised.

**Powerful Protector.** A draugr will do anything to protect the object or location it guards. They will fight to the death, again.

**Shadowy Stalker.** These undead stalk intruders in the dark and attack when it suits them. Stories of these monsters hiding in dimly lit caverns and tombs have spread around the Underworld. Some of the tombs are populated with large numbers of draugr.

**Undead Nature.** The draugr doesn't require air, food, drink, or sleep.





After the last draugr drops to the stone floor, silence fills the air. Then footsteps announce the arrival of a more dangerous foe. A much larger draugr lord with a huge helm and massive greatsword enters the fray.

**Lost Leaders.** Draugr lords used to be powerful warrior mages who led sizeable forces. They were tasked with protecting sacred sites and other important locations. In some areas, these undead monsters command legions of draugr.

**Magical Menace.** Not only can these undead monsters crush their opponents with their greatswords, they can also use magic. Draugr lords are known to use their spells to keep targets at bay and then use their sizable swords in close combat.

**Undead Nature.** The draugr lord doesn't require air, food, drink, or sleep.

## FLORA OF THE UNDERWORLD

**Eddybell:** A thick green mushroom. Once consumed, you gain the benefits of consuming a day of rations.



# DRAUGR LORD

*Large undead, chaotic evil*  
**Armor Class** 18 (plate)  
**Hit Points** 68 (8d10 + 24)  
**Speed** 40 ft.

**STR**

18(+4)

**DEX**

16(+3)

**CON**

16(+3)

**INT**

10(+0)

**WIS**

14(+2)

**CHA**

8(-1)

**Skills** Perception +5

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 15

**Languages** understands all languages it knew in life but can't speak

**Challenge** 5 (1,800 XP)

**Innate Spellcasting.** The draugr lord's innate spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The draugr lord can innately cast the following spells, requiring no components.

**At will:** prestidigitation, ray of frost

**2/day each:** darkness, telekinesis, thunderwave

**1/day each:** animate dead, mirror image

**Shadow Jump.** As a bonus action, the draugr lord can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness. The draugr lord can use this ability between the weapon attacks of another action it takes.

**Sunlight Sensitivity.** While in sunlight, the draugr lord has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Turn Resistance.** The draugr lord has advantage on saving throws against any effect that turns undead.

## ACTIONS

**Multiattack.** The draugr lord makes two melee attacks.

**Greatsword.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.



# DRIDER, ELITE

*Large monstrosity, chaotic evil*

**Armor Class** 20 (natural armor)

**Hit Points** 133 (14d10 + 56)

**Speed** 30 ft., climb 30 ft.

**STR**

18(+4)

**DEX**

16(+3)

**CON**

18(+4)

**INT**

14(+2)

**WIS**

16(+3)

**CHA**

14(+2)

**Skills** Insight +7, Intimidation +6, Perception +7

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Elvish, Undercommon

**Challenge** 11 (7,200 XP)

**Fey Ancestry.** The drider has advantage on saving throws against being charmed, and magic can't put the drider to sleep.

**Innate Spellcasting.** The drider's innate spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The drider can innately cast the following spells, requiring no material components.

**At will:** dancing lights, poison spray, thaumaturgy

**2/day each:** bane, conjure animals (1 giant spider), web

**1/day each:** darkness, faerie fire

**Spider Climb.** The drider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Sunlight Sensitivity.** While in sunlight, the drider has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Web Walker.** The drider ignores movement restrictions caused by webbing.

## ACTIONS

**Multiattack.** The drider makes four attacks with its swords, or three with its longbow.

**Longsword.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) slashing damage and 3 (1d6) poison damage.

**Longbow.** Ranged Weapon Attack: +8 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Deep inside the drow capital a large shadow is cast on the street. The outsiders stare in horror as an elite drider moves towards them with a sword in each of its hands.

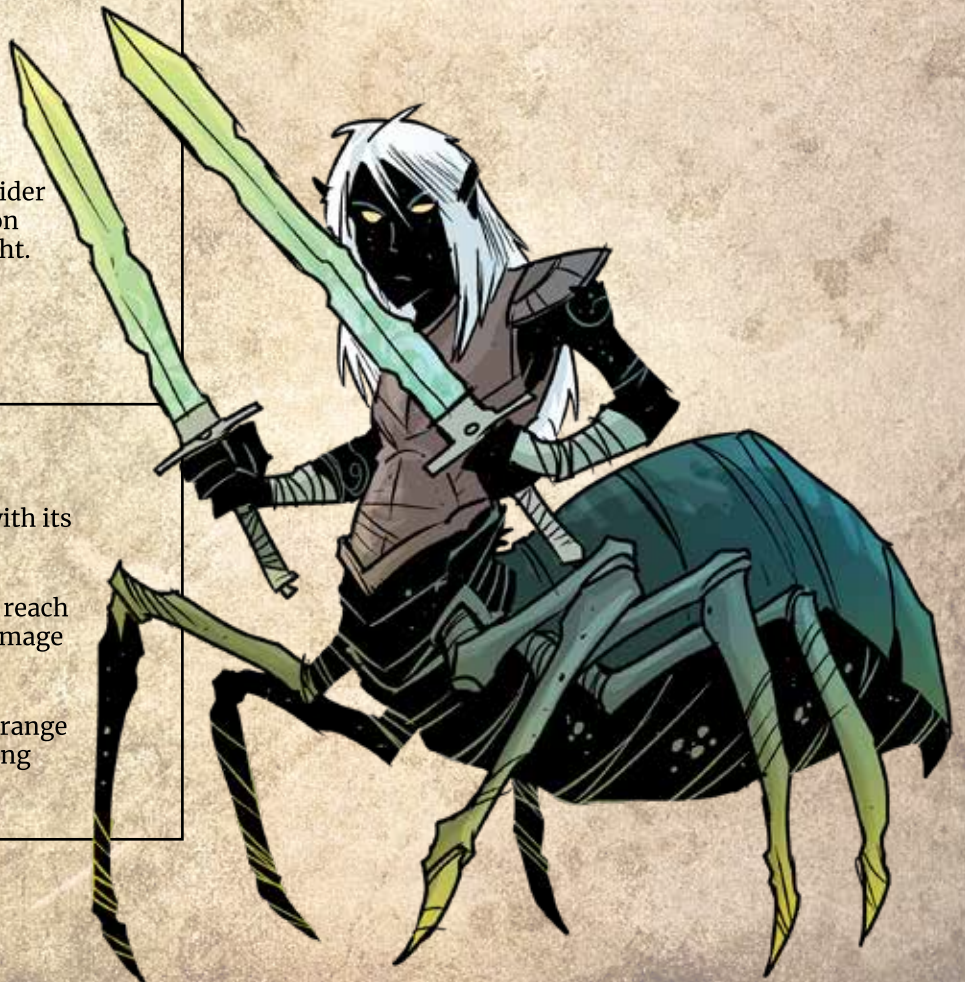
**Sinister Spider.** Some drow priestesses have bred this elite drider in secret. After years of experimenting, the horrifying monstrosity is ready. Valued for their fighting skills, some drow noble houses have created these monsters as guardians.

**Skilled Swordmasters.** Deadly warriors, these driders are experts at wielding their dual swords. They often hone their craft in staged fights with the slaves of the dark elves.

**Ambitious Arachnids.** Elite driders aren't satisfied with the driders' low status in the drow society. These monstrosities have ambitions of becoming leaders in the dark elf hierarchy. Some female elite driders have risen to new heights.

## FLORA OF THE UNDERWORLD

**Rock Fungi:** A bumpy, gray mushroom. Once consumed, your skin hardens and your AC is increased by 1 for 1 minute.





# DUERGAR, ASSASSIN

Medium humanoid (dwarf), lawful evil

**Armor Class** 16 (studded leather)

**Hit Points** 58 (9d8 + 18)

**Speed** 25 ft.

**STR**

14(+2)

**DEX**

18(+4)

**CON**

15(+2)

**INT**

11(+0)

**WIS**

12(+1)

**CHA**

9(-1)

**Skills** Acrobatics +7, Perception +4, Stealth +7

**Damage Resistances** poison

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Dwarvish, Undercommon

**Challenge** 5 (1,800 XP)

**Assassinate.** During its first turn, the duergar has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the duergar scores against a surprised creature is a critical hit.

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

**Sneak Attack (1/Turn).** The duergar deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the duergar that isn't incapacitated and the duergar doesn't have disadvantage on the attack roll.

**Sunlight Sensitivity.** While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Duerdagger.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage and 3 (1d6) poison damage, or 1 piercing damage and 3 (1d6) poison damage while reduced. Can cast *darkness* once a day.

**Light Crossbow.** Ranged Weapon Attack: +8 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage and 3 (1d6) poison damage, or 1 piercing and 3 (1d6) poison damage while reduced.

**Invisibility (Recharges after a Short or Long Rest).** The duergar magically turns invisible until it attacks, casts a spell, or uses its Reduce, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

An assassin with a bad temper is not a good combination. This evil gray dwarf is an extremely hostile opponent who is completely focused on the task at hand. It goes about its business diligently and without emotion. The dour leaders of the duergar value these vicious assassins highly.

**Dark Deeds.** The leadership of the duergar like to send out these killers to do their dirty work. They are highly skilled and have undertaken many difficult missions. Many duergar assassins are sent to target dwarves or drow.

**Diminutive Dwarf.** These gray dwarves often make use of their ability to shrink themselves and drop out of sight. This ability makes the duergar assassin tremendously difficult to deal with.

**The Duerdagger.** Their magical weapons are the size of a dagger but function as shortswords. These unique Duerdaggers can also be used to cast the *darkness* spell once a day.



## ACTIONS

**Reduce (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically decreases in size, along with anything it is wearing or carrying. While reduced, the duergar is Tiny, reduces its weapon damage to 1. It gains a +5 bonus to all Dexterity (Stealth) checks and +5 bonus to its AC. It can also take a bonus action on each of its turns to take the Hide action.



# DUERGAR, KING

Medium humanoid (dwarf), lawful evil

**Armor Class** 20 (+1 chain mail, +1 shield)

**Hit Points** 90 (12d8 + 36)

**Speed** 30 ft.

**STR**

18(+4)

**DEX**

16(+3)

**CON**

17(+3)

**INT**

12(+1)

**WIS**

18(+4)

**CHA**

16(+3)

**Skills** Insight +7, Perception +7, Persuasion +6

**Damage Immunities** poison, psionics

**Senses** darkvision 60 ft., passive Perception 17

**Languages** Dwarvish, Undercommon

**Challenge** 7 (2,900 XP)

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

**Innate Spellcasting (Psionics).** The duergar's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). The duergar can innately cast the following spells, requiring no components.

**At will:** blade ward, true strike

**3/day each:** hunter's mark, jump

**Sunlight Sensitivity.** While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The duergar makes three melee attacks.

**King's Knife (Shortsword).** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage, or 11 (2d6 + 4) piercing damage while enlarged.

**Call to Attack.** Call up to three allied duergar within 120 feet of this duergar that can hear it to each use their reaction to make one weapon attack.

**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks) and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

The duergar king is the leader of the evil dwarves. He is a greedy, solemn, and cruel opportunist. Like other gray dwarf nobles, he plotted carefully to gain his position. Duergar make alliances, but they'll toss these aside if they outlive their purpose.

**Royal Pain.** Most of the other duergar leaders find the king very difficult to get along with. Many gray dwarves would gladly lead a coup.

**Graybeard.** The king is wise and has an extensive knowledge of the Underworld. His network of spies also advises him on the current state of affairs. The king and his spies often use a secret maze of tunnels to travel around their territory.

## Loyal Knights.

A contingent of Rock Knights always guard the duergar king. He is worried about his safety, for good reason.



## ACTIONS

**Invisibility (Recharges after a Short or Long Rest).** The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.



# DUERGAR, ROCK KNIGHT

Medium humanoid (dwarf), lawful evil  
**Armor Class** 19 (+1 chain mail, shield)  
**Hit Points** 60 (8d8 + 24)  
**Speed** 25 ft.

**STR**  
18(+4)

**DEX**  
12(+1)

**CON**  
16(+3)

**INT**  
11(+0)

**WIS**  
12(+1)

**CHA**  
9(-1)

**Damage Resistances** poison  
**Senses** darkvision 120 ft., passive Perception 11  
**Languages** Dwarvish, Undercommon  
**Challenge** 4 (1,100 XP)

**Duergar Resilience.** The duergar has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

**Innate Spellcasting (Psionics).** The duergar's innate spellcasting ability is Charisma (spell save DC 14). The duergar can innately cast the following spells, requiring no components.

**At will:** blade ward

**1/day each:** hunter's mark, jump

**Sunlight Sensitivity.** While in sunlight, the duergar has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The duergar makes two melee attacks.

**King's Knife (Shortsword).** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) piercing damage, or 11 (2d6 + 4) piercing damage while enlarged.

**Enlarge (Recharges after a Short or Long Rest).** For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While enlarged, the duergar is Large, doubles its damage dice on Strength-based weapon attacks (included in the attacks) and makes Strength checks and Strength saving throws with advantage. If the duergar lacks the room to become Large, it attains the maximum size possible in the space available.

**Invisibility (Recharges after a Short or Long Rest).** The duergar magically turns invisible until it attacks, casts a spell, or uses its Enlarge, or until its concentration is broken, up to 1 hour (as if concentrating on a spell). Any equipment the duergar wears or carries is invisible with it.

Closely guarding the duergar king are the duergar Rock Knights. These heavily armed warriors are loyal to the gray dwarf leader. Their distinctive masks make them appear rather intimidating.

**Royal Guard.** Rock Knights are stationed in the royal compound and travel with the king. They are the dourest of any duergar, and that is saying something as members of such a solemn race.

**Mounting Odds.** A few unusual mounts are used by these warriors, including diamond dogs. The royal stables are the home for these creatures.

**Bold Bodyguards.** Rock Knights are known for acting swiftly. They stab first and ask questions later. Fearless by nature, they won't back down from any opponent.



## REACTIONS

**Parry.** The duergar adds 2 to its AC against one melee attack that would hit it. To do so, the duergar must see the attacker and be wielding a melee weapon.



# DWARVON

*Huge construct, unaligned*

**Armor Class** 20 (natural armor)

**Hit Points** 230 (20d12 + 100)

**Speed** 30 ft.

**STR**

24(+7)

**DEX**

9(-1)

**CON**

20(+5)

**INT**

7(-2)

**WIS**

11(+0)

**CHA**

1(-5)

**Damage Immunities** fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantine.

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 120 ft., passive Perception 10

**Languages** understands Dwarvish but can't speak

**Challenge** 18 (20,000 XP)

**False Appearance.** While the dwarvon remains motionless, it is indistinguishable from a normal golden statue.

**Fire Absorption.** Whenever the dwarvon is subjected to fire damage, it takes no damage and instead regains a number of hit points equal to the fire damage dealt.

**Immutable Form.** The dwarvon is immune to any spell or effect that would alter its form.

**Magic Resistance.** The dwarvon has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The dwarvon's attacks are magical.

## ACTIONS

**Multiattack.** The dwarvon makes three melee attacks.

**Giant Greatsword.** Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 21 (4d6 + 7) slashing damage.

**Breath Weapon (Recharge 5-6).** The dwarvon exhales fire in a 30-foot cone. Each creature in that area must make a DC 20 Dexterity saving throw, taking 54 (12d8) fire damage on a failed save, or half as much damage on a successful one.

The dwarvon, or dwarf golem, is rarely encountered. These massive constructs are built to guard the entrances to the dwarf kingdom or priceless treasures. They are mammoth creations and can be seen from quite far away.

**Formidable Foe.** The reputation of this huge monster precedes it. Once the enemy sights a dwarvon, they often decide to head in the opposite direction. Many an orc contingent has retreated after sighting these constructs near the dwarf capital.

**Stolen Statues.** Some of these constructs are believed to have fallen into evil hands. Others believe that the duergar now have the capability to build their own. What the duergar don't know is that dwarf mages are working on a plan to actually allow a dwarvon to be stolen. It will however, be rendered harmless, and be triggered to explode by special enchantments.

**Constructed Nature.** An animated object doesn't require air, food, drink, or sleep.





Looking down a ravine, you see a patrol of dwarves riding armored bears (page 110). These are bear riders, the elite troops of the dwarf king. Only the best warriors are chosen to serve in this proud cavalry. They are sometimes sent out as scouts to patrol the borders of the dwarf kingdom. Their large animals are clad in thick golden armor.

**Courageous Cavalry.** This special group of soldiers are known for their bravery. Bear riders will lay their bodies on the line for their leaders. There are even stories of these warriors fighting dragons to protect their people.

**Trusted Mount.** Bear riders are usually found with their armored bears. These beasts are as brave and loyal as their riders. The bear riders live in special quarters in the king's dungeon.

## FLORA OF THE UNDERWORLD

**Dis Lichen.** Bioluminescent yellow lichen. Once consumed, you make all your Charisma checks at disadvantage for a day.

# DWARF, BEAR RIDER

*Medium humanoid (dwarf), lawful good*

**Armor Class** 18 (chain mail, shield)

**Hit Points** 32 (5d8 + 10)

**Speed** 30 ft.

**STR**  
14(+2)

**DEX**  
16(+3)

**CON**  
15(+2)

**INT**  
10(+0)

**WIS**  
14(+2)

**CHA**  
10(+0)

**Skills** Animal Handling +4, Athletics +4

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Dwarvish, Undercommon

**Challenge** 2 (450 XP)

**Born to the Saddle.** The dwarf has advantage on saving throws made to avoid falling off its mount. If it does fall off its mount and descends no more than 10 feet, it can land on its feet if it's not incapacitated. Finally, mounting or dismounting a creature costs it only 5 feet of movement, rather than half its speed.

**Cavalry Training.** When the dwarf hits a target with a melee attack while mounted on a bear, the bear can make one melee attack against the same target as a reaction.

**Dwarven Resilience.** The dwarf has advantage on saving throws against poison, and resistance against poison damage.

## ACTIONS

**Multiattack.** The dwarf makes two attacks with its longsword or one with its heavy crossbow.

**Longsword.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) slashing damage.

**Heavy Crossbow.** Ranged Weapon Attack: +6 to hit, range 100/400 ft., one target. Hit: 8 (1d10 + 3) piercing damage.





# DWARF, COMMANDER

Medium humanoid (dwarf), lawful good

**Armor Class** 18 (plate)

**Hit Points** 52 (8d8 + 16)

**Speed** 30 ft.

**STR**

18(+4)

**DEX**

16(+3)

**CON**

15(+2)

**INT**

12(+1)

**WIS**

18(+4)

**CHA**

16(+3)

**Skills** Intimidation +5, Persuasion +5

**Senses** darkvision 60 ft., passive Perception 14.

**Languages** Common, Dwarvish, Undercommon

**Challenge** 3 (700 XP)

**Brave.** The dwarf has advantage on saving throws against being frightened.

**Dwarven Resilience.** The dwarf has advantage on saving throws against poison, and resistance against poison damage.

## ACTIONS

**Multiattack.** The dwarf makes two melee attacks.

**Warhammer.** Melee Weapon Attack:

+6 to hit, reach 5 ft., one target.

Hit: 9 (1d10 + 4) bludgeoning damage.

**Leadership (Recharges after a Short or Long Rest).** For 1 minute, the

dwarf can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the dwarf. A creature can benefit from only one Leadership die at a time. This effect ends if the dwarf is incapacitated.

Marshalling the troops of the dwarf kingdom are elite commanders. They lead the army on the ground and the king only enters the fray if necessary. At times dwarf commanders will use armored bears as mounts.

**Little Generals.** These warriors are skilled leaders and masters at military strategy. They only gain their positions after years of experience on the front line. They are usually found charging forward with their sizeable warhammers in front of them. In these moments, they are often found yelling to inspire the soldiers around them.

**Stubborn Souls.** Dwarf commanders are known for their stubbornness. They rarely change their minds and don't take advice from low-ranking dwarves. Confident and experienced, they are known to be decisive.

**Crave Conflict.** Pure warriors, they actually relish the opportunity to go to war. These commanders are always eager to uphold law and order. Some evil humanoids will even retreat if they see a dwarf commander in the attacking force. There is one tale of an orc scouting party jumping into a fast-flowing river to escape.





Wood splinters in all directions as the doors of a drow wilderness manor are destroyed. Rushing forward are muscled dwarves with battering rams. Dwarf crashers are at the front of many assaults by the dwarf army. Many other dwarves don't get along with these aggressive soldiers.

**Explosive Entrance.** Crashers are armed with battering rams and spears. The battering rams are used to smash into buildings or drive headlong into masses of enemy troops. Spears are strapped on the backs of these warriors.

**Bearded Blockade.** Not only can the crashers smash their way forward, they are also able to block opponents from moving. Getting past these dwarves is a very difficult task.

**Dour Demeanor.** These warriors are known to be very sober and have little sense of humor. Years of punishment has also left scars and many injuries on their stocky frames. Some compare the demeanor of dwarf crashers to their duergar cousins.

# DWARF, CRASHER

Medium humanoid (dwarf), lawful good

**Armor Class** 18 (plate)

**Hit Points** 37 (5d8 + 15)

**Speed** 25 ft.

**STR**

20(+5)

**DEX**

12(+1)

**CON**

16(+3)

**INT**

10(+0)

**WIS**

10(+0)

**CHA**

7(-2)

**Skills** Athletics +7

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Dwarvish, Undercommon

**Challenge** 3 (700 XP)

**Brute.** A melee weapon deals one extra die of its damage when the dwarf hits with it (included in the attack).

**Dwarven Resilience.** The dwarf has advantage on saving throws against poison, and resistance against poison damage.

## ACTIONS

**Multiattack.** The dwarf makes two unarmed attacks or one battering ram or crossbow attack.

**Unarmed Attack.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage.

**Battering Ram.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 15 (3d6 + 5) bludgeoning damage.

**Heavy Crossbow.** Ranged Weapon Attack: +3 to hit, range 100/400 ft., one target. Hit: 6 (1d10 + 1) piercing damage.

**Block the Path.** Until the start of the dwarf's next turn, attack rolls against the dwarf have disadvantage, it has advantage on the attack roll it makes for an opportunity attack, and that attack deals an extra 7 (2d6) bludgeoning damage on a hit. Also, each enemy that tries to move out of the dwarf's reach without teleporting must succeed on a DC 13 Strength saving throw or have its speed reduced to 0 until the start of the dwarf's next turn.





# DWARF, KING

Medium humanoid (dwarf), lawful good

**Armor Class** 20 (+2 plate)

**Hit Points** 127 (15d8 + 60)

**Speed** 30 ft.

**STR**

20(+5)

**DEX**

16(+3)

**CON**

18(+4)

**INT**

14(+2)

**WIS**

18(+4)

**CHA**

18(+4)

**Saving Throws** Int +6, Wis +8

**Skills** Athletics +9, Intimidation +7, Perception +8, Persuasion +7

**Senses** darkvision 60 ft., passive Perception 18

**Languages** Common, Dwarvish, Gnomish, Undercommon

**Challenge** 10 (5,900 XP)

**Brave.** The dwarf has advantage on saving throws against being frightened.

**Dwarven Resilience.** The dwarf has advantage on saving throws against poison, and resistance against poison damage.

**Royal Regeneration (2/day).** The dwarf can use its movement to return to its throne to regenerate using magical crystals. As an action, the dwarf regains up to 20 hit points.

## ACTIONS

**Multiattack.** The dwarf makes two attacks with its greataxe.

**Great Greataxe.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 18 (2d12 + 5) slashing damage and the target must make a successful DC 16 Strength saving throw or be knocked prone.

**Leadership (2/Day).** For 1 minute, the dwarf can utter a special command or warning whenever a nonhostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the dwarf. A creature can benefit from only one Leadership die at a time. This effect ends if the dwarf is incapacitated.

Heavily armed dwarves open a set of bronze doors and reveal a spacious chamber. Sitting upon a golden throne is a very old, bearded dwarf king. He looks up slowly and acknowledges you with a subtle nod of his head. The power and immense presence of the sovereign is palpable.

**Legendary Leader.** The king honed his leadership skills for years before ascending to the throne. He lives in a massive dungeon in the underground dwarf capital.

**Divine Dwarf.** All dwarf royalty claim a connection to the divine. They believe they have divine right to their position in the society and they don't need to justify their actions. Deep within the king's dungeon is a huge temple dedicated to his deity.

**Great Greataxe.** The dwarf king wields a mighty weapon, the Great Greataxe. This is a magical axe than can deal out severe damage.





Hidden in the ancient ruins of the old dwarf dungeons are a new group of dwarves. These humanoids are infected with the dark spores, an intelligent, evil life force.

**Mad Mutant.** The spores have infected these dwarves and altered their alignment. They are obsessed with eliminating other races. However, they aren't long for the world as the spores will eventually kill them as well.

**Civil War.** Groups of infected dwarves have begun to attack healthy dwarves. A civil war has begun in the dungeons of the dwarf city.

**Fungi Fellowship.** Other creatures infected by the dark spores, like orcs, work in unison with infected dwarves. The spores inside them communicate in Primordial.

# DWARF, INFECTED

*Medium humanoid (dwarf), neutral evil*

**Armor Class** 13 (natural armor)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft.

**STR**  
18(+4)

**DEX**  
16(+3)

**CON**  
15(+2)

**INT**  
10(+0)

**WIS**  
14(+2)

**CHA**  
8(-1)

**Damage Immunities** poison

**Condition Immunities** blinded, charmed, frightened, paralyzed, poisoned

**Senses** darkvision 90 ft., passive Perception 11

**Languages** Primordial

**Challenge** 1 (200 XP)

**Magic Resistance.** The dwarf has advantage on saving throws against spells and other magical effects.

**Sunlight Sensitivity.** While in sunlight, the dwarf has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Unarmed Strike.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

**Spores Burst.** The dwarf breathes out dark spores at one creature it can see within 10 feet of it. The target must succeed on a DC 13 Constitution saving throw or take 3 (1d6) poison damage.





# DWARF, MAGE

Medium humanoid (dwarf), lawful good

**Armor Class** 10 (15 with mage armor)

**Hit Points** 39 (6d8 + 12)

**Speed** 25 ft.

**STR**

12(+1)

**DEX**

10(+0)

**CON**

14(+2)

**INT**

20(+5)

**WIS**

12(+1)

**CHA**

10(+0)

**Saving Throws** Int +9, Wis +5

**Skills** Arcana +9, History +9, Perception +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Dwarvish, Undercommon

**Challenge** 8 (3,900 XP)

**Dwarven Resilience.** The dwarf has advantage on saving throws against poison, and has resistance against poison damage.

**Magic Resistance.** The dwarf has advantage on saving throws against spells and other magical effects.

**Spellcasting.** The dwarf is a 12th level wizard, its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks). It has the following spells prepared.

**Cantrips (at will):** blade ward, dancing lights, fire bolt, message, prestidigitation

**1st level (4 slots):** burning hands, detect magic, feather fall, mage armor

**2nd level (3 slots):** blur, detect thoughts, misty step, scorching ray

**3rd level (3 slots):** counterspell, dispel magic, fireball

**4th level (3 slots):** greater invisibility, stone shape, wall of fire

**5th level (2 slots):** animate objects, wall of stone

**6th level (1 slot):** move earth

## ACTIONS

**Quarterstaff.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) bludgeoning damage.

The arcane masters in the dwarf kingdom are these powerful spellcasters. Dwarf mages are rare and have a special position in the society. The king always has a few of these wizards in his royal compound. They are especially adept at magic that affects the earth.

**Arcane Chain.** Legends claim that the first dwarf mage unearthed a mysterious spellbook. Nobody knows for sure where this spellbook came from, although some believe it was from the elves. Contained within its pages was arcane knowledge that has been passed on from wizard to wizard. These powerful spellcasters are also tasked to train the apprentice wizards.

**Tomb of Tomes.** One of the main duties of dwarf mages is to guard the Tomb of Tomes. This deep dungeon area contains an underground library filled with arcane tomes. Some believe the original tome of the mages is still kept locked inside. Multiple enchantments and traps protect the entrance. Inside the library several golems and other constructs provide another layer of protection.





Forming the backbone of the dwarf mining community are these skilled workers. These knowledgeable, hard-working dwarves toil in the deepest of mines. Their uplifting songs echo through the dimmest of caverns. These dedicated workers will even sing their songs when they travel back and forth to the mines. Some of these beautiful, deep melodies are permanent fixtures of the dwarf culture.

**Thick-Skinned.** Dwarf miners are known for their toughness, both physical and mental. Some compare their inner strength to the subterranean rock that surrounds them. Many other dwarves marvel at the miners and the difficult conditions they work under.

**Independent Spirits.** However, some dwarves find miners hard to deal with. They have a reputation of being stubborn and not very good at communicating.

**Major Metalheads.** In addition to their physical skills, dwarf miners also have great knowledge of the metals and stone found in this dark world.

# DWARF, MINER

*Medium humanoid (dwarf), lawful good*

**Armor Class** 13 (studded leather)

**Hit Points** 13 (2d8 + 4)

**Speed** 25 ft.

**STR**

16(+3)

**DEX**

12(+1)

**CON**

15(+2)

**INT**

10(+0)

**WIS**

10(+0)

**CHA**

8(-1)

**Skills** Athletics +5, Perception +2

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Dwarvish, Undercommon

**Challenge** 1/4 (50 XP)

**Deep Knowledge.** The dwarf has extensive knowledge of the kinds of metals in the Underworld. Has advantage on Intelligence (Nature) checks when dealing with these metals.

**Dwarven Resilience.** The dwarf has advantage on saving throws against poison, and has resistance against poison damage.

## ACTIONS

**Pickaxe.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

**Light Crossbow.** Ranged Weapon Attack: +4 to hit, range 80/320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.





# DWARF, SPIDER HUNTER

Medium humanoid (dwarf), lawful good

**Armor Class** 15 (studded leather)

**Hit Points** 26 (4d8 + 8)

**Speed** 25 ft.

**STR**

12(+1)

**DEX**

16(+3)

**CON**

14(+2)

**INT**

10(+0)

**WIS**

14(+2)

**CHA**

10(+0)

**Skills** Perception +4, Stealth +5, Survival +4

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Dwarvish, Undercommon

**Challenge** 2 (450 XP)

**Spellcasting.** The dwarf is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12). It has the following spells.

**1st level (3 slots):** fog cloud, hunter's mark, longstrider

**2nd level (3 slots):** cordon of arrows, lesser restoration, pass without trace

**3rd level (slot):** conjure barrage

**Spider Knowledge.** The dwarf has advantage on attack rolls against spiders and driders. In addition, the dwarf has advantage on Wisdom (Perception) checks to track spiders and driders.

**Web Sense.** While in contact with a web, the dwarf knows the exact location of any other creature in contact with the same web.

**Web Walker.** The dwarf ignores movement restrictions caused by webbing.

## ACTIONS

**Multiattack.** The dwarf makes two attacks.

**Spider Sword.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage. Cuts any web.

**Light Crossbow.** Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

A disgusting giant spider scuttles away down its shadowy tunnel. Bravely chasing after the monster is an elite dwarf ranger. These highly capable rangers are also known as spider hunters. They are highly capable warriors who often travel past the borders of the dwarf kingdom.

**Head Hunters.** These rangers are considered the most skilled of dwarf hunters. Other hunters and rangers look up to these famous warriors. They are very experienced fighters and have no fear of arachnids. In fact, they are eager to rid the underground realm of these creatures.

**Web History.** These dwarves have extensive knowledge about the many kinds of arachnids found in the Underworld. It's their main mission to hunt down any large spiders living near dwarf territory. This has resulted in more conflicts with the drow. The dark elves reward any of their warriors who eliminate these rangers.

**Poison Protection.** Having worked with spiders and their toxins for so long, these elite dwarves are completely immune to any kind of poison. Not having to worry about poisons gives these dwarves a tremendous amount of confidence.





Sneaking through a cave full of orcs or getting inside a drow city without being caught is no mean task. Only the clever dwarf spies can usually manage to do this. They move quickly and quietly. These spies will often disguise themselves and will usually have their faces covered. Sometimes family members don't even recognize these dwarves when they're in disguise.

**Calm Customers.** Dwarves chosen to be spies for the kingdom must remain on an even keel. Only the calmest of the race are chosen for this dangerous role. The training sessions to become a spy are grueling and not every dwarf returns home.

**Deep Knowledge.** Taught by rangers and scouts from a young age, these dwarves have extensive knowledge of the subterranean landscape. They even know secret ways to get inside drow and duergar settlements. Some spies have even recruited the rare good dark elf or gray dwarf.

**Tools of the Trade.** Dwarf spies are equipped with special gear to help them survive and complete their dangerous missions. This includes disguise kits, weapons, ropes, grappling hooks, and other items. Some spies use rare magical items to communicate with each other and their superiors.



# DWARF, SPY

*Medium humanoid (dwarf), lawful good*  
**Armor Class** 15 (studded leather)  
**Hit Points** 45 (7d8 + 14)  
**Speed** 30 ft.

<b>STR</b> 12(+1)	<b>DEX</b> 16(+3)	<b>CON</b> 14(+2)	<b>INT</b> 12(+1)	<b>WIS</b> 14(+2)	<b>CHA</b> 12(+1)
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**Skills** Deception +3, Insight +4, Investigation +3, Perception +4, Persuasion +3, Sleight of Hand +5, Stealth +5  
**Senses** darkvision 60 ft., passive Perception 14  
**Languages** Common, Dwarvish, Undercommon  
**Challenge** 4 (1,100 XP)

**Cunning Action.** On each of its turns, the dwarf can use a bonus action to take the Dash, Disengage, or Hide action.

**Dungeoneer's Gear.** This dwarf is equipped with a Dungeoneer's Pack.

**Dwarven Resilience.** The dwarf has advantage on saving throws against poison, and has resistance against poison damage.

**Keen Hearing and Sight.** The dwarf has advantage on Wisdom (Perception) checks that rely on hearing or sight.

**Second-Story Work.** Climbing no longer costs extra movement. In addition, when the dwarf makes a running jump, the distance it covers increases by 3 feet.

**Sneak Attack (1/Turn).** The dwarf deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the spy that isn't incapacitated and the dwarf doesn't have disadvantage on the attack roll.

## ACTIONS

**Multiattack.** The dwarf makes two melee attacks.

**Shortsword.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

**Light Crossbow.** Ranged Weapon Attack: +7 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

## REACTIONS

**Uncanny Dodge.** The dwarf halves the damage that it takes from an attack that hits it. The dwarf must be able to see the attacker.



# ELF, DROW ASSASSIN

Medium humanoid (elf), neutral evil

**Armor Class** 17 (+1 studded leather)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

**STR**

14(+2)

**DEX**

18(+4)

**CON**

15(+2)

**INT**

12(+1)

**WIS**

12(+1)

**CHA**

12(+1)

**Saving Throws** Dex +7, Int +5

**Skills** Acrobatics +7, Deception +5, Perception +5, Stealth +7

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Elvish, Undercommon

**Challenge** 9 (5,000 XP)

**Assassinate.** During its first turn, the drow has advantage on attack rolls against any creature that hasn't taken a turn. Any hit the drow scores against a creature is a critical hit.

**Evasion.** If the drow is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the drow instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no components.

**At will:** dancing lights

**1/day each:** darkness, faerie fire, levitate (self only)

**Sneak Attack (1/turn).** The drow deals an extra 17 (5d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the drow that isn't incapacitated and the drow doesn't have disadvantage on the attack roll.

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The drow makes two attacks.

One of the deadliest of all creatures in the Underworld is the drow assassin. They are active throughout the mysterious realm and are lethal killers. Known to be relentless, they become obsessed with their covert missions.

**Killer Elf.** The most ruthless, cruelest drow are chosen as these highly trained killers. That is saying a lot considering how heartless and cruel their race is.

**Silent Assassins.** They assassinate other drow much of the time. The dark elves are encouraged to be treacherous by their queen and they expect nothing less of each other.

**Resourceful Rogues.** These rogues are resourceful and are used to altering their plans if necessary.



## ACTIONS

**Shortsword.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 3 (1d6 + 3) piercing damage.

**Hand Crossbow.** Ranged Weapon Attack: +8 to hit, range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage, and the target must succeed on a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

## REACTIONS

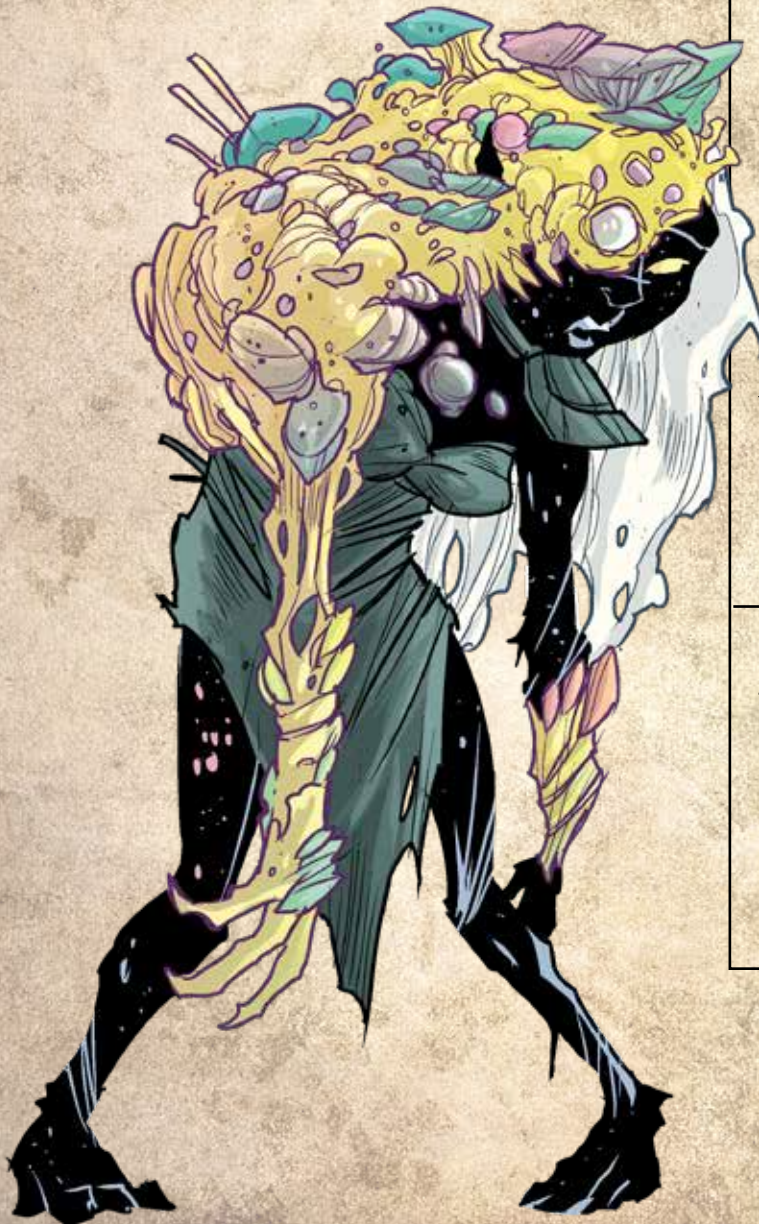
**Uncanny Dodge.** The drow halves the damage that it takes from an attack that hits it. The drow must be able to see the attacker.



Turmoil is not uncommon in drow society. However, the rebellion by the male drow has shaken the dark elves to their core. To make things worse, some drow are now becoming infected by the dark spores. Infected drow are now active in some of the large settlements. Many of these monsters hide in alleyways or the nearest fungi forest.

**Toxic Tide.** The evil spores have altered the appearance of some drow and given them some new powers. Their magical resistance has surprised the dark elf leadership and caused them to worry. A number of priestesses have had trouble dealing with these magically resistant mutants.

**Hunted Horrors.** However, the drow cities are well-guarded and the infected ones are being hunted down one-by-one. So far, the spores' infestation has been controlled within dark elf settlements.



# ELF, DROW INFECTED

*Medium humanoid (elf), neutral evil*

**Armor Class** 13 (natural armor)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft.

**STR**

16(+3)

**DEX**

12(+1)

**CON**

15(+2)

**INT**

10(+0)

**WIS**

10(+0)

**CHA**

8(-1)

**Damage Immunities** poison

**Condition Immunities** blinded, charmed, frightened, paralyzed, poisoned

**Senses** darkvision 90 ft., passive Perception 9

**Languages** Primordial

**Challenge** 1 (200 XP)

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 9). It can innately cast the following spells, requiring no components.

**At will:** dancing lights

**1/day each:** darkness, faerie fire, levitate (self only)

**Magic Resistance.** The drow has advantage on saving throws against spells and other magical effects.

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Unarmed Strike.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

**Spores Burst.** The drow breathes out dark spores at one creature it can see within 10 feet of it. The target must succeed on a DC 13 Constitution saving throw or take 3 (1d6) poison damage.



# ELF, DROW NOBLE

Medium humanoid (elf), neutral evil

**Armor Class** 17 (+1 mithral chain mail)

**Hit Points** 82 (15d8 + 15)

**Speed** 30 ft.

**STR**

14(+2)

**DEX**

15(+2)

**CON**

12(+1)

**INT**

14(+2)

**WIS**

16(+3)

**CHA**

18(+4)

**Saving Throws** Int +6, Wis +7, Cha +8

**Skills** Deception +8, History +6, Perception +7, Persuasion +8

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Elvish, Undercommon

**Challenge** 9 (5,000 XP)

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

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

**At will:** dancing lights

**1/day each:** darkness, faerie fire, levitate (self only)

**Spellcasting.** The drow is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). The drow has the following wizard spells prepared.

**Cantrips (at will):** message, minor illusion, poison spray, ray of frost

**1st level (4 slots):** charm person, detect magic, magic missile, witch bolt

**2nd level (3 slots):** arcane lock, misty step, web

**3rd level (2 slots):** slow

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The drow makes two melee attacks.

**Longsword.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) slashing damage plus 10 (3d6) poison damage.

Being the most arrogant of an arrogant race says a lot. Drow nobles really do think they're the greatest thing under the sun. Very far under the sun.

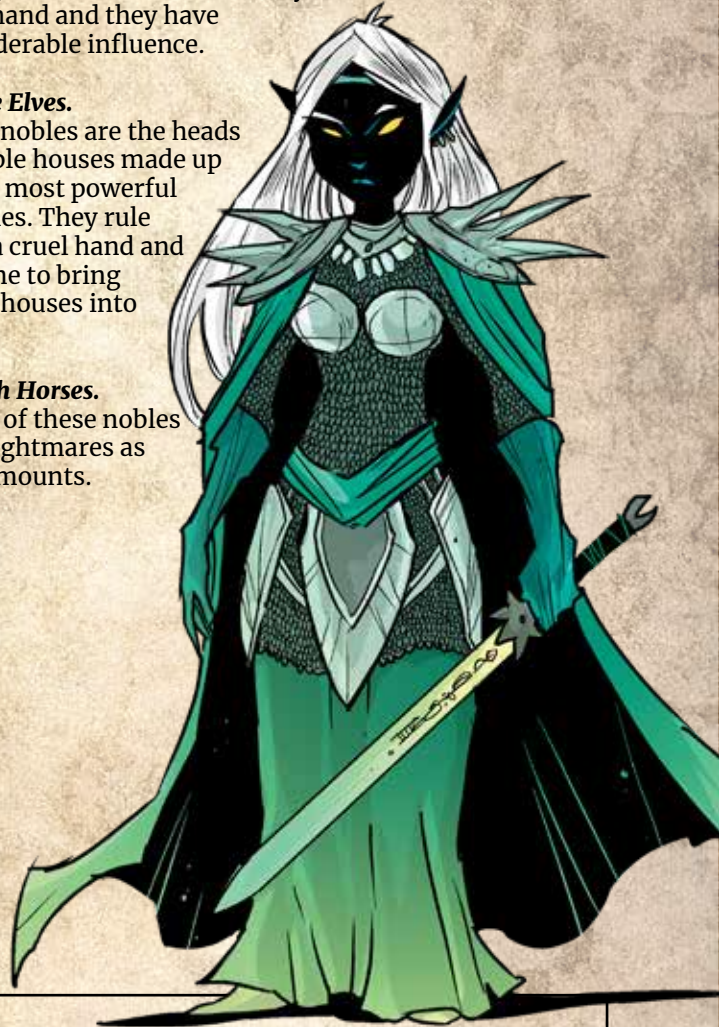
**Elf Leadership.** These nobles join with the priestesses to make up the leadership of the drow. Most are female and part of the matriarchy that rules all the dark elves. They reside in elegant stone manors hollowed out from huge stalagmites or stalactites. Many drow are under their command and they have considerable influence.

## House Elves.

Drow nobles are the heads of noble houses made up of the most powerful families. They rule with a cruel hand and scheme to bring other houses into ruin.

## Hellish Horses.

Many of these nobles use nightmares as their mounts.



## ACTIONS

**Leadership (Recharges after a Short or Long Rest).** For 1 minute, the drow can utter a special command or warning whenever a hostile creature that it can see within 30 feet of it makes an attack roll or a saving throw. The creature can add a d4 to its roll provided it can hear and understand the drow. A creature can benefit from only one Leadership die at a time. This effect ends if the drow is incapacitated.

## REACTIONS

**Parry.** The drow adds 3 to its AC against one melee attack that would hit it. To do so, the drow must see the attacker and be wielding a melee weapon.



# ELF, DROW RANGER

Medium humanoid (elf), neutral evil

**Armor Class** 16 (studded leather)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

**STR**

14(+2)

**DEX**

18(+4)

**CON**

14(+2)

**INT**

11(+0)

**WIS**

14(+2)

**CHA**

12(+1)

**Saving Throws** Dex +7, Con +5, Wis +5

**Skills** Nature +3, Perception +5, Stealth +7, Survival +5

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Elvish, Undercommon

**Challenge** 5 (1,800 XP)

**Accurate Archer.** The drow ignores half-cover and three-quarters cover when using a bow.

**Cunning Action.** On each of its turns the drow can use a bonus action to take the Dash, Disengage, or Hide action.

**Evasion.** If the drow is subjected to an effect that allows it to make a Dexterity saving throw to take only half damage, the drow instead takes no damage if it succeeds on the saving throw, and only half damage if it fails.

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put him to sleep.

**Keen Hearing and Sight.** The drow has advantage on Wisdom (Perception) checks that rely on hearing or sight.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 12). The drow can innately cast the following spells, requiring no components.

**At will:** dancing lights, detect evil and good, pass without trace

**1/day:** darkness, entangle, levitate (self only), misty step, speak with plants

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The drow makes two attacks.

The drow ranger is an elite warrior who patrols the shadowy realm. Like the dark elf assassins, this skilled warrior is especially adept at stealth. They spend most of their time spying on the dwarf and duergar communities.

**Wilderness Wanderers.** Most drow rangers operate outside the dark elf settlements. Some are sent to the farthest reaches of the Underworld to scout out the dim caverns and miles of passages. At times they use large beasts as mounts.

**Accomplished Archers.** Their skill with the bow is legendary. Stories are told of the rangers making seemingly impossible shots. Additionally, their ability to shoot arrows in the dark at long distance unnerves even their most powerful opponents.



## ACTIONS

**Longsword.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) slashing damage.

**Longbow.** Ranged Weapon Attack: +7 to hit, range 150/600 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

## REACTIONS

**Uncanny Dodge.** The drow halves the damage that it takes from an attack that hits it. The drow must be able to see the attacker.



# ELF, DROW REBEL

Medium humanoid (elf), chaotic evil

**Armor Class** 14 (studded leather)

**Hit Points** 22 (4d8 + 4)

**Speed** 30 ft.

**STR**

10(+0)

**DEX**

14(+2)

**CON**

12(+1)

**INT**

12(+1)

**WIS**

11(+0)

**CHA**

12(+1)

**Skills** Perception +2, Stealth +4

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Elvish, Undercommon

**Challenge** 1/2 (100 XP)

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 11). It can innately cast the following spells, requiring no components.

**At will:** dancing lights

**1/day each:** darkness, faerie fire, levitate (self only)

**Spider Climb.** The drow can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Shortsword.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

**Hand Crossbow.** Ranged Weapon Attack: +4 to hit, range 30/120 ft., one target. Hit: 5 (1d6 + 2) piercing damage and the target must make a successful DC 11 Constitution saving throw or fall unconscious for 1 minute from the effects of a sleeping toxin. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

A rebel faction of male drow called the Purple Cloaks has begun a covert civil war. These dark elves are dissatisfied with the matriarchal structure of the society. They don't worship the spider queen, instead choosing a mysterious male spider deity. At times they kidnap rival drow by coating their crossbow bolts with a special sleeping toxin.

**Male Missionary.** Rebel drow feel they are on a mission to save their race. They preach about corruption in the matriarchy in secret meetings hidden from the authorities.

**Hidden Houses.** Entire drow houses support the rebellion, but they pretend to prop up the current leadership. Many of them are preparing for a day when the rebellion explodes into open civil war.

**Off with Her Head.** Ultimately, the goal of the rebellion is to take control from the matriarchy. Most rebels know the uprising will eventually have to defeat the queen herself.





# ELF, DROW REBEL MAGE

*Medium humanoid (elf), chaotic evil*  
**Armor Class** 13 (15 with mage armor)  
**Hit Points** 38 (7d8 + 7)  
**Speed** 30 ft.

**STR**  
10(+0)

**DEX**  
13(+1)

**CON**  
12(+1)

**INT**  
18(+4)

**WIS**  
12(+1)

**CHA**  
16(+3)

**Skills** Arcana +7, Perception +4, Stealth +4  
**Senses** darkvision 120 ft., passive Perception 14  
**Languages** Elvish, Undercommon  
**Challenge** 7 (2,900 XP)

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no components.

**At will:** dancing lights

**1/day each:** darkness, faerie fire, levitate (self only)

**Spellcasting.** The drow is a 9th-level wizard. Its spellcasting ability is Intelligence (spell save DC 15, +7 to spell attacks). It has the following spells prepared:

**Cantrips (At will):** blade ward, fire bolt, message, minor illusion

**1st level (4 slots):** feather fall, mage armor, magic missile, shield

**2nd level (3 slots):** invisibility, misty step, scorching ray

**3rd level (3 slots):** counterspell, fireball, water breathing

**4th level (3 slots):** arcane eye, blight, wall of fire

**5th level (1 slot):** scrying

**Spider Climb.** The drow can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

At the center of the drow rebellion are arrogant mages who oppose the priestesses of the queen. Rebel mages practice in secret, plotting to overthrow the matriarchy. These dark elves worship a male spider deity who empowers his followers to take a more active role in charting their destiny.

**Male Magicians.** All these male mages wear purple cloaks when they gather for their clandestine meetings. This practice is where the rebellion's name came from.

**Wand Wielder.** These spellcasters wield powerful wands which also serve as the foci for their spells. Without their wand or spellbook, these mages are not very effective.



## ACTIONS

**+2 Dagger.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage and the target must make a successful DC 11 Constitution saving throw or fall unconscious for 1 minute from the effects of a sleeping toxin. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.



# ELF, DROW SAGE

Medium humanoid (elf), neutral evil

**Armor Class** 12

**Hit Points** 27 (6d8)

**Speed** 30 ft.

**STR**

10(+0)

**DEX**

14(+2)

**CON**

10(+0)

**INT**

16(+3)

**WIS**

12(+1)

**CHA**

12(+1)

**Skills** Arcana +5, History +5, Perception +3

**Senses** darkvision 120 ft., passive Perception 13

**Languages** Elvish, Abyssal, Deep Speech, Dwarvish, Undercommon

**Challenge** 1 (200 XP)

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no components.

**At will:** dancing lights, illusory script

**1/day each:** darkness, faerie fire, levitate (self only), silence

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Quarterstaff.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d8) bludgeoning damage.

**Drone (3/Day).** Any creatures within 30 feet of the drow that can hear it must succeed on a DC 12 Wisdom saving throw or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of their turns.

Pouring over ancient texts in dimly lit libraries are this group of female dark elves. They are the reclusive chief scholars of drow society.

**Respected Researchers.** Researching thousands of texts has given these drow an extensive knowledge of the arcane and the history of the drow race. Many of the leaders of the matriarchy consult the sages when faced with important decisions.

**Captive Audience.** These dark elves have the ability to paralyze listeners by droning on and on about their research. Some believe the term 'captive audience' came from this effect.

**Beautiful Bookworms.** Many dark elves marvel at the beauty of these wise females. However, they are obsessed with their work and have little time for romance.





# ELF, DROW SPIDER RIDER

Medium humanoid (elf), neutral evil

**Armor Class** 15 (studded leather)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

<b>STR</b> 14(+2)	<b>DEX</b> 16(+3)	<b>CON</b> 12(+1)	<b>INT</b> 11(+0)	<b>WIS</b> 11(+0)	<b>CHA</b> 12(+1)
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**Skills** Animal Handling +2, Perception +2, Stealth +5

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 12

**Languages** Elvish, Undercommon

**Challenge** 1 (200 XP)

**Born to the Saddle.** The drow has advantage on saving throws made to avoid falling off its mount. If it does fall off its mount and descends no more than 10 feet, it can land on its feet if it's not incapacitated. Finally, mounting or dismounting a creature costs it only 5 feet of movement, rather than half its speed.

**Cavalry Training.** When the drow hits a target with a melee attack while mounted on a giant spider, the giant spider can make one melee attack against the same target as a reaction.

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no components.

**At will:** dancing lights

**1/day each:** darkness, faerie fire, levitate (self only)

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Moving through the dwarf capital is a strange caravan. Several dark elves are mounted on giant spiders. The riders and mounts seem to move in unison as they pass by. Drow spider riders are a striking sight to behold. Even other dark elves will stop and watch these processions.

**Elf Cavalry.** Spider riders make up powerful cavalry units commanded by the priestesses. They patrol inside and outside dark elf settlements. Some of these units are also stationed at drow manors in the subterranean wilderness.

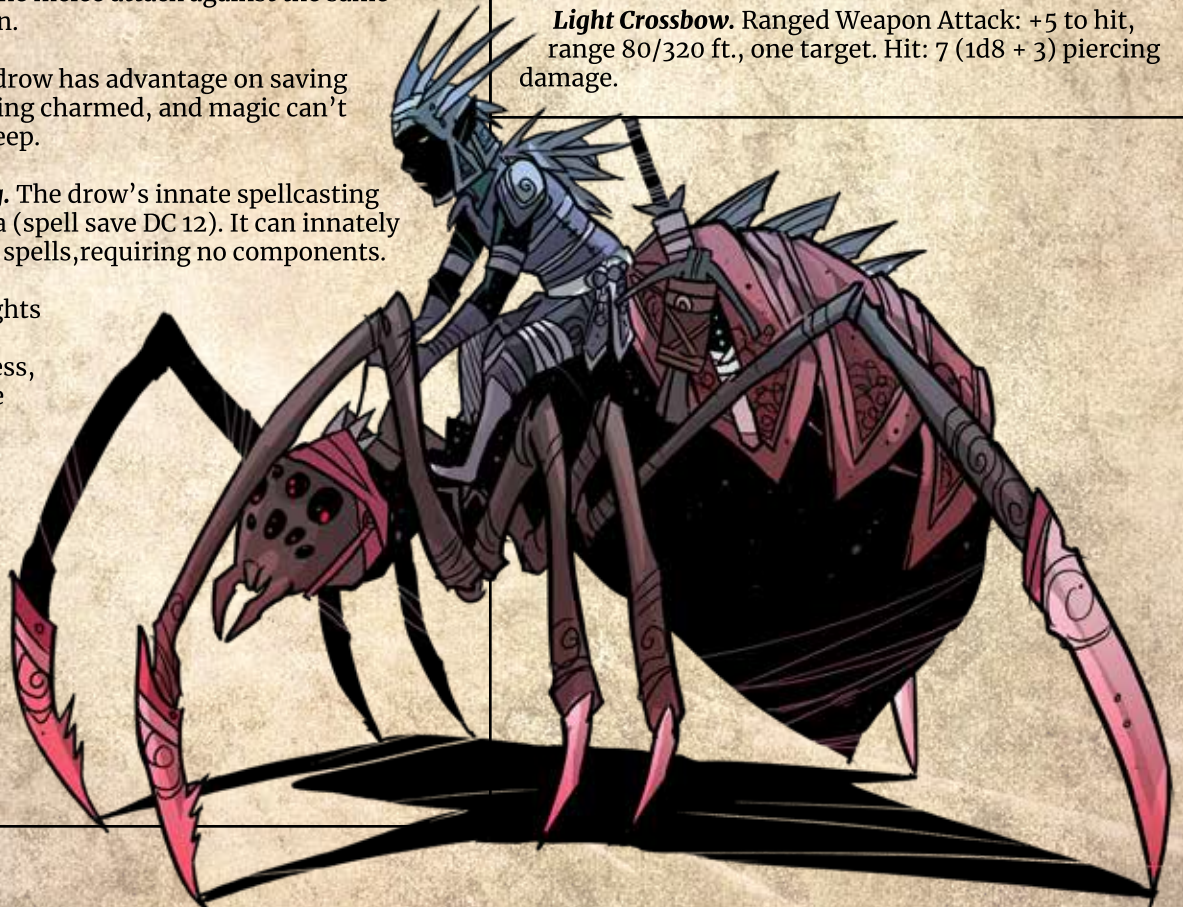
**Amazing Arachnids.** The riders ride the finest giant spiders they can find. These spiders have special saddles fitted for their riders and equipment. Highly trained, the agile spider riders are extremely difficult to unseat. These drow seem to always find a way to remain in their saddles. Members of this cavalry have the same mount for many years.

**Poison Protection.** The drow spider riders have become immune to poison after their many dealings with arachnid toxins.

## ACTIONS

**Longsword.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 7 (1d10 + 2) slashing damage plus 3 (1d6) poison damage.

**Light Crossbow.** Ranged Weapon Attack: +5 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage.





# ELF, DROW SPY

Medium humanoid (elf), neutral evil

**Armor Class** 16 (studded leather)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

**STR**

12(+1)

**DEX**

18(+4)

**CON**

14(+2)

**INT**

12(+1)

**WIS**

16(+3)

**CHA**

16(+3)

**Skills** Deception +6, Perception +6, Stealth +7

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Elvish, Undercommon

**Challenge** 4 (1,100 XP)

**Cunning Action.** On each of its turns, the drow can use a bonus action to take the Dash, Disengage, or Hide action.

**Fey Ancestry.** The drow has advantage on saving throws against being charmed, and magic can't put the drow to sleep.

**Innate Spellcasting.** The drow's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no components.

**At will:** dancing lights

**1/day each:** darkness, faerie fire, levitate (self only)

**Inscrutable.** The drow is immune to any effect that would sense its emotions or read its thoughts, as well as any divination spell that it refuses. Wisdom (Insight) checks made to ascertain the drow's intentions or sincerity have disadvantage.

**Second-Story Work.** Climbing no longer costs extra movement. In addition, when the drow makes a running jump, the distance it covers increases by 3 feet.

**Sneak Attack (1/Turn).** The drow deals an extra 10 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the drow that isn't incapacitated and the drow doesn't have disadvantage on the attack roll.

**Sunlight Sensitivity.** While in sunlight, the drow has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Toxic Tooth.** One of the drow's teeth is a false tooth filled with a deadly poison. If it is broken open, it kills the drow in seconds.

Silently moving through an elegant drow manor is a spy hired by a rival house. These dark elves are usually active inside their cities. However, drow spies also slip into other settlements, even those on the surface.

**The Dark Web.** Constant rivalry exists between the many drow houses and the use of spies is rampant. The best spies work for the highest bidder.

**Knowledge is Power.** Valuable information about rival houses is collected by these drow. They are also able to learn a great deal about the other races in the subterranean and surface worlds.

**Selfless Sacrifice.** If a drow spy is captured, they will bite down on a false tooth made of a toxic fungus. The fungus is poisonous to most drow and will kill them almost immediately.



## ACTIONS

**Multiattack.** The drow makes two attacks.

**Dagger.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) piercing damage and 10 (3d6) poison damage.

**Hand Crossbow.** Ranged Weapon Attack: +8 to hit, range 30/120 ft., one target. Hit: 8 (1d8 + 4) piercing damage and 7 (2d6) poison damage.



Fungah are evil plant creatures who live in the most remote parts of the Underworld. These four-legged monsters are created by the mysterious dark spores. The spores give the creatures extra protection from magic. All of the many creatures infected by the toxic spores can communicate by speaking Primordial.

**Mysterious Mushroom.** The spores come from the Undervoid, which is a source of unimaginable evil. Dark spores come to wipe out all other races in the underground world.

**Rainbow Nation.** Diversity can be seen in the many colors of these beautiful fungi. These plants range in color from subtle earth tones, to bright colors or even iridescent hues.

**Secret Society.** The fungah are ruled by a powerful king and work with other infected creatures. They usually make their homes in forests filled with large fungi.

# FUNGAH

*Medium plant, neutral evil*

**Armor Class** 13 (natural armor)

**Hit Points** 33 (6d8 + 6)

**Speed** 25 ft.

**STR**

12(+1)

**DEX**

9(-1)

**CON**

13(+1)

**INT**

10(+0)

**WIS**

12(+1)

**CHA**

7(-2)

**Skills** Perception +3

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 13

**Languages** Primordial

**Challenge** 2 (450 XP)

**Magic Resistance.** The fungah has advantage on saving throws against spells and other magical effects.

**Sunlight Sensitivity.** While in sunlight, the fungah has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Headbutt.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage.

**Spores Burst.** The fungah ejects dark spores at one creature it can see within 10 feet of it. The target must succeed on a DC 12 Constitution saving throw or take 3 (1d6) poison damage.





# FUNGAH KING

*Large plant, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 82 (11d10 + 22)

**Speed** 25 ft.

**STR**

16(+3)

**DEX**

10(+0)

**CON**

15(+2)

**INT**

12(+1)

**WIS**

16(+3)

**CHA**

12(+1)

**Skills** Perception +7

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Primordial

**Challenge** 10 (5,900 XP)

**Bioluminescent.** The fungah sheds dim yellow light in a 10-foot radius.

**Innate Spellcasting.** The fungah's innate spellcasting ability is Wisdom (spell save DC 15). The fungah can innately cast the following spells, requiring no components:

**At will:** comprehend languages, minor illusion, pass without trace

**1/day each:** detect thoughts, entangle, polymorph, silence, suggestion

**3/day each:** compulsion, confusion, dimension door, dispel magic

**Magic Resistance.** The fungah has advantage on saving throws against spells and other magical effects.

**Sunlight Sensitivity.** While in sunlight, the fungah has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The fungah makes two melee attacks.

**Rotting Touch.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (3d6) poison damage.

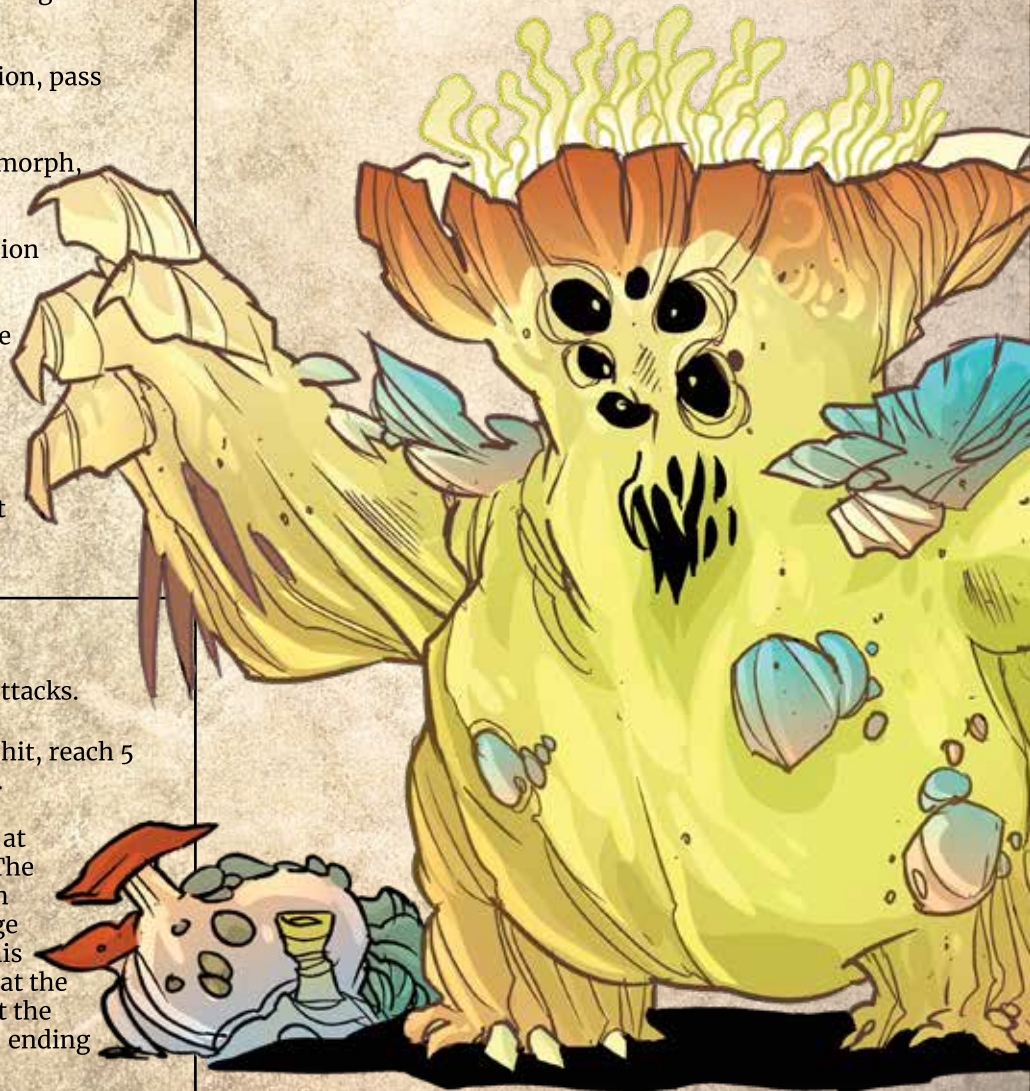
**Spores Burst.** The fungah ejects dark spores at one creature it can see within 30 feet of it. The target must succeed on a DC 15 Constitution saving throw or take 13 (3d8) poison damage and become poisoned. While poisoned in this way, a target takes 5 (1d10) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

A huge mushroom-like creature strides through a forest of fungi. At its side are numerous mushroom-like individuals, all under the control of the dark spores. The fungah king follows the directions of the mysterious Undervoid and leads the fungah race. A dim yellow light shines from this odd creature's head and makes it stand out in the dark realm.

**Toadstool Rule.** However, not all of the fungah follow the orders of their ruler. At times fungah wander off and chart their own course. The king doesn't bother with these creatures and focuses on spreading spores.

**Spreading Spores.** The fungah race is controlled by the dark spores and are driven to kill all other races. Their king often sends fungah to work with other infected creatures.

**Mushroom Minions.** The king usually has a number of fungah shamans at his side. There are also many fungah and infected humanoids in the king's entourage. All of these minions will sacrifice themselves to protect the fungah leader. At times the king will attack with spells as its minions surround it, forming a circle of protection.





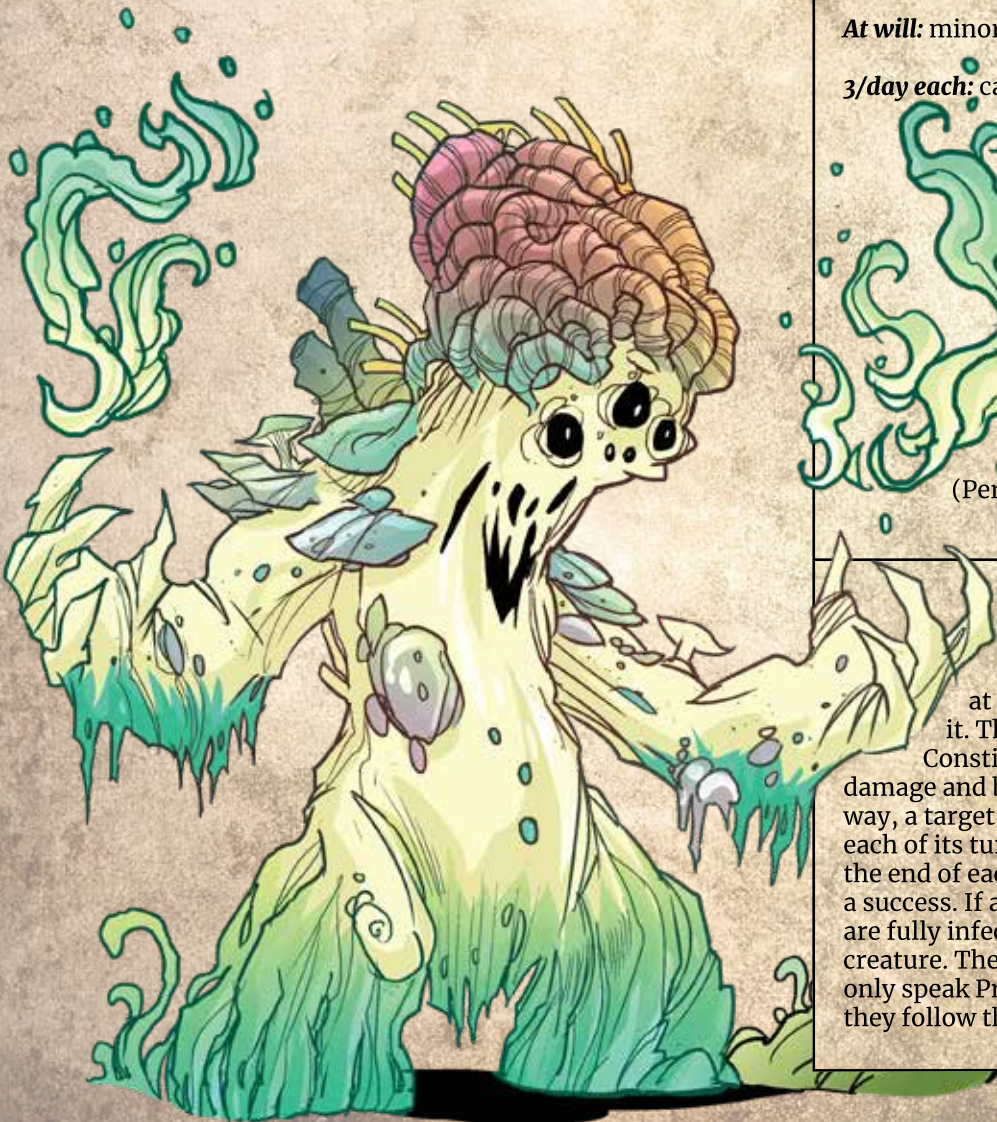
Pulsating in the dark you see what looks like a brain changing from one vivid color to another. This is a fungahshaman, a bizarre creature which spreads the dark spores to other races. They are usually found near the fungah leaders, especially the king.

**Fungi Foresight.** More than any other fungah, these odd fungi are in direct contact with the Undervoid. They will make sacred pilgrimages to visit the source of the spores. Once they are with the Undervoid, the fungahshamans are filled with more dark spores.

**Subterranean Sorcery.** Fungah practice their strange magic in dark, hidden caverns. These unusual plants are always experimenting with fungi and magic.

## FLORA OF THE UNDERWORLD

**Glowbell:** Phosphorescent, blue fungus that acts a light source, casting bright light for 20 feet and dim light for 10 feet. Some Underworld humanoids use it like a lantern.



# FUNGAHSHAMAN

*Medium plant, neutral evil*

**Armor Class** 13 (natural armor)

**Hit Points** 60 (8d8 + 24)

**Speed** 30 ft.

**STR**

12(+1)

**DEX**

12(+1)

**CON**

16(+3)

**INT**

12(+1)

**WIS**

18(+4)

**CHA**

11(+0)

**Skills** Perception +6

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Primordial

**Challenge** 4 (1,100 XP)

**Bioluminescent.** The fungah sheds dim green light in a 10-foot radius.

**Innate Spellcasting.** The fungah's innate spellcasting ability is Wisdom (spell save DC 14). The fungah can innately cast the following spells, requiring no components:

**At will:** minor illusion, pass without trace

**3/day each:** calm emotions, entangle, silence

**1/day each:** compulsion, confusion, counterspell, dispel magic, hallucinatory terrain

**Magic Resistance.** The fungah has advantage on saving throws against spells and other magical effects.

**Sunlight Sensitivity.** While in sunlight, the fungah has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Spores Burst.** The fungah ejects dark spores at one creature it can see within 15 feet of it. The target must succeed on a DC 14 Constitution saving throw or take 4 (1d8) poison damage and become poisoned. While poisoned in this way, a target takes 4 (1d8) poison damage at the start of each of its turns. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a target's hit points are reduced to 0, they are fully infected by the spores and rise as an infected creature. Their alignment changes to neutral evil, they only speak Primordial, they have magic resistance, and they follow the directions of the Undervoid.



# FUNGI WORM

*Huge monstrosity, neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 157 (15d12 + 60)

**Speed** 40 ft., burrow 30 ft.

**STR**

24(+7)

**DEX**

9(-1)

**CON**

19(+4)

**INT**

1(-5)

**WIS**

16(+3)

**CHA**

4(-3)

**Skills** Perception +7

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, poisoned

**Senses** blindsight 20 ft., tremorsense 60 ft., passive

Perception 17

**Languages** Primordial

**Challenge** 12 (8,400 XP)

**Keen Sight.** The fungi worm has advantage on Wisdom (Perception) checks that rely on sight.

**Magic Resistance.** The fungi worm has advantage on saving throws against spells and other magical effects.

**Tunneler.** The fungi worm can burrow through solid rock at half its burrow speed and leaves a 5-foot-diameter tunnel in its wake.

**Sunlight Sensitivity.** While in sunlight, the fungi worm has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The fungi worm makes two bite attacks.

**Bite.** Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 18 (2d10 + 7) piercing damage and 5 (1d10) poison damage.

**Spores Breath (Recharge 5-6).** The fungi worm breathes out dark spores in a 60-ft-cone. Any creatures in the area must succeed on a DC 15 Constitution saving throw or take 55 (10d10) poison damage and be poisoned for 1 hour. If the saving throw fails by 5 or more, the target is also unconscious while poisoned in this way. The target regains consciousness if it takes damage or if another creature takes an action to shake it.

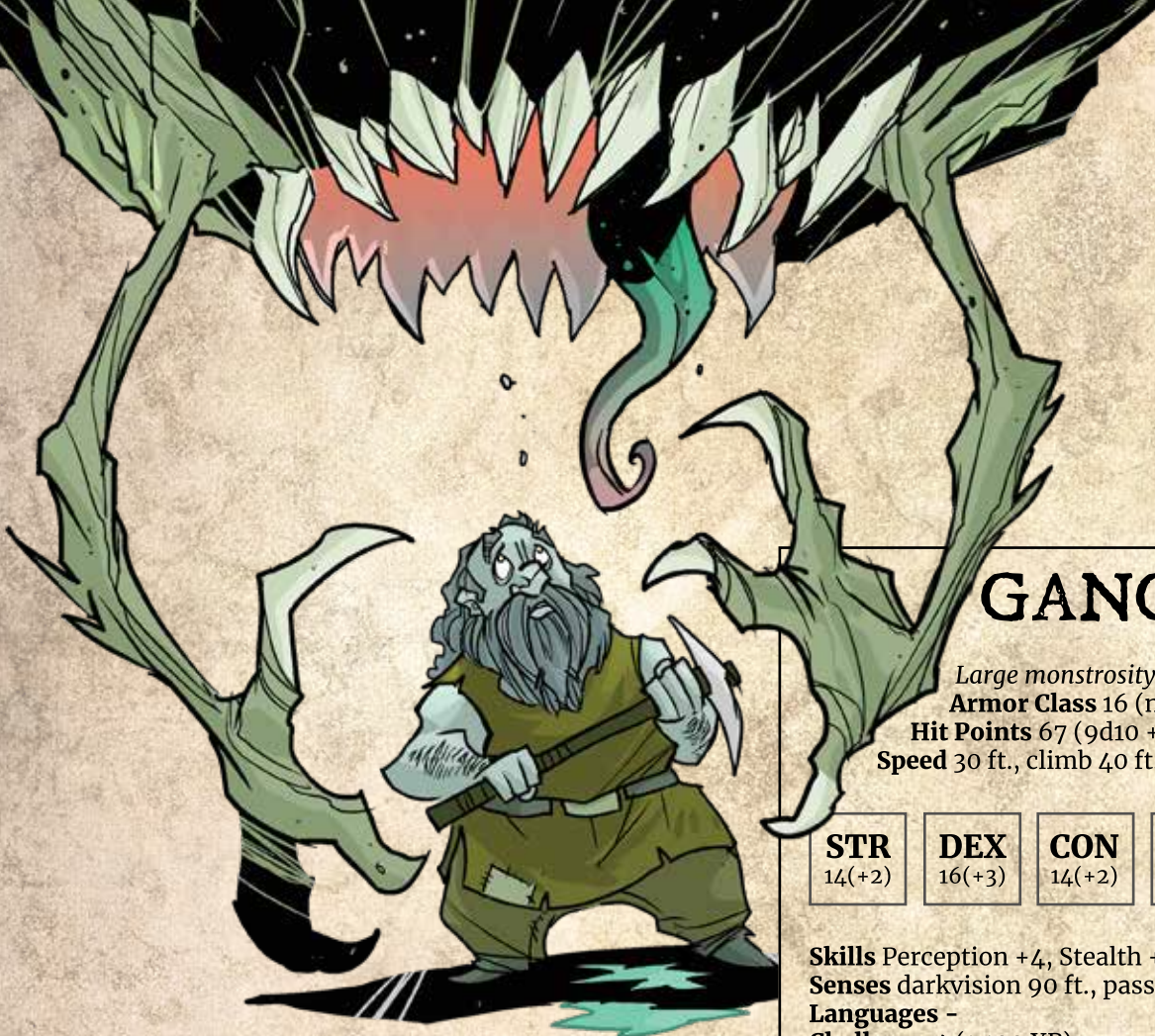
Without warning, the ground begins to shake and an enormous greenish-yellow worm smashes through the earth. Its many horrible eyes stare down at you as it moves into the open. Suddenly, strange spores pour out of its mouth and engulf you in a cloud.

**Beast from Below.** These strange monstrosities spend most of their time burrowing underneath this mysterious land. They have been infected by the dark spores and feel compelled to spread them. The spores also give the worm protection against some magic and the ability to speak Primordial.

**Twisted Visions.** Multiple eyes enable the fungi worm to have a heightened perception of everything around it.







## GANGLER

*Large monstrosity, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 67 (9d10 + 18)

**Speed** 30 ft., climb 40 ft.

**STR**

14(+2)

**DEX**

16(+3)

**CON**

14(+2)

**INT**

9(-1)

**WIS**

14(+2)

**CHA**

6(-2)

**Skills** Perception +4, Stealth +5

**Senses** darkvision 90 ft., passive Perception 14

**Languages** -

**Challenge** 4 (1,100 XP)

This bizarre monster uses its long arms to reach prey as it hangs on cavern walls or rock faces. It is rather cowardly and doesn't like coming face-to-face with its prey. Ganglers like to stay out of the action and pick off victims from above.

**Lanky Lurker.** Its long arms enable it to stay far from its target and surprise them. The gangler can reel in its prey from subterranean passages. Then the monster lifts its prey into its huge jaws. With its powerful bite, most creatures don't stand much chance of survival.

**Moving On.** Ganglers can move off of cave ceilings and walls to travel to new areas. They are quite adept at climbing and can quickly find a new hunting spot in the many subterranean areas.

**Small Stomachs.** If the gangler can render a victim unconscious, it will try to eat it. They require little food so they can be patient and wait hours for the right opportunity. Their hidden caves are usually filled with the remains of their victims.

**Stone Camouflage.** The gangler has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

**Sunlight Sensitivity.** While in sunlight, the gangler has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

### ACTIONS

**Multiattack.** The gangler makes two attacks with its arms, uses Reel, and makes one attack with its bite.

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 24 (5d8 + 2) piercing damage.

**Arms.** Melee Weapon Attack: +5 to hit, reach 20 ft., one target. Hit: The target is grappled (escape DC 14). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the gangler can't use the same arm to grab another target.

**Reel.** The gangler can reach 20 ft. up or down and pull grappled targets towards it.



# GARGOYLE, GIANT

Large elemental, chaotic evil

**Armor Class** 17 (natural armor)

**Hit Points** 76 (8d10 + 32)

**Speed** 30 ft., fly 50 ft.

**STR**

18(+4)

**DEX**

10(+0)

**CON**

18(+4)

**INT**

6(-2)

**WIS**

11(+0)

**CHA**

7(-2)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite

**Damage Immunities** poison

**Condition Immunities** exhaustion, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Terran

**Challenge** 5 (1,800 XP)

**False Appearance.** While the giant gargoyle remains motionless, it is indistinguishable from an inanimate statue.

## ACTIONS

**Multiattack.** The giant gargoyle makes five attacks: one with its bite and four with its claws.

**Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

**Claws.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

**Paralyzing Touch (2/Day).** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (3d6) necrotic damage. The target must succeed on a DC 15 Constitution saving throw or be paralyzed 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.

Walking through a drow city one might see large statues perched above. Winged monsters with four arms and creepy eyes stare down at you. Some of these statues are in fact giant living gargoyles. These evil elementals are closely allied with the dark elves.

**Gothic Guardian.** The giant gargoyle appears as a beautiful gothic statue most of the time. Without warning, it will take flight and swoop down on its victim. Some dark elf nobles have estates filled with these elementals. Owning the most elegant gargoyle is a competition between noble houses.

**Patient Predator.** Several giant gargoyles have infiltrated the dwarf and duergar settlements. They lie in wait and cause no end of grief for the two communities. Some paranoid leaders have ordered all the stone statues removed from their settlements.

**Creepy Crawlers.** At times these monsters will crawl along the ground, giving them the appearance of a small dragon.





Cave giants have enormous appetites. They live in immense caves and worship the young giant queen. Once in a while one of the cave giants finds a way to the surface world. With huge bellies and massive fists, they are a fearsome sight wherever they turn up.

**Obese Oaf.** These giants are so heavy they move slower than most of their cousins. They are extremely unhealthy and rarely leave their caves. Therefore, their lifespans are also much shorter than other giants.

**Whole Foods.** Cave giants enjoy swallowing their prey whole and will eat anything. Sometimes their food upsets their large stomachs and the giant regurgitates it.

## FEATURES OF THE UNDERWORLD

**The River of Forgetfulness:** A fast-flowing dark river in the Underworld. Any creature that drinks from the river must make a DC 12 Wisdom saving throw or forget what occurred for the last eight hours.



# GIANT, CAVE

*Huge giant, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 115 (11d12 + 44)

**Speed** 20 ft.

**STR**

23(+6)

**DEX**

12(+1)

**CON**

18(+4)

**INT**

6(-2)

**WIS**

10(+0)

**CHA**

6(-2)

**Saving Throws** Dex +4, Con +7, Wis +3

**Skills** Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Giant

**Challenge** 7 (2,900 XP)

## ACTIONS

**Multiattack.** The giant makes two attacks with its fists or one bite attack.

**Fist.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage. If the target is a creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the giant can only grapple one other target.

**Bite.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) piercing damage.

**Swallow.** The giant makes one bite attack against a Medium or smaller creature it is grappling. If the attack hits, the target takes the bite's damage, the target is swallowed, and the grapple ends. While swallowed, the creature is blinded and restrained, it has total cover against attacks and other effects outside the giant, and it takes 7 (2d6) acid damage at the start of each of the giant's turns. If the giant takes 30 damage or more on a single turn from a creature inside it, the giant must succeed on a DC 15 Constitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in a space within 5 feet of the giant. If the giant dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 20 feet of movement, exiting prone.



# GIANT, FUNGI

*Huge giant, neutral evil*

**Armor Class** 13 (natural armor)

**Hit Points** 138 (12d12 + 60)

**Speed** 30 ft.

**STR**

23(+6)

**DEX**

10(+0)

**CON**

20(+5)

**INT**

9(-1)

**WIS**

16(+3)

**CHA**

3(-4)

**Saving Throws** Dex +4, Con +9, Wis +7

**Skills** Perception +7

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 90 ft., passive Perception 17

**Languages** Primordial

**Challenge** 9 (5,000 XP)

**Keen Sight.** The giant has advantage on Wisdom (Perception) checks that rely on sight.

**Magic Resistance.** The giant has advantage on saving throws against spells and other magical effects.

**Sunlight Sensitivity.** While in sunlight, the giant has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Three Heads.** The giant has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

## ACTIONS

**Multiattack.** The giant makes three melee attacks.

**Giant Spear.** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) piercing damage.

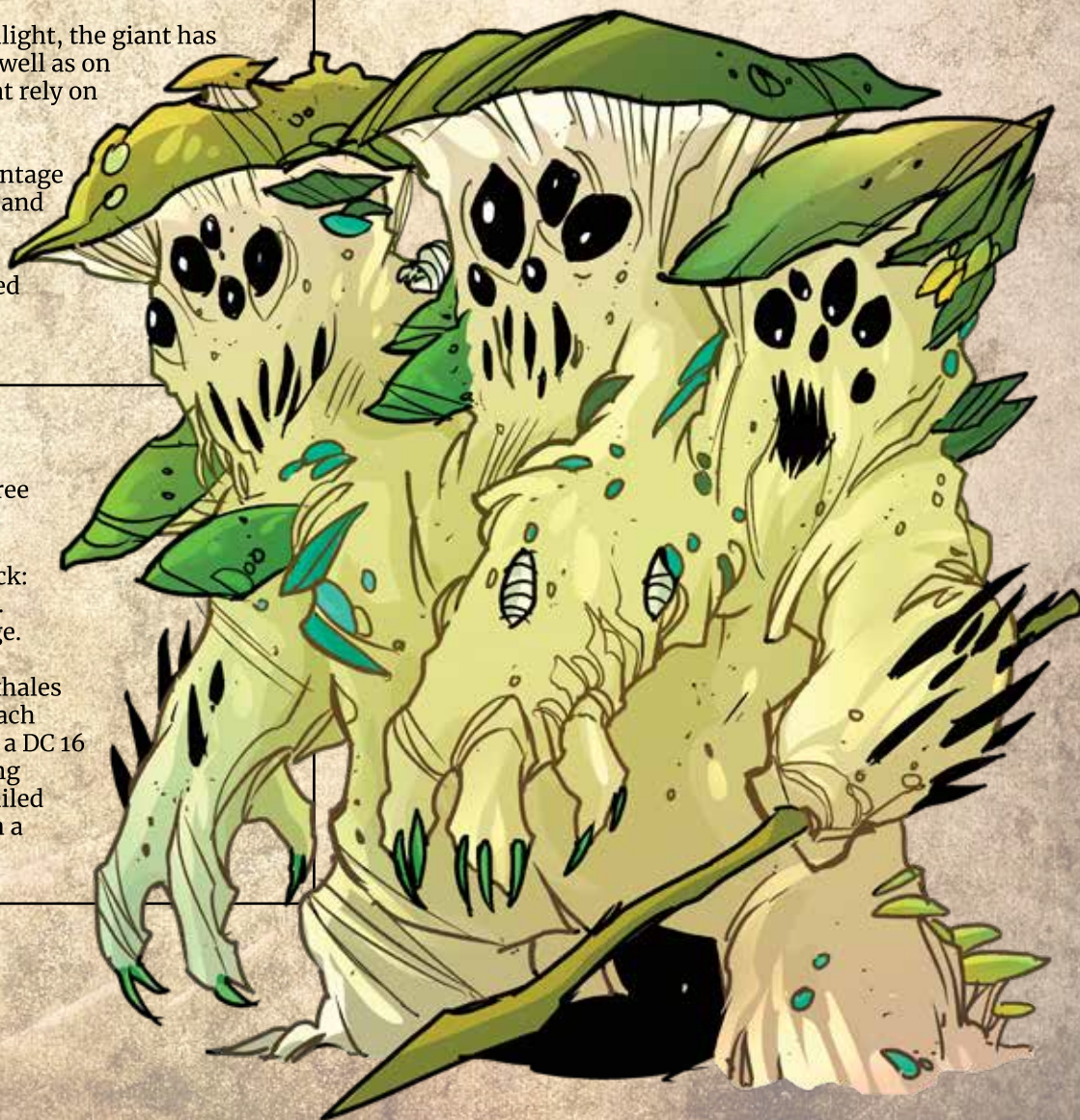
**Spore Burst (3/day).** The giant exhales dark spores in a 30-foot cone. Each creature in that area must make a DC 16 Constitution saving throw, taking 54 (12d8) poison damage on a failed save, or half as much damage on a successful one.

Sometimes evil spores will infect a giant and force a transformation. Their physical appearance and their alignment are altered by the dramatic process. Over time fungi grow all over these huge monsters and two extra heads sprout. The three-headed fungi giants are yet another creature effected by the dark spores. These giants can also speak Primordial to other creatures infected by the spores.

**Triple Threat.** Having three heads gives these monsters certain advantages. They are very aware of their surroundings and rarely do they have all their eyes closed, even to sleep.

**Mountain of Spores.** These enormous monsters can breathe out the dark spores. As with other infected creatures, magic doesn't affect them as much. Fungi giants can also speak Primordial and communicate with other infected creatures.

**Huge Headache.** Other giants will go out of their way to attack these odd beings. They are worried that more giants will fall victim to the toxic spores. Even giants who don't usually work together, will team up to deal with these three-headed abominations.





This lanky creature is the eternally sad gloom giant. They are melancholy monsters that feel that life is a constant struggle. With little motivation to accomplish anything, they wander around in a daze.

**Deep Depression.** The gloom giant's depression is chronic and affects others when they get close enough. Just being in the presence of this giant makes most creatures very uncomfortable.

**Home Alone.** These creatures don't enjoy the company of others. Most of the other giants would rather not spend time with them anyway.

**Giant Groaner.** If the giant is in a particularly foul mood, it might also groan a deep groan and scare away any creatures. If that isn't successful, the huge creature will strike out with its large spiked club.

# GIANT, GLOOM

*Huge giant, neutral evil*

**Armor Class** 15 (natural armor)

**Hit Points** 175 (14d12 + 84)

**Speed** 30 ft.

**STR**

25(+7)

**DEX**

8(-1)

**CON**

22(+6)

**INT**

12(+1)

**WIS**

11(+0)

**CHA**

14(+2)

**Saving Throws** Dex +3, Con +10, Cha +6

**Skills** Deception +6, Perception +4, Persuasion +6

**Senses** darkvision 120 ft., passive Perception 14

**Languages** Giant

**Challenge** 10 (5,900 XP)

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

**At will:** prestidigitation

**1/day each:** bane, darkness, dissonant whispers, sleep

**Shadow of Gloom.** When a creature starts its turn within 30 feet of the giant, it is engulfed in a shadow. That creature must succeed on a DC 15 saving throw or take 4 (1d8) psychic damage. If the save is successful, the creature is immune to the feature for 24 hours.

**Sunlight Sensitivity.** While in sunlight, the giant has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The giant makes three melee attacks.

**Spiked Club.** Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 33 (4d12 + 7) piercing damage.

**Groan of Gloom (Recharge 5-6).** The giant groans and any creature within 30 feet must succeed on a DC 15 Wisdom saving throw or take 16 (3d10) psychic damage, drop whatever they are holding, and become frightened for 1 minute. The target can repeat the saving throw at the end of the giant's turn, ending the effect on a success.





# GIANT, LAVA

*Huge giant, chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 126 (11d12 + 55)

**Speed** 30 ft.

**STR**

23(+6)

**DEX**

9(-1)

**CON**

21(+5)

**INT**

10(+0)

**WIS**

10(+0)

**CHA**

9(-1)

**Saving Throws** Dex +3, Con +9, Wis +3

**Skills** Athletics +10

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** fire

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Giant

**Challenge** 9 (5,000 XP)

**Heated Body.** A creature that touches the giant or hits it with a melee attack while within 5 feet of it takes 10 (3d6) fire damage.

## ACTIONS

**Multiattack.** The giant makes two melee attacks.

**Fist.** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 16 (3d6 + 6) bludgeoning damage plus 7 (2d6) fire damage.

**Hurl Lava.** Ranged Weapon Attack: +10 to hit, range 60/240 ft., one target. Hit: 17 (2d10 + 6) bludgeoning damage and 11 (2d10) fire damage.

Rising out of pool of bubbling lava emerges a huge figure. It seems as if the molten rock has come to life. Lava giants are rare in the underground world, but their reputation precedes them. They are known to be hot-tempered and completely unreasonable. Some folks believe the phrase 'hot-tempered' actually comes from these monsters.

**High Heat.** Lava giants' bodies are scorching hot and injure any living creatures that get too close. In fact, very few plants and fungi live near their caves for the heat overcomes them. Most beasts won't come near these lairs as well.

**Fire Fight.** In addition to pummeling their victims, lava giants can also hurl lava. They make balls of lava from their bodies and throw them. Not many creatures survive after being hit by these flaming projectiles.

**Valuable Resource.** The giant queen is trying to figure out how to get these giants on her side. She knows having these powerful giants in the fold will make her growing army even more formidable. However, the queen has had a tough time trying to reason with these volatile monsters.





A booming sound travels across a wide cavern. Suddenly a rock face gives way and crashes to the ground. There is a good chance a thunder giant might be nearby. In some cases, these giants make their way to the surface world and wreck havoc during wild storms.

**Boom of Doom.** This giant can shout so loudly, it feels as if an earthquake must have arrived. The shout can cause cave-ins, mudslides and other natural disasters.

**Queen's Guard.** A number of these monsters serve the queen of the giants. However, controlling them is a major challenge. They aren't as stupid as cave giants, but they're not much brighter.



# GIANT, THUNDER

*Huge giant, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 212 (17d12 + 102)

**Speed** 40 ft.

**STR**

29(+9)

**DEX**

14(+2)

**CON**

22(+6)

**INT**

7(-2)

**WIS**

8(-1)

**CHA**

12(+1)

**Saving Throws** Str +14, Con +11, Cha +6

**Skills** Athletics +14, Intimidation +6

**Damage Immunities** thunder

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Giant, Primordial

**Challenge** 12 (8,400 XP)

**Siege Monster.** The giant deals double damage to objects and structures.

## ACTIONS

**Multiattack.** The giant makes two melee attacks.

**Crystal Hammer.** Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 25 (3d10 + 9) piercing damage and 4 (1d8) thunder damage.

**Thunder Shout (Recharge 5-6).** The giant shouts out a thunderous shout and any creature within 90 feet must make a successful DC 17 Constitution saving throw. Otherwise the target takes 45 (10d8) thunder damage and is knocked prone.



# GIANT QUEEN

*Huge giant, chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 325 (26d12 + 156)

**Speed** 40 ft.

**STR**

27(+8)

**DEX**

14(+2)

**CON**

23(+6)

**INT**

10(+0)

**WIS**

18(+4)

**CHA**

16(+3)

**Saving Throws** Str +13, Con +11, Wis +9, Cha +8

**Skills** Athletics +13, Intimidation +9, Perception +9, Persuasion +9

**Senses** darkvision 60 ft., passive Perception 19

**Languages** Giant

**Challenge** 15 (13,000 XP)

**Brave.** The giant has advantage on saving throws against being frightened.

**Siege Monster.** The giant deals double damage to objects and structures.

## ACTIONS

**Multiattack.** The giant makes two melee attacks.

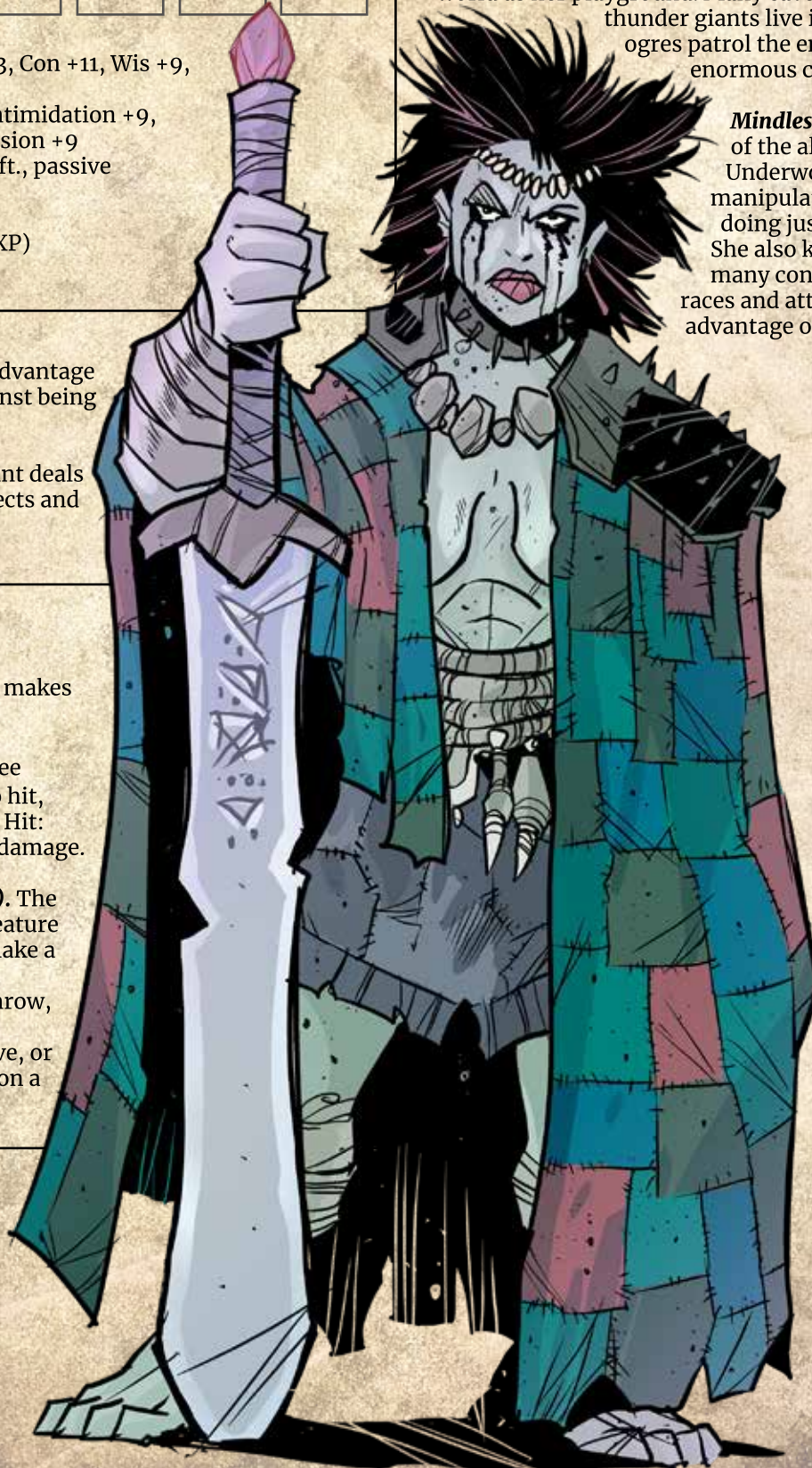
**Giant Greatsword.** Melee Weapon Attack: +13 to hit, reach 5 ft., one target. Hit: 36 (8d6 + 8) slashing damage.

**Rebel Yell (Recharge 6).** The giant yells and any creature within 90 feet must make a successful DC 18 Constitution saving throw, taking 67 (15d8) force damage on a failed save, or half as much damage on a successful one.

The most independent of all the leaders in the Underworld is the young giant queen. She is wild and weird and loved by her people. The giant queen's immense height and sharp spiky collar make her instantly recognizable. She also possesses a deadly greatsword. This huge sword is always at her side, even when she slumbers.

**Rebel Queen.** Unlike the king of the giants, the queen has decided to live underground. She enjoys having an entire world as her playground. Many cave giants and thunder giants live in her caverns. Flying ogres patrol the entrances into these enormous caves.

**Mindless Minions.** The wisest of all the giants in the Underworld, the queen can manipulate her followers into doing just about anything. She also knows about the many conflicts between other races and attempts to take advantage of the chaos.





As you make your way down a rocky passage, a shadow engulfs you. Looking up you see a sizeable mushroom creature staring down at you. Gloom shrooms wander the dim land spreading negativity.

**Depressed Decomposer.** This odd creature is always depressed and misery loves company. It is usually found searching for someone or something to communicate with.

**Clingy Cave Dweller.** At times, these monsters will join with other sad loners and work together. This depressing gathering is known as a Gloomling.

**Unpopular Plant.** Even other mushroom creatures don't like spending time with gloom shrooms. In fact, they'll usually head in the opposite direction.



# GLOOM SHROOM

*Large plant, neutral evil*

**Armor Class** 14 (natural armor)

**Hit Points** 52 (7d10 + 14)

**Speed** 25 ft.

**STR**

12(+1)

**DEX**

9(-1)

**CON**

14(+2)

**INT**

7(-2)

**WIS**

14(+2)

**CHA**

6(-2)

**Skills** Perception +5

**Damage Immunities** poison

**Condition Immunities** blinded, charmed, frightened, poisoned

**Senses** blindsight 60 ft., passive Perception 15

**Languages** Undercommon, Common, Primordial

**Challenge** 3 (700 XP)

**Shade of Gloom.** The gloom shroom casts a dark shadow in a 20-foot radius on the ground around it. Any creature in this area must make a DC 14 Wisdom saving throw or make their saving throws at disadvantage for 1 hour.

**Sunlight Sensitivity.** While in sunlight, the gloom shroom has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The gloom shroom makes two attacks: one with its bite and one with its claws.

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) piercing damage.

**Claws.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 1) slashing damage.

**Wave of Weariness (Recharges 4-6).** The gloom shroom emits spores of weariness in a 30-foot cube. Each creature in that area must make a DC 14 saving throw. On a failed save, a creature takes 13 (3d8) psychic damage and suffers 1 level of exhaustion.



# GNOME, DEEP (SVIRFNEBLIN) ELDER

Small humanoid (gnome), neutral good

**Armor Class** 12

**Hit Points** 32 (5d6 + 15)

**Speed** 20 ft.

**STR**

14(+2)

**DEX**

14(+2)

**CON**

16(+3)

**INT**

13(+1)

**WIS**

16(+3)

**CHA**

10(+0)

**Skills** Investigation +3, Perception +5, Stealth +4

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Gnomish, Terran, Undercommon

**Challenge** 2 (450 XP)

**Gem Wisdom.** The gnome has advantage on Intelligence (Nature) checks when examining gemstones.

**Gnome Cunning.** The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

**Innate Spellcasting.** The gnome's innate spellcasting ability is Wisdom (spell save DC 13). It can innately cast the following spells, requiring no components:

**At will:** nondetection (self only)

**1/day each:** blindness/deafness, blur, disguise self

**Stone Camouflage.** The gnome has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

## ACTIONS

**Multiattack.** The gnome makes two melee attacks.

**Quarterstaff.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

**Summon Earth Elemental (1/Day).** The gnome can summon an earth elemental, appearing in an unoccupied space within 60 feet of it. The elemental obeys the commands of the gnome.

The deep gnome elders are the part of the svirfneblin leadership. Even the king seeks their advice at times. These wise svirfneblin are usually found clad in black and gray robes, clutching their handy quarterstaff.

**Earth Knowledge.** These elders have deep relationships with elementals from the Elemental Plane of Earth. They can even summon an elemental to assist them.

**Quality Control.** More than any other svirfneblin, the elders have an eye for quality gemstones. Younger deep gnomes always have elders examine their gemstones to determine their quality.

**Caterpillar Mounts.** Some deep gnome elders ride around on giant caterpillars or armored caterpillars.

## FEATURES OF THE UNDERWORLD

**Dark Crystals:** Dark purple crystals found in the darkest areas of the Underworld. Their dust can be inhaled to heal 1d8 hit points.





The leader of the svirfneblin is their king, known as the Stone King. This deep gnome is very wise and is renowned for his incredible tenacity. Some deep gnomes believe that's the only reason he was able to claim the throne. Unlike the typical svirfneblin, the leaders and elite rangers are not bald.

**Stone Throne.** As the head of the deep gnomes, the king can call on the many elders for their help. These wise gnomes often accompany their leader. Most of the elders respect their king deeply and would do anything for him.

**Deep Vault.** The king makes sure the royal vault is heavily guarded at all times. This vault is rumored to be filled with thousands of the most precious gemstones. Shiny rubies of the highest quality are the most cherished of all the gemstones. Some elders have placed enchantments around the vault to protect it.

**Mysterious Mount.** The Stone King is said to use a strange flying creature known as a vawk (page 119) for his mount. Stories of the king traveling to faraway places have been heard by every young deep gnome.

## GNOME, DEEP (SVIRFNEBLIN) KING

*Small humanoid (gnome), neutral good*

**Armor Class** 17 (+2 chain shirt)

**Hit Points** 38 (7d6 + 14)

**Speed** 25 ft.

**STR**

19(+4)

**DEX**

16(+3)

**CON**

15(+2)

**INT**

14(+2)

**WIS**

18(+4)

**CHA**

16(+3)

**Skills** Insight +6, Perception +6, Persuasion +6, Stealth +5

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Gnomish, Terran, Undercommon

**Challenge** 3 (700 XP)

**Gnome Cunning.** The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

**Innate Spellcasting.** The gnome's innate spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells, requiring no components:

**At will:** nondetection (self only)

**2/day each:** blindness/deafness, blur, disguise self, stone shape

**1/day each:** meld into stone, move earth, wall of stone

**Stone Camouflage.** The gnome has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

### ACTIONS

**Multiattack.** The gnome makes two attacks.

**Great War Pick.** Melee Weapon  
Attack: +6 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.





# GNOME, DEEP (SVIRFNEBLIN) RANGER

Small humanoid (gnome), neutral good

**Armor Class** 15 (chain shirt)

**Hit Points** 33 (6d6 + 12)

**Speed** 25 ft.

<b>STR</b> 15(+2)	<b>DEX</b> 18(+4)	<b>CON</b> 15(+2)	<b>INT</b> 12(+1)	<b>WIS</b> 12(+1)	<b>CHA</b> 9(-1)
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**Skills** Nature +3, Perception +3, Stealth +6, Survival +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Gnomish, Terran, Undercommon

**Challenge** 2 (450 XP)

**Cunning Action (3/day).** The gnome can use a bonus action to take the Dash, Disengage, or Hide action.

**Gnome Cunning.** The gnome has advantage on Intelligence, Wisdom, and Charisma saving throws against magic.

**Innate Spellcasting.** The gnome's innate spellcasting ability is Intelligence (spell save DC 12). It can innately cast the following spells, requiring no components:

**At will:** nondetection (self only)

**1/day each:** blindness/deafness, blur, disguise self, hunter's mark, pass without trace

**Stone Camouflage.** The gnome has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

## ACTIONS

**Multiattack.** The gnome makes two attacks.

**War Pick.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

**Blowgun.** Ranged Weapon Attack: +5 to hit, range 25/100 ft., one target. Hit: 1 + 4 piercing damage, and the target must succeed on a DC 13 Constitution saving throw or be 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.

Svirfneblin rangers patrol the borders of their territory. They are the first defense if one of their hidden enclaves is attacked. In some cases, these hardy gnomes are sent on missions deep into enemy territory. Svirfneblin rangers are some of the only deep gnomes who aren't afraid of the dark elves. They will courageously engage any drow they come into contact with.

**Blending In.** More than any other deep gnome, these warriors are able to blend into the surroundings. Drow have reported that the svirfneblin seem to appear out of thin air.

**Crossbow Experts.** Unlike other deep gnomes, the rangers are armed with light crossbows. The bolts are tipped with a strong poison. These gnomes learned how to poison their bolts after numerous encounters with the drow.

**Old Gnomes Club.** All svirfneblin rangers are male. However, a few female warriors have petitioned the king to have this tradition changed. Due to the patriarchal structure of their society, this petition has little chance to persuade the monarch.

## FEATURES OF THE UNDERWORLD

**Green Salt.** Once consumed, any food you eat in the next hour tastes delicious.





While the goblin king rules most of their kind, an unknown queen makes a name for herself. The goblin queen is a calculating, cunning figure. She lives on an island in the middle of a subterranean lake. A large cavern full of phosphorescent fungi serves as the home for the goblin leaders.

**Magical Maniac.** The queen practices strange magic and works with goblin shamans to hone her craft. Her spellcasting ability frightens many other goblins.

**Excessive Ego.** Although she is dwarfed by many Underworld creatures, her ego is one of the largest. The goblin queen is incredibly vain and self-centered.

**Rat Queen.** She is a close ally to rodents living underground. Some goblins feel their queen has a stronger bond with the rats and have quietly named her the 'Rat Queen'.

# GOBLIN QUEEN

*Medium humanoid (goblinoid), neutral evil*

**Armor Class** 13 (16 with *mage armor*)

**Hit Points** 33 (6d8 + 6)

**Speed** 30 ft.

**STR**

12(+1)

**DEX**

16(+3)

**CON**

12(+1)

**INT**

10(+0)

**WIS**

14(+2)

**CHA**

16(+3)

**Skills** Deception +6, Perception +5, Persuasion +6, Stealth +6

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Goblin, Undercommon

**Challenge** 4 (1,100 XP)

**Innate Spellcasting.** The goblin queen's innate spellcasting ability is Charisma (spell save DC 14, +6 to hit with spell attacks). She can innately cast the following spells, requiring no components:

**At will:** fire bolt, poison spray, thaumaturgy

**2/day each:** burning hands, thunderwave, witch bolt

**1/day each:** crown of madness, mage armor, scorching ray

**Nimble Escape.** The goblin queen can take the Disengage or Hide action as a bonus action on each of her turns.

## ACTIONS

**Multiattack.** The goblin queen makes two melee attacks.

**Quarterstaff.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) bludgeoning damage.

**Summon Swarm of Rats (Recharge 2-3).** The goblin queen can summon a swarm of rats. It will appear in an unoccupied space in 1d4 rounds and obeys the goblin queen.

## REACTIONS

**Redirect Attack.** When a creature the goblin queen can see targets her with an attack, she chooses another goblin within 5 feet of her. The two goblins swap places, and the chosen goblin becomes the target instead.





# GOLD MOLD

Large ooze, unaligned

**Armor Class** 8

**Hit Points** 34 (4d10 + 12)

**Speed** 10 ft., climb 10 ft.

**STR**

16(+3)

**DEX**

6(-2)

**CON**

16(+3)

**INT**

1(-5)

**WIS**

6(-2)

**CHA**

1(-5)

**Damage Resistances** acid, cold, fire

**Damage Immunities** necrotic, poison, psychic

**Condition Immunities** blinded, charmed, deafened, exhaustion, frightened, poisoned, prone

**Senses** blindsight 60 ft. (blind beyond this radius), passive Perception 8

**Languages** -

**Challenge** 3 (700 XP)

**Amorphous.** The mold can move through a space as narrow as 1 inch wide without squeezing.

**Dissolve Metal.** Any weapon made of metal that hits the ooze dissolves in 1 minute. The ooze can eat through 6-inch thick, metal in 1 round.

**Spider Climb.** The mold can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

## ACTIONS

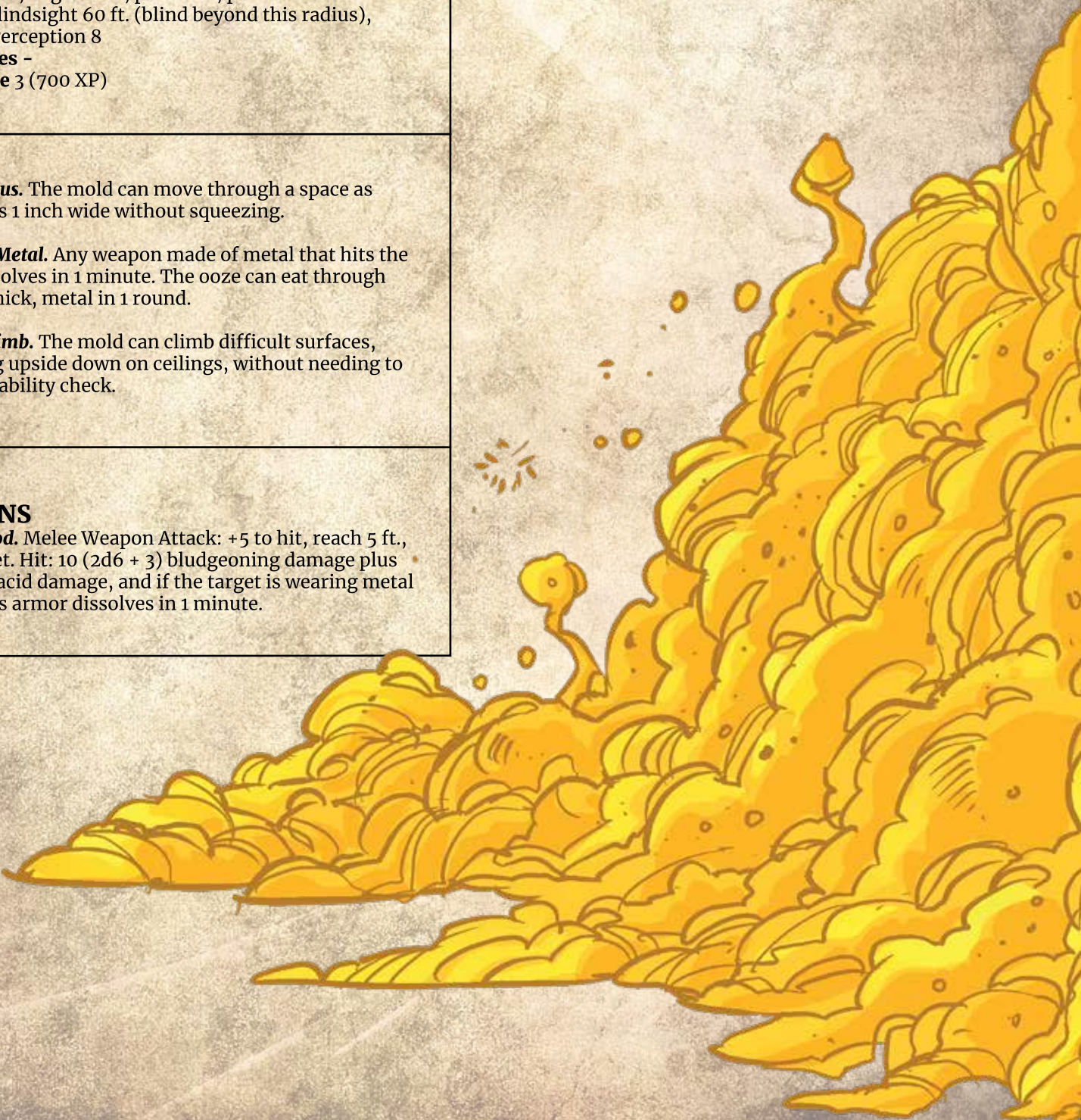
**Pseudopod.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 10 (3d6) acid damage, and if the target is wearing metal armor, its armor dissolves in 1 minute.

Sliding over the coarse rock nearby is a shining ooze. Your party of adventurers all back away and stare at the odd creature. A gold mold has arrived on the scene. Like other oozes, this monster is drawn to movement and warmth.

**Heavy Metal.** These unusual oozes are found in distant dark caverns away from any sign of life. They are attracted to other types of metals.

**Dissolving Mold.** The gold mold dissolves all kinds of metals and does significant damage to armor or metal structures. Unlike the gray ooze, this ooze completely destroys nonmagical armor and weapons.

**Ooze Nature.** An ooze doesn't require sleep.



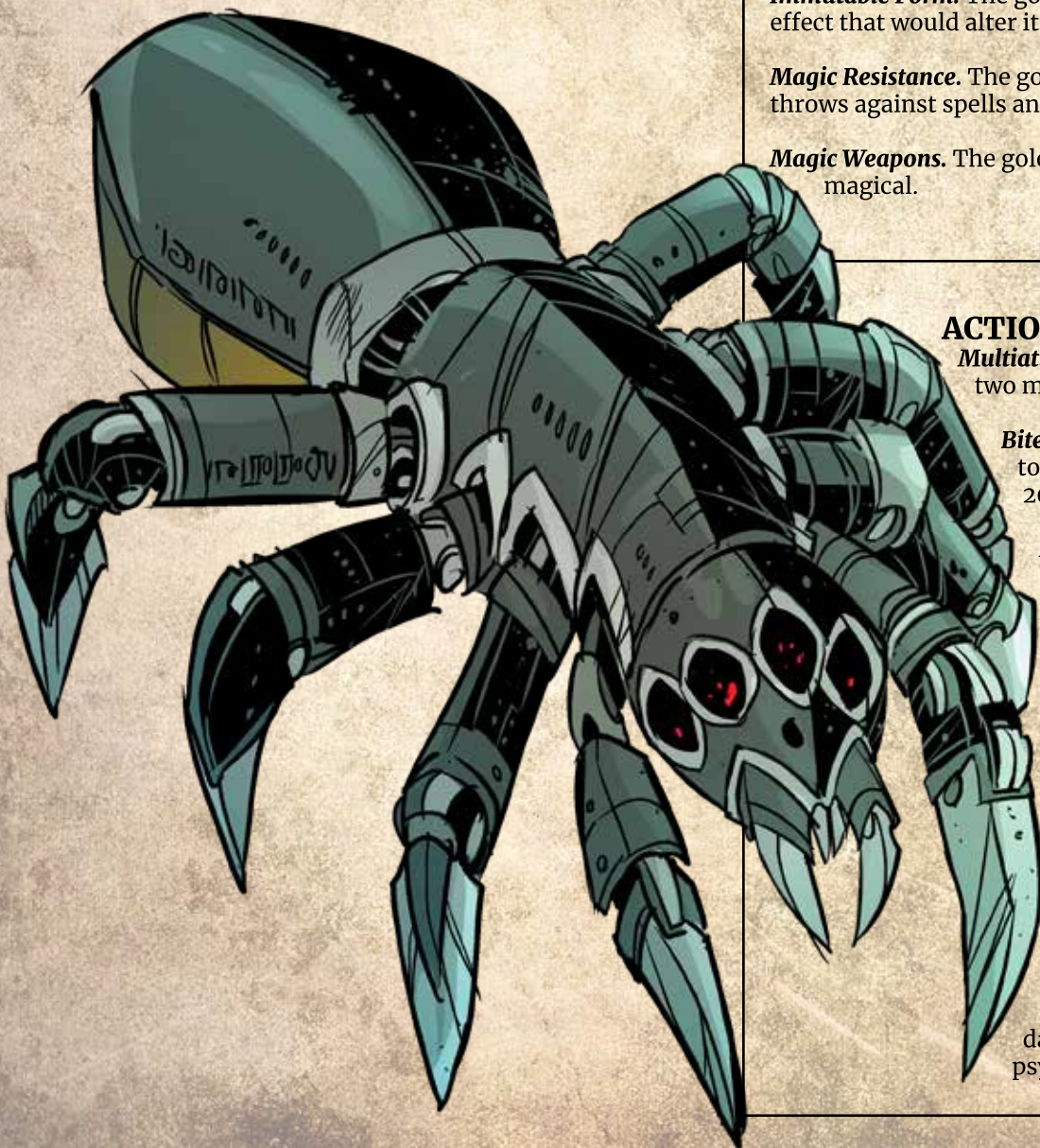


The archetype of the spider is found at the center of drow society. There no better example of this than the spider golem. It is a massive iron construct created by dark elf spellcasters. Crafted with magic, these spiders are unique and extremely rare.

**Web of Iron.** The golem spins an extremely strong, wire web. It is tougher than any other kind of web. These predators will trap victims in their webs for their drow masters. These webs last for a long time and are difficult to destroy their webs.

**House Bound.** Most of these golems are found in the keeps or manors of wealthy drow. In fact, having this unique golem is a status symbol. Some drow have built beautiful galleries with a spider golem as the centerpiece.

**Desired Device.** Eager to find an advantage over the matriarchy, some rebel drow spies have begun a plot to steal one of these golems. They plan to break into one of the larger drow compounds and rob them of their construct.



## GOLEM, SPIDER

*Large construct, unaligned*

**Armor Class** 20 (natural armor)

**Hit Points** 210 (20d10 + 100)

**Speed** 30 ft.

**STR**

24(+7)

**DEX**

12(+1)

**CON**

20(+5)

**INT**

3(-4)

**WIS**

11(+0)

**CHA**

1(-5)

**Damage Immunities** fire, poison, psychic; bludgeoning, piercing, and slashing from nonmagical weapons that aren't adamantite.

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 120 ft., passive Perception 10

**Languages** understands the languages of its creator but can't speak.

**Challenge** 18 (20,000 XP)

**Immutable Form.** The golem is immune to any spell or effect that would alter its form.

**Magic Resistance.** The golem has advantage on saving throws against spells and other magical effects.

**Magic Weapons.** The golem's weapon attacks are magical.

### ACTIONS

**Multiattack.** The spider golem makes two melee attacks.

**Bite.** Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 20 (3d8 + 7) piercing damage.

**Kick.** Melee Weapon Attack: +14 to hit, reach 5 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.

**Iron Web (Recharge 6).** Ranged Weapon Attack: +8 to hit, range 30/60 ft., one target. Hit: The target is restrained by extremely strong wire webbing. As an action, the restrained target can make a DC 19 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 16; hp 40; resistant to cold, fire, lightning damage, immune to poison and psychic damage).



# GRIM DRUID

Medium humanoid (any race), any evil alignment

**Armor Class** 11 (16 with barkskin)

**Hit Points** 58 (9d8 + 18)

**Speed** 30 ft.

**STR**

14(+2)

**DEX**

12(+1)

**CON**

14(+2)

**INT**

12(+1)

**WIS**

18(+4)

**CHA**

9(-1)

**Saving Throws** Con +5, Wis +7

**Skills** Medicine +7, Nature +4, Perception +7, Stealth +4

**Senses** darkvision 90 ft., passive Perception 17

**Languages** Common, Druidic, Primordial, Undercommon

**Challenge** 8 (3,900 XP)

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

**Spellcasting.** The grim druid is a 9th-level druid. Its spellcasting ability is Wisdom (spell save DC 15, +7 to hit with spell attacks). The grim druid has the following spells prepared:

**Cantrips (at will):** druidcraft, poison spray, thorn whip

**1st level (4 slots):** animal friendship, entangle, fog cloud, speak with animals

**2nd level (3 slots):** barkskin, heat metal, pass without trace

**3rd level (3 slots):** dispel magic, feign death, meld into stone

**4th level (3 slots):** blight, confusion, hallucinatory terrain

**5th level (1 slot):** conjure elemental

**Sunlight Sensitivity.** While in sunlight, the grim druid has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Darkstaff.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage plus 4 (1d8) necrotic damage.

## REACTIONS

**Uncanny Dodge.** The grim druid halves the damage that it takes from an attack that hits it. The grim druid must be able to see the attacker.

Some folks say this land is dark mirror of the world above. The grim druid is a great example of this. While druids on the surface are communing in quiet green groves, these dark cousins are communing with rotting fungi and bioluminescent plants.

**Decomposing Druid.** They are at home with all the decomposers of the underground lands. Neutral evil druids are allied with the dark spores and the Undervoid. These natural spellcasters are some of the most important minions for the enormously powerful aberration.

**Stealthy Survivor.** These spellcasters are at home in the dark and can move quickly and quietly. They will often hide in the dark and watch for hours before revealing themselves. These spellcasters can see in the dark and can move quickly and quietly.

**Dark Home.** Grim druids have a good knowledge of the flora and fauna in this barren, dimly lit world. They will use this knowledge to their advantage as much as possible.





# HAG QUEEN

*Medium fey, neutral evil*

**Armor Class** 19 (natural armor)

**Hit Points** 130 (20d8 + 40)

**Speed** 30 ft.

**STR**

19(+4)

**DEX**

16(+3)

**CON**

15(+2)

**INT**

14(+2)

**WIS**

18(+4)

**CHA**

20(+5)

**Skills** Deception +11, Insight +10, Perception +10, Stealth +9

**Damage Resistances** cold, fire, poison; bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** charmed

**Senses** darkvision 120 ft., passive Perception 20

**Languages** Abyssal, Common, Infernal, Primordial, Sylvan, Undercommon

**Challenge** 14 (11,500 XP)

**Hag Crown.** If the hag queen is wearing her crown, she can see invisible creatures and the true form of any shapechanger.

**Innate Spellcasting.** The hag queen's innate spellcasting ability is Charisma (spell save DC 19, +11 to hit with spell attacks). She can innately cast the following spells, requiring no components:

**At will:** dancing lights, detect evil and good, detect magic, hellish rebuke, minor illusion, vicious mockery (11th level)

**3/day each:** charm person, darkness, dispel magic, ray of enfeeblement, sleep, witch bolt

**1/day each:** blight, fear, gaseous form, stinking cloud, suggestion

**Legendary Resistance (3/day).** If the hag queen fails a saving throw, she can choose to succeed instead.

## ACTIONS

**Multiattack.** The hag queen makes two attacks.

**Claws.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 18 (4d6 + 4) piercing damage and 4 (1d8) poison damage.

**Change Shape.** The hag magically polymorphs into a Small or Medium female humanoid, or back into her true form. Her statistics are the same in each form. Any equipment she is wearing or carrying isn't transformed. True form again if she dies.

Even most of the monsters of the Underworld are afraid of the hag queen. She leads many other hags that live below the surface. Like other hags, she delights in turning the beautiful into the ugly. In some cases, covens of hags from other lands will make pilgrimages to visit the queen.

**Dark Crown.** Every once in a while, a hag will challenge the queen's power. However, most of the hags are intelligent enough to avoid making this mistake. The queen is much more powerful than any other hag.

**Sick Soul.** Like others of her kind, this monster likes to spread sadness and confusion wherever she goes. One of her favorite places to cause chaos is inside the massive capital city of the drow. She often changes shape into a drow noble and lives a double life.



**Dark Glare.** The hag targets one creature she can see within 30 feet of her. If the target can see the hag, the target must succeed on a DC 17 Wisdom saving throw or be magically frightened until the end of the hag's next turn. The target can repeat the saving throw at the end of each of its turns. If the save is successful or the effect ends for it, the target is immune to the hag's gaze for the next 24 hours.

## LEGENDARY ACTIONS

**Claw attack.** Makes a claw attack.

**Misty Step (Costs 3 Actions).** Casts *misty step*.

**Spits Poison.** Ranged Weapon Attack: +8 to hit, range 20/60 ft., one target. Hit: 6 (1d6 + 3) bludgeoning and 10 (3d6) poison damage.



# ILLUMINAI

Medium humanoid (human), lawful good

**Armor Class** 18 (plate)

**Hit Points** 65 (10d8 + 20)

**Speed** 30 ft.

**STR**

18(+4)

**DEX**

14(+2)

**CON**

15(+2)

**INT**

12(+1)

**WIS**

12(+1)

**CHA**

16(+3)

**Saving Throws** Con +5, Wis +4

**Skills** Athletics +4, Insight +4, Perception +4, Survival +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Celestial, Undercommon

**Challenge** 6 (2,300 XP)

**Brave.** The illuminai has advantage on saving throws against being frightened.

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

**At will:** detect evil and good

**2/day each:** cure wounds, dispel evil and good, light, pass without trace

## ACTIONS

**Multiattack.** The illuminai makes two attacks.

**Sword of Light.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage and 13 (3d8) radiant damage. Once a day can also be used to cast *misty step*.

**Bow of Light.** Ranged Weapon Attack: +6 to hit, range 150/400 ft., one target. Hit: 6 (1d8 + 2) piercing damage and 9 (2d8) radiant damage.

## REACTIONS

**Parry.** The illuminai adds 2 to its AC against one melee attack that would hit it. To do so, the illuminai must see the attacker and be wielding a melee weapon.

Legends tell of a brave knighthood that makes forays into the Underworld to vanquish evil. These disciplined warriors are known as the Illuminai. Their holy light shines even in the darkest corners of this dangerous land.

**Divine Vision.** Since they spend so much time in the dark, these knights have been granted a divine boon of darkvision. Their deities are aware these brave souls must be able to find their way around the subterranean land.

**Holy Horses.** These knights often ride winged celestials known as night steeds (page 83). They are distant cousins of the pegasi and are able to see in the dark.

**Shining Swords.** Illuminai are armed with two unique weapons to deal with their evil opponents. Both their sword of light and bow of light are divine instruments.





# LICH KING

Medium undead, neutral evil

**Armor Class** 19 (natural armor)

**Hit Points** 212 (25d8 + 100)

**Speed** 30 ft.

**STR**

12(+1)

**DEX**

18(+4)

**CON**

18(+4)

**INT**

24(+7)

**WIS**

16(+3)

**CHA**

19(+4)

**Saving Throws** Con +11, Int +14, Wis +10

**Skills** Arcana +14, History +14, Insight +10, Perception +10

**Damage Resistances** cold, lightning, necrotic

**Damage Immunities** poison; bludgeoning, piercing, and slashing from nonmagical weapons

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** truesight 120 ft., passive Perception 20

**Languages** Common plus up to seven other languages

**Challenge** 25 (75,000 XP)

**Legendary Resistance (3/day).** If the lich king fails a saving throw, it can choose to succeed instead.

**Rejuvenation.** If it has its phylactery when it is destroyed it gains a new body in 1d6 days, regaining all its hit points and becoming active again. The new body appears within 60 feet of the phylactery.

**Spellcasting.** The lich king is a 20th-level spellcaster. The lich king's spellcasting ability is Intelligence (spell save DC 22, +14 to hit with spell attacks). The lich king has the following spells prepared:

**Cantrips (at will):** chill touch, fire bolt, mage hand, prestidigitation, ray of frost

**1st level (4 slots):** detect magic, feather fall, magic missile, shield

**2nd level (4 slots):** darkness, detect thoughts, invisibility, mirror image

**3rd level (4 slots):** animate dead, dispel magic, fireball, water walk

**4th level (3 slots):** banishment, blight, dimension door

**5th level (3 slots):** mislead, modify memory, scrying

**6th level (3 slots):** create undead, disintegrate, globe of invulnerability

**7th level (2 slots):** finger of death, plane shift

**8th level (1 slot):** power word stun

**9th level (1 slot):** power word kill

Hidden in one of the largest underground tombs is the legendary lich king. A former archmage, this undead spellcaster plots from his Underworld stronghold. He is immensely powerful and feared by all.

**Dead Man Walking.** Long ago, this lich was the head of a powerful wizard council. He grew weary of ordinary life and headed down a dark path. After becoming more powerful than any lich ever, this crazed mage plans to rule the world.

**Masses of Minions.** This monster has numerous undead followers, including a number of other liches. The undead minions inhabit the sprawling stronghold and serve the king's desires.

**Undead Nature.** The lich king doesn't require air, food, drink, or sleep.



**Turn Resistance.** The lich king has advantage on saving throws against any effect that turns undead.

## ACTIONS

**Staff of the Dark Mage.** Melee Weapon Attack: +15 to hit, reach 5 ft., one target. Hit: 11 (3d6 + 1) bludgeoning damage and 13 (3d8) necrotic damage. The staff can also be used to cast counterspell with a bonus action.

## LEGENDARY ACTIONS

**Cantrip.** The lich king casts a cantrip.

**Staff Attack (Costs 2 Actions).** Attacks with staff.

**Paralyzing Gaze (Costs 2 Actions).** The lich fixes its gaze on one creature it can see within 15 feet of it. The target must succeed on a DC 20 Wisdom saving throw or become paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns. If the save is successful or the effect ends for it, the target is immune to the lich king's gaze for the next 24 hours.



# LYCANTHROPE, WEREWOLF LORD

Medium humanoid (human, shapechanger), chaotic evil

**Armor Class** 13 in humanoid form, 15 (natural armor) in wolf or hybrid form

**Hit Points** 90 (12d8 + 36)

**Speed** 30 ft. (50 ft. in wolf form)

**STR**  
14(+2)

**DEX**  
12(+1)

**CON**  
14(+2)

**INT**  
12(+1)

**WIS**  
18(+4)

**CHA**  
9(-1)

**Skills** Perception +5, Stealth +6

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical weapons that aren't silvered

**Condition Immunities** charmed, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common (can't speak in wolf form)

**Challenge** 6 (2,300 XP)

**Shapechanger.** The werewolf lord can use its action to polymorph into a wolf-humanoid hybrid or into a wolf, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it dies.

**Keen Hearing and Smell.** The werewolf lord has advantage on Wisdom (Perception) checks that rely on hearing or smell.

## ACTIONS

**Multiattack (Humanoid or Hybrid Form Only).** The werewolf lord makes two attacks: one with its bite and one with its claws or greatsword.

**Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage. If the target is a humanoid, it must succeed on a DC 15 Constitution saving throw or be cursed with werewolf lycanthropy.

**Claws.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

**Greatsword.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.

**Howl.** Any creature within 90 feet of the werewolf lord and hears it howl must succeed on a DC 15 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is unsuccessful or the effect ends for it, the creature is immune to the werewolf lord's Howl for the next 24 hours.

While there aren't many lycanthropes in this strange land, there is a mighty werewolf lord. The werewolf lord lives in a hidden underground lair far from the eyes of surface-dwellers. He uses this stronghold to launch attacks and plot against the world above. Many years ago, this lycanthrope was actually a wealthy noble. However, he was bitten by a werewolf and fled underground.

**Lunatic Lord.** A special tower gives this monster a view of the moon on clear nights. At times, this has allowed access to unwanted visitors. Some creatures have found their way into the underground realm through this tower. However, those that encounter this lycanthrope are never seen again.

**Subterranean Sounds.** The eerie howl of the werewolf lord might be the last sound someone hears. It sends victims running for their lives. As creatures attempt to flee, this lycanthrope is known to hunt them down for sport.

**We are Family.** Some lycanthropes come to live in the werewolf lord's lair. Werewolves are the most common resident, but there are other lycanthropes as well. It is made very clear to any newcomers that the werewolf lord is in charge.





Wandering through the many tunnels of the Underworld are these crazed fungi. Madcaps radiate madness wherever they go. A group of them can cause mass confusion. Sometimes humanoid forms have been found wandering far from their homes after encountering madcaps. These poor creatures appear to be confused and extremely disorientated.

**Dazed and Confused.** Madcaps are created from the evil dark spores. However, the high number of spores has created utter confusion. They are so confused and chaotic, they are the only infected creatures that don't obey the wishes of the Undervoid. These monsters have absorbed too much of the dark energy.

**Pugilistic Pedestal.** Madcaps can use their fists as weapons. They are quite skilled and can even hold their own with a trained monk.

# MADCAP

*Medium plant, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft.

**STR**

12(+1)

**DEX**

16(+3)

**CON**

14(+2)

**INT**

10(+0)

**WIS**

14(+2)

**CHA**

7(-2)

**Skills** Perception +4

**Damage Immunities** poison, psychic

**Condition Immunities** charmed, poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Primordial

**Challenge** 3 (700 XP)

**False Appearance.** While the madcap is motionless, it is indistinguishable from a Medium-sized mushroom.

**Foment Madness.** Any creature that isn't a madcap that starts its turn with 10 feet of the madcap must succeed on DC 14 Wisdom saving throw, or it hears muttering voices in its head for a moment and has disadvantage on its next attack roll, saving throw, or ability check. If the saving throw against Foment Madness fails by 7 or more, the creature is instead subjected to the confusion spell for 1 minute (no concentration required by the mad cap). While under the effects of that confusion, the creature is immune to Foment Madness.

**Reckless Pugilism.** At the start of its turn, the madcap can gain advantage on all unarmed strikes during that turn, but attack rolls against it have advantage until the start of its next turn.

**Sunlight Sensitivity.** While in sunlight, the madcap has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The madcap makes two melee attacks.

**Fist.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage and 3 (1d6) poison damage.





# MAGMAMENTAL

*Large elemental, unaligned*

**Armor Class** 12

**Hit Points** 114 (12d10 + 48)

**Speed** 30 ft.

**STR**

12(+1)

**DEX**

14(+2)

**CON**

18(+4)

**INT**

6(-2)

**WIS**

10(+0)

**CHA**

5(-3)

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** fire, poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Ignan, Terran

**Challenge** 5 (1,800 XP)

**Magma Form.** The elemental can move through a space as narrow as 3 inches wide without squeezing. A creature that touches the elemental or hits it with a melee attack while within 5 feet of it takes 5 (1d10) fire damage.

**Water Susceptibility.** For every 5 feet the elemental moves in water, or for every gallon of water splashed on it, it takes 5 cold damage. If it loses half of its hit points, it also loses half of its movement speed.

## ACTIONS

**Multiattack.** The elemental makes two touch attacks.

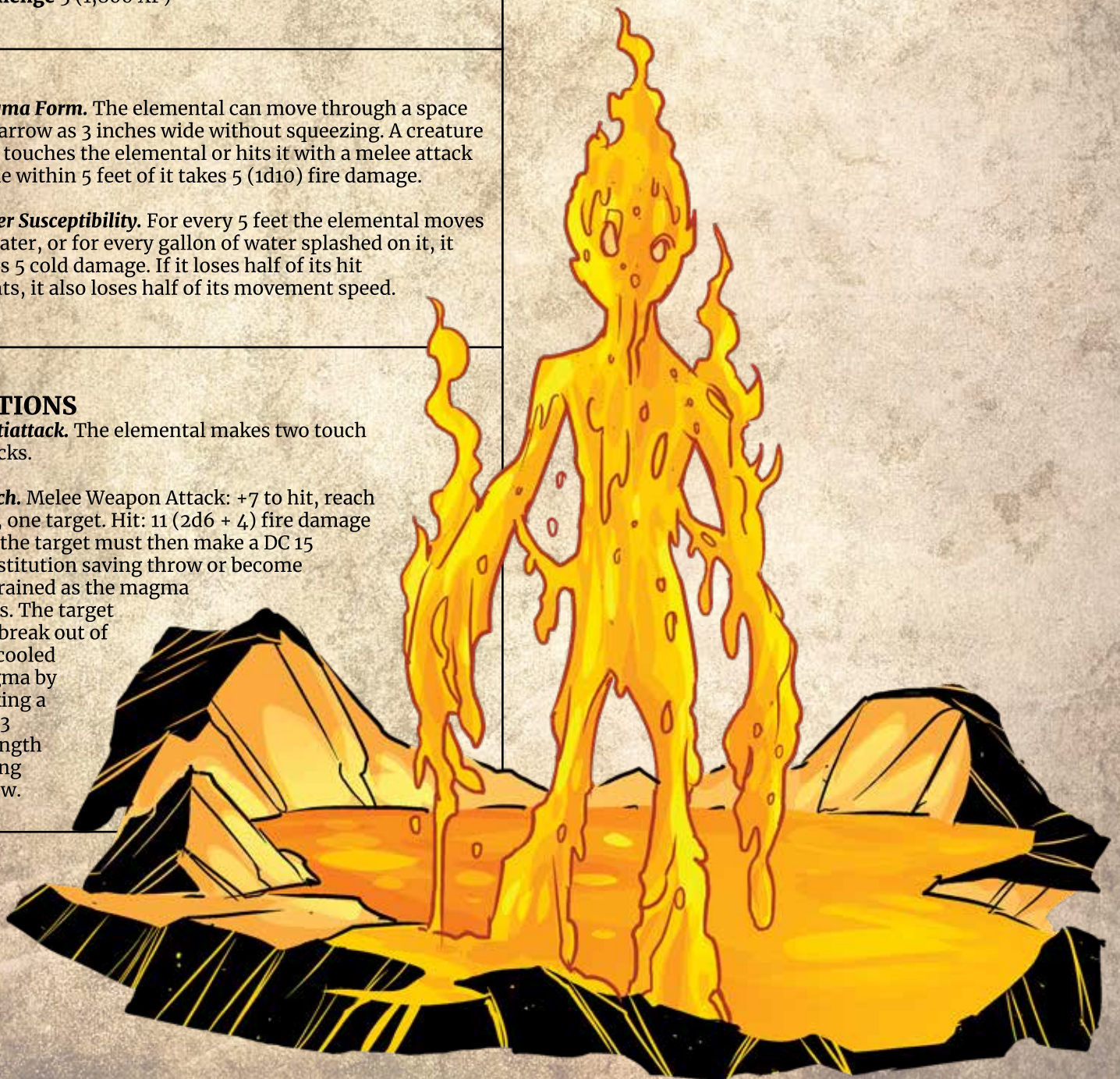
**Touch.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) fire damage and the target must then make a DC 15 Constitution saving throw or become restrained as the magma cools. The target can break out of the cooled magma by making a DC 13 Strength saving throw.

The magmamental is active in volcanic regions. It lives in magma and only emerges to hunt for food. Hungry most of the time, the ooze will eat anything it can find.

**Liquid Lava.** This elemental slides across the rock floor of the underground world. It can cause damage to structures and is known as a menace to all the humanoid races. If one gets inside a humanoid settlement the result can be catastrophic.

**Cool Customers.** A secondary consequence of being attacked by a magmamental is the cooled lava left behind. This rock can immobilize its victims, putting them in a precarious position.

**Pool Resources.** At times several magmentals will live in the same lava pool together. They will emerge to hunt and work together against any prey that gets too close.





# MINOTAUR, KING

*Large monstrosity, lawful evil*

**Armor Class** 18 (plate)

**Hit Points** 142 (15d10 + 60)

**Speed** 40 ft.

**STR**

22(+6)

**DEX**

12(+1)

**CON**

18(+4)

**INT**

10(+0)

**WIS**

18(+4)

**CHA**

14(+2)

**Skills** Intimidation +6, Perception +8, Persuasion +6

**Senses** darkvision 60 ft., passive Perception 18

**Languages** Abyssal

**Challenge** 12 (8,400 XP)

**Charge.** If the minotaur moves at least 10 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 13 (3d8) piercing damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

**Labyrinthine Recall.** The minotaur can perfectly recall any path it has traveled.

**Legendary Resistance (3/day).** If the minotaur fails a saving throw, it can choose to succeed instead.

**Reckless.** At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

## ACTIONS

**Multiattack.** The minotaur makes two melee attacks.

**Double-Bladed Greataxe.** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 32 (4d12 + 6) slashing damage. If the target has at least one head and the attack roll is a '20', the axe cuts off one of the target's heads. Targets are immune to this effect if they are immune to slashing damage, don't have or need a head, have legendary actions, or the DM decides the target's head is too big.

**Gore.** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 19 (3d8 + 6) piercing damage.

**Magical Maze (1/day).** The minotaur creates a massive magical maze. Any creatures in a 1-mile radius must make a DC 15 Wisdom saving throw or be sent to the center of the maze. On a success, a target finds itself at one of the many entrances on the edge of the maze. The minotaur is also sent into the maze and begins to hunt down the targets.

Plotting in a shadowy, hidden fortress is this royal monster. The minotaur king rules his race with help from his minotaur lords and mages. For many years the humanoid races have forgotten about the minotaurs, even enslaving some of them. Now these monstrosities are preparing to strike and take what they want.

**Horned One.** The leader of the minotaurs is known as, 'the Horned King'. He has three horns and stands out from the rest of his race.

**Double Trouble.** This king has a fearsome weapon, a double-bladed greataxe. It is a powerful magic axe which has been compared to the legendary vorpal sword.

**Mazes and Minotaurs.** An immense maze surrounds the king's throne room. The minotaur leader can also create a magical maze to entrap its opponents. There is nothing more the king enjoys than hunting down prey in a labyrinth.



## LEGENDARY ACTIONS

**Gore.** Makes one gore attack.

**Summon Minotaurs (Costs 3 Actions).** Summons 1d4 minotaurs which appear in unoccupied spaces within 60 feet of the minotaur in 1d6 rounds.

**Heal Self (Costs 2 Actions).** Magically regains 11 (2d8 + 2) hit points.



# MINOTAUR, LORD

*Large monstrosity, lawful evil*

**Armor Class** 18 (plate)

**Hit Points** 102 (12d10 + 36)

**Speed** 40 ft.

**STR**

20(+5)

**DEX**

12(+1)

**CON**

16(+3)

**INT**

10(+0)

**WIS**

16(+3)

**CHA**

12(+1)

**Skills** Perception +6

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Abyssal

**Challenge** 5 (1,800 XP)

**Charge.** If the minotaur moves at least 10 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 13 (3d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

**Labyrinthine Recall.** The minotaur can perfectly recall any path it has traveled.

**Reckless.** At the start of its turn, the minotaur can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

## ACTIONS

**Multiattack.** The minotaur makes two melee attacks.

**Greataxe.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (2d12 + 5) slashing damage.

**Gore.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 18 (3d8 + 5) piercing damage.

Rushing towards you out of the darkness is a frightening sight. A minotaur in plate armor charges you with a shining red greataxe. The minotaur lord is a disciplined, deadly opponent. Unlike its surface cousin, this monstrosity is part of an organized force with ambitious plans. These monsters are supremely confident they will one day take over the Underworld.

**Large Leaders.** These lords serve the minotaur king and keep the masses in line. The regular minotaur troops don't question their orders from the lords and will fight to the death. Most of these monsters live in an extensive, labyrinthian tunnel complex.

**Metal Monster.** Being encased in plate armor, makes these monsters a dangerous foe. Engaging one in combat is like fighting a suit of armor come to life.





A lightning bolt crackles as it shoots across the rope bridge. The caster is a tall minotaur, its black robes billowing around it. It is holding a glowing crystal staff on the edge of the chasm. You know that an intense battle has just begun.

**Minotaur Magic.** The magic used by these odd monsters comes from the crystals in their staff. Without their staffs, they are not nearly as dangerous.

**Maze Masters.** All minotaurs can recall their paths, but the minotaur mages have the most extensive knowledge of mazes. Not only do they know their way around, they also know the most likely location of those lost inside.

**Rare Robes.** Minotaur spellcasters are always clad in impressive black robes. These robes enable the minotaur to vanish in a cloud of smoke twice a day.

## MINOTAUR, MAGE

*Large monstrosity, lawful evil*

**Armor Class** 15 (half-plate)

**Hit Points** 76 (9d10 + 27)

**Speed** 30 ft.

**STR**

19(+4)

**DEX**

11(+0)

**CON**

16(+3)

**INT**

18(+4)

**WIS**

10(+0)

**CHA**

9(-1)

**Skills** Arcana +7, History +7, Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Abyssal

**Challenge** 7 (2,900 XP)

**Charge.** If the minotaur moves at least 20 feet straight toward a target and then hits it with a horn attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be knocked prone.

**Labyrinthine Recall.** The minotaur can perfectly recall any path it has traveled.

**Magic Resistance.** The minotaur has advantage on saving throws against spells and other magical effects.

**Robes of the Maze.** These robes enable the minotaur mage to cast *misty step* three times a day.

**Spellcasting.** The minotaur is an 8th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). It has the following spells prepared:

**Cantrips (at will):** acid splash, blade ward, dancing lights, prestidigitation

**1st level (4 slots):** chromatic orb, fog cloud, shield, thunderwave

**2nd level (3 slots):** detect thoughts, scorching ray, see invisibility

**3rd level (3 slots):** dispel magic, fear, lightning bolt

**4th level (1 slot):** confusion

### ACTIONS

**Crystal Staff.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage.





# MONSTER HUNTER

Medium humanoid (any race), any good alignment

**Armor Class** 18 (+2 studded leather)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

**STR**

16(+3)

**DEX**

18(+4)

**CON**

15(+2)

**INT**

12(+1)

**WIS**

18(+4)

**CHA**

9(-1)

**Saving Throws** Dex +7, Wis +7

**Skills** Arcana +4, History +4, Insight +7, Perception +7, Stealth +7

**Senses** darkvision 90 ft., passive Perception 17

**Languages** Common, Undercommon

**Challenge** 6 (2,300 XP)

**Innate Spellcasting.** The monster hunter's innate spellcasting ability is Wisdom (spell save DC 15). The monster hunter can innately cast the following spells, requiring no components.

**At will:** detect evil and good, detect magic

**3/day each:** cure wounds, hunter's mark, pass without trace

**1/day each:** lesser restoration, locate creature, longstrider, nondetection, spider climb

**Keen Hearing and Sight.** The monster hunter has advantage on Wisdom (Perception) checks that rely on hearing or sight.

## ACTIONS

**Multiattack.** The monster hunter makes two melee attacks or one ranged attack.

**Darkbane.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) slashing damage plus 4 (1d8) radiant damage. Can cast *light* with a bonus action.

**Heavy Crossbow.** Ranged Weapon Attack: +8 to hit, range 100/400 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

## REACTIONS

**Uncanny Dodge.** When an attacker that the monster hunter can see hits it with an attack, it can use its reaction to halve the attack's damage against it.

The Underworld is home to an unusual group of hunters. Monster hunters are skilled rangers who are focused on a treacherous task. These brave souls travel into the darkest areas to vanquish the foulest of monsters. Fearless and supremely confident, they head into the heart of the mysterious realm.

**Deep Delvers.** These heroes emerge from their secret lairs to explore the Underworld and others hidden from the light of the sun. All monster hunters use a magical greatsword called a Darkbane. With this powerful sword and their superior darkvision, these warriors can find their way.

**Respected Researcher.** Not only are monster hunters experienced warriors they are also knowledgeable scholars. They have extensive libraries and know much about the Underworld.

**Great Guides.** Monster hunters usually work alone. However, some will join groups of adventurers heading into the unknown.





# NAGA, MAGA

*Large monstrosity, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 127 (15d10 + 45)

**Speed** 25 ft.

**STR**

19(+4)

**DEX**

18(+4)

**CON**

16(+3)

**INT**

9(-1)

**WIS**

7(-2)

**CHA**

18(+4)

**Saving Throws** Con +7, Cha +8

**Skills** Deception +8, Persuasion +8

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Understands Common, Abyssal, Undercommon, but can barely read them

**Challenge** 11 (7,200 XP)

**Compulsive Liar.** The naga feels compelled to lie the majority of the time.

**Rejuvenation.** If it dies, the naga returns to life in 1d20 days and regains all its hit points. Only a wish spell can prevent this trait from functioning.

**Spellcasting.** The naga is an 11th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 16, +8 to hit with spell attacks). It has the following spells prepared.

**Cantrips (at will):** thaumaturgy, vicious mockery

**1st level (4 slots):** charm person, command, dissonant whispers, illusory script

**2nd level (3 slots):** crown of madness, enthrall, suggestion

**3rd level (3 slots):** bestow curse, fear, stinking cloud

**4th level (3 slots):** banishment, compulsion, confusion

**5th level (2 slots):** flame strike, geas, mislead

**6th level (1 slot):** mass suggestion

**Sunlight Sensitivity.** While in sunlight, the naga has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

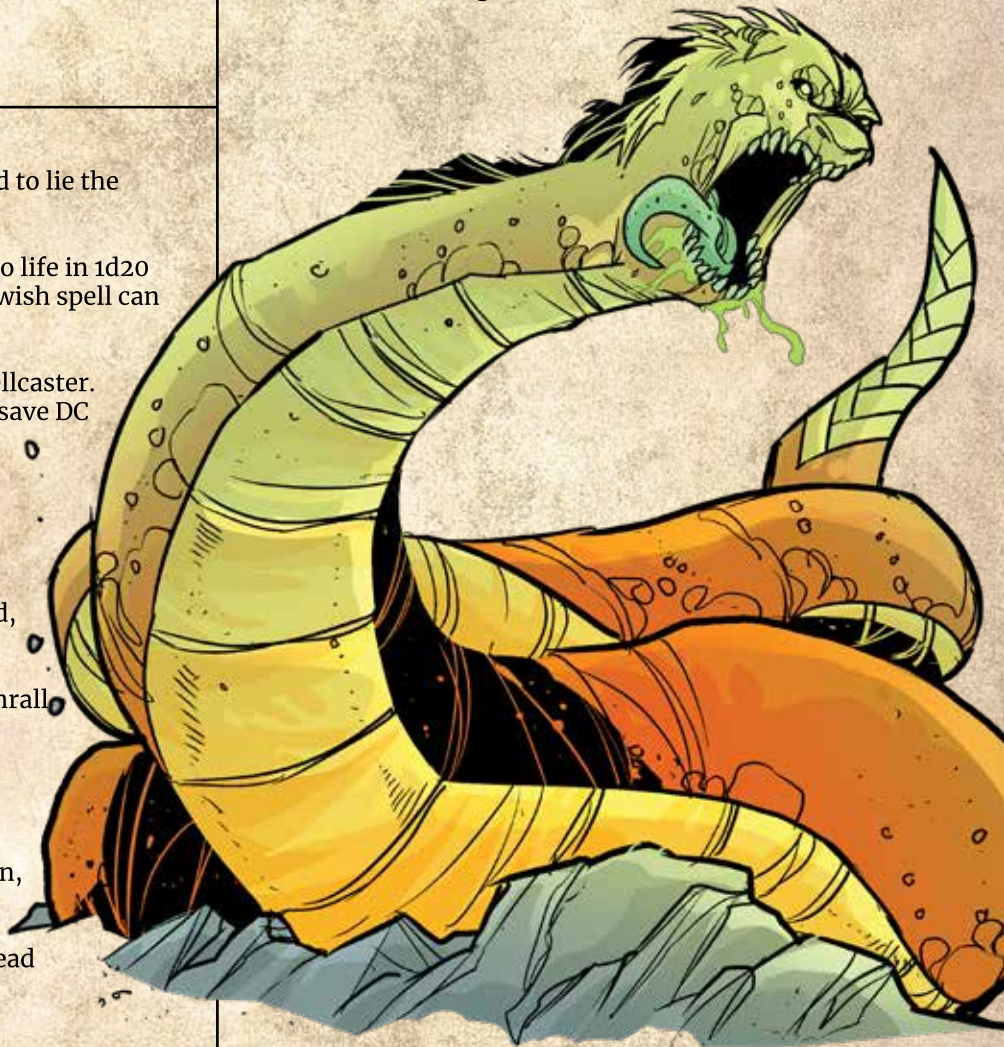
**Bite.** Melee Weapon Attack: +8 to hit, reach 10 ft., one target. Hit: 13 (2d8 + 4) piercing damage.

Living deep underground is the most xenophobic of all monsters. The maga naga is a paranoid, spiteful snake-like being. This overweight, orange monster is truly a horrid creature.

**Stupid Serpent.** Although powerful, the maga naga is rather unintelligent. It has a huge ego and inflated views of its power.

**Racist Reptile.** This monster hates all other races and species and blames them for its problems. It longs for the old days when the Underworld didn't have such a diverse group of creatures living in it. The ugly monstrosity rages at other creatures and tells them to go back where they came from.

**Walled Home.** The maga naga builds an earthen wall around its home. It is quite lazy and spends much of its time behind this large wall.



## ACTIONS

**Incite Violence (Recharge 2-3).** The naga can choose to incite violence in a 120-foot radius. All creatures in that area must make a DC 16 Wisdom saving throw. An unsuccessful saving throw results in the target attacking the nearest creature for the next minute. The target can repeat the saving throw at the end of each of its turns.



# THE NECROMANCER

*Medium undead, chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 133 (14d8 + 70)

**Speed** 30 ft.

**STR**  
10(+0)

**DEX**  
12(+1)

**CON**  
20(+5)

**INT**  
20(+5)

**WIS**  
18(+4)

**CHA**  
20(+5)

**Saving Throws** Int +10, Wis +9, Cha +10

**Skills** Arcana +10, Deception +10, Perception +9, Persuasion +10

**Damage Immunities** necrotic

**Senses** darkvision 90 ft., passive Perception 19

**Languages** All

**Challenge** 16 (15,000 XP)

**Aura of Fear.** Any creature within 60 feet of the Necromancer must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns.

**Legendary Resistance (3/day).** If the Necromancer fails a saving throw, it can choose to succeed instead.

**Spellcasting.** The Necromancer is a 15th level spellcaster. Its spellcasting ability is Intelligence (spell save DC 18, +10 to hit with spell attacks). It has following spells prepared.

**Cantrips (at will):** blade ward, chill touch, message, minor illusion, prestidigitation, shocking grasp

**1st level (4 slots):** false life, fog cloud, ray of sickness, silent image

**2nd level (4 slots):** detect thoughts, misty step, ray of enfeeblement, scorching ray

**3rd level (3 slots):** animate dead, bestow curse, vampiric touch

**4th level (3 slots):** blight, dimension door, wall of fire

**5th level (3 slots):** animate objects, dominate person, geas

**6th level (1 slot):** circle of death

**7th level (1 slot):** finger of death

**Turn Resistance.** The Necromancer has advantage on saving throws against any effect that turns undead.

Hiding within a forgotten fortress is a mysterious, diabolical creature. Long ago the greatest dark sorcerer was defeated by a mighty wizard. However, the Necromancer rose from the dead to continue his ways. It communes with the spirits of the dead and makes them its servants.

**Dark Mind.** The Necromancer can enter the mind of others and have them follow its commands. It is supremely confident and believes it can always gain access to another creature's mind.

**Rising Rebellion.** This horror is becoming bolder and has ventured into the territory of the dwarves, drow, and even the surface world. It enlists wolves, undead, and evil humanoids when it feels the need to. Some believe it is building an army to rival any of the forces in the Underworld.

## Undead

**Nature.** The Necromancer doesn't require air, food, drink, or sleep.



## ACTIONS

**Multiattack.** The Necromancer makes two melee attacks.

**Black Rod.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 5 (1d10) bludgeoning damage and sends out a black necrotic storm in a 60-ft cone. Creatures take 11 (2d10) necrotic damage. Or an action can also be used to cast *dispel magic*.

## LEGENDARY ACTIONS

**Casts Cantrip.** Casts one of its cantrips.

**Summons Wolves (Costs 3 Actions).** Summons 1d6 dire wolves which arrive in 1d6 rounds.

**Summons Wraith (Costs 3 Actions).** 30% chance to summon a wraith which appears in an occupied space within 60 feet of it.



Living in the deepest, foulest caves of this realm are literal nightmares. Though rarely seen, the nightmare bear is a dangerous monster. They live alone, dreaming the darkest of dreams. Despite their large size, nightmare bears move fairly quickly.

**Scare Bear.** There are many reasons to be afraid of this monster. It has all the abilities of a bear combined with those of an undead horror.

**Vivid Visions.** At times, some creatures continue to see these bears in their dreams years after encountering them. Strange, uncomfortable visions can continue to haunt those who encounter this monster.

**Undead Nature.** The nightmare bear doesn't require air, food, drink, or sleep.

# NIGHTMARE BEAR

*Large undead, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 85 (9d10 + 36)

**Speed** 30 ft., climb 20 ft.

**STR**

19(+4)

**DEX**

12(+1)

**CON**

18(+4)

**INT**

1(-5)

**WIS**

7(-2)

**CHA**

1(-5)

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** -

**Challenge** 4 (1,100 XP)

**Living Nightmare.** Creatures within 20 feet of the nightmare bear that aren't undead must make a DC 14 Wisdom saving throw or begin to have horrible visions. The target is incapacitated; however, it can repeat the saving throw at the end of each of its turns. Once a target saves against this feature, they are immune for 24 hours.

**Sunlight Sensitivity.** While in sunlight, the nightmare bear has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The nightmare bear makes two attacks: one with its bite and one with its claws.

**Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage plus 4 (1d8) necrotic damage.

**Claws.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 17 (3d8 + 4) piercing damage plus 4 (1d8) necrotic damage.





# NIGHT STEED

*Large celestial, chaotic good*

**Armor Class** 12

**Hit Points** 42 (5d10 + 15)

**Speed** 50 ft., fly 70 ft.

**STR**

19(+4)

**DEX**

14(+2)

**CON**

16(+3)

**INT**

10(+0)

**WIS**

15(+2)

**CHA**

12(+1)

**Saving Throws** Dex +4, Wis +4, Cha +3

**Skills** Perception +4, Stealth +4

**Senses** darkvision 90 ft., passive Perception 14

**Languages** understands Celestial, Common, Undercommon

**Challenge** 2 (450 XP)

**Sunlight Sensitivity.** While in sunlight, the night steed has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Hooves.** Melee Weapon

Attack: +6 to hit, reach 5 ft.,

one target. Hit: 11 (2d6 + 4) bludgeoning damage.

A cousin of the pegasus, the holy night steed blends into the shadowy Underworld. Its smooth, jet black body and long wings seem to be born from the darkness. They are graceful and much more aggressive than their cousins from the surface world. Night steeds are some of the few good souls in this realm. They are known to befriend holy knights and other good creatures who venture underground.

**Shadow Wings.** Night steeds can move very quietly and surprise enemies, seemingly appearing out of nowhere. Many good-aligned creatures use them as mounts for this very reason.

**Natural Nests.** Like pegasi, night steeds mate for life. They usually make their nests high up on cliffs or remote caves.





The sound of wings flapping fills the cavern. Then you see it, a huge flying ogre racing through the air towards you. It looks too big to fly...but it does. Extremely rare, these bizarre monsters are a terrifying foe. If encountered in a tunnel, these creatures can be almost impossible to get past.

**Winged Horrors.** Many of these monsters perch like living gargoyles in dim caverns. They usually make large nests far from the cavern floor. Some of these homes are filled with treasure looted from multiple victims.

**Boulder Bombs.** At times, these ogres carry rocks and drop them on their opponents. A number of these monsters are in league with the queen of the giants. She has them positioned high up in her caves, ready to bomb any intruders.

## OGRE, FLYING

*Large giant, chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 76 (9d10 + 27)

**Speed** 40 ft., fly 20 ft.

**STR**

19(+4)

**DEX**

10(+0)

**CON**

16(+3)

**INT**

5(-3)

**WIS**

7(-2)

**CHA**

7(-2)

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Giant, Undercommon

**Challenge** 5 (1,800 XP)

**Keen Smell.** The ogre has advantage on Wisdom (Perception) checks that rely on smell.

### ACTIONS

#### **Unarmed Strike.**

Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

#### **Block the Path.**

Until the start of the ogre's next turn, attack rolls against the ogre have disadvantage, it has advantage on the attack roll it makes for an opportunity attack, and that attack deals an extra 9 (2d8) bludgeoning damage on a hit. Also, each enemy that tries to move out of the ogre's reach without teleporting must succeed on a DC 14 Strength saving throw or have its speed reduced to 0 until the start of the ogre's next turn.

**Rock.** Ranged Weapon Attack: +7 to hit, reach 20/60 ft., one target. Hit: 15 (2d10 + 4) bludgeoning damage.





# ORC, BAT RIDER

Medium humanoid (orc), chaotic evil

**Armor Class** 14 (hide armor)

**Hit Points** 30 (4d8 + 12)

**Speed** 30 ft.

**STR**

16(+3)

**DEX**

14(+2)

**CON**

16(+3)

**INT**

7(-2)

**WIS**

11(+0)

**CHA**

10(+0)

**Skills** Animal Handling +2, Athletics +5, Intimidation +2  
**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Orc  
**Challenge** 2 (450 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see. It can't use this ability when riding a mount.

**Born to Fly.** The orc has advantage on saving throws to avoid falling off its giant bat mount.

**Flyby.** The orc doesn't provoke an opportunity attack when it flies on its mount out of an enemy's reach.

## ACTIONS

**Multiattack.** The orc makes two attacks.

**Longword.** Melee Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) slashing damage.

**Longbow.** Ranged Weapon Attack: +5 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage and 2 (1d4) poison damage.

**Bat out of Hell Yell (1/day).** While riding a giant bat, the orc can call out a cry in unison with the mount. This rallying cry gives both rider and mount +2 to their attack rolls and saving throws until the end of their next turn.



Orc bat riders are part of a special airborne cavalry. Traditionally they use giant bats as their mounts. The bond is so strong between the two creatures that they can call out a powerful war cry together. The king of the orcs likes to use them as sentries around their important caves. Bat riders are also known to join with orc scouts on reconnaissance missions.

**Frequent Flier.** These humanoids are skilled at guiding their flying mounts. Unlike most orcs, these elite warriors enjoy being in the air. Only the most skilled orcs are chosen to become part of this unusual air force.

**Airborne Archers.** Orc bat riders are usually armed with longbows. Their arrows are tipped with poisonous fungi.



The generals of the orc army are its bellicose chieftains. These obnoxious monsters bark out orders and treat their troops like animals. They aren't popular with their fellow humanoids and couldn't care less. Orc chieftains are heavily armed and will even use their shields to bash opponents.

**Controlled Chaos.** Groups of orcs are very chaotic at the best of times. It's up to these chieftains to maintain some semblance of control. The king punishes those chieftains who don't have command of their troops.

**Loud Leaders.** Orcs who get to this rank, are the loudest and most foul-mouthed of all. Their strong voices can be heard over the babble of the lower-ranked of the humanoids. Young orcs are often praised for their loud outbursts.

## ORC, CHIEFTAIN

*Medium humanoid (orc), chaotic evil*

**Armor Class** 18 (chain mail, shield)

**Hit Points** 60 (8d8 + 24)

**Speed** 30 ft.

**STR**

19(+4)

**DEX**

16(+3)

**CON**

16(+3)

**INT**

12(+1)

**WIS**

12(+1)

**CHA**

16(+3)

**Skills** Intimidation +5, Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common, Orc

**Challenge** 3 (700 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Charge.** If the orc moves at least 20 feet straight toward a target and then hits it with a longsword attack on the same turn, the target takes an extra 9 (2d8) slashing damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

### ACTIONS

**Multiattack.** The orc makes two attacks with its sword or bow; or one attack with its shield.

**Longsword.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) slashing damage.

**Longbow.** Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

**Shield Bash.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 6 (1d4 + 4) bludgeoning damage. If the target is Large or smaller, it must succeed on a DC 15 Strength saving throw or be knocked prone.





# ORC, INFECTED

Medium humanoid (orc), neutral evil

**Armor Class** 13

**Hit Points** 13 (2d8 + 4)

**Speed** 30 ft.

**STR**

16(+3)

**DEX**

16(+3)

**CON**

15(+2)

**INT**

9(-1)

**WIS**

14(+2)

**CHA**

9(-1)

**Damage Immunities** poison

**Condition Immunities** blinded, charmed, frightened, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Primordial

**Challenge** 1 (200 XP)

**Magic Resistance.** The orc has advantage on saving throws against spells and other magical effects.

**Sunlight Sensitivity.** While in sunlight, the orc has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Claws.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

**Spores Burst.** The orc breathes out dark spores at one creature it can see within 10 feet of it. The target must succeed on a DC 13 Constitution saving throw or take 3 (1d6) poison damage.

The dark spores have also infected some orcs. Spores from the Undervoid have altered their alignment and given them the ability to speak Primordial. It is easy to notice these creatures as fungi are actually growing on their twisted bodies.

**Worst of the Worst.** Infected orcs combine all the worst qualities of the orcs with the cunning of the evil spores. Other orcs will attack these deformed humanoids on sight. Some of these fights haven't gone very well for the regular orcs.

**Fungi Faction.** Joining together with other infected humanoids and creatures connected to the dark spores has created a powerful force. The infected orcs are now fighting a war against their own race.





Sitting on a throne of lies deep in the Underworld is the orc king. He uses intimidation and might to maintain his hold on the chaotic humanoid. The orcs have long running conflicts against the dwarves and hate elves with every fiber of their being.

**Chief of Chaos.** The hard-working orc king attempts to rule a chaotic tribe. Drama and infighting are part of his daily life.

**Head of the Horde.** Chieftains and shamans help the orc king maintain control of the tribe. If he needs to, the king will make an example out of a weak orc. There are occasions where these victims are simply tossed into a chasm.

**Knuckle Dragger.** Rumor has it the orc has a disgusting necklace made from the fingers of fallen foes. The king has been known to strangle victims with it.

## ORC KING

*Medium humanoid (orc), chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 114 (12d8 + 60)

**Speed** 30 ft.

**STR**

20(+5)

**DEX**

14(+2)

**CON**

20(+5)

**INT**

12(+1)

**WIS**

14(+2)

**CHA**

16(+3)

**Skills** Intimidation +6, Perception +5, Persuasion +6

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Orc

**Challenge** 5 (1,800 XP)

**Aggressive.** As a bonus action, the orc can move up to its speed toward a hostile creature that it can see.

**Hardened Hide.** The orc's tough skin is as thick as plate armor.

**Wounded Fury.** While it has less than half its hit points, the orc has advantage on attack rolls. In addition, it deals an extra 7 (2d6) damage to any target it hits with a melee attack.

### ACTIONS

**Multiattack.** The orc makes two attacks.

**Greatsword.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage.

**Rally the Horde (2/day).** The orc has the ability to rally his horde of orcs. Twice a day the king can call out to those orcs within 120 feet of him. These minions gain +2 to their attack rolls and saving throws for 1 minute.





# ORC, SCOUT

Medium humanoid (orc), chaotic evil

**Armor Class** 14 (hide armor)

**Hit Points** 19 (3d8 + 6)

**Speed** 30 ft.

**STR**

16(+3)

**DEX**

16(+3)

**CON**

15(+2)

**INT**

9(-1)

**WIS**

12(+1)

**CHA**

10(+0)

**Skills** Insight +4, Nature +2, Perception +4, Stealth +6

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Dwarvish, Orc, Undercommon

**Challenge** 2 (450 XP)

**Cunning Action.** On each of its turns the orc can use a bonus action to take the Dash, Disengage, or Hide action.

**Favored Underworld Enemy.** The orc has advantage on Wisdom (Survival) checks to track Dwarves and Elves.

**Keen Hearing and Sight.** The orc has advantage on Wisdom (Perception) checks that rely on hearing or sight.

## ACTIONS

**Multiattack.** The orc makes two attacks.

**Shortsword.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

**Light Crossbow.** Ranged Weapon Attack: +6 to hit, range 80/320 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

Through the mud crawl several humanoids covered in insects and fungi. Orc scouts are more beast than humanoid. These warriors will do anything to complete their mission. Their leaders are very aware of this and will send scouts on quests with very little chance of success.

**Edge of Darkness.** Orc scouts patrol the border of the orc territory and do reconnaissance for raiding parties. They operate far from the tribe's caves and forage for whatever food they can find.

**Blending In.** These scouts will go to great lengths to blend into their surroundings. They will use anything from the natural surroundings to camouflage themselves.

## FLORA OF THE UNDERWORLD

**Adora Spora:** A bright red mushroom. Once consumed, you are charmed by the closest humanoid within 60 feet for 10 minutes. The effect ends if you take any damage.





Chanting echoes from the tunnel ahead of you. An orc shaman has begun to cast a spell to aid his tribe. These orcs form part of the leadership group for the tribe. Their powers far exceed most orcs and therefore impress and scare their comrades. Most other orcs give the shamans room to work their magic. However, shamans will often cook meals so the relationship has its benefits.

**Brewing Trouble.** Orc shamans aren't usually far from their steaming cauldrons. Visitors to their caves are assaulted by the most rancid smells they could imagine. This stench comes from the bubbling brew masters of the orc race. The shamans often hunt small animals and gather plants or fungi for recipes.

**Sinister Spellcaster.** These humanoids have a number of spells available to them. Because of this, chieftains and the orc king will seek out the shaman's advice in certain situations. However, these spellcasters aren't that bright and can cause headaches for the tribe.

## ORC, SHAMAN

*Medium humanoid (orc), chaotic evil*

**Armor Class** 13 (hide armor)

**Hit Points** 37 (5d8 + 15)

**Speed** 30 ft

**STR**

16(+3)

**DEX**

12(+1)

**CON**

16(+3)

**INT**

9(-1)

**WIS**

16(+3)

**CHA**

12(+1)

**Skills** Insight +5, Intimidation +3, Medicine +5, Perception +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Orc

**Challenge** 2 (450 XP)

**Brew Potions.** Given one day and the right ingredients, this orc can brew the following potions: *potion of climbing*, *potion of healing*, or a *potion of poison*.

**Innate Spellcasting.** The orc's innate spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). The orc can innately cast the following spells, requiring no components.

**At will:** detect evil and good, poison spray

**2/day each:** detect magic, entangle

**1/day each:** flame blade, hold person, silence

### ACTIONS

**Flail.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage plus 2 (1d4) fire damage.





# ROCK WYRM

Large dragon, unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 102 (12d10 + 36)

**Speed** 30 ft., fly 80 ft.

**STR**

18(+4)

**DEX**

16(+3)

**CON**

16(+3)

**INT**

7(-2)

**WIS**

14(+2)

**CHA**

7(-2)

**Skills** Perception +5, Stealth +7

**Senses** darkvision 120 ft., passive Perception 15

**Languages** Draconic

**Challenge** 7 (2,900 XP)

**Ambusher.** The rock wurm has advantage on attack rolls against any creature it has surprised.

**Flyby.** The rock wurm doesn't provoke an opportunity attack when it flies out of an enemy's reach.

**Stone Camouflage.** The rock wurm has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

**Sunlight Sensitivity.** While in sunlight, the rock wurm has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The rock wurm makes two attacks: one with its bite and one with its claws.

**Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (1d10 + 4) piercing damage.

**Claws.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

**Steam Breath (Recharges 5-6).** The rock wurm exhales steam in a 30-foot cone. Each creature in that area must succeed on a DC 14 Constitution saving throw, taking 35 (10d6) fire damage on a failed save, or half as much damage on a successful one.

Flying through the many underground crevices in this bizarre land are these dragons. Rock wyrms hunt all day for creatures wandering near their rock caves. They are agile fliers and use the challenging terrain to their benefit. They enjoy grazing the edges of cliffs as they fly into sprawling subterranean canyons.

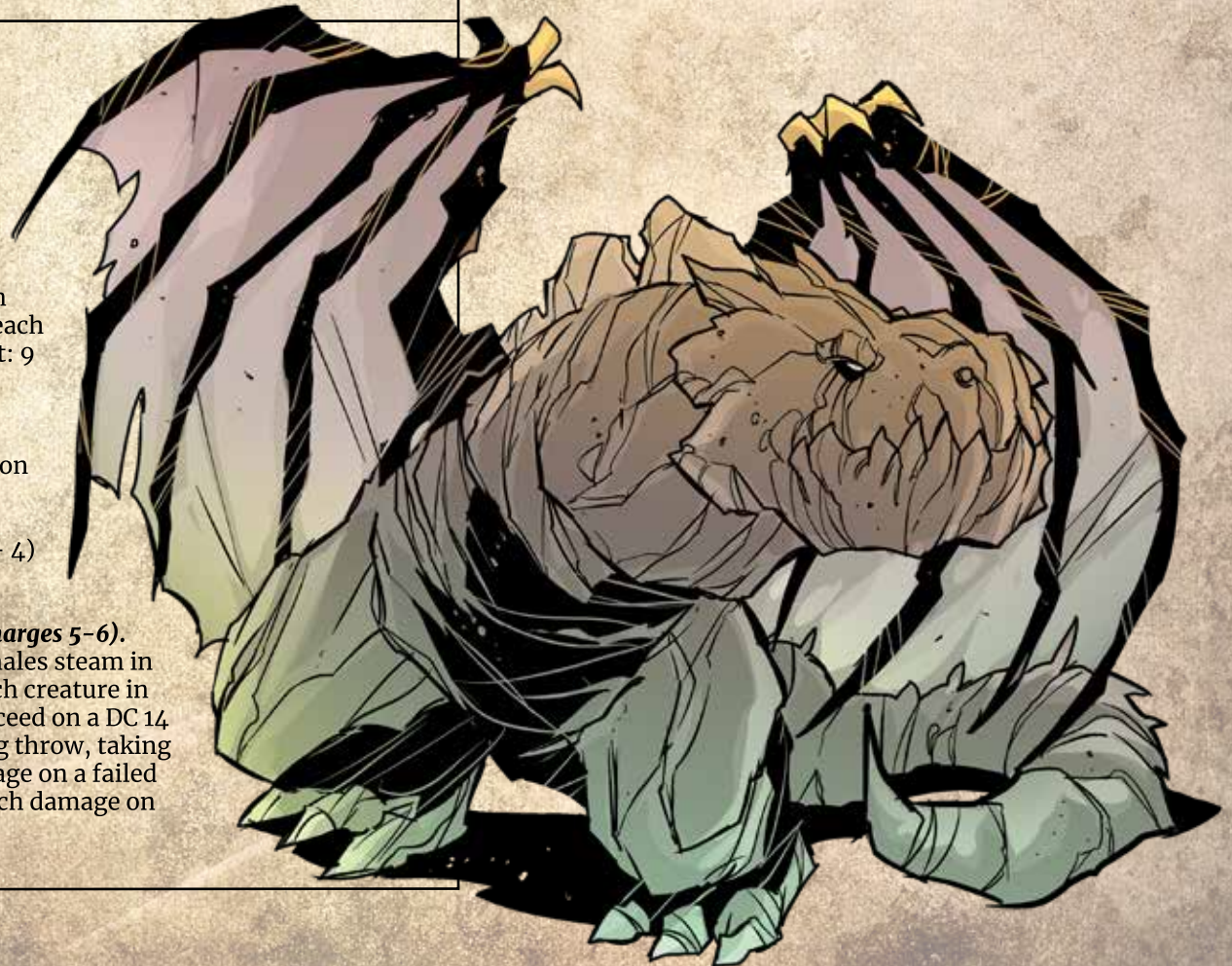
**Silent Sitter.** These lesser dragons will hide in ravines and other rocky areas waiting for the perfect time to strike. They are extremely patient and will sit motionless for hours. Rock wyrms blend into the terrain with ease. Some humanoids refer to them as "nature's gargoyles".

**Shiny Stones.** Shiny precious stones and other bright objects will attract the attention of these winged monsters. Their rock caves are usually full of gemstones and other glittering treasures.

**Steam Breath.** The steam breath of a rock wurm is a formidable weapon. It will usually breathe on a victim before moving in closer to use its claws and jaws.

## FEATURES OF THE UNDERWORLD

**Volcanus:** A toxic, black gas that leaks from fissures in the rock. Any creature within 10 ft. must make a successful DC 14 Constitution saving throw or take 1d4 poison damage and remain poisoned for 10 minutes.





The deadly roper is feared throughout the Underworld. However, its cousin the giant roper is an even more terrifying opponent. This huge monstrosity has made short work of many adventuring parties. Some heroes will brave the fight as valuable treasures are often hidden inside these creatures. Gemstones and magic items have been discovered in their stomachs. Even entire suits of magical armor have been retrieved from some giant ropers.

**Visionary Villain.** The eight eyes of this monstrosity enable it to notice prey more easily. This helps to guide its eight tendrils to any movement in the dark. The sight of these many eyes has horrified many travelers.

**Terrible Tendrils.** The numerous tendrils of the giant roper make it a terrifying monster. They can reach very far away and grapple multiple targets. Sometimes victims are grabbed before they can even see what they're up against. Giant ropers can see well in the darkest of caverns and are almost always on alert.

# ROPER, GIANT

*Huge monstrosity, unaligned*

**Armor Class** 20 (natural armor)

**Hit Points** 168 (16d12 + 64)

**Speed** 10 ft.

**STR**

20(+5)

**DEX**

7(-2)

**CON**

18(+4)

**INT**

9(-1)

**WIS**

18(+4)

**CHA**

6(-2)

**Skills** Perception +8

**Senses** darkvision 60 ft., passive Perception 18

**Languages** -

**Challenge** 9 (5,000 XP)

**False Appearance.** While the giant roper remains motionless, it is indistinguishable from a normal cave formation, such as a stalagmite.

**Grasping Tendrils.** The roper can have up to eight tendrils at a time. Each tendril can be attacked (AC 20, 15 hit points: immunity to poison and psychic damage). Destroying a tendril deals no damage to the roper, which can extrude a replacement tendril on its next turn. A tendril can also be broken if a creature takes an action and succeeds on a DC 17 Strength check against it.

**Keen Sight.** The giant roper has advantage on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The giant roper makes eight attacks with its tendrils, uses Reel, and makes one attack with its bite.

**Bite.** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit 32 (6d8 + 5) piercing damage.

**Tendril.** Melee Weapon Attack: +10 to hit, reach 50 ft., one target. Hit: the target is grappled (escape DC 17). Until the grapple ends, the target is restrained and has disadvantage on Strength checks and Strength saving throws, and the giant roper can't use the same tendril on another target.

**Reel.** The giant roper pulls each creature grappled by it up to 25 feet straight toward it.





# RUMBLEDEM

*Large elemental, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 76 (9d10 + 27)

**Speed** 30 ft.

**STR**

17(+3)

**DEX**

10(+0)

**CON**

17(+3)

**INT**

7(-2)

**WIS**

12(+1)

**CHA**

1(-5)

**Skills** Perception +4

**Damage Immunities** bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** poison

**Condition Immunities** charmed, paralyzed, poisoned, petrified

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Terran

**Challenge** 7 (2,900 XP)

**False Appearance.** While the rumbledum remains motionless, it is indistinguishable from a normal boulder.

**Regeneration.** As long as the rumbledum is in contact with the earth and has at least 1 hit point, it regains 10 hit points at the start of its turn.

**Rolling Charge.** If the rumbledum moves at least 15 feet straight toward a target and then hits it with a slam attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

**Spider Climb.** The rumbledum can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

## ACTIONS

**Slam.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 22 (4d8 + 3) bludgeoning damage and 4 (1d8) thunder damage.

Hiding on some cavern ceilings are the most bizarre of monsters. These rock creatures hang suspended, waiting for the right moment. When rumbledums see prey, they drop and begin rolling towards their target. Massive, boulder-like creatures, they make a thundering sound as they careen down tunnels. Just the sight of a rumbledum on the move can be rather intimidating.

**Rock and Roll.** The loud sound from the rolling elemental can alert adventurers that something is coming. However, rumbledums are well camouflaged when they're not moving.

**Bowled Over.** Not only do rumbledums do damage, those hit by the rolling monster must also try to stay on their feet. Entire groups of creatures have been known to be crushed by this monster.

## FEATURES OF THE UNDERWORLD

**Sparks-in-the-Dark:** Bright white spheres. These spheres float and cast bright light for 10 ft. If touched, they will explode and blind any creature within 30 ft. that doesn't make a successful DC 13 Constitution saving throw.





A number of dangerous creatures lurk in the shadowy corners of the Underworld. The shade stalker can be one of the most innocuous and still cause all kinds of trouble. This fey will take advantage of any creature that wanders into its territory. These fey carry hideous, bloody hooks and curved swords. Shade stalkers will often use their hooks to attack stronger opponents. The hook can drain a victim's strength.

**Cowardly Creeps.** Shade stalkers are cowards that will rarely face their opponent on even terms. They will try to surprise innocent creatures in the darkest subterranean areas. These little fey will usually hide in the shadows and strike quickly with their disgusting hooks.

**Hit and Run.** Sometimes shade stalkers will attack in groups. The shade stalkers use darkness as cover and will attempt to kill any warriors first. These fey loath muscled warriors and secretly fear their physical strength. If these muscled opponents get the upper hand, the shade stalkers will run for their lives.

## FLORA OF THE UNDERWORLD

**Udermungus.** A black mushroom with yellow spots. Once consumed, you have darkvision (60 ft.) for a day.

# SHADE STALKER

*Small fey, neutral evil*

**Armor Class** 13

**Hit Points** 22 (4d8 + 4)

**Speed** 35 ft.

**STR**

12(+1)

**DEX**

16(+3)

**CON**

12(+1)

**INT**

12(+1)

**WIS**

14(+2)

**CHA**

9(-1)

**Skills** Perception +4, Stealth +5

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Undercommon

**Challenge** 2 (450 XP)

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

**Sunlight Sensitivity.** While in sunlight, the shade stalker has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Scimitar.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

**Hook.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage and the target must make a DC 11 Constitution saving throw. If unsuccessful, the target loses one point of Strength and must complete a Short or Long Rest to heal this effect.





# SHADOW KNIGHT

*Medium undead, lawful evil*

**Armor Class** 18 (plate)

**Hit Points** 78 (12d8 + 24)

**Speed** 30 ft.

**STR**

19(+4)

**DEX**

14(+2)

**CON**

14(+2)

**INT**

7(-2)

**WIS**

12(+1)

**CHA**

7(-2)

**Skills** Perception +4, Stealth +5

**Damage Vulnerabilities** radiant

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhausted, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Undercommon

**Challenge** 6 (2,300 XP)

**Shadow Jump.** As a bonus action, the shadow knight can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness. The shadow knight can use this ability between the weapon attacks of another action it takes.

**Sunlight Sensitivity.** While in sunlight, the shadow knight has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The shadow knight makes two attacks.

**Darksword.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 4) slashing damage plus 1 (1d8) necrotic damage.

**Grave Bolts.** Ranged Weapon Attack: +7 to hit, range 30/60 ft., one target. Hit: 8 (1d8 + 4) bludgeoning damage plus 3 (1d6) necrotic damage.

**Summon Shadows (1/Day).** Two shadows appear in unoccupied spaces within 30 feet of the shadow knight and remain until destroyed. Shadows summoned in this way roll initiative and act in the next available turn.

## REACTIONS

**Parry.** The shadow knight adds 1 to its AC against one melee attack that would hit it. To do so, the shadow knight must see the attacker and be wielding a melee weapon.

When powerful undead, such as liches, need troops in the war against good they can call forth shadow knights. This evil monster is the opposite of its more noble cousin. These hideous creatures were once good knights but they have been twisted by dark forces.

**Shock Troops.** Shadow knights boldly lead the charge in combat. They will summon shadows, draw their blades and ferociously attack. Victims are usually overwhelmed before they can get their bearings.

**At Home in the Dark.** Like other shadow creatures, these knights are dangerous opponents in the dark. They can move especially quickly in areas without much light. At times they will fire grave bolts at a distance, while shrouded in darkness.

**Undead Nature.** The shadow knight doesn't require air, food, drink, or sleep.





# SHADOW LORD

*Large undead, lawful evil*

**Armor Class** 18 (plate)

**Hit Points** 161 (17d10 + 68)

**Speed** 40 ft.

**STR**

20(+5)

**DEX**

16(+3)

**CON**

19(+4)

**INT**

12(+1)

**WIS**

16(+3)

**CHA**

14(+2)

**Skills** Perception +7, Stealth +7

**Damage Vulnerabilities** radiant

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhausted, paralyzed, poisoned

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Undercommon

**Challenge** 13 (10,000 XP)

**Innate Spellcasting.** The shadow lord's innate spellcasting ability is Wisdom (spell save DC 15). It can innately cast the following spells, requiring no components.

**At will:** prestidigitation

**1/day each:** blur, darkness, mirror image

**Shadow Jump.** As a bonus action, the shadow lord can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness. The shadow lord can use this ability between the weapon attacks of another action it takes.

**Sunlight Sensitivity.** While in sunlight, the shadow lord has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The shadow lord makes three attacks.

**Darksword.** Melee Weapon Attack: +11 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage plus 13 (3d8) necrotic damage.

**Grave Bolts.** Ranged Weapon Attack: +9 to hit, range 30/60 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage plus 13 (3d8) necrotic damage.

**Summon Shadows (1/Day).** Up to six shadows appear in unoccupied spaces within 30 feet of the shadow lord and remain until destroyed. Shadows summoned in this way roll initiative and act in the next available turn.

The shadow of a large sword suddenly appears on the cave wall. Moving silently in the darkness is a shadow lord. These undead command shadow knights or serve as powerful henchmen for evil beings. For some creatures, these are the last thing they'll ever see.

**Swift Shadows.** The shadow knight moves quickly, sometimes with the help of magic. These abilities make it a dangerous adversary.

**Ghostly Guard.** These undead monsters can summon their own force of shadows in an instant. Without warning, a party of adventurers can find themselves surrounded by sinister undead.

**Undead Nature.** The shadow lord doesn't require air, food, drink, or sleep.



## REACTIONS

**Parry.** The shadow lord adds 2 to its AC against one melee attack that would hit it. To do so, the shadow lord must see the attacker and be wielding a melee weapon.



# SHADOW SPIDER

*Medium undead, chaotic evil*

**Armor Class** 13

**Hit Points** 39 (6d8 + 12)

**Speed** 30 ft., climb 40 ft.

**STR**

14(+2)

**DEX**

16(+3)

**CON**

14(+2)

**INT**

6(-2)

**WIS**

10(+0)

**CHA**

8(-1)

**Skills** Stealth +6 (+8 in dim light or darkness)

**Damage Vulnerabilities** radiant

**Damage Resistances** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

**Damage Immunities** necrotic, poison

**Condition Immunities** exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 10

**Languages** -

**Challenge** 3 (700 XP)

**Amorphous.** The shadow spider can move through a space as narrow as 1 inch wide without squeezing.

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

**Spider Climb.** The shadow spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Sunlight Sensitivity.** While in sunlight, the shadow spider has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit 10 (2d6 + 3) piercing damage and 3 (1d6) necrotic damage.

**Shadow Web (Recharge 5-6).** Ranged Weapon Attack: +7 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 15 Strength check, bursting the webbing on a success. Each turn the target remains in the web, their Strength score is reduced by 1d4. The target dies if this reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest. The webbing can also be attacked and destroyed (AC 12, hp 15; immune to acid, bludgeoning, cold, fire, lightning, poison, psychic, and thunder damage).

Spiders of many kinds are found throughout the Underworld. The most difficult to find are the shadow spiders. They live in the darkest corners of an already dim realm. Some creatures only notice these horrors when it's too late. Some creatures only notice these horrors when it's too late.

**Silent Spinster.** These undead spiders spin the strangest of webs. The shadowy webs are filled with dark necrotic energy. Victims caught in these webs quickly find themselves with little strength left. If these webs are in the shadows, the victims are often never found.

**Dark Stalker.** At home in the dark, there is usually little warning until this spider strikes. It can easily hide in shadowy terrain. They make almost no sound and seem to emerge out of thin air.

**Undead Nature.** The shadow spider doesn't require air, food, drink, or sleep.

## FEATURES OF THE UNDERWORLD

**Frack Cracks:** Humanoid mining activity can sometimes cause cracks in subterranean rock due to seismic disturbances. All creatures within a mile must make a successful DC 11 Strength saving throw or be knocked prone.





In some parts of the Underworld fungi fields stretch out for miles. Tending to the areas filled with dark spores are these fey. They have become infected by the dark spores and attempt to spread them anyway they can. Spore Farmers use their hoes and hands to tend to their unusual crop. They are often found scattering more spores on their local fields.

**Spore Lore.** Spore farmers understand what is happening with the spread of dark spores better than anyone. Unlike many other infected creatures, they still have some free will. However, their community enjoys their lifestyle and predicts the spores will take more territory.

**Sowing Trouble.** These strange fey scatter spores all over the underground world. They also use the spores as a way of attacking intruders or defending themselves.

**Fungi Fields.** Large mushrooms located near the fields serve as homes for spore farmers. These fey are usually found in large, closely knit groups. Some fungah will visit these farmers and provide protection.

## FEATURES OF THE UNDERWORLD

**Emerald Fish:** Tiny, emerald green fish that glow in the dark. These bioluminescent fish glow green and cast bright light for 20 ft. Drow use them in lanterns throughout their cities.



# SPORE FARMER

*Medium fey, neutral evil*  
**Armor Class** 13 (natural armor)  
**Hit Points** 16 (3d8 + 3)  
**Speed** 30 ft.

**STR**  
14(+2)

**DEX**  
12(+1)

**CON**  
13(+1)

**INT**  
10(+0)

**WIS**  
12(+1)

**CHA**  
9(-1)

**Skills** Perception +3  
**Damage Immunities** poison  
**Condition Immunities** poisoned  
**Senses** darkvision 60 ft., passive Perception 13  
**Languages** Primordial, Undercommon  
**Challenge** 1 (200 XP)

**Magic Resistance.** The spore farmer has advantage on saving throws against spells and other magical effects.

**Shadow Blend.** The spore farmer can teleport up to 30 feet to an unoccupied space it can see. Both the space it teleports from and the space it teleports to must be in dim light or darkness.

**Sunlight Sensitivity.** While in sunlight, the spore farmer has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Hoe.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit 5 (1d6 + 2) piercing damage.

**Scatter Spores.** The spore farmer carries dark spores in sacks on its belt and can scatter them. Any creatures within 5 feet must succeed on a DC 12 Constitution saving throw or take 3 (1d6) poison damage.



# STALAGBITE

*Large monstrosity, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 19 (3d10 + 3)

**Speed** 10 ft.

**STR**

14(+2)

**DEX**

7(-2)

**CON**

12(+1)

**INT**

1(-5)

**WIS**

3(-4)

**CHA**

1(-5)

**Skills** Perception +2

**Damage Immunities** poison

**Condition Immunities** blinded, charmed, poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** -

**Challenge** 1/4 (50 XP)

**False Appearance.** While the stalagbite remains motionless, it is indistinguishable from a normal stalagmite.

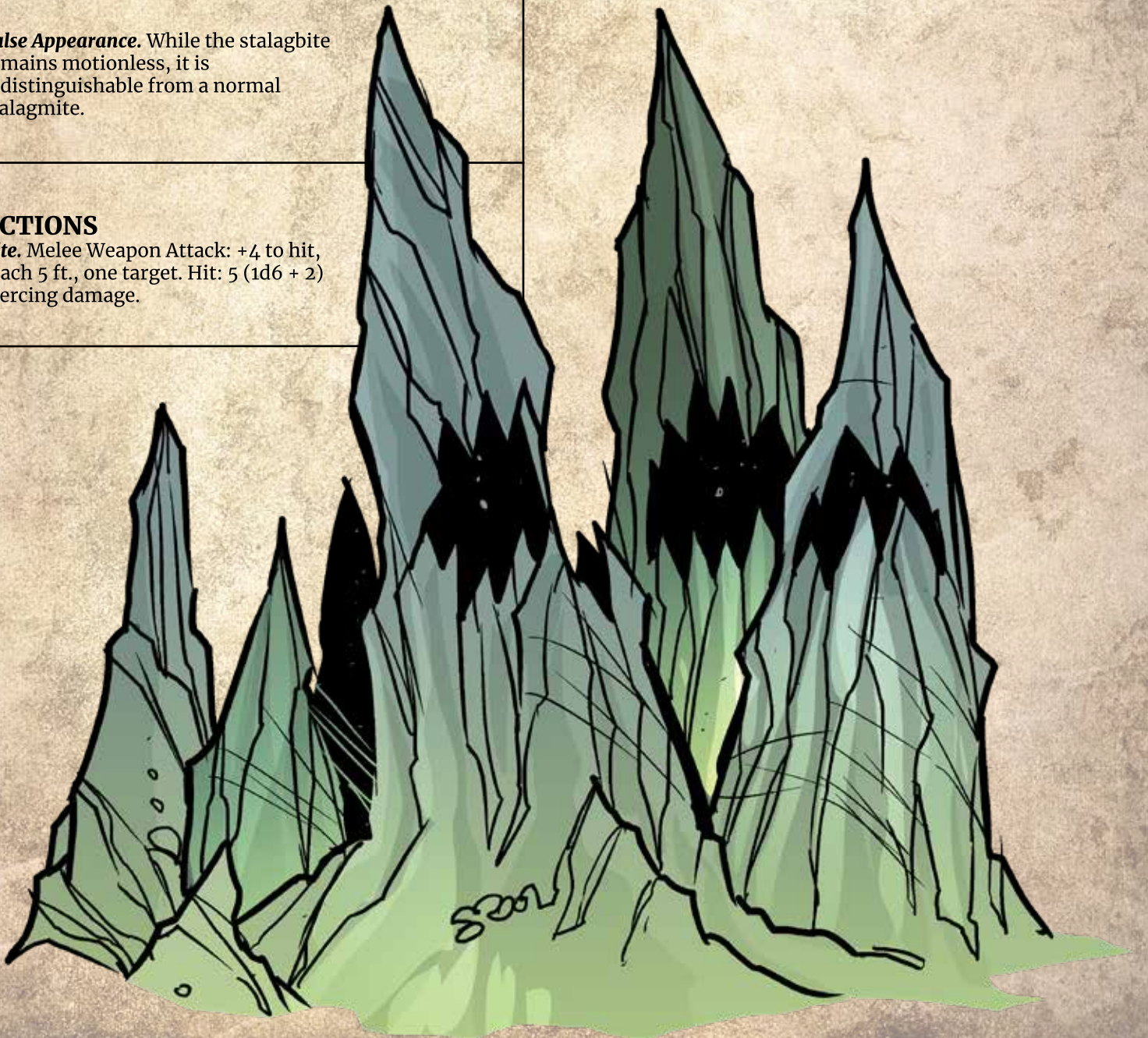
## ACTIONS

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) piercing damage.

A party of adventurers is making its way through a large cavern, when a scream pierces the silence. The heroes spin around to see one of their companions being bitten by a rock. Stalagbites are commonly found in this strange land.

**Rock Solid.** This monster is made of solid rock and can withstand some heavy punishment. However, it can't move far and provides an easy target. They are often found in areas where ropers dwell.

**Bite Size.** These large monstrosities will only attack creatures of Medium size and smaller. They know when they've bitten off more than they can chew.





The glorious sound of laughter isn't heard that much in this dark land. If laughter echoes through the rocky tunnels or across the inky lakes, it could be coming from this hilarious fey. The toadstool fools are the unpredictable jesters of the Underworld.

**Perpetual Prankster.** Many creatures, good and evil, have fallen prey to the elaborate pranks of these fey. They will play the long game and can stretch out their practical jokes for years. These pranks can turn deadly at times.

**Biting Commentary.** Perhaps no other creature has the ability to get under someone's skin like the toadstool fool. They have the uncanny ability to perceive the fears and desires of others.

**Methodical Madness.** The drama caused by this clever fey hide its true goals. This greedy fey is very interested in gathering wealth and power. These fey often serve powerful beings in the underground realm.

## FLORA OF THE UNDERWORLD

**Truthstalk:** A tall pink mushroom. Once consumed, you must make a DC 13 Wisdom saving throw or be compelled to tell the truth for one day. This fungus only affects humanoids.



# TOADSTOOL FOOL

*Medium fey, chaotic neutral*

**Armor Class** 13

**Hit Points** 44 (8d8 + 8)

**Speed** 30 ft.

**STR**

10(+0)

**DEX**

16(+3)

**CON**

12(+1)

**INT**

15(+2)

**WIS**

12(+1)

**CHA**

16(+3)

**Skills** Acrobatics +5, Deception +5, Perception +3, Performance +5, Persuasion +5

**Senses** darkvision 120 ft., passive Perception 13

**Languages** Undercommon, Common

**Challenge** 3 (700 XP)

**Innate Spellcasting.** The toadstool fool's innate spellcasting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no components.

**At will:** dancing lights, vicious mockery

**1/day each:** darkness, faerie fire, fog cloud, suggestion

**Sunlight Sensitivity.** While in sunlight, the toadstool fool has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Fool's Tool.** Melee Weapon  
Attack: +7 to hit, reach 5 ft., one target. Hit (1d8) bludgeoning damage and 2 (1d4) psychic damage.

**Throws Shade (1/Day).** The toadstool fool can create a 10-foot sphere of magical darkness within 30 feet of it. Any creatures in the darkness must succeed on a DC 14 Constitution saving throw or become paralyzed. The target can repeat the saving throw at the end of its turn, ending the effect on a success. The sphere doesn't affect the toadstool fool.



# TROLL, ARMORED

Large giant, chaotic evil

**Armor Class** 18 (plate)

**Hit Points** 126 (12d10 + 60)

**Speed** 30 ft.

**STR**

20(+5)

**DEX**

10(+0)

**CON**

20(+5)

**INT**

7(-2)

**WIS**

9(-1)

**CHA**

7(-2)

**Skills** Athletics +9

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Giant

**Challenge** 10 (5,900 XP)

**Keen Smell.** The troll has advantage on Wisdom (Perception) checks that rely on smell.

**Regeneration.** The troll regains 5 hit points at the start of its turn. Once the troll has less than half its hit points, this trait doesn't function. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

## ACTIONS

**Multiattack.** The armored troll makes three attacks: one with its bite and two with its metal claws.

**Bite.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.

**Metal Claws.** Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 19 (4d6 + 5) slashing damage.

A patrol of drow comes to a halt on the edge of a ravine. The lead dark elf orders two large creatures to explore the area. Out of the shadows emerge a couple of armored trolls, clad in plate armor. The terrifying trolls move across a stone bridge smelling the air. They soon discover a couple of dwarf spies and rip them to shreds.

**Bulky Bodyguards.** Some of the more powerful drow houses have imprisoned these armored trolls and use them as bodyguards. They are highly sought after and some houses have even stolen them from their rivals. Armed with metal claws, these monsters are tough opponents.

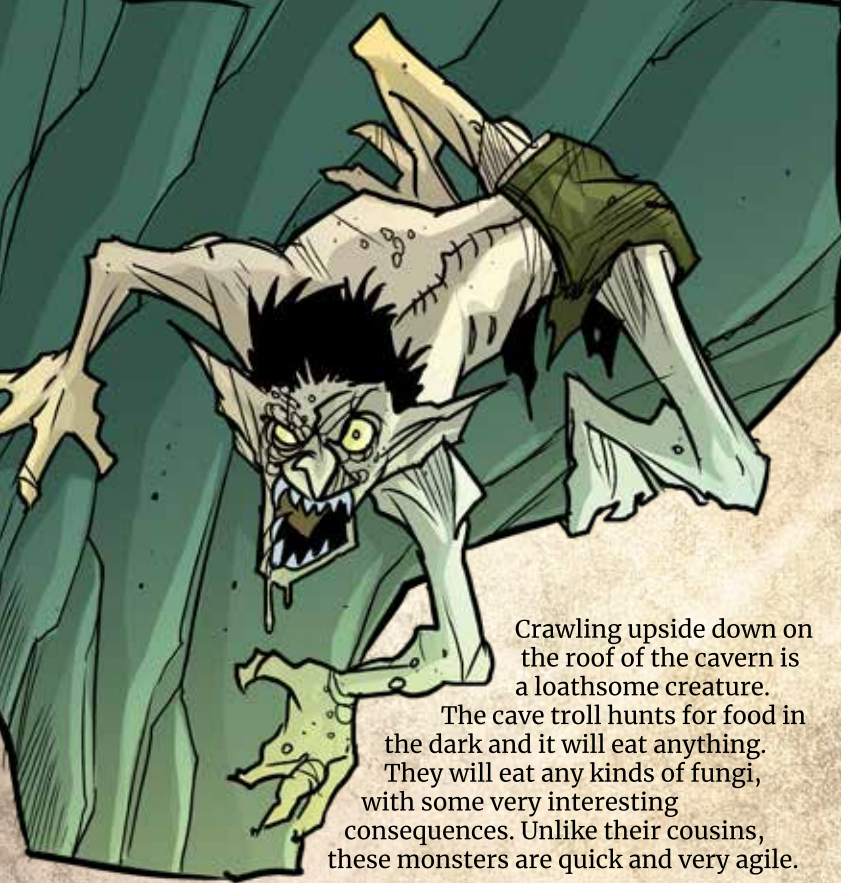
**Heavy Metal.** The armor covering these monsters is formidable. Drow blacksmiths create the suits specifically for these trolls. Only the largest, toughest trolls are chosen by the evil elves. The drow will stage fights to determine which trolls will make the grade.

## FLORA OF THE UNDERWORLD

**Pungus:** A tiny purple mushroom. Once consumed, this very smelly mushroom makes you funny for a day and you have +1 to Charisma checks.







Crawling upside down on the roof of the cavern is a loathsome creature.

The cave troll hunts for food in the dark and it will eat anything. They will eat any kinds of fungi, with some very interesting consequences. Unlike their cousins, these monsters are quick and very agile.

**Cavern Crawler.** They are masters at climbing, much like the many spiders in the underground world. Some like to hide under rope bridges and then surprise those who attempt to cross over. They will also crawl into chasms and then ambush creatures that wander close enough. Some cave trolls have even snuck deep inside drow cities and dwarf dungeons.

**Opportunistic Oafs.** Cave trolls are extremely cowardly and will only strike when they feel they have the upper hand. They'll also run away if a fight is going badly. Other giant creatures have little respect for them. The Queen of the Giants hunts cave trolls for fun.

# TROLL, CAVE

*Large giant, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 47 (5d10 + 20)

**Speed** 40 ft., climb 40 ft.

**STR**

16(+3)

**DEX**

16(+3)

**CON**

18(+4)

**INT**

7(-2)

**WIS**

10(+0)

**CHA**

7(-2)

**Skills** Athletics +6, Perception +3

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Giant

**Challenge** 4 (1,100 XP)

**Keen Smell.** The troll has advantage on Wisdom (Perception) checks that rely on smell.

**Regeneration.** The troll regains 5 hit points at the start of its turn. If the troll takes fire damage, this trait doesn't function at the start of the troll's next turn. The troll dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Spider Climb.** The troll can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Sunlight Sensitivity.** While in sunlight, the troll has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The troll makes two attacks: one with its bite and one with its claws.

**Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) piercing damage.

**Claws.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.



# THE UNDERVOID

Gargantuan aberration, neutral evil

**Armor Class** 16 (natural armor)

**Hit Points** 585 (30d20 + 270)

**Speed** 0 ft.

**STR**

26(+8)

**DEX**

8(-1)

**CON**

28(+9)

**INT**

25(+7)

**WIS**

20(+5)

**CHA**

1(-5)

**Saving Throws** Int +17, Wis +15

**Skills** Insight +15, Perception +15

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, frightened, paralyzed, poisoned, prone

**Senses** darkvision 120 ft., passive Perception 25

**Languages** Primordial

**Challenge** 30 (155,000 XP)

## ACTIONS

**Bite.** Melee Weapon Attack: +17 to hit, reach 5 ft., one target. Hit: 47 (6d12 + 8) piercing damage.

**Reel.** The Undervoid pulls each creature grappled by it up to 10 feet.

**Summon Infected Minions (3/day).** Up to eight infected dwarves or orcs appear in unoccupied spaces within 60 feet of the Undervoid and remain until destroyed. Infected creatures summoned in this way roll initiative and act in the next available turn.

**Spores Attack (Recharges 5-6).** The Undervoid can send out a burst of dark spores in a 120-foot radius. Any creatures in the area must succeed on a DC 20 Constitution saving throw or take 52 (15d6) poison damage. Half damage on a success.

**Fungi Presence.** When any creature that isn't infected by the dark spores starts its turn within a mile of the Undervoid, that creature must succeed on a DC 20 Constitution saving throw or take 3 (1d6) poison damage from the dark spores.

**Magic Resistance.** The Undervoid has advantage on saving throws against spells and other magical effects.

**Legendary Resistance (3/day).** If the Undervoid fails a saving throw, it can instead choose to make it.

**Sunlight Sensitivity.** While in sunlight, the Undervoid has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Multiattack.** The Undervoid makes ten attacks with its tendrils, uses Reel, and makes one attack with its bite.

**Tendrils.** Melee Weapon Attack: +17 to hit, reach 20 ft., one target. Hit: 21 (2d12 + 8) piercing damage and the target is grappled (escape 21). The Undervoid can't use the same tendril on another target.





## LEGENDARY ACTIONS

**Detect.** The Undervoid makes a Wisdom (Perception) check.

**Swat Away.** The Undervoid makes a tendril attack. If the attack hits, the target must succeed on a DC 21 Strength saving throw or be pushed back 15 feet from the Undervoid. If the saving throw fails by 4 or more, the target falls prone.

**Tendril.** Attacks with a tendril

Evil has spread into the multiverse and takes form in many ways. The Undervoid is part of this evil, a toxic pool of energy deep in the Underworld. It is a massive being with huge tentacles rising out of the central pool.

**Brilliant Mind.** This aberration and its dark spores are highly intelligent. They seek to spread out and conquer the underground and surface worlds. Other pools of dark energy are also active throughout the multiverse.

**Sowing Discontent.** Evil spores are constantly being sent out by this strange aberration. Clouds of spores and many infected minions can be traced back to the Undervoid.

**Prophetic End.** Some seers have had visions of heroes traveling to the faraway home of this aberration and discovering its source in order to destroy it.





# UNDERWORLD DRYAD

*Medium fey, neutral evil*

**Armor Class** 12 (16 with *barkskin*)

**Hit Points** 55 (10d8 + 10)

**Speed** 30 ft.

**STR**  
20(+5)

**DEX**  
10(+0)

**CON**  
20(+5)

**INT**  
7(-2)

**WIS**  
9(-1)

**CHA**  
7(-2)

**Skills** Perception +6, Persuasion +8, Stealth +5

**Damage Immunities** poison

**Condition Immunities** charmed, poisoned

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Elvish, Undercommon

**Challenge** 3 (700 XP)

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

**At will:** detect evil and good, druidcraft, poison spray

**3/day each:** dispel evil and good, entangle, silence

**1/day each:** barkskin, pass without trace, shillelagh

**Magic Resistance.** The dryad has advantage on saving throws against spells and other magical effects.

**Mushroom Stride.** Once on her turn, the dryad can use 10 feet of her movement to step magically into one living mushroom within her reach and emerge from a second living mushroom within 60 feet of the first mushroom, appearing in an unoccupied space within 5 feet of the second mushroom. Both mushrooms must be Large or bigger.

**Speak with Beasts and Plants.** The dryad can communicate with beasts and plants as if they shared a language.

## ACTIONS

**Club.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) bludgeoning damage.

A cold, high voice laughs in the darkness. Small creatures flee the area and brush past your legs. Something sinister is out there. Emerging from the dark is a feminine form. This beautiful fey is an underworld dryad.

**Friend of the Fungi.** The underworld dryad is formed when a lost spirit is bound to a large mushroom by a powerful evil fey. If the mushroom is ever destroyed the spirit is free to pass on its journey to the next realm.

**Gorgeous Guardians.** Underworld dryads work with evil fey to protect fungi forests. Legends tell of these fey making use of their extraordinary beauty.

**Mushroom Home.** The mushroom home of the underworld dryad can be destroyed (AC 15, 35 hit points, immune to poison). If it is, the fey's form is destroyed and the mushroom disappears. However, these homes are well hidden deep inside fungi forests.



**Dark Fey Charm.** The underworld dryad targets one humanoid or beast that she can see within 30 feet of her. If the target can see the dryad, it must succeed on a DC 16 Wisdom saving throw or be magically charmed. The charmed creature regards the underworld dryad as a trusted friend to be heeded and protected. Although the target isn't under the underworld dryad's control, it takes her requests or actions in the most favorable way it can. The target can repeat the saving throw at the end of each of the underworld dryad's turns. If a target's saving throw is successful, the target is immune to the underworld dryad's dark fey charm for 24 hours. The underworld dryad can have up to two humanoids and up to four beasts charmed at a time.



# VAMPIRE, DROW

Medium undead (shapechanger), neutral evil

**Armor Class** 16 (natural armor)

**Hit Points** 97 (13d8 + 39)

**Speed** 30 ft.

<b>STR</b> 18(+4)	<b>DEX</b> 16(+3)	<b>CON</b> 16(+3)	<b>INT</b> 15(+2)	<b>WIS</b> 15(+2)	<b>CHA</b> 16(+3)
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**Saving Throws** Dex +7, Wis +6, Cha +7

**Skills** Deception +7, Perception +6, Stealth +7

**Damage Resistances** necrotic; bludgeoning, piercing, and slashing from nonmagical weapons.

**Senses** darkvision 120 ft., passive Perception 16

**Languages** Elvish, Undercommon

**Challenge** 10 (5,900 XP)

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

**Legendary Resistance (3/day).** If the vampire fails a saving throw, it can choose to succeed instead.

**At will:** dancing lights

**1/day each:** darkness, faerie fire, levitate (self only)

**Regeneration.** The vampire regains 10 hit points at the start of its turn if it has at least 1 hit point and isn't in sunlight or running water. If the vampire takes radiant damage or damage from holy water, this trait doesn't function at the start of the vampire's next turn.

**Shapechanger.** If the vampire isn't in sunlight or running water, it can use its action to polymorph into a giant bat or giant spider.

**Spider Climb.** The vampire can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Sunlight Hypersensitivity.** The vampire takes 20 radiant damage when it starts its turn in sunlight. While in sunlight, it has disadvantage on attack rolls and ability checks.

**Weaknesses.** Forbiddance, Running Water, Stake to the Heart.

## LEGENDARY ACTIONS

**Move.** The vampire moves up to its speed without provoking opportunity attacks.

**Unarmed Strike.** The vampire makes one unarmed strike.

**Bite (Costs 2 Actions).** The vampire makes one bite attack.



A lone bat flies through a drow city and glides through an open window. All of a sudden it transforms into a male drow. He strides quickly through the dark and bites a sleeping priestess.

**Untamed Desire.** They pursue physical symbols of what they desire. Their twisted black hearts have lost their way long ago.

**Magnificent Manors.** Vampire drow make their homes in the grandest manors in drow cities. Many of these charming undead have found a home in dark elf society.

## ACTIONS

**Multiattack (Vampire Form Only).** The vampire makes two attacks, only one of which can be a bite attack.

**Unarmed Strike.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage. Instead of dealing damage, the vampire can grapple the target (escape DC 16).

**Bite (Bat or Vampire Form Only).** Melee Weapon Attack: +8 to hit, reach 5 ft., one willing creature, or a creature that is grappled by the vampire, incapacitated, or restrained. Hit: 8 (1d8 + 4) piercing damage plus 7 (2d6) necrotic damage. The target's hit point maximum is reduced by an equal amount to the necrotic damage taken, and the vampire regains hit points equal to that amount. The reduction lasts until the target finishes a rest.

**Charm.** The vampire can target one humanoid within 30 ft., target must make DC 15 Wisdom saving throw or be charmed.

**Denizens of the Underworld (1/day).** The vampire magically calls 2d4 swarms of insects (spiders). They arrive in 1d4 rounds, acting as allies of the vampire and obeying its spoken commands for 1 hour.



# WEB WALKER

Medium fey, neutral evil

Armor Class 14

Hit Points 44 (8d8 + 8)

Speed 30 ft.

**STR**

13(+1)

**DEX**

18(+4)

**CON**

12(+1)

**INT**

10(+0)

**WIS**

14(+2)

**CHA**

7(-2)

**Skills** Acrobatics +7, Perception +5, Stealth +7

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Undercommon

**Challenge** 3 (700 XP)

**Spider Climb.** The web walker can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Sunlight Sensitivity.** While in sunlight, the web walker has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Web Sense.** While in contact with a web, the web walker knows the exact location of any other creature in contact with the same web.

**Web Walker.** The web walker ignores movement restrictions caused by webbing.

## ACTIONS

**Multiattack.** The web walker makes two attacks with its claws.

**Claws.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d6 + 4) slashing damage.

**Web (Recharges 2-3).** Ranged Weapon Attack: +5 to hit, reach 30/60 ft., one target. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 13 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

## REACTIONS

**Web Shield.** The web stalker spins a web shield and adds 1 to its AC against one melee attack that would hit it. To do so, the web stalker must see the attacker.



Living on the large webs in this land are these odd creatures. They attempt to eat spiders' prey before the eight-legged ones get to it. Tales of the web walkers are told throughout the realm, but many don't believe they're true. They put themselves in perilous situations and have short lives. Spiders know them well and won't hesitate to attack.

**Worldwide Web.** This fey travels through the Underworld by walking from web to web. They are always found where large communities of spiders are located. Moving carefully and quietly, web walkers have learned how to hid from giant arachnids. However, they put their lives on the line every day.

**Fey Forager.** They will find food anyway they can. However, stealing food from large spider webs is their favorite tactic. These fey will also loot the bodies of any humanoid they encounter. Some will also sneak into the humanoid settlements and take what they can. The legend of these fey grows each day and they are becoming more and more infamous.

**Elf Enemy.** Drow hate web walkers and will attack them on sight. The dark elves see these fey in the same light as their other elf cousins. A very dim light, that is.



Without warning, a building is crushed and debris is thrown in every direction. Through the inky blackness, victims see an enormous monster destroying their settlement. Giant zombies are one of the most astounding sights in the dark realm.

**Mindless Mountain.**

Towering over almost everything, the giant zombie is horrifying. They make the simplest of attacks, slamming their limbs or their head into their victims.

**Death and Destruction.**

If a giant zombie teams with a horde of zombies, the results can be devastating. Legends say that these hordes have even overrun drow wilderness manors and dwarf outposts.

**Undead Nature.**

The giant zombie doesn't require air, food, drink, or sleep.



# ZOMBIE, GIANT

*Huge undead, chaotic evil*

**Armor Class** 7

**Hit Points** 138 (12d12 + 60)

**Speed** 25 ft.

**STR**

20(+5)

**DEX**

5(-3)

**CON**

20(+5)

**INT**

3(-4)

**WIS**

6(-2)

**CHA**

5(-3)

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 8

**Languages** understands Common and Giant but can't speak

**Challenge** 8 (3,900 XP)

**Undead Fortitude.** If the damage reduces the zombie to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zombie drops to 1 hit point instead.

## ACTIONS

**Multiattack.** The zombie makes two attacks; one slam attack and one headbutt attack.

**Slam.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 21 (3d10 + 5) bludgeoning damage.

**Headbutt.** Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) bludgeoning damage.



# ZOMBIE KING

Medium undead, chaotic evil

**Armor Class** 17 (natural armor)

**Hit Points** 123 (13d8 + 65)

**Speed** 30 ft.

**STR**

16(+3)

**DEX**

12(+1)

**CON**

20(+5)

**INT**

12(+1)

**WIS**

18(+4)

**CHA**

14(+2)

**Saving Throws** Con +10, Wis +9

**Skills** Insight +9, Perception +9

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, paralyzed, poisoned

**Senses** darkvision 60 ft., passive Perception 19

**Languages** Common, Undercommon

**Challenge** 15 (13,000 XP)

**Magic Resistance.** The zombie king has advantage on saving throws against spells and other magical effects.

**Spellcasting.** The zombie king is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 17, +9 to hit with spell attacks). It has the following spells prepared.

**Cantrips (at will):** blade ward, chill touch, dancing lights, poison spray, vicious mockery

**1st level (4 slots):** bane, detect evil and good, inflict wounds, sleep

**2nd level (3 slots):** darkness, knock, locate object

**3rd level (3 slots):** dispel magic, slow, speak with dead

**4th level (3 slots):** blight, hallucinatory terrain

**5th level (2 slots):** animate objects, passwall

**Turn Resistance.** The zombie king has advantage on saving throws against any effect that turns undead.

## ACTIONS

**Death Staff.** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage plus 21 (6d6) necrotic damage.

**Life Drain.** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 24 (6d6 + 3) necrotic damage. The target must succeed on a DC 16 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0. A humanoid slain by this attack rises 24 hours later as a zombie under the zombie



Leading the zombies of the Underworld is their powerful king. The zombie king dwells in a massive underground tower with an army of minions. If anyone ever gets into the tower they discover increasingly powerful undead as they climb up the staircase of bones.

**Deadhead Disciples.** Other zombies will always follow their leader without hesitation. The king can summon more zombies a few times a day.

**Crazy Trickster.** This undead royal has an odd sense of humor and is seen as one of the tricksters of the subterranean realm. Many shadowy fey enjoy his company and some believe he is really a fey in disguise.

**Undead Nature.** The zombie king doesn't require air, food, drink, or sleep.

king's control, unless the humanoid is restored to life or its body is destroyed. The zombie king can have no more than 20 zombies under its control at one time.

**Summon Zombies (3/day).** Up to eight zombies appear in unoccupied spaces within 30 feet of the zombie king and remain until destroyed. Zombies summoned in this way roll initiative and act in the next available turn. The zombie king can have up to eight zombies summoned by this ability at a time.



# BEASTS

These common beasts are used by the dwarf kingdom as mounts and pack animals. All the dwarf bear riders use these monsters as their mounts. Even the king himself rides one of these creatures. They are well-loved by all members of the dwarf clans. Artwork featuring these beautiful beasts is featured throughout the dungeons of the dwarves. Crowds of dwarf children will gather to watch the bears leave their stables.

**Iron Clad.** Thick half-plate armor covers most of the body of this monster. This specially crafted armor is made by the most skilled of dwarf blacksmiths. Their duergar enemies marvel at the bears' armor and have plans to replicate it.

**Loyal Mounts.** Bears chosen to be armored bears are the bravest and most loyal. They are put through rigorous training with elite dwarf warriors. Even though they can be ferocious, they are usually quite calm.

## BEAR, ARMORED

*Large beast, unaligned*

**Armor Class** 15 (half-plate)

**Hit Points** 47 (5d10 + 20)

**Speed** 30 ft.

**STR**

19(+4)

**DEX**

10(+0)

**CON**

18(+4)

**INT**

2(-4)

**WIS**

14(+2)

**CHA**

7(-2)

**Skills** Perception +4

**Senses** passive Perception 14

**Languages** -

**Challenge** 3 (700 XP)

**Keen Smell.** The armored bear has advantage on Wisdom (Perception) checks that rely on smell.

**Pack Animal.** The armored bear can carry up to 1000 pounds.

### ACTIONS

**Multiattack.** The armored bear makes two attacks: one with its bite and one with its claws.

**Bite.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

**Metal Claws.** Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 14 (3d6 + 4) slashing damage.





# BOOMSLANG

Large beast, unaligned

**Armor Class** 14

**Hit Points** 27 (5d10)

**Speed** 40 ft.

**STR**

12(+1)

**DEX**

18(+4)

**CON**

10(+0)

**INT**

2(-4)

**WIS**

10(+0)

**CHA**

3(-4)

**Skills** Perception +3

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 13

**Languages** -

**Challenge** 2 (450 XP)

**Sunlight Sensitivity.** While in sunlight, the boomslang has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

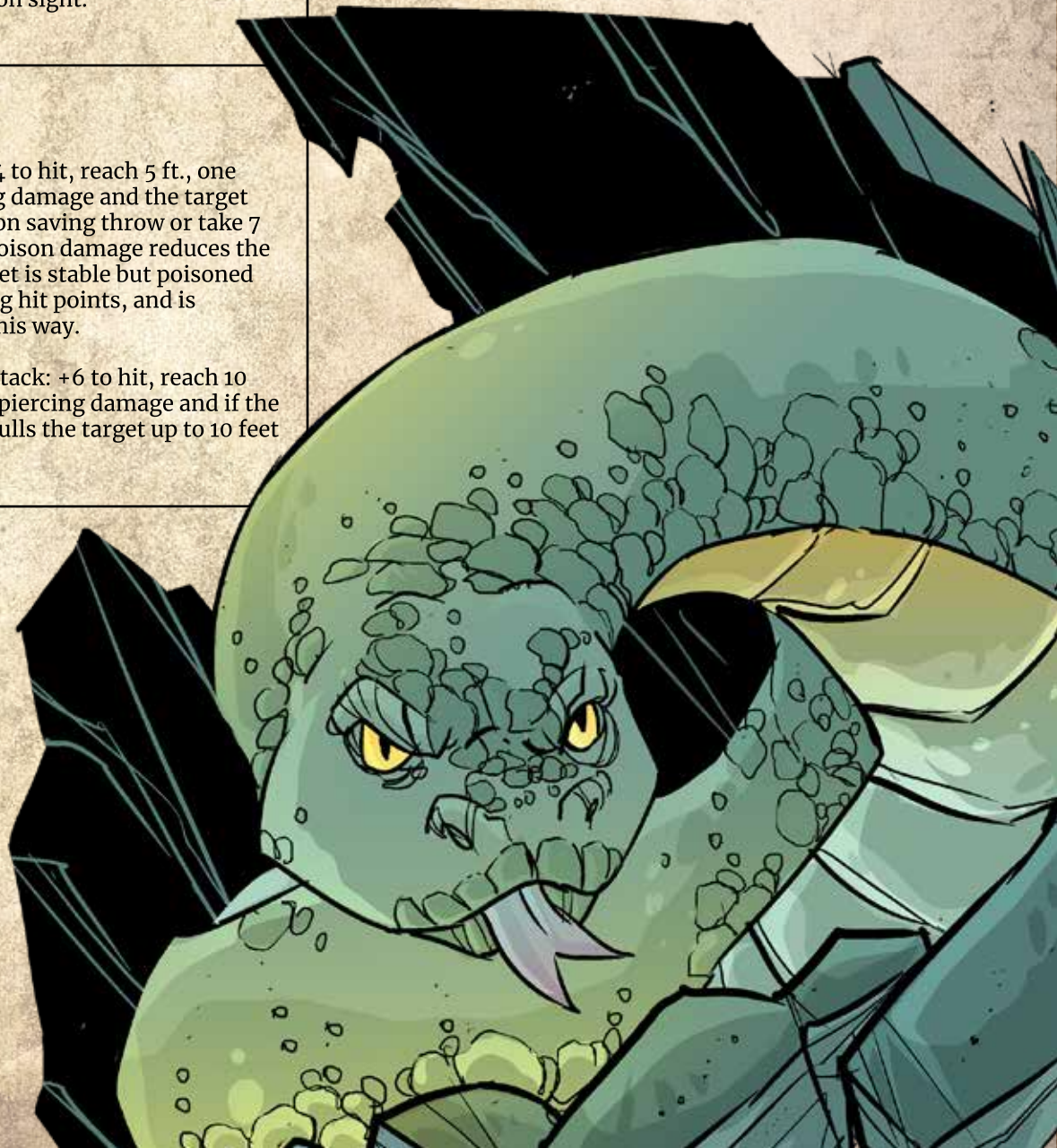
**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d8 + 1) piercing damage and the target must make a DC 13 Constitution saving throw or take 7 (2d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

**Boom Whip.** Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 5 (1d8 + 1) piercing damage and if the target is Large or smaller, it pulls the target up to 10 feet closer to it.

This large poisonous snake slithers quietly through subterranean areas. A boomslang is green and gray and has startling yellow eyes. Sometimes the last thing a victim will ever see are its eyes peering out of the dark. This powerful poison can actually paralyze its victims. Some unfortunate creatures have been discovered later in distant caverns. At times other victims have been enslaved by the drow or duergar. A few drow rangers will even track boomslang to find paralyzed victims.

**Potent Poison.** The poison of this snake is extremely potent. It usually takes a while for victims to recover from this toxin in their bloodstream. Some Underworld creatures, most notably dwarves, have a natural resistance to poisons and aren't as scared of these snakes.

**Slippery Serpent.** Even though they are large snakes, boomslang are quick and dextrous. They can even whip their tails out and pull victims closer to them. Once any potential prey is close enough, the boomslang will lunge out with its sizeable fangs.





Scuttling along the side wall of a cavern is an armored monster. The first sighting of an armored centipede can come as a shock. This strange creature is always clad in studded leather armor.

**A Hundred Footsteps.** Hearing the sound of the many-legged creature can be rather off-putting. The studded leather creates a unique sound which echoes through dark tunnels.

**Gnome Mounts.** Deep gnomes are responsible for fitting the armor on these monsters. A number of the svirfneblin use armored centipedes as mounts.

## CENTIPEDE, GIANT ARMORED

*Medium beast, unaligned*  
**Armor Class** 14 (studded leather)  
**Hit Points** 18 (4d8)  
**Speed** 25 ft., climb 25 ft.

**STR**

12(+1)

**DEX**

14(+2)

**CON**

10(+0)

**INT**

1(-5)

**WIS**

7(-2)

**CHA**

3(-4)

**Senses** blindsight 30 ft., passive Perception 8

**Languages** -

**Challenge** 1/2 (100 XP)

**Deep Gnome Armor.** Armored centipedes are fitted with special suits of studded leather crafted by deep gnomes.

**Spider Climb.** The armored centipede can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

### ACTIONS

**Bite.** Melee Weapon Attack: +4 to hit, reach 10 ft., one creature. Hit: 5 (1d8 + 1) piercing damage, and the target must succeed on a DC 13 Constitution saving throw or take 3 (1d6) poison damage.





# DARKSHARK

*Large beast, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 57 (6d10 + 24)

**Speed** 0 ft., swim 50 ft.

**STR**

20(+5)

**DEX**

12(+1)

**CON**

18(+4)

**INT**

3(-4)

**WIS**

12(+1)

**CHA**

5(-3)

**Skills** Perception +4, Stealth +4

**Senses** blindsight 60 ft., passive Perception 14

**Languages** -

**Challenge** 2 (450 XP)

**Blood Frenzy.** The darkshark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

**Sunlight Sensitivity.** While in sunlight, the darkshark has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

## ACTIONS

**Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage. The darkshark can also choose to grapple a target on a hit (escape DC 14). It can only grapple one target at a time.

**Drown.** The darkshark will attempt to drown any grappled target. The target must make a successful DC 14 Strength check or be pulled down further underwater. The target loses one level of exhaustion each turn that they are grappled underwater. The target can repeat the saving throw at the end of each of their turns.

Just when travelers are starting to feel comfortable in underground bodies of water, a black fin pierces the surface. A dark shark is on the move and has spotted its next meal. These black sharks are extremely aggressive and will even take on much larger creatures. There are even stories of these subterranean sharks attacking giants as they waded into lakes or rivers. Most creatures, even much larger ones, are at a distinct disadvantage fighting a dark shark in the water. This beast moves quickly and has a lethal bite.

**Horriying Hunter.** The scary dark shark lurks in murky waters waiting for prey to swim near. Once blood is spilled, these monsters become even more lethal. Blood in the water will drive these predators crazy.

**Silent Stalker.** Dark sharks swim quietly and can wait patiently as they follow their prey. They've been known to stalk their prey for hours in the murky depths. They eat any kind of fish they can find, including razorfish.

## FLORA OF THE UNDERWORLD

**Mad Moss:** A bioluminescent, bluish-green moss. Once consumed, you must make a successful DC 14 Wisdom saving throw or suffer the effects of the confusion spell.





Your ears almost burst as a sonic blast echoes through an underground tunnel. An echo gecko must be nearby. This monster comes from the deepest part of the dark realm. Some creatures can live their entire lives in the Underworld and never encounter these unique beasts. In fact, many humanoid believe the echo gecko is a mythical creature. Young dwarves laugh when their parents tell stories about the monster.

**Sonic Surprise.** The sonic blast from this creature can cause a lot of problems. Those hearing the strange sound can be deafened for a short period of time. Legends say the sound is a deep humming sound.

**Unwilling Mounts.** Some creatures attempt to use these monsters as mounts. However, most humanoids who attempt to tame them end up deafened.

## FLORA OF THE UNDERWORLD

**Gloomstalk.** Gray fungi with black spots. Once consumed, you are depressed for a day.

## ECHO GECKO

*Medium beast, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 27 (5d8 + 5)

**Speed** 30 ft.

**STR**

15(+2)

**DEX**

15(+2)

**CON**

13(+1)

**INT**

2(-4)

**WIS**

12(+1)

**CHA**

5(-3)

**Damage Immunities** poison

**Condition Immunities** poisoned

**Senses** blindsight 60 ft., passive Perception 11

**Languages** -

**Challenge** 1 (200 XP)

### ACTIONS

**Bite.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage.

**Echo.** The echo gecko sends out a sonic burst and all creatures in a 30-foot cone must make a succeed on a DC 14 Constitution saving throw or take 3 (1d6) force damage and be deafened for 1 minute.





# GERM WORM

*Tiny beast, unaligned*

**Armor Class** 12

**Hit Points** 7 (3d4)

**Speed** 10 ft., climb 10 ft.

**STR**

1(-5)

**DEX**

14(+2)

**CON**

10(+0)

**INT**

1(-5)

**WIS**

7(-2)

**CHA**

1(-5)

**Damage Vulnerabilities** cold

**Damage Immunities** poison

**Condition Immunities** charmed, poisoned

**Senses** darkvision 30 ft., passive Perception 8

**Languages** -

**Challenge** 1/4 (50 XP)

**Sunlight Sensitivity.** While in sunlight, the germ worm has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

## ACTIONS

**Bite.** Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage. If the target is a creature, it must make a successful DC 11 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 1 on a failure. The disease is cured on a success. This reduction to the target's hit point maximum lasts until the disease is cured.

Germ worms are always searching for warm flesh. They will attempt to climb up a victim and bite exposed flesh. Their horrid poison contains nasty germs that can infect other creatures.

**Sinister Sickness.** The bite of the germ worm can make a creature sick. This sickness won't be obvious at first, slowly affecting the victim more and more.

**Difficult Diagnosis.** Considering the worm is so small, they are difficult to detect. The best way to deal with these tiny beasts is to freeze them.

## FLORA OF THE UNDERWORLD

**Dark Spores.** Clouds of these intelligent, evil spores are being spread by the Undervoid. Any creature within 10 feet of these spores must make a successful DC 13 Constitution saving throw or suffer one of the following random effects (Roll 1d6).

1. Become infected (see the Spores Burst feature on page 53)
2. -1 to your Con for a day
3. You take 1d4 poison damage
4. The area around you (30 ft. radius) becomes lightly obscured by spores for 10 minutes
5. You only speak Primordial for a day
6. Your alignment changes to Neutral Evil for 10 minutes





A number of frightening monsters inhabit subterranean underground lakes and rivers. One of the most common is the razorfish. It is not affected by the extremes in water temperature, being a rather resilient creature.

**Getting to the Point.** Razorfish are known for their sword-like appendage on the front of their long bodies. This is used as a weapon to attack slash at others.

**Frequent Fisher.** These monsters live mostly off fish in the dark waters. However, they will hunt other prey that wanders into their territory.

## FEATURES OF THE UNDERWORLD

**Fire Crystals:** Yellowish-orange crystals that grow on cavern walls. Once placed on your forehead, you will gain advantage on Initiative throws for 1 day.

# RAZORFISH

*Small beast, unaligned*

**Armor Class** 14

**Hit Points** 23 (5d6 + 6)

**Speed** 0 ft., swim 40 ft.

**STR**

10(+0)

**DEX**

18(+4)

**CON**

12(+1)

**INT**

1(-5)

**WIS**

7(-2)

**CHA**

1(-5)

**Condition Immunities** charmed, prone

**Senses** blindsight 60 ft., passive Perception 8

**Languages** -

**Challenge** 1/4 (50 XP)

**Sunlight Sensitivity.** While in sunlight, the razorfish has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

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

## ACTIONS

**Slash.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 3 (1d6) slashing damage.

**Bite.** Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 2 (1d4) piercing damage.





# SLUG, GIANT

Medium beast, unaligned

**Armor Class** 8

**Hit Points** 18 (4d8)

**Speed** 20 ft.

**STR**

15(+2)

**DEX**

7(-2)

**CON**

10(+0)

**INT**

1(-5)

**WIS**

9(-1)

**CHA**

1(-5)

**Damage Immunities** psychic

**Condition Immunities** charmed, frightened

**Senses** darkvision 60 ft., passive Perception 9

**Languages** -

**Challenge** 1/8 (25 XP)

**Sticky Slime.** The slime of the giant slug can be collected and used as an adhesive.

## ACTIONS

**Slam.** Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage.

In a land filled with dangerous monsters, the giant slug stands out. It is usually peaceful and stays away from conflict. However, this slow-moving, peaceful creature is constantly in danger. With all the dangerous monsters living underground, these slugs have short life spans.

**Slow Motion.** Some creatures in this realm use giant slugs as a means of transport. They are rather slow, but they are very reliable. However, giant slugs aren't usually capable of carrying many supplies.

**Sought after Slime.** The slime of these beasts is sought after for making special glue. Drow and duergar are known to hunt giant slugs for this purpose. They delight in the hunt for they know it won't be a challenge.





A massive shadow is cast on the wall of the enormous cavern. Then the sound of multiple footsteps echoes through the area. Suddenly the largest spider even imagined emerges from the darkness. Monstrous spiders are so dangerous, most drow don't even associate with them. However, some dream of the day when the dark elves can harness the power of these mammoth arachnids. A few highly ambitious drow priestesses have tasked an elite group of drow rangers to capture one of the beasts. The rangers are not looking forward to their mission.

**Living Nightmare.** The sight of this immense monster causes most creatures to flee in its path. This is one reason why the monstrous spider is usually found alone in its lair. Their lairs are often filled with cocooned bodies and a hoard of treasure. Many different items make up the nests of these huge spiders.

**Big Trouble.** These arachnids are so large they've been known to damage buildings or natural stone features. They make a lot of noise and don't usually surprise anyone. However, when a monster this dangerous arrives, the early warning doesn't help much.



## SPIDER, MONSTROUS

*Huge beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 66 (7d12 + 21)

**Speed** 25 ft., climb 25 ft.

**STR**

18(+4)

**DEX**

12(+1)

**CON**

16(+3)

**INT**

2(-4)

**WIS**

11(+0)

**CHA**

4(-3)

**Senses** blindsight 10 ft., darkvision 90 ft., passive Perception 10

**Languages** -

**Challenge** 5 (1,800 XP)

**Frightful Presence.** Each creature of the spider's choice that is within 120 feet of the spider and aware of it must succeed on a DC 14 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is unsuccessful or the effect ends for it, the creature is immune to the spider's Frightful Presence for the next 24 hours.

**Siege Monster.** The spider deals double damage to objects and structures.

**Spider Climb.** The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

**Sunlight Sensitivity.** While in sunlight, the spider has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

**Web Sense.** While in contact with a web, the spider knows the exact location of any other creature in contact with the same web.

**Web Walker.** The spider ignores movement restrictions caused by webbing.

### ACTIONS

**Bite.** Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) piercing damage and the target must make a successful DC 13 Constitution saving throw or take 21 (6d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

**Web (Recharge 5-6).** Ranged Weapon Attack: +7 to hit, range 40/80 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 15 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 13, hp 15; immune to bludgeoning, poison, and psychic damage).



# VAWK

*Large beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 32 (5d10 + 5)

**Speed** 30 ft., fly 60 ft.

**STR**

16(+3)

**DEX**

14(+2)

**CON**

12(+1)

**INT**

7(-2)

**WIS**

12(+1)

**CHA**

9(-1)

**Skills** Perception +3, Stealth +4

**Senses** darkvision 60 ft., passive Perception 13

**Languages** -

**Challenge** 1 (200 XP)

**Keen Hearing and Sight.** The vawk has advantage on Wisdom (Perception) checks that rely on hearing or sight.

**Sunlight Sensitivity.** While in sunlight, the vawk has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Vawks are an odd combination of a small dragon and a giant bat. These agile creatures are extremely rare and are fiercely independent. They have jet black bodies and beautiful yellow eyes. Monster hunters are known value these beasts as exceptional mounts. Vawks mostly feed on fungi, plants, and small animals. Their lairs are most often dug out of distant stalactites hanging from the roof of the subterranean world.

**Agile Mount.** Vawks are quick, dextrous, and tough. They can race through dark caves filled with stalactites and stalagmites and twist around each obstacle with ease. Like rock wyrms, they relish their ability to fly within inches of obstacles.

**Loyal Beast.** If a strong bond is formed with a vawk, they will do anything for their rider. At times the two beings seem to act as one. There are stories of vawks protecting their riders from much larger creatures. One legendary tale details an incident where a vawk blocked the breath attack of an ancient red dragon.



## ACTIONS

**Bite.** Melee

Weapon Attack:

+5 to hit, reach

5 ft., one target.

Hit: 10 (2d6 + 3)

piercing damage.

**Claws.** Melee Weapon Attack: +5 to

hit, reach 5 ft., one target. Hit: 10

(2d6 + 3) slashing damage.



# MONSTERS BY CR AND TYPE

## ABERRATION

CR 30 | Undervoid

## BEASTS

CR 3 | Bear, Armored  
CR 2 | Boomslang  
CR 1/2 | Caterpillar, Giant Armored  
CR 2 | Darkshark  
CR 1 | Echo Gecko  
CR 1/4 | Germ Worm  
CR 1/4 | Razorfish  
CR 1/8 | Slug, Giant  
CR 5 | Spider, Monstrous  
CR 1 | Vawk

## CELESTIAL

CR 2 | Night Steed

## CONSTRUCT

CR 3 | Animated Statue  
CR 18 | Dwarvon  
CR 18 | Golem, Spider

## DRAGON

CR 19 | Dragon, Crystal  
CR 23 | Dragon, Lava  
CR 17 | Dragon, Spore  
CR 7 | Rock Wyrn

## ELEMENTAL

CR 1/2 | Diamond Dog  
CR 5 | Gargoyle, Giant  
CR 5 | Magmamental  
CR 7 | Rumbledum

## FEY

CR 8 | Dark Maiden  
CR 2 | Dark Trader  
CR 4 | Deep Guide  
CR 14 | Hag Queen  
CR 2 | Shade Stalker  
CR 1 | Spore Farmer  
CR 3 | Toadstool Fool  
CR 3 | Underworld Dryad  
CR 3 | Web Walker

## FIEND

CR 6 | Boatman  
CR 6 | Chasm Fiend  
CR 3 | Demon, Frog  
CR 2 | Demon, Snail  
CR 4 | Demon, Spider

## GIANT

CR 7 | Giant, Cave  
CR 9 | Giant, Fungi  
CR 10 | Giant, Gloom  
CR 9 | Giant, Lava  
CR 12 | Giant, Thunder  
CR 15 | Giant Queen

CR 5 | Ogre, Flying  
CR 10 | Troll, Armored  
CR 4 | Troll, Cave

## HUMANOID

CR 5 | Duergar, Assassin  
CR 4 | Duergar, Rock Knight  
CR 7 | Duergar, King  
CR 2 | Dwarf, Bear Rider  
CR 3 | Dwarf, Commander  
CR 3 | Dwarf, Crasher  
CR 10 | Dwarf, King  
CR 2 | Dwarf, Infected  
CR 8 | Dwarf, Mage  
CR 1/4 | Dwarf, Miner  
CR 2 | Dwarf, Spider Hunter  
CR 4 | Dwarf, Spy  
CR 9 | Elf, Drow Assassin  
CR 1 | Elf, Drow Infected  
CR 9 | Elf, Drow Noble  
CR 5 | Elf, Drow Ranger  
CR 1/2 | Elf, Drow Rebel  
CR 7 | Elf, Drow Rebel Mage  
CR 1 | Elf, Drow Sage  
CR 1 | Elf, Drow Spider Rider  
CR 4 | Elf, Drow Spy  
CR 2 | Gnome, Deep Elder  
CR 3 | Gnome, Deep King  
CR 2 | Gnome, Deep Ranger  
CR 4 | Goblin Queen  
CR 8 | Grim Druid  
CR 6 | Illuminai  
CR 6 | Monster Hunter  
CR 2 | Orc, Bat Rider  
CR 3 | Orc, Chieftain  
CR 1 | Orc, Infected  
CR 5 | Orc, King  
CR 2 | Orc, Scout  
CR 2 | Orc, Shaman

## LYCANTHROPE

CR 6 | Lycanthrope, Werewolf Lord

## MONSTROSITY

CR 15 | Cave Hydra  
CR 11 | Drider, Elite  
CR 12 | Fungi Worm  
CR 4 | Gangler  
CR 5 | Minotaur King  
CR 7 | Minotaur Lord  
CR 5 | Minotaur Mage  
CR 11 | Naga, Maga  
CR 9 | Roper, Giant  
CR 1/4 | Stalagbite

## OOZE

CR 2 | Gold Mold

## PLANT

CR 2 | Fungah  
CR 10 | Fungah, King

CR 4 | Fungahshaman  
CR 3 | Gloom Shroom  
CR 3 | Madcap

## TITAN

CR 30 | Behemoth

## UNDEAD

CR 1 | Careless Whisper  
CR 1 | Draugr  
CR 5 | Draugr Lord  
CR 25 | Lich King  
CR 16 | The Necromancer  
CR 4 | Nightmare Bear  
CR 6 | Shadow Knight  
CR 13 | Shadow Lord  
CR 3 | Shadow Spider  
CR 10 | Vampire, Drow  
CR 8 | Zombie, Giant  
CR 15 | Zombie King



# UNDERWORLD RACES

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## **THE DWARVES**

Far below the surface world lies the ancient dwarf kingdom. The dwarf king rules from a massive city unlike anything seen before. Dwarves are a proud, hard-working, serious race. They put their hearts into their work and guard their possessions day and night. Dwarves are perfectionists who push themselves to the limit. This lawful race doesn't always get along with the more chaotic humans and elves. The main threat to the dwarf kingdom is the orc race! These two rivals have fought wars for many years. Other conflicts continue with the goblins, duergar, and drow. The newest challenge for the dwarves is some of their own kind becoming infected by evil spores. Some dwarves use bears as mounts.

## **THE ORCS**

One of the most hated of all races is the orcs. Their brutal, chaotic nature disturbs any sense of balance in the Underworld. Many tribes live on the surface world, but a number are also active underground. These scavengers raid settlements and attack those traveling through the strange realm. A powerful king rules the tribes and uses chieftains to command large contingents. Orcs hate elves more than anything and have ongoing conflicts with the drow. They also have had many wars with the dwarves. Orcs use worgs and giant bats as mounts.

## **THE DROW (DARK ELVES)**

Worshipping a mysterious spider queen are a powerful race of dark elves known as the drow. These predatory elves live in sprawling cities in spacious caverns. The drow are cruel, intelligent, and highly skilled. Debauchery and decadence can be found everywhere in their settlements. Dark elves are closely allied with many kinds of spiders and worship the Spider Queen. The society is matriarchal, but there is a new all-male rebellion that threatens the traditional power structure. This traditional structure is organized into noble houses, clans of relatives and servants. Even within the matriarchy, there are bitter rivalries. Raids, both for gathering slaves and to cause terror, are commonplace. The drow scheme endlessly, and boldly threaten those on the surface world. These spiteful elves hate other elves more than anything. Drow use nightmares and giant spiders as mounts.

## **THE DUERGAR (GRAY DWARVES)**

The evil cousins of the dwarves are the gray dwarves. They are known as cruel subterranean slavers. Duergar are tough, physically and mentally. These dwarves have very negative attitudes and dismal outlooks on the world. Underworld magic has given them some unique powers. These humanoids are able to grow in size for periods of time with these magical powers. Once united with dwarves, they now hate their cousins. They attack in small groups and retreat quickly back to their hidden city. Duergar use spider-like creatures as mounts.

## **THE SVIRFNEBLIN (DEEP GNOMES)**

These gnomes live in fortified cavern complexes with numerous hidden tunnels. Svirfneblin are intelligent, resourceful, stubborn, and adept at hiding. These gray-skinned gnomes love gemstones and have many mines in this dark land. They are closely allied with many kinds of earth elementals. A number of svirfneblin have been enslaved by the drow. Some deep gnomes use giant centipedes as mounts.

## **THE GOBLINS**

These small humanoids are always cowardly and cruel. They enjoy gaining the upper hand on others, even to the point of torture. Goblins often show up after the chaotic orcs have attacked. Their underground lair is on an island in a subterranean lake. Leading the subterranean goblins is an unusual, independent queen.

## **THE MINOTAURS**

One of the least known races of the Underworld are the muscular minotaur monstrosities. Unlike the chaotic minotaurs on the surface world, these monsters are well organized and led by a powerful king. The king attempts to keep his herd in check with the help of influential spellcasters. Not many creatures know the Underworld better than the minotaurs. They have a deep knowledge of every tunnel and cavern.



# UNDERWORLD EVENTS TABLE

D100	EVENT		
01-02	earthquake	51-52	stalactites fall
03-04	anti-magic zone	53-54	lava bubbles up
05-06	dragon egg hatches	55-56	poisonous gas
07-08	poisonous gas	57-58	cave-in
09-10	cave-in	59-60	drow merchant caravan
11-12	water floods area	61-62	rope bridge breaks
13-14	pit trap	63-64	fungi release spores
15-16	vent shoots out steam	65-66	slaves captured
17-18	drow merchant caravan	67-68	deep gnomes fight drow
19-20	river of lava	69-70	dwarf merchant caravan
21-22	rockfall	71-72	vent shoots out steam
23-24	magical darkness	73-74	cave-in
25-26	fungi release spores	75-76	discover secret tunnel
27-28	a scream in the darkness	77-78	massive sink hole
29-30	door in cavern wall	79-80	stalactites fall
31-32	underwater river floods	81-82	strange echo
33-34	slippery cavern floor	83-84	magical darkness
35-36	stalactites fall	85-86	step on cocoon
37-38	slaves escape	87-88	net trap
39-40	fungi block path	89-90	rockslide
41-42	lost adventurers	91-92	vent shoots out steam
43-44	drow checkpoint	93-94	water floods area
45-46	strange echo	95-96	zone of madness
47-48	dwarves fight orcs	97-98	portal opens
49-50	fungi release spores	99-00	find tunnel out of Underworld

# UNDERWORLD LOCATIONS TABLE

D100	LOCATION		
01-02	ancient tomb	51-52	crystal cave
03-04	lava field	53-54	webs
05-06	old rope bridge	55-56	underground pond
07-08	labyrinth	57-58	webs
09-10	stalagmite cavern	59-60	dwarf outpost
11-12	webs	61-62	huge cavern
13-14	duergar outpost	63-64	underground river
15-16	valley	65-66	fungi forest
17-18	underground river	67-68	drow wilderness manor
19-20	narrow tunnel	69-70	gorge
21-22	dwarf city	71-72	rope bridge
23-24	chasm	73-74	narrow tunnel
25-26	drow wilderness manor	75-76	cavern full of fungi
27-28	underground lake	77-78	lava field
29-30	crystal cave	79-80	abandoned mine
31-32	ruins	81-82	stalactite cavern
33-34	stone staircase	83-84	webs
35-36	cavern full of fungi	85-86	drow keep
37-38	mine	87-88	valley
39-40	wide tunnel	89-90	fungi forest
41-42	underground waterfall	91-92	crystal eave
43-44	crystal cave	93-94	low cavern ceiling
45-46	rope bridge	95-96	dwarf dungeon
47-48	fungi forest	97-98	drow city
49-50	rock tunnels	99-00	maze of tunnels



# UNDERWORLD ENCOUNTERS TABLE —

## D100

## ENCOUNTER

01-02	dragon, lava	51-52	1d4 deep gnome, rangers
03-04	golem, spider	53-54	1d4 drow, spider riders
05-06	hag queen	55-56	1d4 dwarf, miners
07-08	giant, thunder	57-58	1d6 orc, bat riders
09-10	roper, giant	59-60	1d4 spore farmers
11-12	fungi worm	61-62	careless whisper
13-14	giant, lava	63-64	echo gecko
15-16	drow, assassin	65-66	orc, shaman
17-18	dark maiden	67-68	chasm fiend
19-20	zombie, giant	69-70	spider, monstrous
21-22	illuminai	71-72	fungah
23-24	grim druid	73-74	gloom shroom
25-26	toadstool fool	75-76	giant, cave
27-28	duergar, stone knight	77-78	madcap
29-30	monster hunter	79-80	orc, chieftain
31-32	dwarf, crusher	81-82	rumbledum
33-34	demon, frog	83-84	werewolf lord
35-36	drow, sage	85-86	drow, rebel mage
37-38	deep guide	87-88	shadow knight
39-40	1d4 dwarf, bear riders	89-90	drow, vampire
41-42	troll, cave	91-92	dragon, spore
43-44	boomslang	93-94	giant, queen
45-46	1d4 drow, rebels	95-96	dragon, crystal
47-48	1d4 diamond dogs	97-98	lich king
49-50	1d6 germ worms	99-00	behemoth

# UNDERWORLD ENCOUNTERS TABLE II—

## D100

## ENCOUNTER

01-02	ancient red dragon	51-52	1d4 swarms of bats
03-04	lich	53-54	1d6 stirges
05-06	purple worm	55-56	1d4 drow
07-08	young red dragon	57-58	1d8 grimlocks
09-10	cloaker	59-60	1d10 darkmantles
11-12	wyvern	61-62	1d6 shadows
13-14	drider	63-64	1d4 salamanders
15-16	1d8 guards, dwarves	65-66	1d8 duergar
17-18	1d6 drow	67-68	1d4 giant spiders
19-20	1d8 duergar	69-70	1d4 gricks
21-22	roper	71-72	ogre
23-24	earth elemental	73-74	1d10 drow
25-26	red dragon wyrmling	75-76	basilisk
27-28	black pudding	77-78	ghost
29-30	1d6 drow	79-80	xorn
31-32	ogre	81-82	roper
33-34	gelatinous cube	83-84	troll
35-36	1d4 giant spiders	85-86	1d8 guards, dwarves
37-38	1d6 duergar	87-88	drider
39-40	1d4 gray oozes	89-90	cloaker
41-42	1d10 darkmantles	91-92	aboleth
43-44	1d6 giant centipedes	93-94	adult red dragon
45-46	1d4 drow	95-96	behir
47-48	1d8 stirges	97-98	iron golem
49-50	1d4 darkmantles	99-00	tarrasque



# PLAYER CHARACTER SUBCLASSES

## RANGER

### MONSTER HUNTER SUBCLASS

This ranger specializes in hunting monsters in the dark, whether in the Underworld or on the surface world. They are part scholar/part warrior and it takes years to master their craft.

#### SPELLS:

3rd | hunter's mark                      13th | locate creature  
5th | pass without trace                17th | legend lore  
9th | spider climb

#### 3RD LEVEL

Darkvision 90'

**Keen Hearing and Sight.** Advantage on Wisdom (Perception) checks that rely on hearing or sight.

**Uncanny Dodge.** When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you.

#### 5TH LEVEL

Extra Attack

#### 7TH LEVEL

Gain double proficiency in History and Nature skills.

**Good Hunting.** Extra 1d8 radiant damage with weapons. Increases to 2d8 at 15th level.

#### 11TH LEVEL

**Continue the Fight.** If you hit it a creature with an opportunity attack, the target's speed is reduced to 0 until the end of the current turn. For 1 minute, you also have advantage to hit that target.

#### 15TH LEVEL

**Shadow Walk.** When in dim light or darkness as a bonus action, you can magically teleport up to 120 feet to an unoccupied space you can see that is also in dim light or darkness.

## DRUID

### CIRCLE OF THE SHROOMS SUBCLASS

This druid has a deep connection with the fungi. They enjoy the dark and are at home in the Underworld. These druids are especially adept at moving through challenging environments.

#### SPELLS:

3rd | darkvision, spider climb  
5th | fly, gaseous form  
7th | greater invisibility, stonewall  
9th | passwall, wall of stone

#### 2ND LEVEL

Immune to difficult terrain and the effects of poison.

Gain double proficiency in Nature and Survival skills.

#### 6TH LEVEL

**Natural Spores.** You can send out a number of spores (equal to your level) that manifest different spell effects. For example; a 3rd-level druid could send out spores three times before having to reset the feature with a Long Rest. The spell effects from the spores are cast at your level and use spell slots. These include the following:

**Calm spores** - Calm Emotions spell

**Charm spores** - Charm Person spell

**Healing spores** - Cure Wounds spell

**Sleep spores** - Sleep spell

**Communication spores** - Can send a telepathic message to an ally within one mile

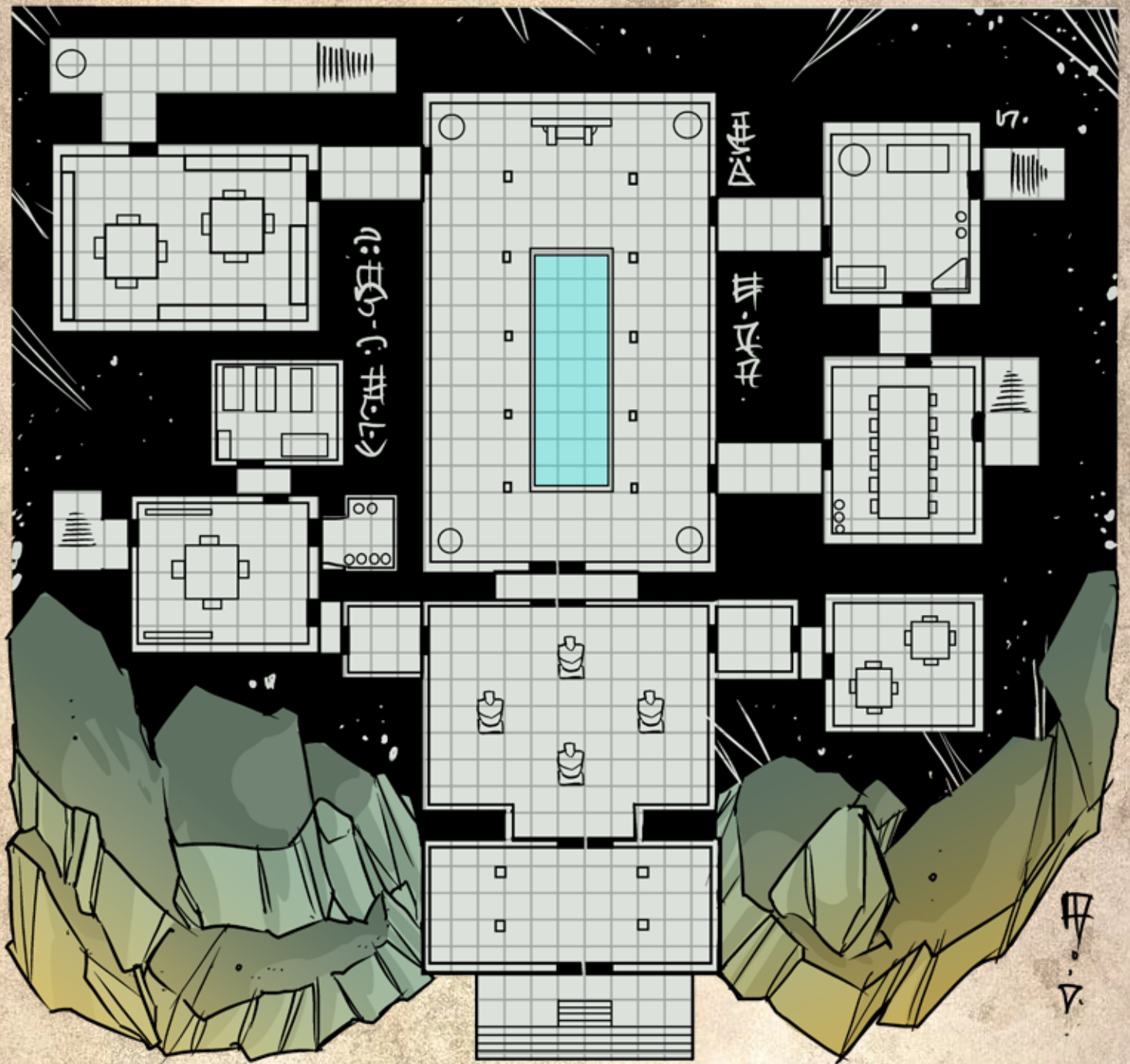
#### 10TH LEVEL

**Plant Shape.** Can Wild Shape into a mobile plant monster below CR 5. Awakened trees and fungah for example.

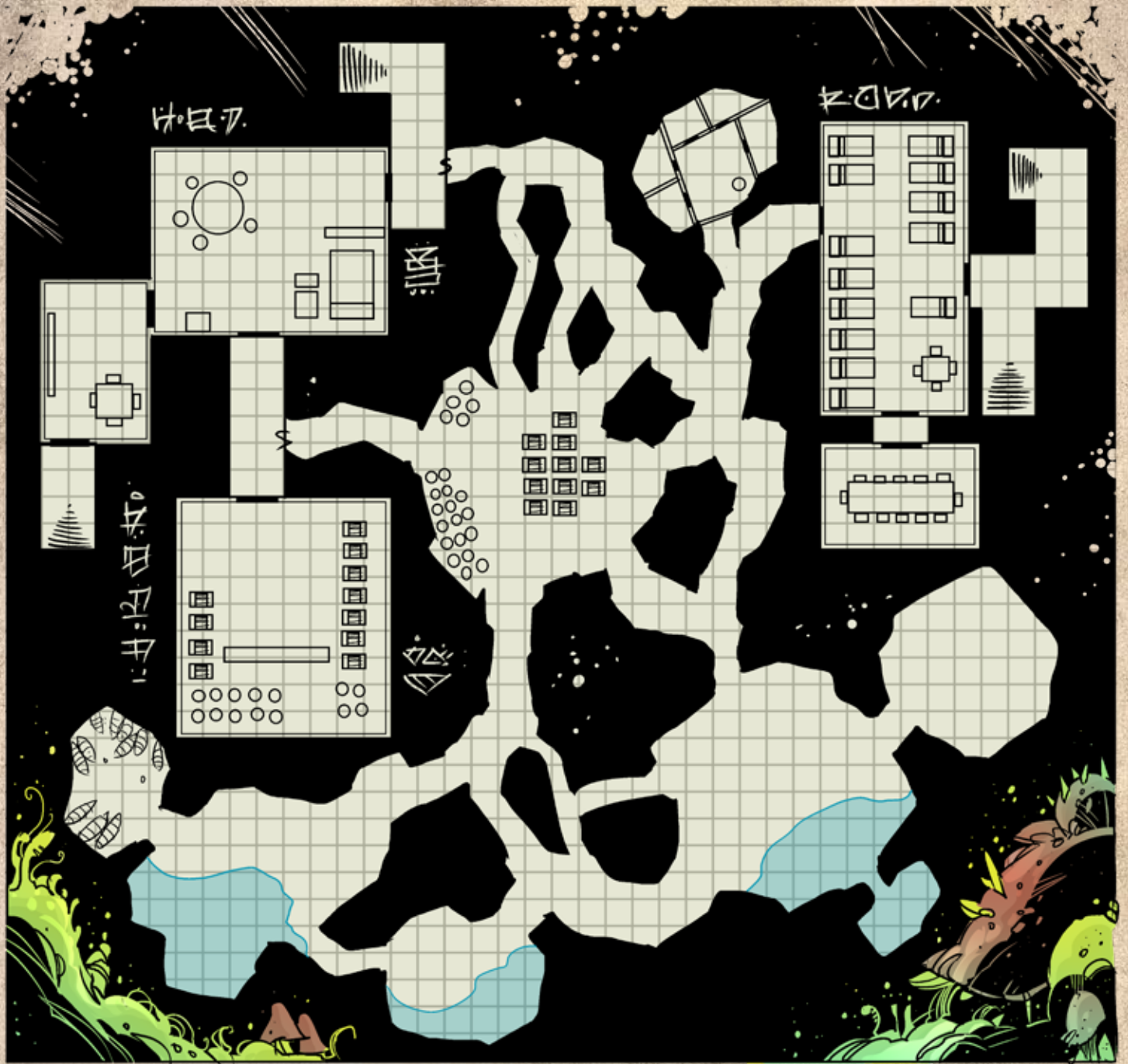
#### 14TH LEVEL

**Plant Control.** Can take control of any fungi or plant monsters under CR 7. They must obey the druid's commands.













Thanks to our playtesters, the West of the Wood Group.  
Sarah Bagshaw, Jay Pardy, Jeff Porter, Shane Birley, and Jennifer Newman.



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