



UNDERDARK DENIZENS



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An adventurer who lived to old age once said, “*In the Underdark, survival hinges on a simple rule: never go first, and never go last.*”



AURIVORE

Tiny monstrosity, unaligned

Armor Class 13

Hit Points 7 (3d4)

Speed 15 ft., climb 15 ft.

STR	DEX	CON	INT	WIS	CHA
3 (-4)	16 (+3)	10 (+0)	2 (-4)	12 (+1)	5 (-3)

Skills Stealth +5

Damage Resistances psychic

Condition Immunities charmed, frightened

Senses darkvision 60 ft., passive Perception 11

Languages —

Challenge 1/4 (50 XP)

Gold Sense. The aurivore can smell gold within a range of 120 feet. However, this sense cannot penetrate metal or stone.

Gold Consumption. The aurivore can consume gold and items made from gold. It can eat up to 100 gold pieces in a day. If no gold is available, it will eat in this order: platinum, gemstones, electrum, silver. It has an aversion to copper and will not consume it. A gemstone is considered 25 gold pieces worth of food, so it can eat up to 4 per day.

ACTIONS

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

Invisibility. The aurivore can turn invisible as an action. This effect lasts for up to 1 minute or until it attacks. It can use this ability three times per day.

ECOLOGY

The aurivore is a tiny, elusive creature commonly found in or near treasure troves. It has the ability to turn invisible, which it uses to sneak into bags containing gold. It delights in items made of gold, capable of devouring 100 gold pieces each day. This creature's diet also includes other precious materials, though it has a notable aversion to copper. Its presence often goes unnoticed until a significant portion of its host's wealth has been consumed.

It is well known that adventurers fear loss of their hard-won treasures above all else. The very thought of their gold being silently devoured by such a creature can cause great paranoia among even the most seasoned adventurers.

A telltale sign of an aurivore's presence is the peculiar sight of a treasure hoard where only copper remains. Those familiar with the peculiarities of aurivores will quickly recognize this as a strong sign that one of these creatures is nearby.

BEASTMAN

Medium humanoid (orc, human), chaotic neutral

Armor Class 13 (hide armor)

Hit Points 26 (4d8 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	8 (-1)	10 (+0)	9 (-1)

Skills Intimidation +1, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common (crude form)

Challenge 1 (200 XP)

Aggressive. As a bonus action, the beastman can move up to its speed toward a hostile creature that it can see.

ACTIONS

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

Sling. *Ranged Weapon Attack:* +3 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

ECOLOGY

Beastmen, believed to be the offspring of humans and orcs or possibly even ape, are known for their tribal and territorial nature.

They typically live in caves situated near the entrances to the Underdark. However, they tend to avoid venturing too deep into these dark realms, preferring the fringes that allow for expeditions to the surface world. These surface forays are driven by necessities such as hunting and raiding, often bringing them into conflict with nearby settlements.

The social structure of beastmen is centered around their tribal communities, where loyalty and strength are highly valued. This tribal system, combined with their inherent aggression, renders them formidable adversaries, particularly when they are defending their territory or engaging in raids. Despite their reliance on relatively crude weaponry, such as clubs and slings, their physical strength and ferocity render them a significant challenge to adventurers.

Beastmen are typically clad in hides, skinned from creatures they have hunted on the surface. Each beastman carries a hide bag containing their personal belongings, ranging from food and weapons to more unique items like gems and trophies from successful hunts. This nomadic readiness allows them to swiftly relocate should danger threaten their current dwelling.

Ivory Crafting. Despite their seemingly uncivilized nature, beastmen have developed a notable skill in crafting items from ivory, primarily sourced from

elephants. This craftsmanship is a point of pride within their tribes, showcasing a level of artistry that belies their rough exterior. In rare instances, beastmen engage in bartering with other humanoid races.



GORLASH THE TUSKED, BEASTMAN CHIEF

Medium humanoid (orc, human), chaotic neutral

Armor Class 15 (hide armor, shield)

Hit Points 58 (9d8 + 18)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	15 (+2)	10 (+0)	11 (+0)	13 (+1)

Skills Intimidation +3, Survival +2

Senses darkvision 60 ft., passive Perception 10

Languages Common (crude form)

Challenge 3 (700 XP)

Brutal Leader. Gorlash's attacks deal an extra 7 (2d6) damage to any creature with less than half its hit points remaining.

ACTIONS

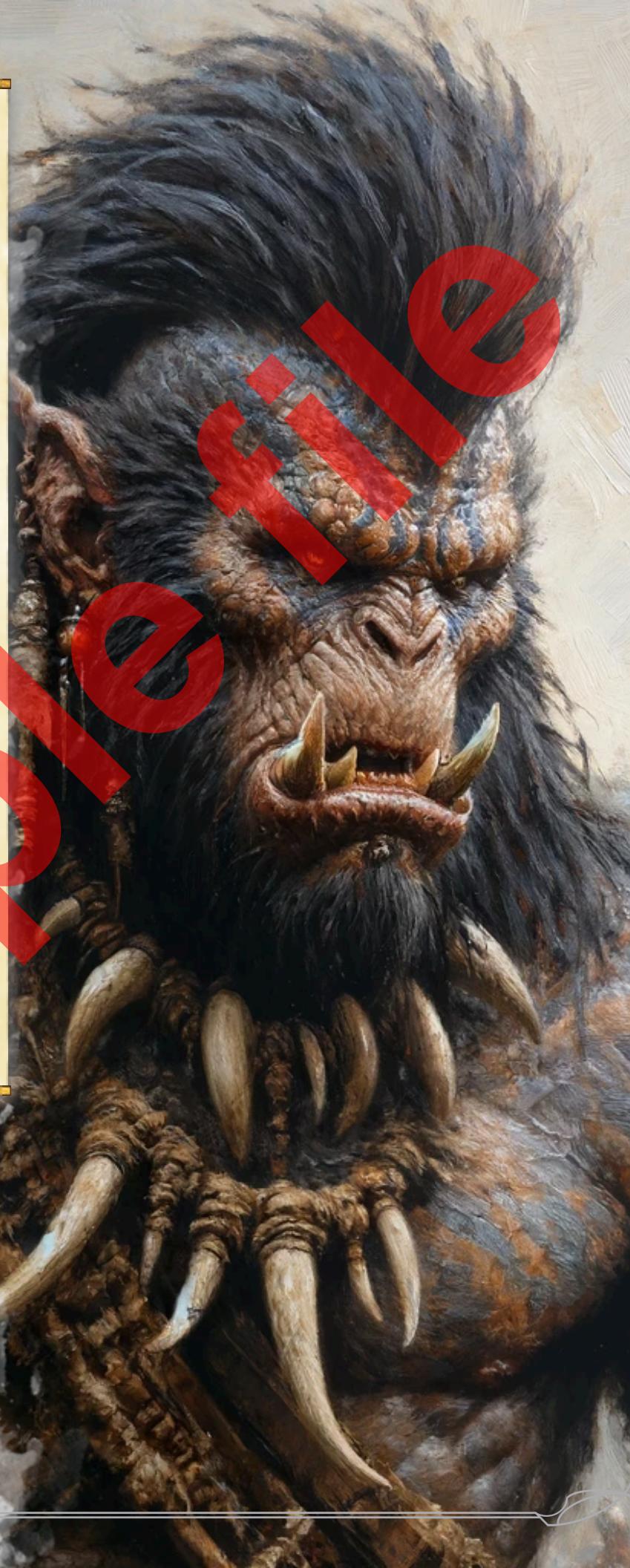
Multiattack. Gorlash makes two attacks with his maul or two with his spear.

Maul. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) bludgeoning damage.

Spear. *Melee Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 7 (1d6 + 3) piercing damage, or 8 (1d8 + 3) piercing damage if used with two hands to make a melee attack.

War Cry (Recharges after a Short or Long Rest). Gorlash lets out a mighty war cry. Each beastman ally within 30 feet of him gains advantage on attack rolls and saving throws until the end of Gorlash's next turn.

Intimidating Gaze (Bonus Action). As a bonus action, Gorlash targets one creature he can see within melee range. The target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, with disadvantage if Gorlash is within line of sight, ending the effect on itself on a success. Once successful on the saving throw, the target is immune to Gorlash's *Intimidating Gaze* for the next 24 hours.



BEASTMAN PREACHER

Medium humanoid, chaotic neutral

Armor Class 13 (natural armor)

Hit Points 31 (7d8 + 7)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	12 (+1)	9 (-1)	14 (+2)	11 (+0)

Skills Religion +2, Intimidation +3

Senses darkvision 60 ft., passive Perception 12

Languages Common (crude form)

Challenge 2 (450 XP)

Spellcasting. The beastman preacher is a 3rd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The preacher has the following cleric spells prepared:

Cantrips (at will): *light, sacred flame, thaumaturgy*

1st level (4 slots): *bless, cure wounds, guiding bolt, sanctuary*

2nd level (2 slots): *hold person, spiritual weapon*

ACTIONS

Mace (Skull Head). Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) bludgeoning damage.

Spellcasting. The beastman preacher can cast one of its prepared spells.



DARKLING

Small humanoid, neutral evil

Armor Class 13 (natural armor)

Hit Points 22 (5d6 + 5)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	10 (+0)	13 (+1)	6 (-2)

Skills Stealth +4, Sleight of Hand +4

Senses blindsight 60 ft. (blind beyond this radius), passive Perception 11

Languages Undercommon

Challenge 1/4 (50 XP)

Keen Hearing and Smell. The darkling has advantage on Wisdom (Perception) checks that rely on hearing or smell.

Pack Tactics. The darkling has advantage on an attack roll against a creature if at least one of the darkling's allies is within 5 feet of the creature and the ally isn't incapacitated.

Sunlight Sensitivity. While in sunlight, the darkling 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 (1d6 + 2) piercing damage.

Dagger. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage.

ECOLOGY

These creatures are adept at navigating the dark, treacherous environments, making use of their blindsight to move effortlessly in absolute darkness.

Role as Scavengers: Resembling rats in their ecological niche, darklings are quintessential scavengers. They feed primarily on the refuse and waste of other Underdark inhabitants. This diet includes discarded food, carrion, and other detritus found within the settlements of more advanced races like drow, duergar, or deep gnomes. Their presence is often seen as a necessary evil; while they are regarded as pests, they inadvertently provide a valuable sanitation service by consuming waste.

Social Structure: Darklings do not form their own communities. Instead, they exist as parasitic dependents within the domains of other humanoid races. They are known for their stealth and cunning, traits that allow them to live undetected. Despite their parasitic lifestyle, they rarely pose a significant threat to

their unwilling hosts, preferring to avoid direct confrontation.

Interaction with Other Races: Other races of the Underdark generally tolerate darklings, recognizing their role in the ecosystem. However, this tolerance is often strained, as darklings are known to be petty thieves, pilfering small items that are not securely stored. This behavior, combined with their general unpleasantness, ensures that they are rarely welcomed and often chased away when noticed.

Darkling Bags: A darkling cherishes its bag above all else. The Underdark adage, "*never look in a darkling's bag before breakfast*," aptly highlights the unusual and sometimes disturbing assortment of items these scavengers hoard. A few examples might include:

- Shiny Objects:** Like crows, darklings are attracted to shiny objects. These could include anything from a discarded coin or a rusty dagger to a piece of broken jewelry. They might not understand the value of these items, but the allure of their gleam in the darkness is irresistible to them.
- Decaying Food Scraps:** Darklings are not picky eaters. Their bags often contain rotting pieces of food, including moldy bread and chunks of unidentifiable meat.
- Chewy Snacks:** Rotting fingers and ears of various creatures.

DARKLING



DRAKES

Drakes, an intriguing subset of dragonkin, are known for their residence in the shadowy realms of the Underdark. As creatures inherently connected to dragons, drakes share several characteristics with their larger cousins, yet they stand apart due to their unique traits and habitats.

Typically smaller in size compared to true dragons, drakes navigate the cramped and labyrinthine environments of the Underdark with a grace and agility that their larger counterparts might find challenging. This smaller stature, however, does not diminish their presence or the threat they pose; drakes are formidable beings in their own right.

One of the most notable aspects of drakes is their spellcasting abilities. Many drakes possess innate magical talents, which can vary widely.

There exists a diverse range of drake types, each adapted to the specific conditions of their subterranean habitats. This diversity is not just in their magical abilities but also in their physical forms and behaviors. Some drakes might have adapted to stealthy hunting, while others could be more territorial and aggressive.

Flight: Most drakes are either wingless or possess only rudimentary wings, which are not suitable for flight. This adaptation is largely due to their subterranean lifestyle, as they seldom venture above ground where flight would be advantageous.

Relationship with Dragons: Dragons, creatures of immense power and pride, often view drakes with a mix of contempt and jealousy, particularly due to the drakes' notable arcane abilities. While dragons consider themselves superior in terms of size, strength, and heritage, they cannot help but feel a sense of rivalry towards the magical prowess inherent to many drakes. This underlying envy often manifests as hostility, leading dragons to either aggressively drive drakes from their territories or eliminate them altogether.

CAVE DRAKE

Large dragon, neutral

Armor Class 16 (natural armor)

Hit Points 85 (9d10 + 36)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	12 (+1)	15 (+2)	11 (+0)

Saving Throws Dex +4, Con +7, Wis +5

Skills Stealth +4, Perception +8

Damage Immunities acid

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 18

Languages Draconic

Challenge 5 (1,800 XP)

Spellcasting. The cave drake is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *druidcraft, thorn whip*

1st level (4 slots): *entangle, earth tremor* (Xanathar's Guide to Everything)

2nd level (3 slots): *spike growth, pass without trace*

3rd level (2 slots): *meld into stone, erupting earth* (Xanathar's Guide to Everything)

ACTIONS

Multattack. The cave drake 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:* 10 (1d12 + 4) piercing damage plus 5 (2d4) acid damage.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 12 (2d6 + 4) slashing damage.

Acid Breath (Recharge 6). The cave drake exhales acid in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 35 (7d8) acid damage on a failed save, or half as much damage on a successful one.

ECOLOGY

Preferring the solitude of deep caverns, cave drakes are rarely seen by surface dwellers. Their solitary nature extends to their own kind, except in the case of mated pairs, which form strong bonds and share a cave, well-separated from other creatures, including other drakes.

Cave drakes are fiercely territorial. They select lairs with strategic advantages, often choosing caves with hidden or narrow entrances that open into larger chambers. These lairs are typically near subterranean waterways, ensuring vital resources for their survival.

Breeding among cave drakes is a rare and carefully guarded event. Mated pairs lay 2 to 3 eggs annually, typically in the spring when the underground ecosystem is at its most vibrant. This seasonality coincides with the abundance of food sources, vital for the demanding task of egg incubation and rearing the young.

The eggs, precious to the drake pair, are zealously guarded. Both parents share the responsibility of protecting and incubating the eggs, displaying an unusual level of cooperation and diligence. However, the emergence of the hatchlings brings a grim reality characteristic of drakes. The first hatchling, driven by instinctual competitiveness and survival, often consumes its unhatched siblings. This brutal aspect of their life cycle ensures that only the strongest offspring survives, and as a result, typically only one young cave drake is reared each year.

CAVE DRAKELING

Small dragon, neutral

Armor Class 13 (natural armor)

Hit Points 18 (4d6 + 8)

Speed 20 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	14 (+2)	14 (+2)	6 (-2)	10 (+0)	8 (-1)

Skills Stealth +4, Perception +2

Damage Immunities acid

Senses darkvision 60 ft., passive Perception 12

Languages understands Draconic but can't speak

Challenge 1/2 (100 XP)

ACTION

Bite. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (1d10 + 1) piercing damage.

Growth: A *cave drakeling* is born with rudimentary wings, a vestigial trait from its dragon ancestry. These small, underdeveloped wings gradually diminish and eventually disappear, reflecting the creature's adaptation to its subterranean habitat where flight is often unnecessary and impractical.

At around three months of age, a significant milestone in a *cave drakeling*'s development occurs – the emergence of its breath weapon. This ability, a defining characteristic of dragonkin, begins to manifest in a rudimentary form and gradually strengthens as the drakeling matures. This breath weapon, typically acid-based, becomes a crucial tool for defense and hunting in the dark corridors of the caves.

Upon reaching the age of one year, the drakeling undergoes another crucial phase of development, the awakening of its spellcasting abilities. This marks the

drakeling's transition into a more formidable creature. The spells it learns are typically aligned with its environment, favoring earth and stone-related magic.

It is worth noting that the variety in a *cave drake*'s magical repertoire is largely influenced by the teachings and guidance of their parents. In the early years, a young *cave drake* is tutored by its parents in the arcane arts, with the specific spells passed down varying significantly from one family unit to another.

This individualized teaching method means that each *cave drake*'s spellcasting abilities are shaped by the knowledge and preferences of its parent drakes. For instance, a *cave drake* raised by parents proficient in manipulating earth and stone might learn spells like *meld into stone* or *erupting earth*, while another, whose parents have mastered manipulation of the underground flora, might learn spells that influence plant growth or communicate with subterranean creatures.

For DMs, this aspect of *cave drake* lore opens up creative opportunities in designing these creatures for their campaigns. They are encouraged to customize the spell lists of *cave drakes* to suit the environment in which the drake is encountered. This flexibility allows for a diverse range of magical abilities, adding an element of surprise and variability in encounters.



CAVE DRAKE



CAVE DRAKELING



COLDFANG DRAKE

Large dragon, neutral

Armor Class 16 (natural armor)

Hit Points 75 (10d10 + 20)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	15 (+2)	7 (-2)	11 (+0)	10 (+0)

Condition Immunities charmed, frightened

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 10

Languages Draconic

Challenge 4 (1,100 XP)

Antimagic Presence. The coldfang drake emits a 30-foot radius antimagic field, similar to the *antimagic field* spell. Within this area, magic items become temporarily mundane, and spells and other magical effects are suppressed.

Magic-Devouring Bite. If the drake's bite attack hits a target wearing or wielding a magical item, that item must succeed on an Item Death Save. The save DC is 8, and the item receives a bonus to this save based on its rarity: +2 for Uncommon, +4 for Rare, +6 for Very Rare, and +7 for Legendary items. On a failed save, the item permanently loses its magical properties. If multiple items could be targeted by the bite, it is left to the DM to decide which must save.

ACTIONS

Multiattack. The coldfang drake makes three attacks: one with its bite, one with its claws, and one with its tail.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) piercing damage.

Claws. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (2d4 + 4) slashing damage.

Tail. *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage. If the target is a creature, it must succeed on a DC 14 Strength saving throw or be knocked prone.

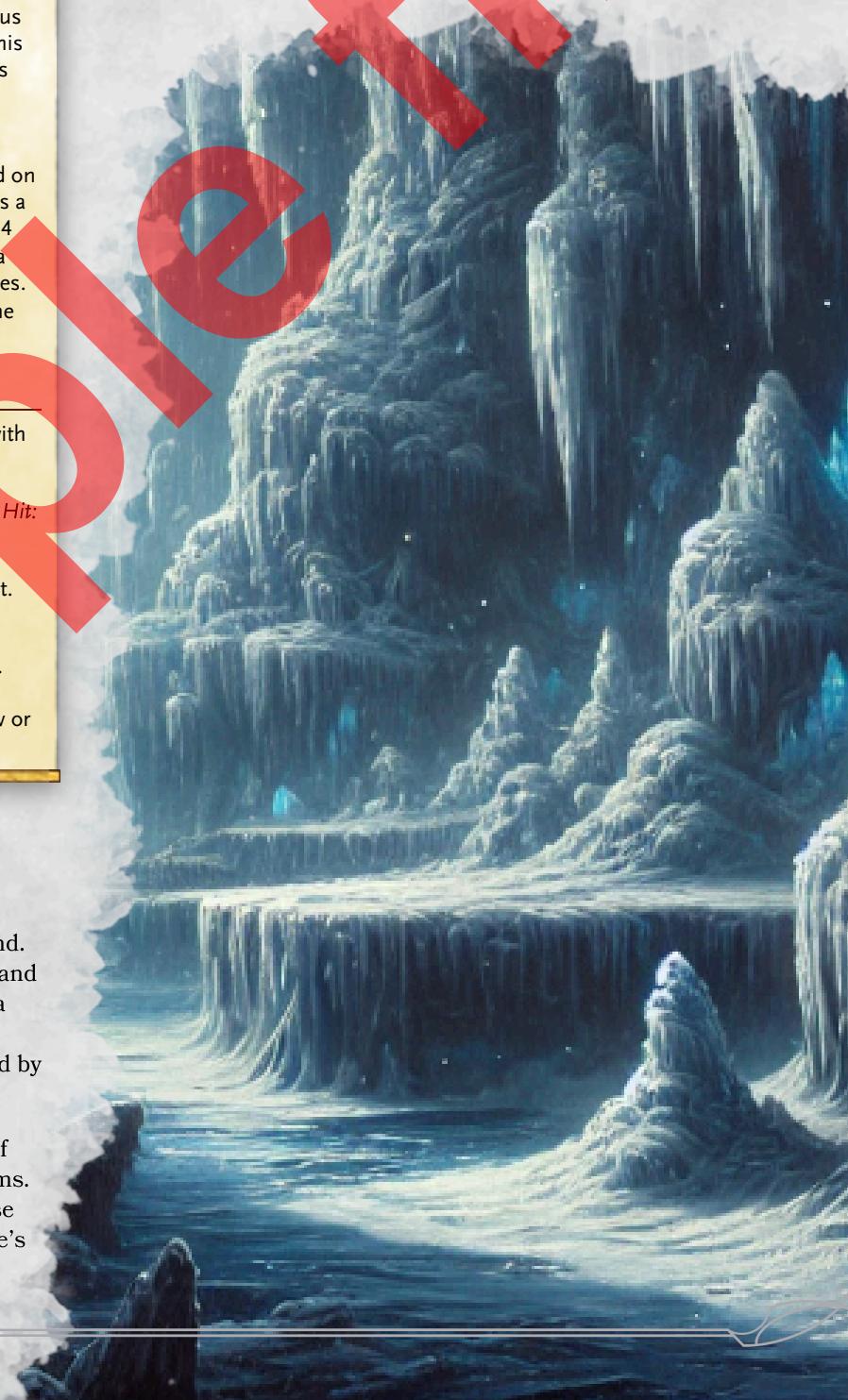
ECOLOGY

Paradoxical Nature: Coldfang drakes stand as an enigmatic contradiction within the realm of drakekind. In sharp contrast to their kin, who typically embody and harness magical energies, coldfang drakes possess a potent antimagic aura. This often results in their isolation, as they are shunned and sometimes hunted by their inherently magical brethren.

Hoard of the Coldfang Drake: An intriguing aspect of coldfang drakes is their interaction with magical items. Any magical items in the drake's hoard gradually lose their potency due to prolonged exposure to the drake's

antimagic aura. This effect is temporary. Once removed from the drake's presence, these items begin to regain their magical properties after a period of at least one week. Numerous adventurers have raided a drake's hoard only to overlook items that seemed mundane, unaware of their suppressed magical nature.

Role in the Ecosystem: In the broader ecosystem, coldfang drakes play a unique role. They are natural regulators of magical creatures and phenomena. In regions where magic is rampant or unchecked, the presence of a coldfang drake can restore a certain balance. Adventurers often harbor a greater fear of coldfang drakes than other more lethal creatures, due to the drakes' ability to permanently nullify the magic in their cherished equipment.



COLDFANG DRAKE



LAVA DRAKE

Large dragon, chaotic neutral

Armor Class 19 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	18 (+4)	10 (+0)	13 (+1)	14 (+2)

Damage Immunities fire

Senses darkvision 60 ft., passive Perception 11

Languages Draconic

Challenge 9 (5,000 XP)

Lava Skin. Any creature that hits the lava drake with a melee attack while within 5 feet of it takes 9 (2d6+2) fire damage.

Regeneration in Lava. While in contact with lava, the lava drake regains 15 hit points at the start of its turn.

Arcane Recovery in Lava. When the lava drake spends at least 1 hour in lava, it regains expended spell slots, which can have a combined level that is equal to or less than half its spellcaster level (rounded up).

Spellcasting. The lava drake is a 7th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It has the following sorcerer spells prepared:

Cantrips (at will): *fire bolt, light, prestidigitation*

1st level (4 slots): *burning hands, shield*

2nd level (3 slots): *scorching ray, heat metal*

3rd level (3 slots): *fireball, flame arrows*

4th level (1 slot): *wall of fire*

ACTIONS

Multiattack. The lava drake makes three attacks: one with its bite and two with its claws.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Claw. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) slashing damage.

Lava Breath (Recharge 5–6). The lava drake exhales molten lava in a 30-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 52 (15d6) fire damage on a failed save, or half as much damage on a successful one.

ECOLOGY

Habitat: Lava drakes make their lairs in areas where molten lava flows freely, often near volcanic activity or deep within the earth where the planet's heat is most intense. These areas, rich in geothermal energy, provide the perfect backdrop for its fiery nature.

Behavior: One of the most remarkable behaviors of the lava drake is its habit of bathing in lava pools. This not only allows them to regulate their body temperature but also allows them to regenerate.

Adaptation: Due to their extreme living conditions, lava drakes have developed a unique physiology that not only withstands but thrives in the presence of intense heat. Their scales are akin to natural armor, capable of deflecting both physical attacks and extreme temperatures.

Role in the Ecosystem: Lava drakes are apex predators. Their presence often dictates the ecological hierarchy, as few creatures can challenge them in such fiery domains. They are crucial in maintaining the delicate balance of these extreme ecosystems, influencing the distribution and behavior of other heat-tolerant species.

LAVA DRAKE



STONE DRAKE

Large dragon, unaligned

Armor Class 18 (natural armor)

Hit Points 136 (16d10 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	10 (+0)	16 (+3)	8 (-1)	12 (+1)	7 (-2)

Saving Throws Dex +3, Con +6, Wis +4

Skills Perception +7, Stealth +3

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities petrified, poisoned

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 17

Languages Terran

Challenge 7 (2,900 XP)

Stone Form. Every melee weapon strike against the stone drake risks damaging the weapon due to its stony hide. The chance of a weapon breaking or being damaged depends on its quality:

- **Non-magical Weapons:** 50% chance of breaking upon hitting the stone drake.
- **Common Magic Weapons:** 25% chance of taking a permanent -1 penalty to damage rolls (minimum damage 1).
- **Uncommon Magic Weapons:** 20% chance of taking a permanent -1 penalty to damage rolls.
- **Rare Magic Weapons:** 15% chance of taking a permanent -1 penalty to damage rolls.
- **Very Rare Magic Weapons:** 10% chance of taking a permanent -1 penalty to damage rolls.
- **Legendary Magic Weapons:** 5% chance of taking a permanent -1 penalty to damage rolls.

Spellcasting. The stone drake is a 5th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). It has the following druid spells prepared:

Cantrips (at will): *mold earth, stone fist*

1st level (4 slots): *earth tremor, entangle*

2nd level (3 slots): *spike growth, earthen grasp*

3rd level (2 slots): *meld into stone, erupting earth*

ACTIONS

Multiattack. The stone drake makes two attacks: one with its bite and one with its tail.

Bite. *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 17 (2d10 + 6) piercing damage.

Tail. *Melee Weapon Attack:* +8 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Petrifying Breath (Recharge 5–6). The stone drake exhales petrifying gas in a 15-foot cone. Each creature in that area must make a DC 15 Constitution saving throw. On a failed save, a creature begins to turn to stone and is restrained. The restrained creature must repeat the saving throw at the end of its next turn. On a success, the effect ends on the creature. On a failure, the creature is petrified for 1 hour.

ECOLOGY

The stone drake is a reclusive creature, thriving in the most secluded caverns of the world. Its collection of stone statues, a silent menagerie representing creatures that have unfortunately crossed its path, is striking. These statues, once living beings petrified by the drake's breath, are meticulously arranged in haunting displays. Over time, they have become overgrown with various fungi and lichen, adding an eerie, yet beautiful, aspect to these underground galleries.

In this shadowy realm, the stone drake finds companionship in an unlikely ally – the sporelocks. These sentient fungal creatures share the drake's appreciation for the damp, dark environment of the deep caves. A symbiotic relationship has evolved between them. The sporelocks thrive among the stone statues, deriving nourishment from the organic remnants left on the petrified forms.

Sample file

DROW PACK LIZARD (DROW MULE)

Large beast, unaligned

Armor Class 12 (natural armor)

Hit Points 52 (7d10 + 14)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	15 (+2)	2 (-4)	12 (+1)	5 (-3)

Skills Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages understands Drow but can't speak

Challenge 3 (700 XP)

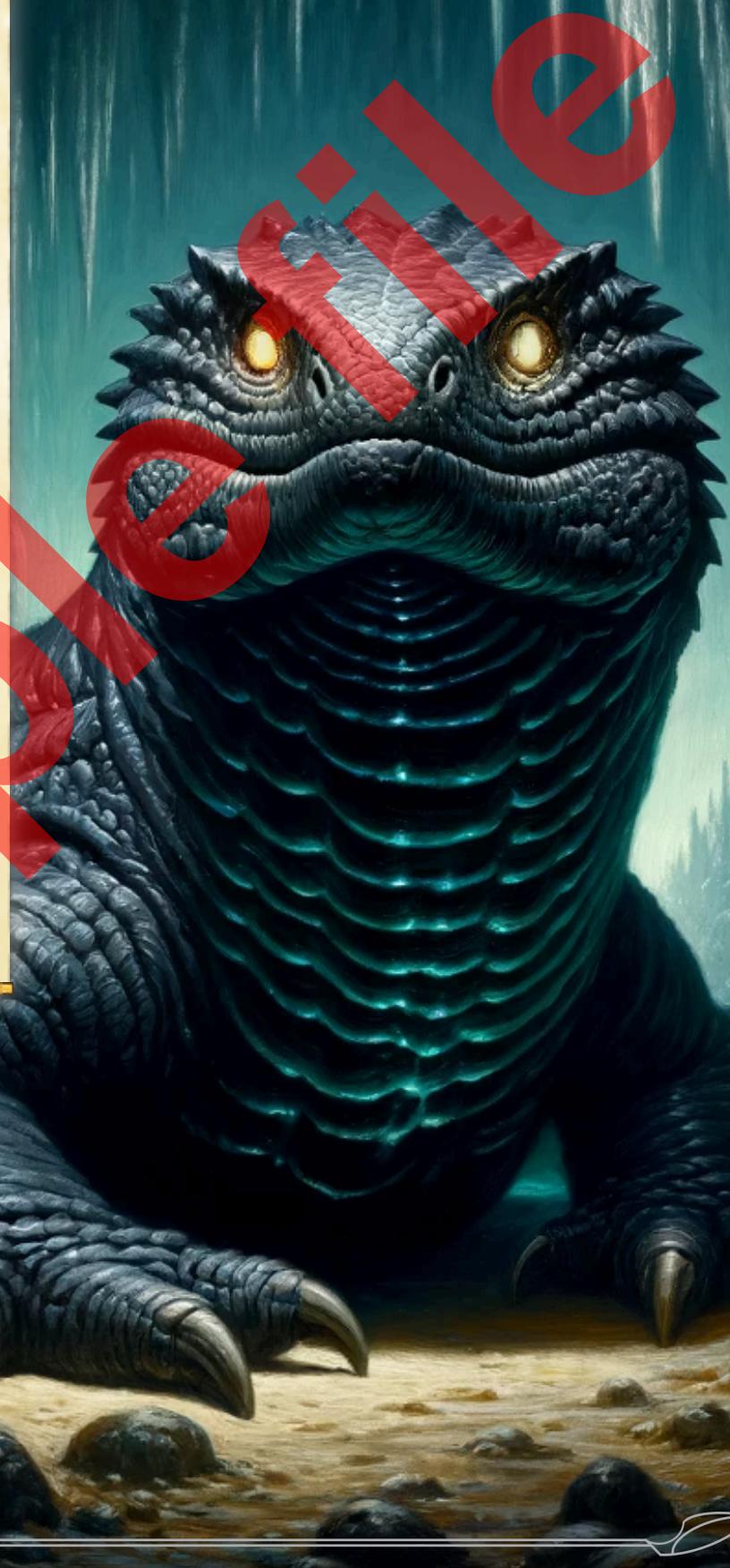
Fire Aversion. The lizard has disadvantage on attack rolls, ability checks, and saving throws when it can see fire or when taking fire damage.

Pack Beast. The lizard is trained to carry drow supplies. It can bear up to 600 pounds, but its speed is reduced to 20 ft. if it carries more than 300 pounds.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d10 + 3) piercing damage.

Swallow. The lizard makes one bite attack against a Small or smaller creature it is grappling. If the attack hits, the target is swallowed, and the grapple ends. The swallowed target is blinded and restrained, it has total cover against attacks and other effects outside the lizard, and it takes 5 (2d4) acid damage at the start of each of the lizard's turns. The lizard can have only one creature swallowed at a time. If the lizard takes 15 damage or more on a single turn from the swallowed creature, it must succeed on a DC 14 Constitution saving throw at the end of that turn or regurgitate the swallowed creature, which falls prone in a space within 10 feet of the lizard. If the lizard dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 5 feet of movement, exiting prone.



DROW SLAYER

Medium humanoid (Elf), neutral evil

Armor Class 15 (leather armor)

Hit Points 78 (12d8 + 24)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	14 (+2)	12 (+1)	13 (+1)	10 (+0)

Skills Stealth +8, Acrobatics +8, Perception +5

Senses darkvision 120 ft., passive Perception 15

Languages Common, Elvish, Undercommon

Challenge 7 (2,900 XP)

Fey Ancestry. The drow slayer has advantage on saving throws against being charmed, and magic cannot put them to sleep.

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

At will: *dancing lights*

1/day each: *darkness, faerie fire*

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

Sneak Attack (1/turn). The drow slayer can make a Sneak Attack against a creature it has advantage on or if it has an ally within 5 feet of the target. The Sneak Attack damage is 3d6 extra piercing damage. The drow slayer can use this ability once per turn.

Garrote Attack (Surprise Only). If the drow slayer gains surprise on its target, it can attempt to garrote the target. If one of the slayer's Poisoned Dagger attacks succeeds, the target must make a DC 15 Dexterity saving throw. On a failed save, the target is silenced for 1 minute, unable to speak and cast spells with verbal components. The silence effect cannot be ended prematurely through a saving throw, but it can be ended by receiving an amount of healing equal to or greater than the damage inflicted by the attack.

ACTIONS

Multattack. The drow slayer makes two attacks with any combination of its trio of poisoned daggers.

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

Poisoned Dagger. Melee Weapon Attack: +8 to hit, reach 5 ft., one target. **Hit:** 7 (1d4 + 4) piercing damage plus poison effect (choose one):

- **Sleep Poison:** The target must succeed on a DC 15 Constitution saving throw or fall unconscious for 1 minute. The target awakens if it takes damage or if another creature uses an action to wake it.
- **Silence Poison:** The target must succeed on a DC 15 Constitution saving throw or be unable to cast spells with a verbal component for 1 minute. The creature has the opportunity to attempt another saving throw when its turn ends to end the effect.
- **Damage Poison:** The target takes an additional 14 (4d6) poison damage.

REACTION

Uncanny Dodge. When an attacker that the drow slayer can see hits them with an attack, they can use their reaction to halve the attack's damage against them.

Role: Drow slayers are a rare breed of assassins, typically reserved for the elimination of high-profile targets. These deadly operatives are notorious for their ability to blend seamlessly into the shadows, striking fear into the hearts of those who oppose their enigmatic masters. While they are native to the subterranean realms of the Underdark, drow slayers have been known to venture into the surface world under the cover of darkness. The assassin finds the drow's innate spellcasting abilities, such as *darkness* and *faerie fire*, exceptionally advantageous for their craft.

Operating primarily during the night, these cunning assassins carry out their missions with a meticulous precision that leaves no room for error. Their presence on the surface is often part of a larger scheme to further the hidden agendas of their enigmatic overlords, the drow. Whether it is political intrigue, espionage, or the elimination of key adversaries, drow slayers are the shadowy enforcers who ensure the success of their masters' dark ambitions.

Sample file