

5e Fiendopedia:

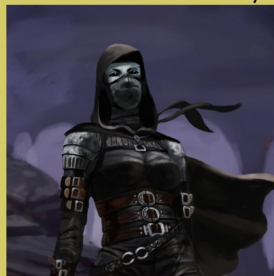
Underground Humanoids



Morlock
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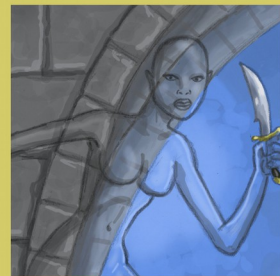
Dark Creeper



Dark Stalker



Derro



Skulk

Inkwell Ideas



5e Fiendopedia: Underground Humanoids

Monsters compatible with the 5th edition of the world's most famous fantasy role-playing game.

Credits

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The 5e Fiendopedia is designed to augment the monsters available to a game master. Each monster has its own page, including a wonderful color illustration. Print them out, hole-punch them, and place them in a binder. Keep a binder of just those used in your campaign. Sort them by name, challenge, environment or any other way you need them. More 5e Fiendopedia are forthcoming with even more creatures!

Feedback/Notice a Mistake?

If you see something that seems off or a way to enhance a creature, please send the comment to support@inkwellideas.com. We have the opportunity to fix it and put out an update for everyone's benefit.

Dark Creeper

Small Humanoid (dark folk), Chaotic Neutral
Challenge 1/2 (100 XP)

Filthy, reeking black rags wrap this small humanoid from head to toe, leaving only its hands and pale white nose visible.



Armor Class 15 (rag armor; see Traits)

Hit Points 16 (3d6+6)

Ecology

Environment any underground

Organization solitary, pair, gang (3–6), or clan (20–80 plus 1 dark stalker per 20 dark creepers)

Treasure standard (dagger, black poison [3 doses], other gear)

Str	Dex	Con	Int	Wis	Cha
10 (+0)	17 (+3)	15 (+2)	9 (-1)	10 (+0)	8 (-1)

Speed 30 ft.

Skills Perception +4, Sleight of Hand +6, Stealth +11

Senses see in darkness, passive Perception 14

Languages Dark Folk

Actions

Poisoned Short Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6+3 slashing damage and see Poison Use below.

Death Throes. When a dark creeper dies, its body bursts in a flash of bright light, leaving its gear behind. All creatures in a 10ft. Radius must make a Constitution 13 saving throw or be blinded for 1d6 rounds. Other dark folk are automatically blinded for at least one round.

Sneak Attack. Once per round with a finesse or ranged weapon, if it has advantage, it does an extra 1d6 damage.

Traits

Poison Use. Dark creepers often coat weapons with a foul-smelling sticky black paste distilled from fungi found in deep caverns. Creatures struck by a poisoned weapon must make a DC 13 Constitution save or take 1d4 poison damage and be poisoned for one minute. The target may attempt to save again at the end of each of its turns. Unless it succeeds it takes an extra 1d4 points of damage.

Light Sensitivity. While in bright light, the dark creeper suffers disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Rag Armor. Its rags are as effective as leather armor.

See in Darkness. A Dark Creeper can see perfectly in any darkness, even strong magical darkness.

Spell-Like Abilities:

At-will: *darkness*, *detect magic*

Dark creepers lurk in the black places deep below the surface of the world, venturing forth at night or into neighboring societies when the urge to steal and cause mayhem grows too great to resist. Endless layers of filthy, moldering black cloth shroud these small creatures, leading some to believe that the creature inside is smaller still. Usually encountered in groups, dark creepers flee from bright light, but are quite brave in the dark.

Dark creepers stand just under 4 feet tall and weigh 80 pounds. Their flesh is pale and moist, and their eyes are milky white. Dark creepers exude a foul stench of sweat and spoiled food, owing primarily to the fact that they never take off their clothing—instead piling on new layers when the outermost one grows too ragged.

For all the mayhem and trouble a pack of dark creepers can cause, this is nothing compared to the dangers a tribe led by the taller, even more sinister dark stalkers represents. Dark creepers treat their tall, lithe masters almost like gods, presenting them with offerings and obeying their every whim. Invariably, several dark stalkers serve as leaders to dark creeper tribes, with all of the tribe's heavy work and labor falling on the diminutive shoulders of the creepers, freeing the dark stalkers for their own decadent pleasures. Yet the dark creepers themselves see no inherent imbalance in this arrangement—to a dark creeper, a life in the servitude of a dark stalker is a life fulfilled.

Dark Stalker

Medium Humanoid (dark folk), Chaotic Neutral
Challenge 3 (700 XP)

This tall humanoid's pale brow and black, soulless eyes are all that can be seen above a black scarf around its face.



Armor Class 18 (leather armor and natural)

Hit Points 47 (8d8+12)

Ecology

Environment any underground

Organization solitary, gang (1 dark stalker and 2–5 dark creepers), or clan (20–80 creepers +1 stalker/20 creepers)

Treasure NPC gear (leather armor, short swords [2], black smear [6], other treasure)

The strange and mysterious dark stalkers are the undisputed leaders of dark folk society. Deep underground, these creatures dwell in strange villages (some rumors suggest entire cities) built of stone and fungus in remote caverns where they are served and worshiped by their coarser, diminutive kin, the dark creepers. Dark stalkers come to the surface rarely, but when they do it is on a mission, and with a force of creatures such that it never ends well for those they seek to rob or torment.

Dark stalkers are tall, lithe humanoids with incredibly pale skin. They constantly wear multiple layers of dark cloth and black leather armor, yet unlike their lesser kin, a dark stalker's garb is always clean and spotless. Each dark stalker carries a pair of short swords—they prefer these weapons to all others. Dark stalkers are 6 feet tall and weigh 100 pounds.

In a fight, dark stalkers are not above sacrificing lesser creatures, including dark creepers, to win the day or cover their retreat if things go poorly. They hate well-lit areas and always prefer to fight under the cover of darkness. Dark stalkers rarely fight to the death if it can be avoided, preferring to slip away if things begin to look grim.

The origins of dark folk are shrouded in mystery, made more difficult to decipher by the fact that the dark stalkers do not keep records of their history. Many scholars believe that, just as the drow descended from elves, so too must the dark folk have descended from humanity, their eerie powers and spell-like abilities the result of generation upon generation of devotion to profane and sinister magic. Alas, the truth of the race's history may never be known.

Str	Dex	Con	Int	Wis	Cha
14 (+1)	18 (+4)	14 (+2)	9 (-1)	10 (+0)	12 (+1)

Speed 30 ft.

Skills Perception +6, Sleight of Hand +5, Stealth +8

Senses see in darkness, passive Perception 16

Languages Dark Folk, Undercommon

Actions

Multiattack. A dark creeper makes two short sword attacks.

Poisoned Short Sword. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 1d6+4 slashing damage and see Poison Use below.

Death Throes. When a dark stalker dies, its body bursts in a flash of bright light. All creatures in a 10ft. Radius must make a Dexterity 15 saving throw or be blinded for 1d6 rounds. Other dark folk are automatically blinded for at least one round.

Sneak Attack. Once per round with a finesse or ranged weapon, if it has advantage, it does an extra 3d6 damage.

Traits

Poison Use. Dark creepers often coat weapons with a foul-smelling sticky black paste distilled from fungi found in deep caverns. Creatures struck by a poisoned weapon must make a DC 13 Constitution save or take 1d4 poison damage and be poisoned for one minute. The target may attempt to save again at the end of each of its turns. Unless it succeeds it takes an extra 1d4 points of damage.

Light Sensitivity. While in bright light, the dark stalker suffers disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

See in Darkness. A Dark Creeper can see perfectly in any darkness, even strong magical darkness.

Spell-Like Abilities:

At-will: *darkness, detect magic, fog cloud*

Derro

Small Humanoid, Chaotic Evil
Challenge 2 (450 XP)

This pale blue humanoid has bulging white eyes, wild hair, four-fingered hands, and a large hooked club called an Aklys.



Armor Class 17 (leather armor and natural)
Hit Points 34 (4d8+12)
Immunities (Condition) confusion, madness.

Str	Dex	Con	Int	Wis	Cha
12 (+1)	15 (+2)	18 (+4)	10 (+0)	6 (-2)	15 (+2)

Speed 20 ft.

Skills Perception +0, Stealth +6

Senses darkvision 60ft., passive Perception 10

Languages Aklo, Undercommon

Actions

Aklys. *Melee/Ranged Weapon Attack:* +5 to hit, reach 5 ft., or range 20ft./--. one target. *Hit:* 1d6+1 piercing damage. May also make trip attacks at range. If hit, target must make a DC 13 Dexterity saving throw or be knocked down.

Short Sword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d6+2 slashing damage.

Repeating Light Crossbow, Poisoned. *Ranged Weapon Attack:* +5 to hit, range 80/320ft., one target. *Hit:* 1d8+1 piercing damage. Reloads 5 bolts in one move action. On a failed DC 13 Constitution save, the target is poisoned for one hour.

Traits

Sunlight Vulnerability. A derro loses one hit point each hour it is exposed to sunlight, including the effects of a *daylight* spell.

Spell-Like Abilities.

At-will: *darkness*, *minor illusion* (audio only).

1/day: *thunderwave*.

Ecology

Environment any underground

Organization solitary, team (2–4), squad (5–8 plus 1 sorcerer of 3rd–5th level), or band (11–20 plus 30% noncombatants plus 3 sorcerers of 3rd–8th level)

Treasure NPC Gear (leather armor, short sword or aklys, repeating light crossbow w/10 poison bolts, other treasure)

Though derros dwell deep under most of the surface world's cities, very few know of the sadistic creatures' existence. Descended from mysterious fey that once dwelt deep underground, the derros lust for the comforts of the surface, yet the light of the sun causes them to blister, burn, and die. Derros often abduct surface dwellers to perform hideous experiments on them in their never-ending quest to divine what protects those who dwell above from the burning death, yet the intrinsic madness that plagues all derros dooms these experiments to failure every time. In the end, traumatized victims are returned to their homes, memories not quite completely wiped of their ordeal, to live the rest of their lives in vague fear of a nightmare they can't quite recall.

A typical derro fights with a short sword or a repeating light crossbow with plenty of poison bolts. Some derros also carry an aklys—a hooked throwing club attached to a 20-foot- long cord. This cord limits the club's range, but allows the derro to retrieve it as a move-equivalent action after it has been thrown.

Derro leaders are typically sorcerers of at least 3rd level, although they also make excellent rogues. Many derros wield strange and unusual weapons like hooked polearms, eerie whistling aklyses, long hollow spears that can be filled with toxins, or crystalline throwing wedges that shatter on impact to create horrific bleeding wounds.

A derro stands 3 feet tall and weighs 70 pounds.

Morlock

Medium Humanoid, Chaotic Evil
Challenge 1 (100 XP)

Skin pale as a slug's belly, eyes huge and bulging, this thing crawls the wall like a spider, but it is hideously humanoid.



Armor Class 15 (natural armor)
Hit Points 30 (4d6+16)
Immunities (Condition) poisoned

Ecology

Environment any underground
Organization solitary, pair, band (3-6), or tribe (7-18)
Treasure standard

Degenerate humans long lost from the world of light, morlocks have regressed through years of subterranean dwelling into ravenous, barely thinking beasts of the endless night. They no longer remember the civilized lives their ancestors led, although many morlock tribes still dwell in the shattered ruins of their ancient homes. Ironically, in many cases morlocks worship the statues left behind by these ancestors as their gods. Morlock priests of such ancestor worship have access to the domains of Darkness, Earth, Madness, and Strength. A typical morlock stands just over 5 feet tall and weighs roughly 150 pounds.

Morlocks move about on two legs at times, but often drop down to a creepy four-limbed shuffle when speed or stealth is necessary. Their wiry, often emaciated frames mask the strength of their limbs and their swift reactions.

Morlocks typically give birth to broods of three to four babies at a time, ravenous creatures born with a full set of teeth and a cannibalistic predisposition. The first few weeks of a brood's life must be carefully mothered to prevent attrition—it usually takes that long for the morlock young to overcome their natural inclination to feed on whatever is closest.

Morlocks mature quickly, achieving adulthood after only 5 years of life. A typical morlock can live to a ripe old age of 60—although the majority of their kind die far sooner than that due to violence.

Str	Dex	Con	Int	Wis	Cha
16 (+3)	19 (+4)	14 (+2)	5 (-3)	12 (+0)	6 (-2)

Speed 40 ft., climb 30 ft.

Skills Acrobatics +8, Stealth +6 (+10 in caves)

Senses darkvision 120ft., passive Perception 12

Languages Undercommon

Actions

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

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 1d4 piercing damage.

Traits

Scent. A morlock was advantage on Perception checks that are smell-related.

Light Sensitivity. While in bright light, the morlock suffers disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Expert Climber. A morlock can cling to cave walls and even ceilings as long as the surface has hand- and footholds. It is treated as constantly being under a nonmagical version of the spell *spider climb*, save that it cannot cling to smooth surfaces.

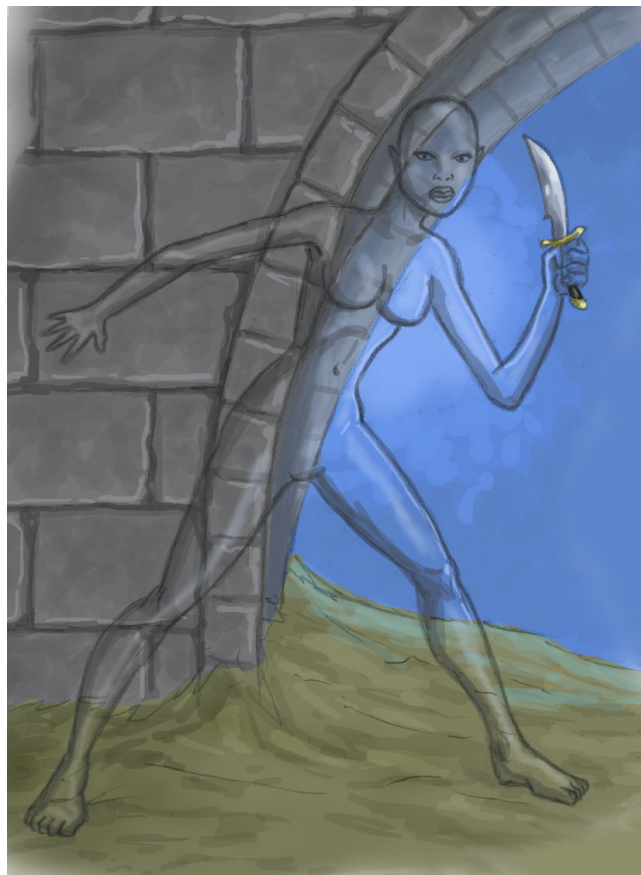
Leap Attack. As a standard action, a morlock may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a morlock does not provoke attacks of opportunity for leaving a threatened square.

Swarming. Morlocks dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

Skulk

Medium Humanoid, Chaotic Evil
Challenge 1 (100 XP)

This smooth-skinned, hairless humanoid has penetrating eyes and skin that shifts and changes to mimic his surroundings.



Armor Class 12
Hit Points 21 (3d8+6)

Str	Dex	Con	Int	Wis	Cha
11 (+0)	15 (+2)	14 (+2)	10 (+0)	14 (+2)	8 (-1)

Speed 30 ft.

Skills Perception +5, Stealth +12

Senses passive Perception 15

Languages Common, Undercommon

Actions

Short Sword. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 1d6+0 piercing damage.

Dagger. *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60ft., one target. *Hit:* 1d4+0 piercing damage.

Sneak Attack. Once per round with a finesse or ranged weapon, if it has advantage, it does an extra 1d6 damage.

Traits

Camouflaged Step. Skulks can pass through forest and subterranean settings almost without a trace. Add +10 to the DC to track a skulk in these environments.

Chameleon Skin. A skulk makes Dexterity (Stealth) checks with advantage. To do so, its skin can change colors and even match patterns. However, if more than ¼ of the skulk's body is clothed, it may not use this ability. A skulk will also usually hide small items behind itself.

Ecology

Environment any land or underground

Organization solitary, pair, band (3-8), or tribe (9-16)

Treasure standard (short sword, 2 daggers, other treasure)

Skulks are a race of cowardly and lazy humanoids that live on the fringes of society, stealing what they need and doing what they must—even committing casual murder—to survive. Their unabashed cowardice is perhaps their most widely known trait, but skulks don't see themselves as particularly craven. Instead, they view their dishonorable behaviors as the most expedient method of survival. They hate most other humanoids, viewing them as lazy and foolish, and think nothing of sneaking into a home, killing all the residents, and burglarizing what they can carry off without getting caught.

Skulks travel in small groups, rarely forming tribes of more than 16, for in larger groups bickering quickly leads to violent infighting. Murder between skulks is not uncommon, but they understand safety in numbers, and most frown upon treason within a group that is already relatively small, punishing traitors with a quick death. When possible, they set up camps in discreet spots near other settlements, commonly inhabiting sewers, caves, or forests—though their unsavory, murderous tactics often force them to relocate before local law enforcement, quickly alerted to their presence once the remains of a family of victims are discovered, finds them.

Skulks are roughly the same size as a human, averaging 6 feet tall, though they are significantly more gangly and nimble, and commonly weigh only 140 pounds. Skinny arms and legs help them sneak around obstacles and squeeze into narrow spaces. Skulks can live up to 50 years, though most die from violence long before that. Although skulks have racial Hit Dice, they generally advance in power by taking class levels. Rogue is a favorite choice among skulks, for their natural abilities at stealth and sneak attacks fit well with this choice, but they also excel in the roles of clerics, fighters and rangers who specialize in ranged weapons, and rarely as wizards (particularly illusionists).

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