

TROGLODYTE KING

The troglodyte king is a powerful and cunning leader among the savage reptilian humanoids known as troglodytes. Taller, stronger, and smarter than most of its kin, the troglodyte king is a force to be reckoned with in any trog society, and a danger to travelers who enter its domain. Unlike lesser troglodytes, the troglodyte king has a measure of intelligence, and a wicked sense of humor.

Cruel Pranksters. Troglodyte kings are notorious for their love of cruel jokes and practical pranks. They take pleasure in tormenting prisoners and victims, subjecting them to strange and twisted forms of torture and humiliation before devouring them.

Natural Diplomats. Despite their love of sadistic entertainment, troglodyte kings are not mindless brutes. Many are skilled negotiators, and can be persuaded to parley with other races or join forces against a common enemy. However, they are quick to betray any alliance that no longer suits their interests.

Lair Guardians. The troglodyte king's lair is a grim place, filled with bones, filth, and strange treasures collected from past raids. Troglodyte kings are fiercely protective of their lairs, and often surround them with traps and ambushes. They command the loyalty of their subjects, who serve as guards and minions, ready to defend their king to the death.

“Me king! You not strong enough to challenge me. My clan and me, we own these tunnels. You go back up to the soft world, or I send you there myself. You no match for my warriors and me. You smell bad and weak, like a surface dweller. Me and my kin, we rule these tunnels. You no trespass here.”
– Glakk, King of Tunnels.



TROGLODYTE KING

Large humanoid (troglodyte), chaotic evil

- **Armor Class** 14 (natural armor)
- **Hit Points** 161 (14d10 + 84)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	23 (+6)	10 (+0)	14 (+2)	16 (+3)

- **Saving Throws** Str +7
- **Skills** Athletics +7, Intimidation +6, Stealth +4
- **Damage Resistances** acid
- **Senses** darkvision 60 ft., passive Perception 12
- **Languages** Common, Troglodyte
- **Challenge** 6 (2,300 XP)

Chameleon Skin. The troglodyte king has advantage on Dexterity (Stealth) checks made to hide.

Stench. Any creature other than a troglodyte that starts its turn within 5 feet of the troglodyte king must succeed on a DC 15 Constitution saving throw or be poisoned until the start of the creature's next turn. On a successful saving throw, the creature is immune to the stench of all troglodyte for 1 hour.

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

ACTIONS

Multiattack. The troglodyte king makes three attacks: one with its bite and two with either its claw.

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

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

Acid Spray (Recharge 5-6). The troglodyte king spits acid in a line 15 feet long and 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 27 (6d8) acid damage on a failed save, or half as much damage on a successful one. In addition, any nonmagical metal weapon that takes damage from this attack corrodes. After taking damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that takes damage from this attack is also destroyed.

BONUS ACTION

King's Command (1/Day). As a bonus action, the troglodyte king can issue a command to its troglodyte

followers within 60 feet that it can see and hear. The troglodyte gain advantage on their next attack roll or ability check made before the end of their next turn, as they heed the king's call to action.



DARKGORES

Darkgores are a fearsome breed of orc, goblinoid and beast creatures that have gained a taste for rotten flesh. Their appetite for carrion has given them an bizarre resilience, allowing them to shrug off wounds that would cripple weaker creatures. Some darkgores have even developed horns, red eyes, and jagged iron-like teeth, giving them a demonic appearance. Darkgores are experts in detecting and assessing the quality of carrion, using their keen senses to track down the most savory meals. They have an uncanny knack for finding hidden graveyards and battlefields, and they often fight over the best corpses.

Bound to the Beast. Darkgores are bound to beasts that have been chosen for their ability to endure rot and decay. These creatures, often large rats, are transformed into horrifying monstrosities through dark magic, with darkgores permanently bound to their new forms. The darkgores have an innate ability to control the beasts, using them as mounts or weapons of terror.

Undead Resilience. The darkgores' love of rotting flesh has given them an unusual resilience to disease and decay. They are immune to most natural poisons and diseases. They are also able to subsist on the meat of undead creatures, which would sicken or kill most other beings.

Rotting Stench. Darkgores emit a powerful odor of decay that can sicken those unaccustomed to it. This stench can also mask their approach, allowing them to get closer to their prey undetected. Some darkgores have learned to weaponize this stench, spitting gobs of rotten flesh at their enemies to spread disease.

“Orcs not like puny humans. Slash puny humans with big axe! Crush bones, spill blood! Us strong, no fear. We take what we want, when we want. Humans weak, no match for Darkgore Orcs. We eat their flesh, drink their blood. Make them suffer, make them scream!”

– Ogg, The Darkgore Chieftain.

DARKGORE ORC

Darkgore orcs are a foul breed of orc creatures with a sickly greenish-gray skin and a stench of decay that emanates from their rotting flesh. They are notorious for their love of putrid and spoiled meat, and their appearance reflects this preference. Many darkgore orcs have grown twisted horns and jagged teeth that look like iron spikes, giving them a menacing and grotesque appearance.

Their foul and putrid nature grants them various abilities that allow them to spread decay and disease wherever they go. Darkgore orcs have a natural immunity to most diseases, and they can transmit their own diseases to other creatures with a bite or scratch. They can also secrete a poisonous slime from their skin that can cause paralysis and blindness in their enemies, making them easy targets for the darkgore orcs to finish off.

DARKGORE ORC

Medium humanoid (orc), chaotic evil

- **Armor Class** 13 (hide armor)
- **Hit Points** 68 (8d8 + 32)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	18 (+4)	6 (-2)	10 (+0)	6 (-2)

- **Skills** Perception +4, Stealth +3, Survival +2
- **Damage Resistances** poison
- **Condition Immunities** poisoned
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** Common, Orc
- **Challenge** 3 (700 XP)

Disease Carrier. The Darkgore Orc is immune to disease and can carry up to three different diseases at a time without being affected by them (See the Expanded Afflictions chapter).

Putrid Stench. Any creature that starts its turn within 10 feet of the Darkgore Orc must succeed on a DC 14 Constitution saving throw or become poisoned until the start of its next turn.

ACTIONS

Multiattack. The Darkgore Orc makes two attacks: one with its bite and one with its greataxe.

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage plus 7 (2d6) poison damage. If the target is a humanoid creature, it must succeed on a DC 14 Constitution saving

throw or become infected with a random disease that the Darkgore Orc is carrying.

Greataxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 9 (1d12 + 3) slashing damage.

Poisonous Slime (1/Day). The Darkgore Orc can secrete a poisonous slime from its skin as an action. Each creature within 5 feet of the Darkgore Orc must make a DC 14 Constitution saving throw. On a failed save, a creature takes 10 (3d6) poison damage and is paralyzed for 1 minute. On a successful save, a creature takes half as much damage and isn't paralyzed. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BONUS ACTIONS

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



DARKGORE ORC CHIEFTAIN

Medium humanoid (orc), chaotic evil

- **Armor Class** 13 (hide armor)
- **Hit Points** 102 (12d8 + 48)
- **Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	9 (-1)	10 (+0)	8 (-1)

- **Skills** Perception +4, Stealth +3, Survival +2
- **Damage Resistances** poison
- **Condition Immunities** poisoned
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** Common, Orc
- **Challenge** 4 (1,100 XP)

Disease Carrier. The Darkgore Orc Chieftain is immune to disease and can carry up to three different diseases at a time without being affected by them (See the Expanded Afflictions chapter).

Putrid Stench. Any creature that starts its turn within 10 feet of the Darkgore Orc Chieftain must succeed on a DC 14 Constitution saving throw or become poisoned until the start of its next turn.

ACTIONS

Multiattack. The Darkgore Orc Chieftain makes two attacks: one with its bite and one with its greataxe.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) piercing damage plus 7 (2d6) poison damage. If the target is a humanoid creature, it must succeed on a DC 14 Constitution saving throw or become infected with a random disease that the Darkgore Orc Chieftain is carrying.

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

Poisonous Slime (1/Day). The Darkgore Orc Chieftain can secrete a poisonous slime from its skin as an action. Each creature within 5 feet of the Darkgore Orc Chieftain must make a DC 14 Constitution saving throw. On a failed save, a creature takes 10 (3d6) poison damage and is paralyzed for 1 minute. On a successful save, a creature takes half as much damage and isn't paralyzed. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BONUS ACTIONS

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

Chieftain's Command (1/Day). As a bonus action, the Darkgore Orc Chieftain can issue a command to its orc followers within 60 feet that it can see and hear. The orcs gain advantage on their next attack roll or ability check made before the end of their next turn, as they heed the chieftain's call to action.



DARKGORE GOBLIN

Darkgore goblins are a variant of goblinoid creatures that share the same putrid and foul nature as their darkgore orc kin. They have a similar sickly greenish-gray skin, twisted horns, and jagged teeth that look like iron spikes. However, darkgore goblins are smaller and more agile than their orc counterparts, allowing them to sneak up on their enemies and deliver a deadly bite.

Like darkgore orcs, these goblins have a natural immunity to most diseases, and they can transmit their own diseases to other creatures with a bite. They also have a putrid stench that can sicken and weaken their enemies, making them easier to take down. darkgore goblins are often used as scouts and assassins by more powerful orc leaders.

DARKGORE GOBLIN

Medium humanoid (goblinoid), chaotic evil

- **Armor Class** 14 (hide armor)
- **Hit Points** 22 (4d6 + 8)
- **Speed** 30 ft.

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

- **Skills** Perception +4, Stealth +4, Survival +2
- **Damage Resistances** poison
- **Condition Immunities** poisoned
- **Senses** darkvision 60 ft., passive Perception 14
- **Languages** Common, Goblin
- **Challenge** 1 (200 XP)

Disease Carrier. The Darkgore Goblin is immune to disease and can carry up to three different diseases at a time without being affected by them (See the Expanded Afflictions chapter).

Putrid Stench. Any creature that starts its turn within 10 feet of the Darkgore Goblin must succeed on a DC 12 Constitution saving throw or become poisoned until the start of its next turn.

ACTIONS

Bite. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one target. *Hit:* 2 (1d4) piercing damage plus 7 (2d6) poison damage. If the target is a humanoid creature, it must succeed on a DC 12 Constitution saving throw or become infected with a random disease that the Darkgore Goblin is carrying.



DARKGORE RATS

These are monstrous rodents that have been twisted by the corrupting influence of the darkgore orcs and goblins. Their teeth are razor-sharp and constantly grow, jutting out of their mouths in all directions, while their tails are long and hairless with a bulbous tip.

Despite their grotesque appearance, Darkgore Rats are surprisingly swift and agile, able to climb up walls and across ceilings with ease. Their keen senses allow them to detect their prey from a distance, and they are fearless when it comes to attacking larger creatures. The darkgore orcs and goblins have tamed these rats and use them as mounts, riding on their backs as they swarm into battle. When in combat, the Darkgore Rats will swarm their enemies, biting with their sharp teeth, infecting them with the various diseases that they carry.

DARKGORE RAT

Large monstrosity, chaotic evil

- **Armor Class** 16 (natural armor)
- **Hit Points** 45 (6d10 + 12)
- **Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	15 (+2)	3 (-4)	12 (+1)	5 (-3)

- **Skills** Perception +5
- **Damage Resistances** poison
- **Condition Immunities** poisoned
- **Senses** darkvision 60 ft., passive Perception 15
- **Languages** —
- **Challenge** 2 (450 XP)

Disease Carrier. The Darkgore Rat is immune to disease and can carry up to three different diseases at a time without being affected by them (See the Expanded Afflictions chapter).

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

Putrid Stench. Any creature that starts its turn within 10 feet of the Darkgore Rat must succeed on a DC 12 Constitution saving throw or become poisoned until the start of its next turn.

ACTIONS

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

poison damage. If the target is a humanoid creature, it must succeed on a DC 12 Constitution saving throw or become infected with a random disease that the Darkgore Rat is carrying.



