

MORLOCK

Morlocks are a semi-intelligent species of humanoids who live in subterranean caverns. Because of their albinism, they are frequently referred to as "white apes" or even "white orcs" by less enlightened above-ground-dwellers—both terms are incorrect, as the species does not descend from primates or elves, respectively. Instead, morlocks trace their origins to dwarves.

Despite their aggressive, stubborn nature, morlock societies are rather well-organized. Typically, morlocks gather in tribes of 50 to 150 of their kind all led by the most intelligent and dangerous member of their species, colloquially referred to as a "war chief." The war chiefs often exhibit innate psionic powers, which grants them an edge in combat.

Morlock hovels tend to be home to other subterranean creatures that share a symbiotic relationship with the humanoids. Within a typical hovel, one can find bats, gricks, subterranean lizards, spiders, and fungal creatures.

MORLOCK

Medium humanoid (morlock), chaotic evil

Armor Class 12 (natural armor)
Hit Points 19 (3d8 + 6)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	15 (+2)	6 (-2)	10 (+0)	7 (-2)

Skills Stealth +3
Senses darkvision 120 ft., passive Perception 10
Damage Immunities poison
Condition Immunities poisoned
Languages Undercommon
Challenge 1/2 XP

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

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

Actions

Multiattack. The morlock makes two fist attacks.

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

Rock. *Ranged Weapon Attack:* +5 to hit, range 25/50 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage.

MORLOCK HOVEL RANDOM ENCOUNTERS

d8 Encounter

1	1d4+2 albino apes
2	1d2 giant spiders
3	1d3 gricks
4	1 morlock with 1d4 grimlock slaves
5-7	3d6 morlocks
8	1d4+1 swarms of bats

MORLOCK WAR CHIEF

Medium humanoid (morlock), chaotic evil

Armor Class 12 (natural armor, 14 with *mage armor*)
Hit Points 45 (6d8 + 18)
Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	17 (+3)	8 (-1)	12 (+1)	9 (-1)

Saving Throws Int +1, Wis +3
Skills Intimidation +1, Stealth +3
Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 120 ft., passive Perception 11
Languages Undercommon
Challenge 2 (450 XP)

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

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

Innate Spellcasting (Psionics). The morlock's innate spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). It can cast the following spells, requiring no components:

At will: *animal friendship*, *detect magic*,
mage armor, *prestidigitation*
3/day each: *faerie fire*, *thunderwave*

Actions

Multiattack. The morlock makes two attacks with its greatclub.

Greatclub. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage.

Rock. *Ranged Weapon Attack:* +6 to hit, range 25/50 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.