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TWILIGHT TUNNELS

BIOME

A subterranean fantasy biome including 12 creature statblocks, 4 plants, 2 hazards, and 4 battlemaps

TWILIGHT TUNNELS

Frinki cursed loudly as he tripped over another rock. "What is this crap?" he complained. "Why can't we walk along the top like any normal gnome? And what's wrong with this darkness, anyway? Why can't I see anything?"

"You can't see anything because it's not normal darkness." A bright light flared up, illuminating the gloom. Bionica stood a few steps before them, holding a glowing stone in one hand. "Only daylight is capable of breaking through this magical darkness. And as for your first question, there's a lot to explore down here that's perfect for my notes." Without paying attention to the others, she continued on her way.

"Why does she always get to decide where we go?" whined Frinki.

"Because it always makes exciting things happen," Tog countered, sauntering behind her.

"You must mean dangerous things!"

Selanor raised his eyebrows. "Since when do you mind dangerous things?"

"It bothers me when I can't see anything while doing it!" Offended, Frinki followed Bionica.

The elf sighed, "What have I gotten myself into with you guys."

Frinki was about to retort something indignantly when suddenly they heard a loud roar.

"What was that?" asked Selanor alertly but giving Bionica a reproachful look as if he suspected she was hiding something from them again.

"The roar?" Bionica waved it off. "It was probably just the dragon digging the tunnels down here."

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Credits

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created 4 battlemaps specifically made for this biome. At the end of the PDF you can find low-resolution versions of them. Contact Timothy directly on Twitter or Instagram to get the full-resolution 4k versions of the maps.

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Cover: *Twilight Tunnels* by Büşra Özçelikörs



Trove of Lore

TWILIGHT TUNNELS

Water droplets can be heard falling from the tunnel ceiling and collecting in small puddles on the rocky ground. The air is cold and damp but not stuffy, even though the dark tunnels reach deep underground. The widely ramified tunnel system, consisting of horizontal and vertical tunnels, now and then interrupted by crevices and ravines, was dug into the rock over many years by a slate dragon. No one knows who first laid siege to this place, the dragon or the slate rock. And then there is the impenetrable darkness that even magic cannot conquer. Only daylight can dispel the shadows. But how is it supposed to get hundreds of meters underground?

The twilight tunnels are an underground, widely branching system of passages dug by a slate dragon. The predominant rock is slate. The tunnels vary in size and are occasionally interrupted by narrow cracks or deep gullies. Due to the unnatural way of formation, the tunnels run not only horizontally through the rock but also vertically, which makes it much more challenging to walk through. In addition, there is the magical darkness, which can neither be broken by magical light nor bypassed by the night vision of creatures. The only way to avoid this darkness is by daylight.

Plants. Due to the prevailing darkness and the resulting lack of light and nutrients, the few plants found here have to find other ways to sustain themselves. Many have become carnivores, hunting for quick prey, just like many creatures do. Their survival tactics are as creative as they are unusual.

Creatures. The creatures in the twilight tunnels are small and mostly blind. Well camouflaged as stones or with strong hands to dig more burrows, they make their mischief in the tunnels, some much more dangerous than others.

TWILIGHT TUNNELS

Heavy Darkness. The tunnels are shrouded in a heavy magical darkness. Only sunlight pierces through, and darkvision distances are quartered.

Daylight. Confusingly, the spell *daylight* does not create sunlight. If a spell or effect creates sunlight, it explicitly specifies the light to be sunlight.

HAZARDS

COLLAPSING TUNNELS

Collapsing Speed 45 (2d8 × 5) feet

Collapsing Distance 274 (8d20 + 190) foot

Source Distance 157 ((1d4 + 1) × 45) foot

Challenge 4

Phases. A collapsing tunnel encounter is split into three distinct phases. Depending on the cause and how dangerous you want to make it, the players are first going to learn about the coming danger sooner or later. They are able to make minor preparations. Once the time for preparations is over, the chase begins, as the party has to outrun the collapse or avoid it some other way. Lastly, once the collapse has stopped, some remaining effects will have to be dealt with for a while, and victims might require care or rescue.

PHASE 1: THE RUMBLE

Ready to Rumble. The closer the cause for the collapse is and the more perceptive the party is, the longer time they have to prepare.

A character making a Wisdom (Perception) check can hear the sound of creaks forming, rocks tumbling, and a rumbling in the tunnels ahead. The party has a number of rounds to prepare before the collapse will either reach them or start in their current location equal to the rolled total divided by 5, rounded down.

The party can have a maximum number of rounds to prepare equal to the distance between the party and the source of the collapse divided by 45, rounded up.

PHASE 2: THE CHASE

Phase 2 ends, once the tunnel has collapsed a total distance of 274 (8d20 + 190) feet because of the *charge* trait.

Ear-shattering. All Wisdom (Perception) checks based on sound are made at disadvantage, as the loud sounds of stones falling and rolling drown out nearly all other noises.

Dangerous Terrain. The area where the tunnel has already collapsed is difficult terrain, and for every 30 feet a creature moves through it, it must succeed on a DC 15 Dexterity saving throw or take 3 (1d6) bludgeoning damage.

Charge. At initiative count 1, the collapse spreads in all directions for 45 (2d8 × 5) feet, causing rubble in previously collapsed areas to shift and roll. Any creature within this area or previously collapsed areas must make a DC 15 Dexterity saving throw, taking 7 (2d6) bludgeoning damage on a failed save, or half as much damage on a successful one.

Additionally, creatures that failed their save are buried in the collapsed tunnel. A buried creature is restrained and cannot breath.

A creature that succeeded on their saving throw is not restrained and is able to breath, but must escape from the collapsing area or continue to make the saving throw every round, suffering the consequences as if the tunnel just collapsed above them.

Any creature may spend its action to attempt a DC 15 Strength (Athletics) check to free a buried creature within range, which is freed and prone on a success.

Obstacles. At initiative count 20, randomly choose one of the following obstacles to further hinder the party's escape from the tunnels.

Dust. The collapsing tunnels cause a lot of dust to stir up. Everything within 60 feet of the collapsed area is heavily obscured (vision is blocked; creatures are effectively blinded) until initiative count 20 of the next round.

After that, everything within 60 feet of the collapsed area is lightly obscured (creatures have disadvantage on Wisdom (Perception) checks that rely on sight) until initiative count 20 of the round after that.

Crack. A fissure opens in the tunnel, 47 (1d6 × 5 + 30) feet away from the edge of the collapsed area. The fissure widens 2 foot at initiative counts 20, 15, 10, and 5 until it reaches a maximum width of 22 (4d10) feet. The fissure is 14 (2d8 + 5) feet deep.

Thin gap. Minor collapses in front of the characters have caused a tunnel to become far narrower. 100 feet away from the collapsed tunnel area, the tunnel has reduced to a width of 1 (1d4 - 1) (minimum of 1) feet, for a length of 7 (2d6) feet.

Dead end. The character furthest along must make a DC 10 Wisdom (Survival) check, as the path splits in front of them. On a success, the character successfully interprets the air movement to avoid a dead end. On a failure, they move 22 (1d8 × 5) feet into the wrong direction, with anyone following them doing the same (unless they purposefully choose the other way). Once at that distance, they realise the dead end and must backtrack the same distance to continue the other way.

PHASE 3: THE AFTERMATH

Phase 2's dangerous terrain trait still applies.

Settling. Dust still hangs in the air, spreading before it settles. Everything within 300 feet of the collapsed area is heavily obscured for the next minute, and lightly obscured for 1 hour after that.

Reminder: Jumping. A character can always cover a number of feet equal to their Strength score in a long jump if they have a running start of at least 10 feet. Every jumped foot requires one foot of movement. Landing on difficult terrain requires a DC 10 Dexterity (Acrobatics) check to prevent landing prone.

VERTICAL TUNNEL

Combat hazard

At initiative count 20, if at least one creature is climbing on the walls of the tunnel, randomly choose one of the following two effects to happen:

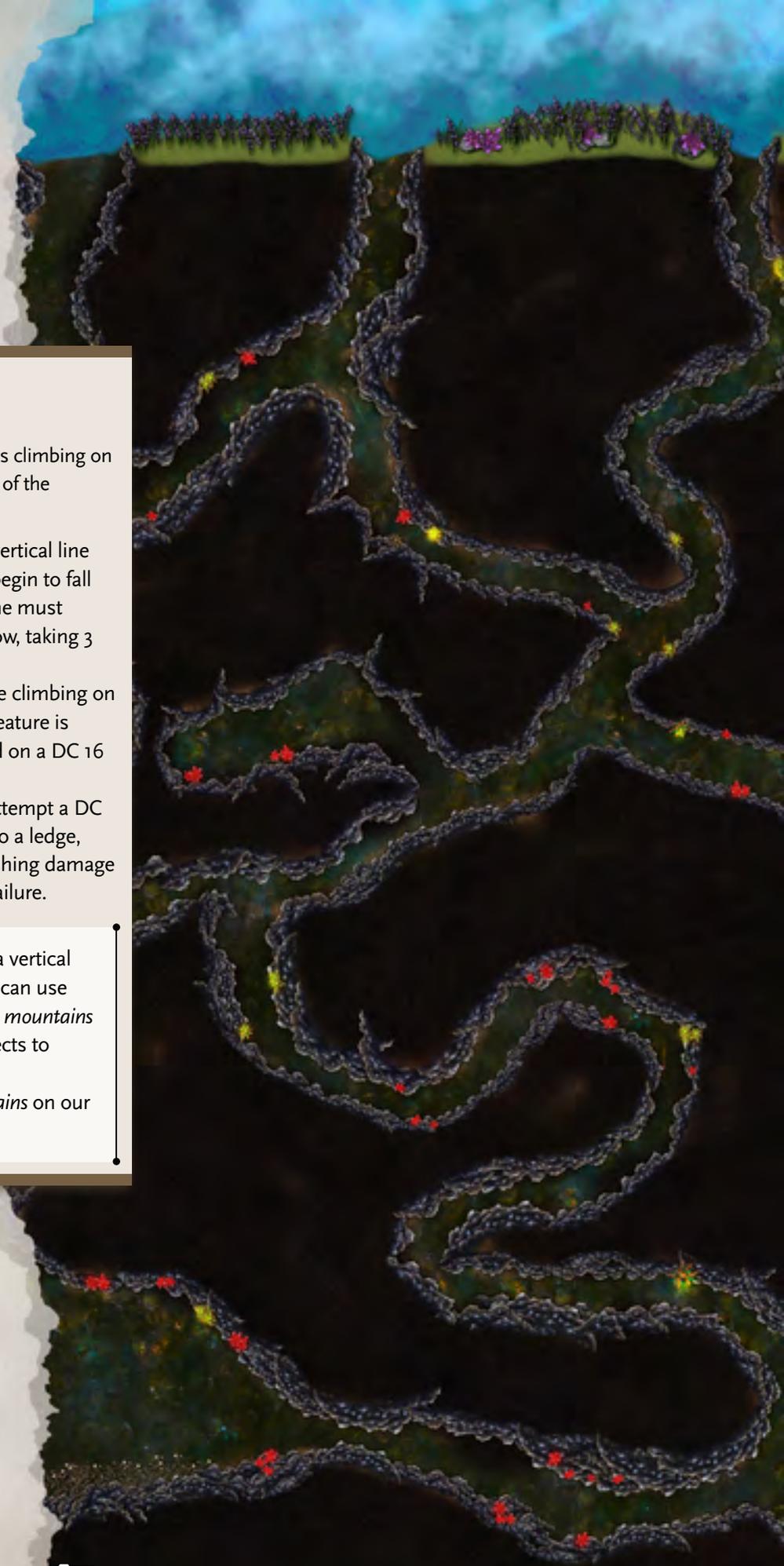
Rocks fall. Randomly choose a 5-foot wide vertical line down the tunnel, along its walls. Rocks begin to fall down the line. Any creature within the line must succeed on a DC 14 Dexterity saving throw, taking 3 (1d6) bludgeoning damage on a failure.

Hold breaks. Randomly choose one creature climbing on the tunnel walls. One of the holds the creature is using breaks. The creature must succeed on a DC 16 Dexterity saving throw or begin falling.

The creature may use its reaction to attempt a DC 14 Strength (Athletics) check to grab onto a ledge, stopping their fall and taking 3 (1d6) slashing damage on a success, or continuing to fall on a failure.

Standalone Encounter. If you want to run a vertical tunnel as a standalone encounter, you can use the *ravine* hazard from the *burdenstone mountains* as a basis and reflip the relevant effects to match the tunnel.

You can find the *burdenstone mountains* on our website: troveoflore.com.



PLANTS

BUBBLE BLOOD FUNGUS

The bubble blood fungus is a white, disc-shaped fungus with holes that grows on the walls of the tunnels. A red, viscous liquid collects at the holes, forms bubbles, and drips down. The blood-like fluid contains the spores of the fungus. The substance sticks to passing creatures and spreads throughout the tunnel system. The white fruiting body of the mushroom is edible and has a taste reminiscent of cheese. On the other hand, the liquid is poisonous and shouldn't come into contact with skin and wounds as it stops them from healing and chemically burns.

BLOOD FUNGUS FLESH

Wondrous item

After being thoroughly cleaned of its secretion, the flesh of a single bubble blood fungus can serve as a day's ration for one average humanoid creature.

If the fungus was not thoroughly cleaned, a creature consuming a bite of the flesh immediately takes 5 (2d4) acid damage and begins choking, as the remaining secretion opens a wound in the creature's throat. While the wound has not healed, the creature continues to take 5 (2d4) acid damage every 10 minutes, and the creature continues to choke. To heal the wound, the creature must be restored to full health and receive magical healing that would restore at least 10 hit points from a single source. Additionally, while the wound has not healed, any amount of magical healing received by the creature is halved.

BLOOD FUNGUS SECRETION

Wondrous item

You can spend 10 minutes coating a weapon with this secretion, granting the weapon the following properties for 24 hours:

When you deal slashing or piercing damage using this weapon, you deal an additional 2 (1d4) acid damage, and the wound does not heal. The wounded creature takes 2 (1d4) acid damage every minute until the wound is healed. Additionally, while the wound is not healed, any magical healing the wounded creature receives is halved. To heal the wound, a creature must spend 1 minute washing the wound with at least 1 gallon of clean water and succeed on a DC 15 Wisdom (Medicine) check, at which point the lasting effects fade. Alternatively, the wound is healed when the creature receives magical healing while at full health from a single source that would heal 5 or more hit points.

BUBBLE BLOOD FUNGUS

Acidic Secretion. A creature that comes into contact with the bloodlike liquid secreted by the fungus takes 2 (1d4) acid damage. The created wound does not heal unless it is washed out, which requires one gallon of clean water and a successful DC 15 Wisdom (Medicine) check to successfully complete in 1 minute.

While the wound has not healed, the creature continues to take 2 (1d4) acid damage every 10 minutes. Additionally, if the creature receives magical healing, the amount of hit points regained is halved.

The wound is considered cleaned and healed once the creature would regain 5 hit points from a single source through magical means while at full health.

Harvesting. A creature can attempt a DC Dexterity (Sleight of Hand) check to carefully separate a bubble blood fungus from the stone or soil it is growing on. On a failure, the creature comes into contact with the fungus' *acidic secretion*.

Refinement. A harvested bubble blood fungus can either be cleaned to make its flesh edible, or the secreted fluid can be extracted for further use:

Clean Flesh. By holding the bubble blood fungus under clean running water for 30 minutes, its flesh becomes edible, and the secretion is removed (and watered down to have no effect).

Extract Secretion. By squeezing the fungus for 10 minutes, the secretion inside the flesh can be forced out and be collected into a container for further use. This ruins the fungus' flesh and makes it uncleanable and therefore inedible.

If the squeezing creature is attempting to prevent harm to themselves by wearing gloves or similar, it must succeed on a DC 12 Dexterity (Sleight of Hand) check to avoid contact with the secretion. Without precautions, the creature comes into contact with the secretion immediately, and triggers the *acidic secretion* trait every minute, forming a new wound and taking more damage.

DAYLIGHT FLOWER

The only natural light source in the twilight tunnels is the daylight flower. The plant's cup-shaped, yellow blossoms radiate daylight and thus illuminate their surroundings. Its stems are brown-red striped and bear between 1 and 5 flowers. It grows out of crevices in rocks, not caring if it grows on the floor, walls, or ceiling. The flowers bloom simultaneously for 16 hours and then close their flowers for 8 hours, making it dark again in the tunnels. The deposit of the daylight flower is limited to a few tunnels. Therefore they stay together in groups. However, if a blossom fades after a few days and falls to the ground withered, you should not leave it carelessly because you can make interesting items from it.

DAYLIGHT FLOWER

Shining Blossoms. The daylight flower's blossoms shed bright light in a 5-foot radius, and dim light for an additional 10 feet. The light counts as sunlight.

Harvesting. You can easily pluck a glowing daylight flower's blossom of the plant, which will continue to shed its light for 1 hour, at which point its magical properties fade and it falls into tiny pieces.

A naturally *faded daylight blossom* that fell from its plant not more than 7 (2d6) days ago can easily be picked up, and its remaining magic can be reactivated. After that time the *faded daylight blossom* is too brittle to be usable, and it loses its magical properties.

Refinement. By spending 10 minutes pulverizing a naturally faded blossom of the daylight flower that fell from its plant using an *herbalism kit*, a character can create *sunlight powder*.

FADED DAYLIGHT BLOSSOM

Wondrous item

This dull, yellow-brownish blossom still carries some of the magic that once caused it to shed sunlight. When used as an additional component while casting a spell of 1st-level or higher, any light created by the spell is considered sunlight, and this blossom disintegrates.

SUNLIGHT POWDER

Wondrous item

This light, yellowish powder occasionally seems to glow somewhat golden, otherwise reminding you of curry.

When added to water, the area of the water containing the powder sheds bright light in a 5-foot radius, and dim light for an additional 10 feet. The light is considered sunlight. The powder is not recoverable.

Alternatively, as an action, you can throw this powder up to 5 feet towards a creature (20 feet when inside a small glass container, which will shatter on impact). Make a ranged attack against the creature, treating the *sunlight powder* as an improvised weapon. On a hit, the target is considered to be in sunlight for the next hour, even though there is no light created (which possibly causes it to suffer from *sunlight sensitivity*). The creature can end this condition by washing itself for 1 minute.



SMOTHER MOSS

The darkness in the tunnels means safety for many plants and creatures. This is also the case for the smother moss. The small dark green pads immediately die in sunlight and therefore flee as soon as they notice. On the other hand, if the light comes is artificial or magical, the plant starts to overgrow it, so the darkness is no longer disturbed.

SMOTHER MOSS

Sunlight Searing. Each squarefoot of smother moss takes 2 (1d4) radiant damage for every minute it is exposed to sunlight. A squarefoot has 7 (3d4) hit points. When exposed to sunlight, it will attempt to move away with a speed of 1 foot.

Smother Light. Smother moss will move towards any non-sunlight lightsource when it is exposed to its light. It has a speed of 1 foot. Once it reaches the lightsource, it will attempt to cover it, darkening the surrounding.

Harvesting. To harvest a patch (one squarefoot) of smother moss, a character must spend 10 minutes separating it from its soil or ground and succeed on a DC 12 Dexterity (Sleight of Hand) check, killing the patch on a failure.

Care. To keep a patch (one squarefoot) of smother moss alive, it must be kept damp. If the patch is dry for 24 hours, it dies.

HOWLING ROOT

Some tunnel walls and ceilings are covered by an inconspicuous root system. However, the roots do not come from trees. The howling root is an independent plant that should not be approached too closely. It feeds on proteins that it absorbs by digesting its victims. Attracted by the sounds of wounded creatures that the howling root emits, the rushing helpers are embraced by it and crushed in agony. Bones break, skin bursts open, and the precious organs are exposed for consumption.

HOWLING ROOT

medium plant

Armor Class 11 (natural armor)

Hit Points 22 (5d8)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	8 (-1)	10 (+0)	1 (-5)	1 (-5)	1 (-5)

Saving Throws Str +3

Damage Vulnerabilities fire

Senses passive Perception 5

Proficiency Bonus +2

Challenge 1/2

Sunlight Searing. While the howling root is in direct sunlight, creatures have advantage on checks made to escape the howling root's grapple. Additionally, when the howling root enters direct sunlight for the first time on a turn or starts its turn there, it takes 2 (1d4) radiant damage.

Winding. The howling root can occupy another creature's space and vice versa, and the howling root can move through any opening large enough for a Tiny plant.

Amalgamation. When the howling root takes 7 or more slashing damage, if it has more than 10 hit points left, a live 3-foot-long root is separated. The howling root loses an additional 5 hit points. The separated root becomes its own creature.

Howling. The howling root constantly gives off the sound of a random creature in distress, audible up to 300 feet. A successful DC 25 Wisdom (Insight) check will reveal the sound to be a deception.

d8	Creature
1	Kobold
2	Slate Dragon Wyrmling
3	any humanoid
4	Bear
5	Wolf
6	Gold Digger Mole
7	Bulette
8	Badger

ACTIONS

Snare. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature in the howling root's space. *Hit:* 11 (3d6 + 1) bludgeoning damage, and the target is grappled (escape DC 11).

If the target was already grappled by the howling root, it is also restrained until the grapple ends.

If the creature was already restrained, it is incapacitated and cannot breathe until the grapple ends.

Winding. The howling root can occupy another creature's space and vice versa, and the howling root can move through any opening large enough for a Tiny plant.

Howling. The howling root constantly gives off the sound of a random creature in distress, audible up to 100 feet. A successful DC 25 Wisdom (Insight) check will reveal the sound to be a deception. While covered by an opaque material such as cloth, the root does not give off any sound.

d8	Creature
1	Kobold
2	Slate Dragon Wyrmling
3	any humanoid
4	Bear
5	Wolf
6	Gold Digger Mole
7	Bulette
8	Badger

Carnivorous. The howling root must kill and feed on a Tiny or larger Beast at least once per week, or it dies. The howling root must attack any creature in its space if it is able to do so.

ACTIONS

Snare. *Melee Weapon Attack:* +2 to hit, reach 5 ft., one creature in the howling root's space. *Hit:* 3 (1d6) bludgeoning damage.

3-FOOT HOWLING ROOT

tiny plant

Armor Class 11 (natural armor)

Hit Points 5 (2d4)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	8 (-1)	10 (+0)	1 (-5)	1 (-5)	1 (-5)

Saving Throws Str +2

Damage Vulnerabilities fire

Senses passive Perception 5

Proficiency Bonus +2

Challenge 1/8

Sunlight Searing. While the howling root is in direct sunlight, creatures have advantage on checks made to escape the howling root's grapple. Additionally, when the howling root enters direct sunlight for the first time on a turn or starts its turn there, it takes 2 (1d4) radiant damage.

CREATURES

TUNNEL MIMIC

The widely ramified tunnels are an invitation to get lost. The tunnel mimic takes advantage of this. This creature camouflages itself as a tunnel entrance by settling in small hollows and caves and pretending to be another tunnel to the careless passer-by. Once entered, the mimic snaps shut. Long, sharp thorns pierce the prisoner, who is soon unable to move due to the injected poison. Once this happens, the creature slowly fills with acid and begins to digest its victim.

TUNNEL MIMIC

huge monstrosity (Shapechanger)

Armor Class 15 (natural armor)

Hit Points 94 (9d12 + 36)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	18 (+4)	9 (-1)	15 (+2)	10 (+0)

Skills Stealth +7

Damage Immunities acid

Condition Immunities prone

Senses darkvision 120 ft., passive Perception 12

Proficiency Bonus +3

Challenge 6

Shapechanger. The mimic can use its action to polymorph into an object or back into its true, amorphous form. Its statistics 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.

Grappler. The mimic has advantage on attack rolls against any creature grappled by it.

Adhesive (Object Form Only). The mimic adheres to anything that touches it. A Huge or smaller creature adhered to the mimic is also grappled by it (escape DC 16). Ability checks made to escape this grapple have disadvantage.

False Appearance (Object Form Only). While the mimic remains motionless in its object form, it is indistinguishable from a tunnel that quickly leads into a dark corner.

ACTIONS

Multiattack. The mimic attacks three times: twice with its *pseudopods* and once either with its *bite* or *digest*, in any order.

Pseudopod. *Melee Weapon Attack:* +9 to hit, reach 15 ft., one target. *Hit:* 12 (1d12 + 6) bludgeoning damage. If the mimic is in object form, the target is subjected to its *adhesive* trait, and the mimic may pull the grappled creature up to 15 feet towards itself.

Bite. *Melee Weapon Attack:* +9 to hit, reach 5 ft., one target. *Hit:* 11 (1d10 + 6) piercing damage and the target is swallowed by the mimic. A swallowed creature is restrained and takes 2 (1d4) acid damage at the start of each of its turns.

If the mimic takes 20 damage or more on a single turn from a creature inside it, the mimic must succeed on a DC 14 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 mimic. If the mimic dies, a swallowed creature is no longer restrained by it and can escape from the corpse by using 10 feet of movement, exiting prone.

The mimic can have up to three creatures swallowed at a time.

Digest. All creatures swallowed by the mimic must make a DC 15 Constitution saving throw, taking 10 (3d6) acid and 5 (2d4) piercing damage on a failed save, or half as much damage on a success, as the mimic's insides fill with acid and it uses tiny piercing teeth all over its insides to help the acid take hold. Additionally, on a failure, a creature is paralyzed for 1 minute. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



BONE SPIRIT

Dark magic, accumulated in the tunnels over time, has had an unusual influence on creatures that have died. Bones lying in the tunnels are picked up and animated by the necrotic energy fields. In this way, clusters of bones form, arranged in various ways, surrounded by dark clouds of mist. They roam through the corridors and collect all the bones in their surroundings. The bone spirits continue to grow until defeated.

BONE SPIRIT

huge aberration

Armor Class 12

Hit Points 125 (10d12 + 60)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	22 (+6)	8 (-1)	14 (+2)	13 (+1)

Saving Throws Str +7, Con +9, Wis +5

Damage Vulnerabilities radiant

Damage Immunities necrotic

Condition Immunities blinded, exhaustion, grappled, poisoned, prone

Senses blindsight 120 ft. (blind beyond this radius), passive Perception 12

Proficiency Bonus +3

Challenge 8

Antimagic Susceptibility. The bone spirit is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the bone spirit must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Death Aura. Whenever a creature comes within 10 feet of the bone spirit for the first time on its turn or ends its turn within the area, it must succeed on a DC 13 Constitution saving throw or lose 5 (2d4) hit points.

Additionally, when a creature within the area regains hit points through magical healing, the amount of hit points regained is halved.

Necrotic Absorption. Whenever the bone spirit is subjected to necrotic damage, it takes no damage and instead regains a number of hit points equal to the necrotic damage dealt.

ACTIONS

Multiattack. The bone spirit makes two *bone claw* attacks or one *necrotic whip* attack and uses either its *embrace*, *squelch*, or *absorb* ability.

Bone Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 14 (3d6 + 4) slashing and 9 (2d8) necrotic damage.

Necrotic Whip. *Ranged Spell Attack:* +5 to hit, range 30 ft., one target. *Hit:* 29 (6d8 + 2) necrotic damage, and the target must succeed on a DC 13 Constitution saving throw or be stunned until the end of the bone spirit's next turn.

Embrace. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 14 (3d6 + 4) bludgeoning damage. If the target is a Large or smaller creature and the bone spirit has no creature enveloped, the target is enveloped by it.

An enveloped creature is blinded and restrained, and has total cover against attacks and other effects outside the bone spirit.

Whenever the bone spirit takes damage that isn't psychic damage, half of that damage is instead dealt to the enveloped creature.

Whenever the bone spirit takes more than 10 damage in a single turn, the enveloped creature may use its reaction to escape by attempting a DC 14 Dexterity (Acrobatics) or Strength (Athletics) check. The creature has advantage on the check if the damage dealt was 20 or more.

Squelch. If the bone spirit has a creature enveloped, the bone spirit can attempt to crush it using the bones the bone spirit is made of. The creature must make DC 15 Strength saving throw, taking 25 (6d6 + 4) bludgeoning and 27 (6d8) necrotic damage on a failed save, or half as much damage on a successful one.

Absorb. When the bone spirit is within 10 feet of a dead mass containing bones, such as a corpse, it can use its action to absorb the bones into itself, regaining a number of hit points based on the size of the mass of bones. If the hit points regained exceed the maximum hit points of the bone spirit, the bone spirit's hit point maximum increases by an amount equal to the excess. If the mass' size is larger than that of the bone spirit, the bone spirit's size increases to the mass' size.

Bone-Mass Size	Hit Points Regained
Tiny	7 (3d4)
Small	14 (4d6)
Medium	22 (5d8)
Large	33 (6d10)
Huge	45 (7d12)
Gargantuan	84 (8d20)

BLAST BEETLE

These 3 to 4-foot-tall beetles wander the tunnels as solitary creatures. Their carapace has black-green stripes and is extremely robust against environmental influences. The insect can flexibly turn the rear part of their body in all directions, which is of great importance for their attacks. From their abdomens, they spray a boiling hot, corrosive gas at their opponents. Even in front of themselves and behind corners, they can hit their enemies this way.

BLAST BEETLE

small beast

Armor Class 15 (natural armor)

Hit Points 16 (3d6 + 6)

Speed 30 ft., climb 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	10 (+0)	14 (+2)	1 (-5)	10 (+0)	4 (-3)

Saving Throws Dex +2, Con +4

Skills Acrobatics +2

Damage Resistances cold, poison; bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities acid, fire

Condition Immunities blinded, poisoned

Senses tremorsense 120 ft. (blind beyond this radius), passive Perception 10

Proficiency Bonus +2

Challenge 1

Flexible Abdomen. The blast beetle can use its *boiling acid* attack around corners, allowing it to stay behind cover while using it, without using any of its movement.

ACTIONS

Pincer. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) slashing damage.

Boiling Acid (Recharge 5-6). The beetle shoots boiling-hot acid out of its abdomen. Each creature in a 30-foot cone originating from the beetle must make a DC 12 Dexterity saving throw, taking 7 (2d6) fire damage and 10 (4d4) acid damage on a failed save, or half as much damage on a success.

GOLD DIGGER MOLE

Gold digger moles can become up to 3 feet tall, with a daylight-emitting lamp on their forehead. With their powerful claws, they dig tunnels in rock and create expansive burrow systems. In doing so, they are constantly looking for gold and gems, which have given them their name. This love goes so far that they steal or even attack other creatures that carry these riches. They collect their treasures in a small fanny pack until they can unload them in their living caves. If you are clever, you can follow the creatures to gold veins or gemstone deposits. However, you should be careful if you plan to loot one of their living caves. The moles are ready to defend their treasures with their lives.

GOLD DIGGER MOLE

small beast

Armor Class 13 (natural armor)

Hit Points 54 (12d6 + 12)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	14 (+2)	12 (+1)	3 (-4)	14 (+2)	7 (-2)

Saving Throws Str +5

Skills Athletics +7, Perception +4

Senses passive Perception 14

Proficiency Bonus +2

Challenge 2

Treasure Sense. The gold digger mole can sense the presence of all precious metals and gems within 120 feet of it, and pinpoint their exact location within 30 feet.

Sun-Light. The gold digger mole has a light in its forehead that sheds bright sunlight in a 40-foot cone, and dim sunlight for another 40 feet.

The gold digger mole can use its bonus action to dim the light, causing it to only shed dim sunlight in a 20-foot cone, until it uses another bonus action to increase the light's intensity to its normal level again.

Stonebreaker Claws. The gold digger mole's claws are strong enough to break stone. It can burrow through solid rock at half its burrowing speed, leaving a 2-foot-diameter tunnel in its wake.

ACTIONS

Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) slashing damage.

Flash (Recharge 5-6). The gold digger mole causes its headlight to suddenly flash brightly. All creatures in its cone of light that can see the mole must succeed on a DC 12 Constitution saving throw or be blinded for 1 minute. Creatures with sunlight sensitivity automatically fail the saving throw. Each affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

BUGGLE

Buggles are small, insect-like creatures that inhabit the tunnels. They look like pebbles but have six legs and possess the remains of wings. However, the Buggle can perfectly disguise itself as a stone. It lives alone or with its life partner but can also form relationships with other living beings. The little guys can climb and feed on the life energy of other creatures. To do this, they bite into the skin unnoticed and suck the energy out of their victims until they are sated.

Luckily (or unfortunately?), an anesthetic makes sure that the tapped creature doesn't notice anything.

BUGGLE

tiny elemental

Armor Class 16

Hit Points 16 (3d4 + 9)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	16 (+3)	3 (-4)	4 (-3)	3 (-4)

Saving Throws Str +2, Con +5

Skills Perception -1, Stealth +6

Damage Resistances bludgeoning, force, piercing, slashing

Damage Immunities bludgeoning, piercing, and slashing when its legs are folded in

Condition Immunities blinded

Senses tremorsense 60 ft. (blind beyond this radius), passive Perception 9

Proficiency Bonus +2

Challenge 1/2

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

Folding Legs. While not attached to another creature, the buggle can use its bonus action to fold its legs into its body, or fold them out again.

False Appearance (*Folded In Only*). While its legs are folded into its body, the buggle is indistinguishable from a perfect, oval-shaped pebble.

ACTIONS

Cling. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature in the buggle's space. *Hit:* 1 piercing damage, and the target must succeed on a DC 13 Constitution saving throw, as the buggle attaches to the target until it uses a bonus action to detach. On a failure, the target immediately forgets about the piercing feeling, and cannot feel the source of the damage or future damage caused by the attached buggle.

While attached to a creature, the buggle does not attack. Instead, the buggle can use its action to cause the creature to take 2 (1d4) necrotic damage, and the buggle regains a number of hit points equal to that amount.

A creature may use its action to pull the buggle from the creature it is attached to, causing the creature to take 4 (1d8) slashing damage, as the buggle rips its skin when pulled away.



ELEMENTAL DRAGONS

THE DEAFENING ROAR OF THE BLUE DRAGON COULD BE heard for miles as the golden dragon lunged at him and bored its teeth, long as swords, into his neck. One last time, the outmatched dragon reared back, its mouth wide open, gathering deadly energy inside. There was an explosion of light as lightning met fire. The walls shook, and a blast wave so strong that the foundations of reality began to tremble spread out to the horizon. That's when I knew: something new was born.

— Folas Farrel

THE BUTTERFLY IN THE WEAVE

The battle between two dragons is a rare and terrible spectacle that leaves behind death and devastation, as well as an echo that ripples through the weave like a wave, spreading through time and space. From this anomaly, something new and unpredictable emerges.

Powerful, magical effects and events can create a minor anomaly in the weave, growing over time and discharging suddenly, like a butterfly rising from its flower with its tiny wings in one place, causing fortresses to collapse in another. The discharge can cause various unpredictable effects, including the creation of an Elemental Dragon: magical incarnations of the forces of nature.

It is unknown under what conditions and influences which elemental dragon is created. However, it is known that in addition to the pure elements (fire, water, air, and earth), there are combinations, giving the dragons different and possibly more powerful abilities. Thus, a magma dragon is the fusion of a fire and earth dragon and combines their capabilities into a more powerful union. The pure elements are themselves made up of different, weaker dragons. Thus, an earth dragon is the synthesis of all the stone dragons.

SLATE DRAGON

The loud rumble of ripping stone echoes far into the tunnels. Now and then mixed with a disquieting roar, you can be sure a slate dragon is about to expand the passages. The solitary creatures prefer to be left alone, but are not easily provoked and don't care for people roaming their tunnels. Unless they cause trouble, in which case the otherwise patient dragon becomes a deadly danger to the intruders of its territory.

The body of the slate dragon is made of large slabs of slate. Compared to its relatives, its body is much smaller but very strong. Its wings are atrophied, but this is not a problem for it since it could not fly underground anyway. Instead, it uses them for digging and can tear open entire rock walls with them. The eyes of the dragon are milky white. It is not known if it is blind. In any case, it seems to perceive its surroundings very well.



SLATE DRAGON LAIR ACTIONS

On initiative count 20 (losing initiative ties), the dragon takes a lair action to cause one of the following effects; the dragon can't use the same effect two rounds in a row:

Stone Spikes. The dragon targets one creature it can sense within 5 feet of solid stone. A spike suddenly extends from the stone. The target must succeed on a DC 15 Dexterity saving throw or take 13 (2d12) piercing damage.

Stone Trap. The dragon magically causes a 5-foot-square area of stone it can sense within 120 feet of it to act as a liquid for a split second. A creature standing on the area must make a DC 15 Dexterity saving throw or slightly sink into the stone before it hardens again. The creature that sunk into the stone is restrained. A creature within range can take an action to attempt a DC 15 Strength (Athletics) check, freeing the sunk creature on a success.

Increase Gravity. The dragon magically increases the density of the nearby rock until initiative count 20 of the next round. Gravity within 60 feet of the dragon increases. Creatures take twice as much bludgeoning damage from falling. Flying or climbing within 60 feet of the dragon takes twice as much movement as usual. Flying or climbing creatures within the area now or that enter the area must succeed on a DC 15 Strength (Athletics) check or fall.

ADDITIONAL LAIR ACTION

At your discretion, a legendary (adult, ancient, or greatwyrms) slate dragon can use the following additional lair action while in its lair:

Collapsing Tunnels. The dragon connects itself to the stone in its lair and sends targeted waves of pressure. A 60-foot-long, 20-foot-wide line of tunnel ceiling collapses. All creatures below the area must succeed on a DC 15 Dexterity saving throw or take 7 (2d6) bludgeoning damage and be knocked prone and buried. A buried creature is restrained and unable to breathe or stand up. A creature within range can take an action to make a DC 15 Strength (Athletics) check, ending the buried state on a success.

SLATE DRAGON REGIONAL EFFECTS

The region containing a legendary slate dragon's lair is warped by the dragon's elemental nature, which creates one or more of the following effects:

Jagged Stone. The ground within 10 miles of the lair naturally resists straightening. The area is difficult terrain, and any attempt at smoothing it (for example by using magic to mold it) is undone within 1 minute.

Elemental Energy. *Earth Elementals* roam the land and tunnels within 6 miles of the lair.

Quaking Earth. The ground within 1 mile of the lair quakes every few minutes, and every few hours it is strong enough to require a DC 13 Dexterity saving throw to not fall prone.

Slate Gaps. Difficult-to-see gaps between large plates of slate form in and around the lair. A gap can be spotted with a successful DC 16 Wisdom (Perception) check. Medium or smaller creatures that do not notice the gap among the jagged terrain fall 1d6 × 10 feet into it.

If the dragon dies, the earth elementals petrify and die immediately, the slate gaps remain, and the other effects fade over the course of 1d10 days.

SLATE GREATWYRM

gargantuan dragon (elemental)

Armor Class 23 (natural armor)

Hit Points 512 (25d20 + 250)

Speed 120 ft., burrow 120 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	12 (+1)	30 (+10)	22 (+6)	28 (+9)	21 (+5)

Saving Throws Str +18, Con +18, Wis +17, Cha +13

Skills Intimidation +21, Perception +25

Damage Immunities poison; bludgeoning, piercing, and slashing from nonmagical attacks

Condition Immunities charmed, exhaustion, frightened, paralyzed, petrified, poisoned, prone

Senses truesight 120 ft., tremorsense 500 ft., passive Perception 35

Languages Common, Draconic, Primordial, Terran

Proficiency Bonus +8

Challenge 27

Mythic Resistance. When the greatwyrms fails a saving throw, it can choose to succeed instead by spending its reaction or one of its remaining uses of legendary actions. If the greatwyrms expends a use of legendary actions, an *earth elemental* manifests in a space within 30 feet of it that protects the greatwyrms.

Elemental Awakening (Recharge after a Short or Long Rest). If the greatwyrms would be reduced to 0 hit points, its current hit point total instead resets to 512 hit points, it recharges its *pressure roar*, and it regains expended legendary actions. Additionally, the greatwyrms can now use the options in the "Mythic Actions" section for 1 hour.

Unusual Nature. The greatwyrn doesn't require food or drink.

Tunneler. The greatwyrn can burrow through solid rock at its burrowing speed, leaving a 20-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The greatwyrn makes four attacks using its *bite* and *claw*. The greatwyrn can replace any two of those attacks to make either a *tail* or *wing spike* attack, or *tear apart* a creature.

Bite. *Melee Weapon Attack:* +18 to hit, reach 15 ft., one target. *Hit:* 27 (5d6 + 10) piercing damage, and the target is grappled (escape DC 20). The greatwyrn can have only one creature grappled in this way, and while it has a creature grappled in this way, it can only use this attack on the grappled creature.

The greatwyrn has advantage on *bite* attacks against a creature grappled in this way.

Claw. *Melee Weapon Attack:* +18 to hit, reach 5 ft., one target. *Hit:* 32 (4d10 + 10) slashing damage.

Tail. The greatwyrn thrashes its tail. Every creature in a 40-foot cone must make a DC 26 Dexterity saving throw, taking 49 (6d12 + 10) bludgeoning damage on a failed save, or half as much on a successful one. Additionally, each creature that failed its save is knocked prone.

Wing Spike. *Melee Weapon Attack:* +18 to hit, reach 40 ft., one target. *Hit:* 157 (14d20 + 10) piercing damage, and the target is grappled (escape DC 20), as it is pinned on the greatwyrn's wing spike. While a target is grappled using one of the greatwyrn's wing spikes, it can't use that wing spike to attack. The greatwyrn has two wing spikes.

Tear Apart. If the greatwyrn has a target grappled using one of its wing spikes, it can use its other wing spike to attempt to tear the target apart. The target must succeed on a DC 26 Strength saving throw or immediately take 115 (10d20 + 10) slashing, 68 (9d12 + 10) bludgeoning, and 54 (8d10 + 10) piercing damage, or half as much on a success. If the target is reduced to 0 hit points, it dies, and its body is torn into 3 (1d4 + 1) pieces.

Pressure Roar (Recharge 5-6). The greatwyrn lets out a deafening roar with an explosive force, pressuring the air.

Every creature within an 120-foot cone originating from the greatwyrn's head must succeed on a DC 26 Constitution saving throw, being deafened for 1 minute on a failure.

Additionally, if the creature is within 80-foot of the greatwyrn, it takes 157 (15d20) thunder damage and is stunned for 1 minute. If it succeeded, it instead isn't stunned and takes half as much damage. A stunned creature may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Split Slate Plates. When the greatwyrn would be hit by an attack that targets it, it can split among the length of the slate plates that it is made of. The attack misses instead.

LEGENDARY ACTIONS

The greatwyrn can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The greatwyrn regains spent legendary actions at the start of its turn.

Attack. The greatwyrn makes one *claw* or *bite* attack.

Slate Spikes (Costs 2 actions). The greatwyrn causes the surface slate plates along its body to break and explode outwards. All creatures within 120 feet in a 20-foot-wide area in front, above, behind, or below the greatwyrn must succeed on a DC 25 Dexterity saving throw, taking 42 (12d6) piercing damage on a failure, or half as much damage on a success.

Stone Walls (Costs 3 actions). The greatwyrn innately casts the *wall of stone* spell, requiring only somatic components. Wisdom is the greatwyrn's spellcasting ability for it.

MYTHIC ACTIONS

If the greatwyrms' *elemental awakening* trait has activated in the last hour, it can use the options below as legendary actions.

Elemental Shield (Costs 3 actions). The greatwyrms manifests 5 (2d4) *earth elementals* around itself that protect it. 5 (2d4) new *earth elementals* manifest around the greatwyrms at the start of each of its turns until it loses concentration as if it was concentrating on a spell.

Slate Disc (Costs 3 actions). The greatwyrms shoots six slate plates in straight lines up to 300 feet long. It can choose the same direction multiple times. Any creature in a plate's way must succeed on a DC 25 Dexterity saving throw or take 22 (2d12 + 9) piercing damage, halving the damage for the next creature failing its save for that plate.

ANCIENT SLATE DRAGON

gargantuan dragon (elemental)

Armor Class 23 (natural armor)

Hit Points 410 (20d20 + 200)

Speed 80 ft., burrow 80 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	8 (-1)	30 (+10)	19 (+4)	21 (+5)	14 (+2)

Saving Throws Str +17, Con +17, Wis +12, Cha +9

Skills Intimidation +16, Perception +19

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

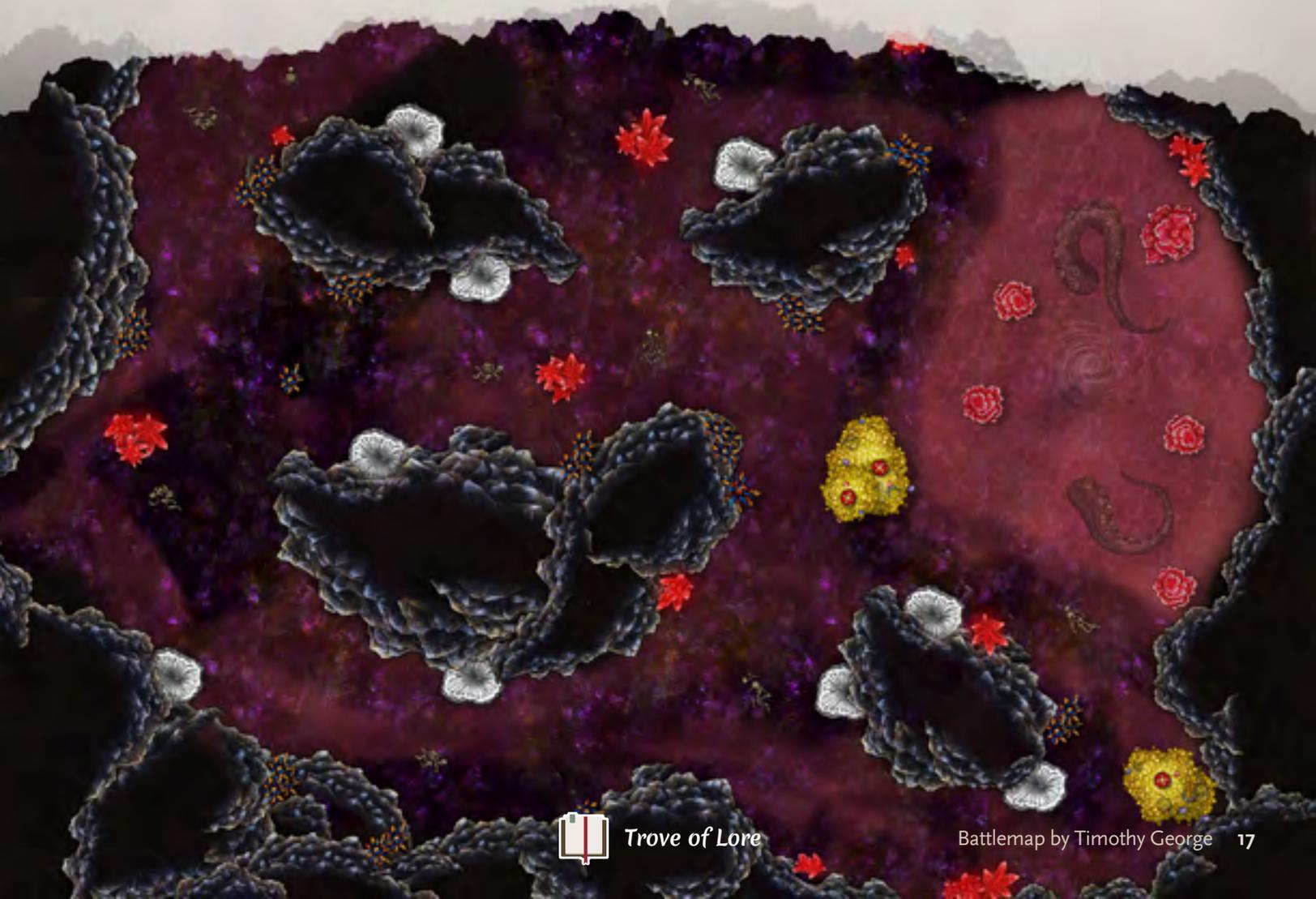
Condition Immunities frightened, petrified, poisoned

Senses tremorsense 300 ft., passive Perception 29

Languages Common, Draconic, Primordial, Terran

Proficiency Bonus +7

Challenge 23



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

Tunneler. The dragon can burrow through solid rock at its burrowing speed, leaving a 20-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The dragon makes four attacks using its *bite* and *claw*. The dragon can replace any two of those attacks to make either a *tail* or *wing spike* attack, or *tear apart* a creature.

Bite. *Melee Weapon Attack:* +17 to hit, reach 15 ft., one target. *Hit:* 20 (3d6 + 10) piercing damage, and the target is grappled (escape DC 20). The dragon can have only one creature grappled in this way, and while it has a creature grappled in this way, it can only use this attack on the grappled creature.

The dragon has advantage on *bite* attacks against a creature grappled in this way.

Claw. *Melee Weapon Attack:* +17 to hit, reach 5 ft., one target. *Hit:* 28 (4d8 + 10) slashing damage.

Tail. The dragon thrashes its tail. Every creature in a 40-foot cone must make a DC 25 Dexterity saving throw, taking 42 (5d12 + 10) bludgeoning damage on a failed save, or half as much on a successful one.

Additionally, each creature that failed its save is knocked prone.

Wing Spike. *Melee Weapon Attack:* +17 to hit, reach 40 ft., one target. *Hit:* 136 (12d20 + 10) piercing damage, and the target is grappled (escape DC 20), as it is pinned on the dragon's wing spike. While a target is grappled using one of the dragon's wing spikes, it can't use that wing spike to attack. The dragon has two wing spikes.

Tear Apart. If the dragon has a target grappled using one of its wing spikes, it can use its other wing spike to attempt to tear the target apart. The target must succeed on a DC 25 Strength saving throw or immediately take 104 (9d20 + 10) slashing, 62 (8d12 + 10) bludgeoning, and 48 (7d10 + 10) piercing damage, or half as much on a success. If the target is reduced to 0 hit points, it dies, and its body is torn into 3 (1d4 + 1) pieces.

Pressure Roar (Recharge 5-6). The dragon lets out a deafening roar with an explosive force, pressuring the air.

Every creature within an 120-foot cone originating from the dragon's head must succeed on a DC 25 Constitution saving throw, being deafened for 1 minute on a failure.

Additionally, if the creature is within 80-foot of the dragon, it takes 136 (13d20) thunder damage and is stunned for 1 minute. If it succeeded, it instead isn't stunned and takes half as much damage. A stunned creature may repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

REACTIONS

Split Slate Plates. When the dragon would be hit by an attack that targets it, it can split among the length of the slate plates that it is made of. The attack misses instead.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Attack. The dragon makes one *claw* or *bite* attack.

Slate Spikes (Costs 2 actions). The dragon causes the surface slate plates along its body to break and explode outwards. All creatures within 120 feet in a 20-foot-wide area in front, above, behind, or below the dragon must succeed on a DC 20 Dexterity saving throw, taking 35 (10d6) piercing damage on a failure, or half as much damage on a success.

Stone Walls (Costs 3 actions). The dragon innately casts the *wall of stone* spell, requiring only somatic components. Wisdom is the dragon's spellcasting ability for it.

ADULT SLATE DRAGON

huge dragon (elemental)

Armor Class 20 (natural armor)

Hit Points 275 (19d12 + 152)

Speed 60 ft., burrow 60 ft.

STR	DEX	CON	INT	WIS	CHA
27 (+8)	8 (-1)	27 (+8)	15 (+2)	19 (+4)	9 (-1)

Saving Throws Str +13, Con +13, Wis +9, Cha +4

Skills Intimidation +9, Perception +14

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities frightened, petrified, poisoned

Senses tremorsense 300 ft., passive Perception 24

Languages Common, Draconic, Primordial, Terran

Proficiency Bonus +5

Challenge 16

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

Tunneler. The dragon can burrow through solid rock at its burrowing speed, leaving a 15-foot-diameter tunnel in its wake.

ACTIONS

Multiattack. The dragon makes three attacks using its *bite*, *tail*, and *claw*. The dragon can replace any two of those attacks to make either a *wing spike* attack, or *tear apart* a creature.

Bite. *Melee Weapon Attack:* +13 to hit, reach 10 ft., one target. *Hit:* 11 (1d6 + 8) piercing damage, and the target is grappled (escape DC 18). The dragon can have only one creature grappled in this way, and while it has a creature grappled in this way, it can only use this attack on the grappled creature.

The dragon has advantage on *bite* attacks against a creature grappled in this way.

Claw. *Melee Weapon Attack:* +13 to hit, reach 5 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

Tail. *Melee Weapon Attack:* +13 to hit, reach 20 ft., one target. *Hit:* 13 (1d10 + 8) bludgeoning damage, and the target must succeed on a DC 21 Strength saving throw or be knocked prone.

Wing Spike. *Melee Weapon Attack:* +13 to hit, reach 30 ft., one target. *Hit:* 73 (10d12 + 8) piercing damage, and the target is grappled (escape DC 18), as it is pinned on the dragon's wing spike. While a target is grappled using one of the dragon's wing spikes, it can't use that wing spike to attack. The dragon has two wing spikes.

Tear Apart. If the dragon has a target grappled using one of its wing spikes, it can use its other wing spike to attempt to tear the target apart. The target must succeed on a DC 21 Strength saving throw or immediately take 47 (6d12 + 8) slashing, 30 (5d8 + 8) bludgeoning, and 22 (4d6 + 8) piercing damage, or half as much on a success. If the target is reduced to 0 hit points, it dies, and its body is torn into 3 (1d4 + 1) pieces.

Pressure Roar (Recharge 5-6). The dragon lets out a deafening roar with an explosive force, pressuring the air.

Every creature within an 80-foot cone originating from the dragon's head must succeed on a DC 21 Constitution saving throw, being deafened for 1 minute on a failure.

Additionally, if the creature is within 60-foot of the dragon, it takes 65 (10d12) thunder damage and is stunned for 1 minute. If it succeeded, it instead isn't stunned and takes half as much damage. A stunned creature may repeat the saving throw at the start of each of its turns, ending the effect on itself on a success.

REACTIONS

Split Slate Plates. When the dragon would be hit by an attack that targets it, it can split among the length of the slate plates that it is made of. The attack misses instead.

LEGENDARY ACTIONS

The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Attack. The dragon makes one *claw* or *bite* attack.



Slate Spikes (*Costs 2 actions*). The dragon causes the surface slate plates along its body to break and explode outwards. All creatures within 120 feet in a 20-foot-wide area in front, above, behind, or below the dragon must succeed on a DC 17 Dexterity saving throw, taking 10 (3d6) piercing damage on a failure, or half as much damage on a success.

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

YOUNG SLATE DRAGON

large dragon (elemental)

Armor Class 18 (natural armor)

Hit Points 126 (11d10 + 66)

Speed 40 ft., burrow 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	8 (-1)	23 (+6)	13 (+1)	17 (+3)	9 (-1)

Saving Throws Str +10, Con +10, Wis +7, Cha +3

Skills Intimidation +7, Perception +11

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities petrified, poisoned

Senses tremorsense 200 ft., passive Perception 21

Languages Common, Draconic, Primordial, Terran

Proficiency Bonus +4

Challenge 9

Tunneler. The dragon can burrow through solid rock at its burrowing speed, leaving a 10-foot-diameter tunnel in its wake.

ACTIONS

Wing Spike. *Melee Weapon Attack:* +10 to hit, reach 20 ft., one target. *Hit:* 24 (4d8 + 6) piercing damage, and the target is grappled (escape DC 16), as it is pinned on the dragon's wing spike. While a target is grappled using one of the dragon's wing spikes, it can't use that wing spike to attack. The dragon has two wing spikes.

Tear. If the dragon has a target grappled using one of its wing spikes, it can use its other wing spike to attempt to tear the target apart. The target must succeed on a DC 18 Strength saving throw or immediately take 33 (6d8 + 6) slashing damage, or half as much on a success.

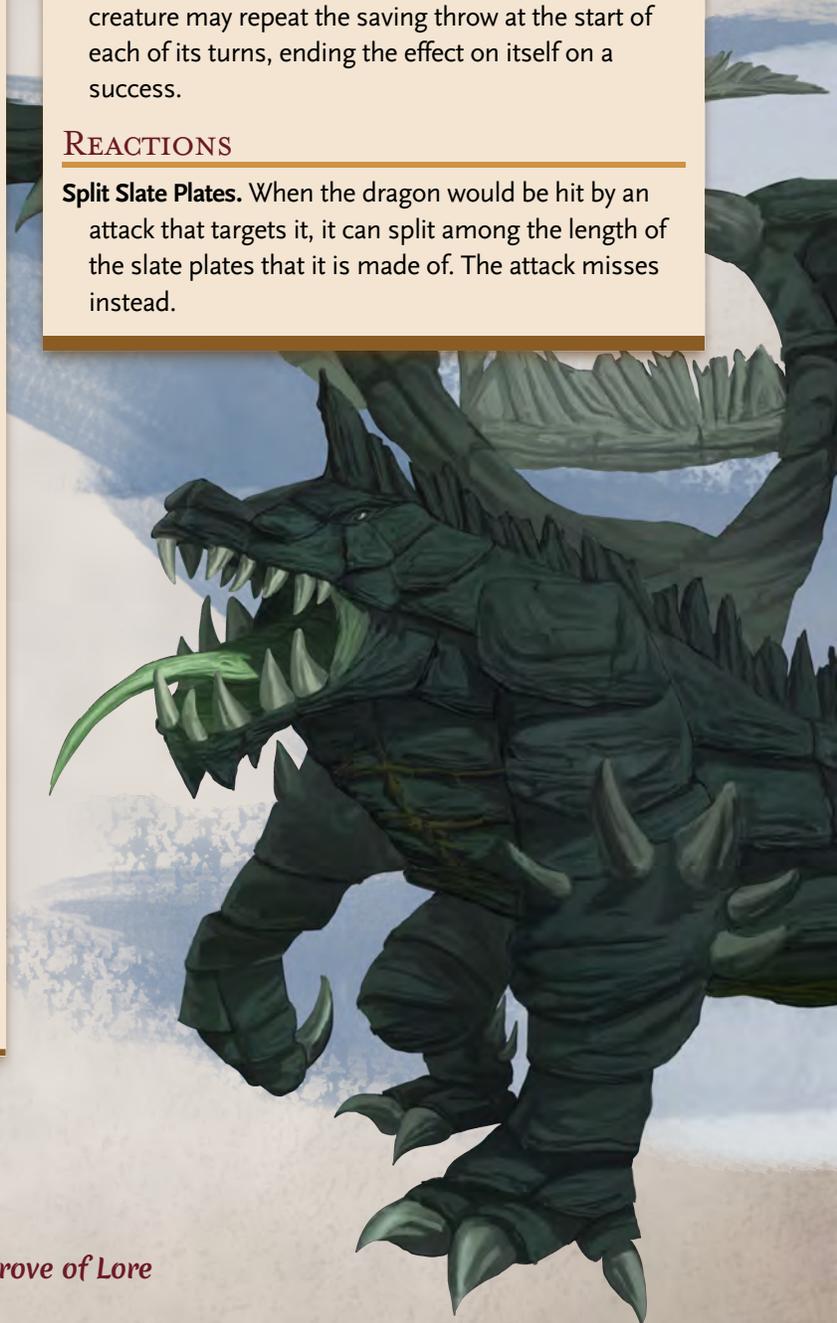
Pressure Roar (*Recharge 5-6*). The dragon lets out a deafening roar with an explosive force, pressuring the air.

Every creature within an 60-foot cone originating from the dragon's head must succeed on a DC 18 Constitution saving throw, being deafened for 1 minute on a failure.

Additionally, if the creature is within 30-foot of the dragon, it takes 22 (4d10) thunder damage and is stunned for 1 minute. If it succeeded, it instead isn't stunned and takes half as much damage. A stunned creature may repeat the saving throw at the start of each of its turns, ending the effect on itself on a success.

REACTIONS

Split Slate Plates. When the dragon would be hit by an attack that targets it, it can split among the length of the slate plates that it is made of. The attack misses instead.



SLATE DRAGON WYRMLING

medium dragon (elemental)

Armor Class 16 (natural armor)

Hit Points 17 (2d8 + 8)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	8 (-1)	18 (+4)	10 (+0)	17 (+3)	7 (-2)

Saving Throws Str +6, Con +6, Wis +5, Cha +0

Skills Intimidation +2, Perception +7

Damage Vulnerabilities thunder

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities petrified, poisoned

Senses tremorsense 200 ft., passive Perception 17

Languages Common, Draconic, Primordial, Terran

Proficiency Bonus +2

Challenge 2

Tunneler. The dragon can burrow through solid rock at its burrowing speed, leaving a 5-foot-diameter tunnel in its wake.

ACTIONS

Wing Spike. *Melee Weapon Attack:* +6 to hit, reach 20 ft., one target. *Hit:* 9 (2d4 + 4) piercing damage, and the target is grappled (escape DC 14), as it is pinned on the dragon's wing spike. While a target is grappled using one of the dragon's wing spikes, it can't use that wing spike to attack. The dragon has two wing spikes.

Tear. If the dragon has a target grappled using one of its wing spikes, it can use its other wing spike to attempt to tear the target apart. The target must succeed on a DC 14 Strength saving throw or immediately take 17 (3d8 + 4) slashing damage, or half as much on a success.

Roar (Recharge 5-6). The dragon lets out a deafening roar with an explosive force, pressuring the air.

Every creature within a 20-foot cone originating from the dragon's head must make a DC 13 Constitution saving throw. On a failure, a creature takes 7 (2d6) thunder damage and is stunned until the end of its next turn and deafened for 1 minute. On a success, a creature takes half as much damage and is neither stunned nor deafened.

REACTIONS

Split Slate Plates. When the dragon would be hit by an attack that targets it, it can split among the length of the slate plates that it is made of. The attack misses instead.

APPENDIX

CREATURES BY CHALLENGE RATING

CR	Creature	Page
1/2	Buggle	12
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8	Bone Spirit	10
9	Young Slate Dragon	20
16	Adult Slate Dragon	19
23	Ancient Slate Dragon	17
27	Slate Greatwyrn	15

ENCOUNTERS 4 PLAYERS LEVEL 1-3

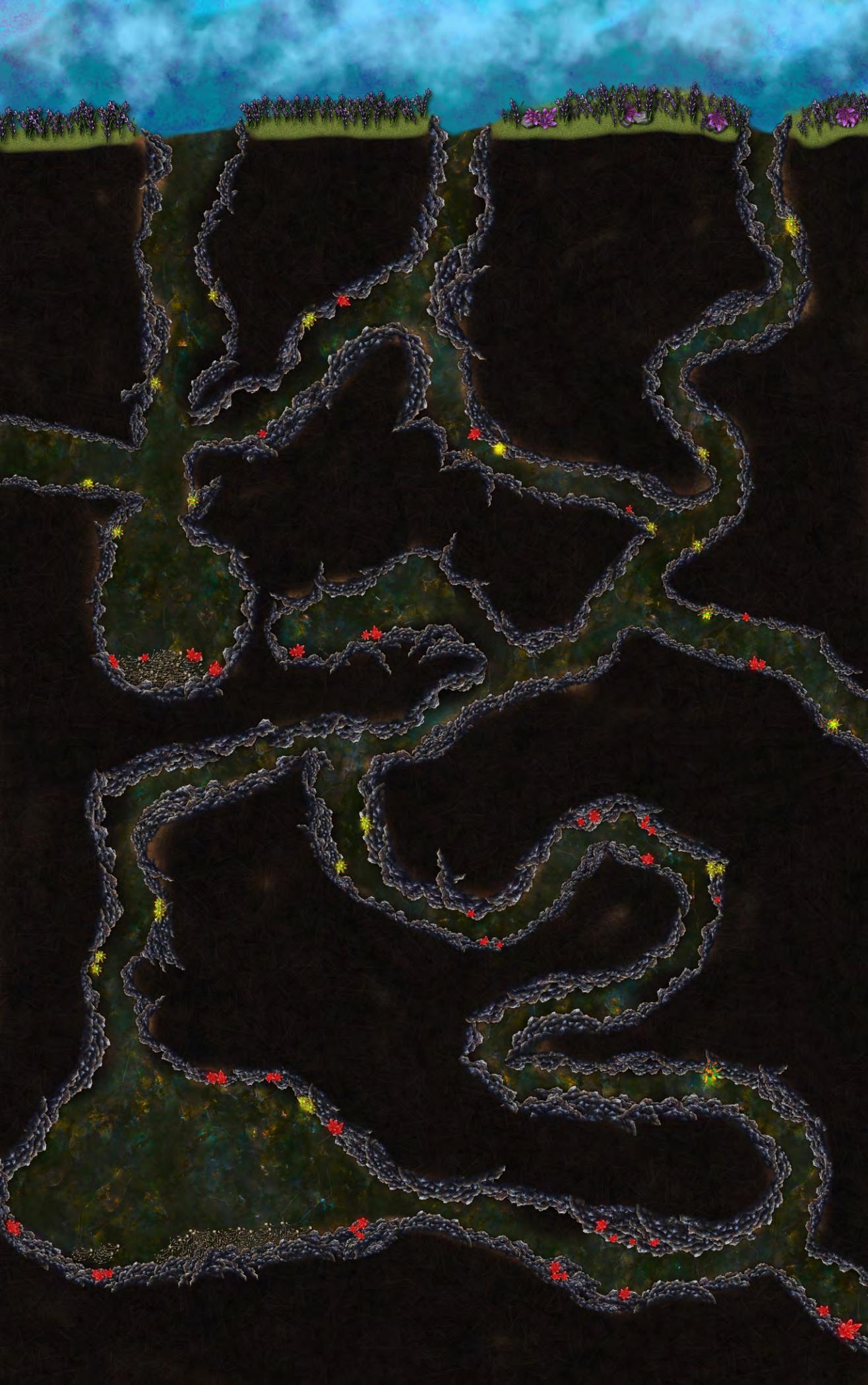
d4	Encounter
1	4 (2d4 - 1) Howling Root
2	2 (1d4) Blast Beetle
3	1 (1d2) Gold Digger Mole
4	1 Slate Dragon Wyrmling

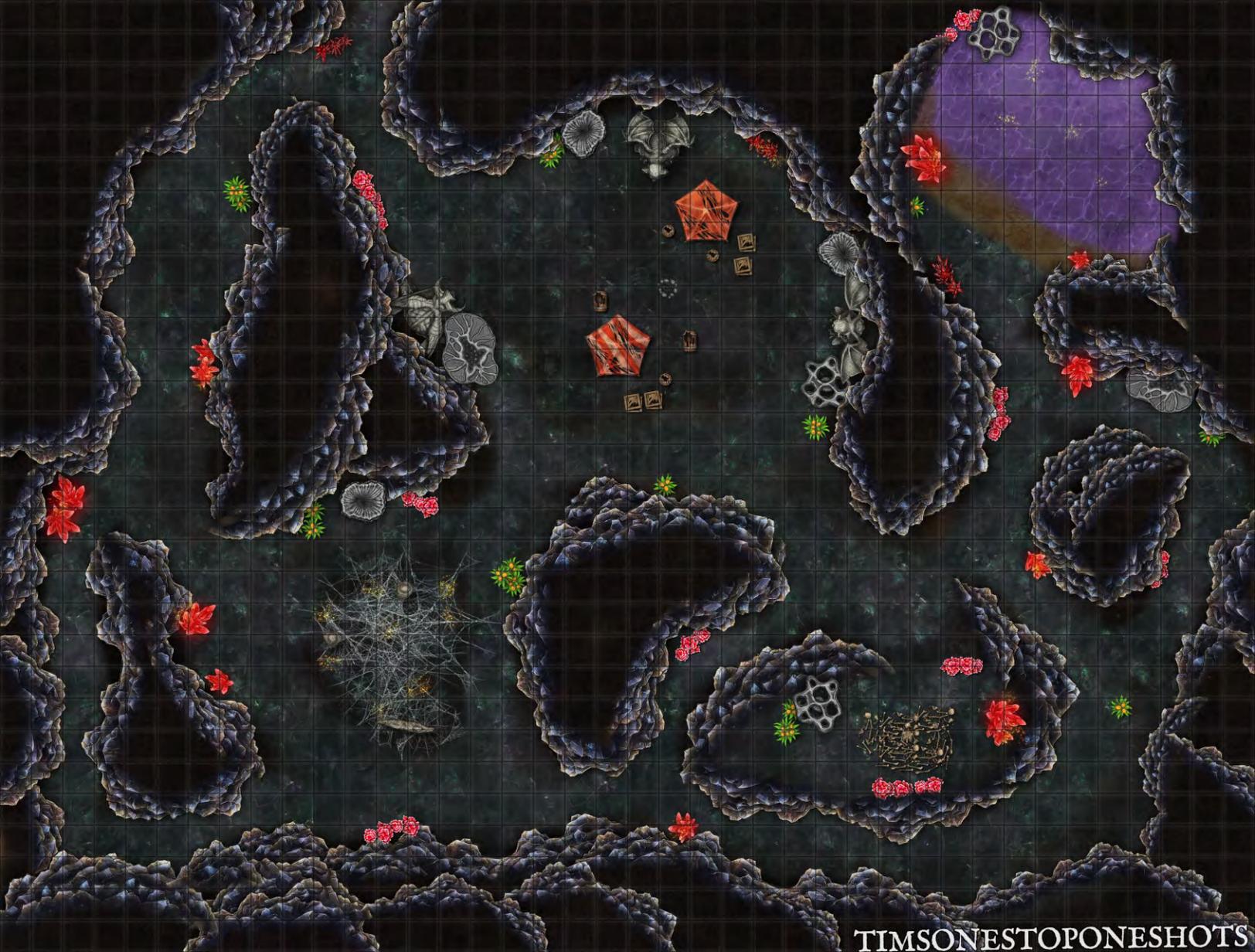
ENCOUNTERS 4 PLAYERS LEVEL 4-6

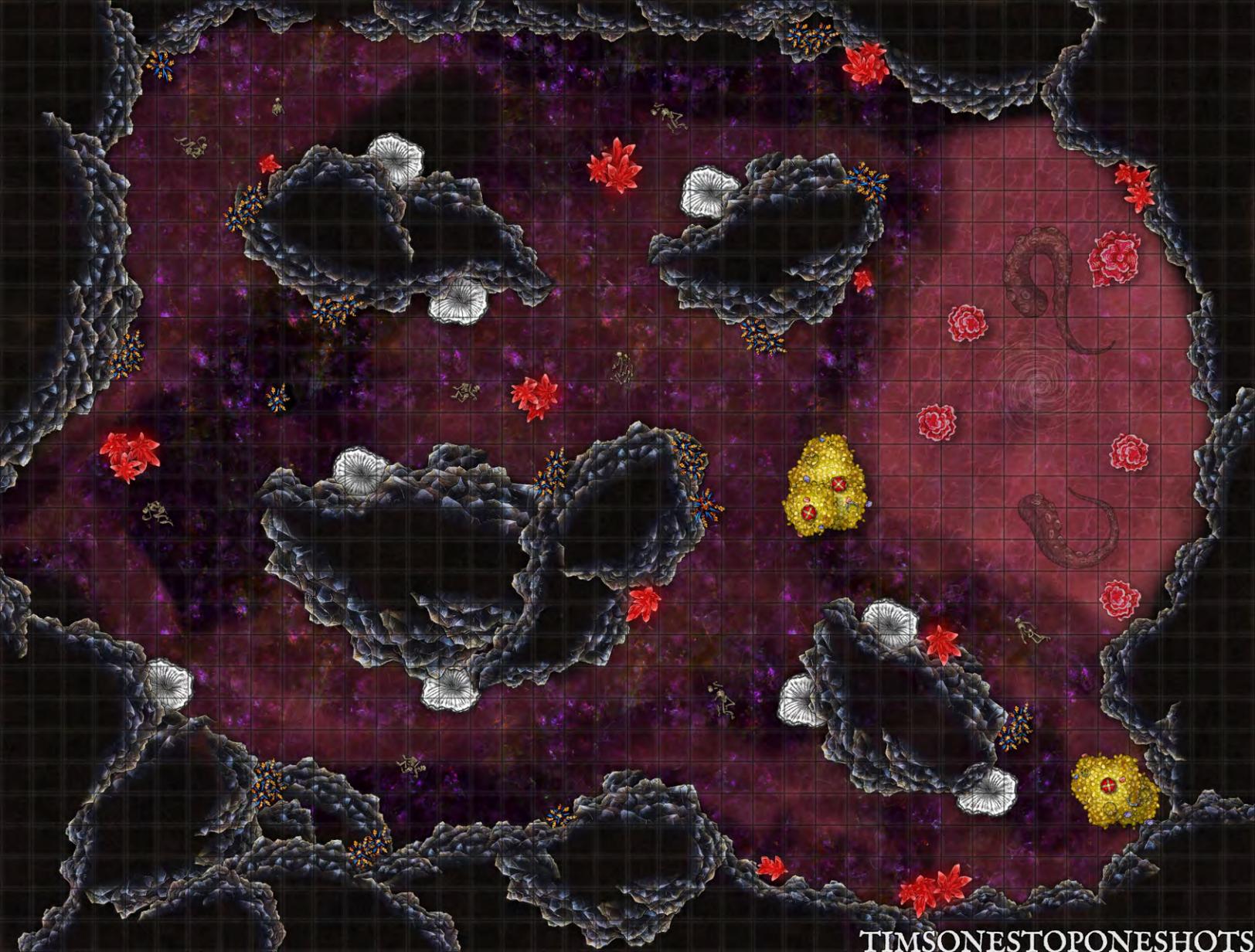
d4	Encounter
1	1 Tunnel Mimic
2	2 (1d4) Gold Digger Mole, 1 (1d4 - 1) Blast Beetle
3	1 Slate Dragon Wyrmling, 5 (2d4) Howling Root
4	5 (2d4) Buggle, 2 (1d4) Gold Digger Mole

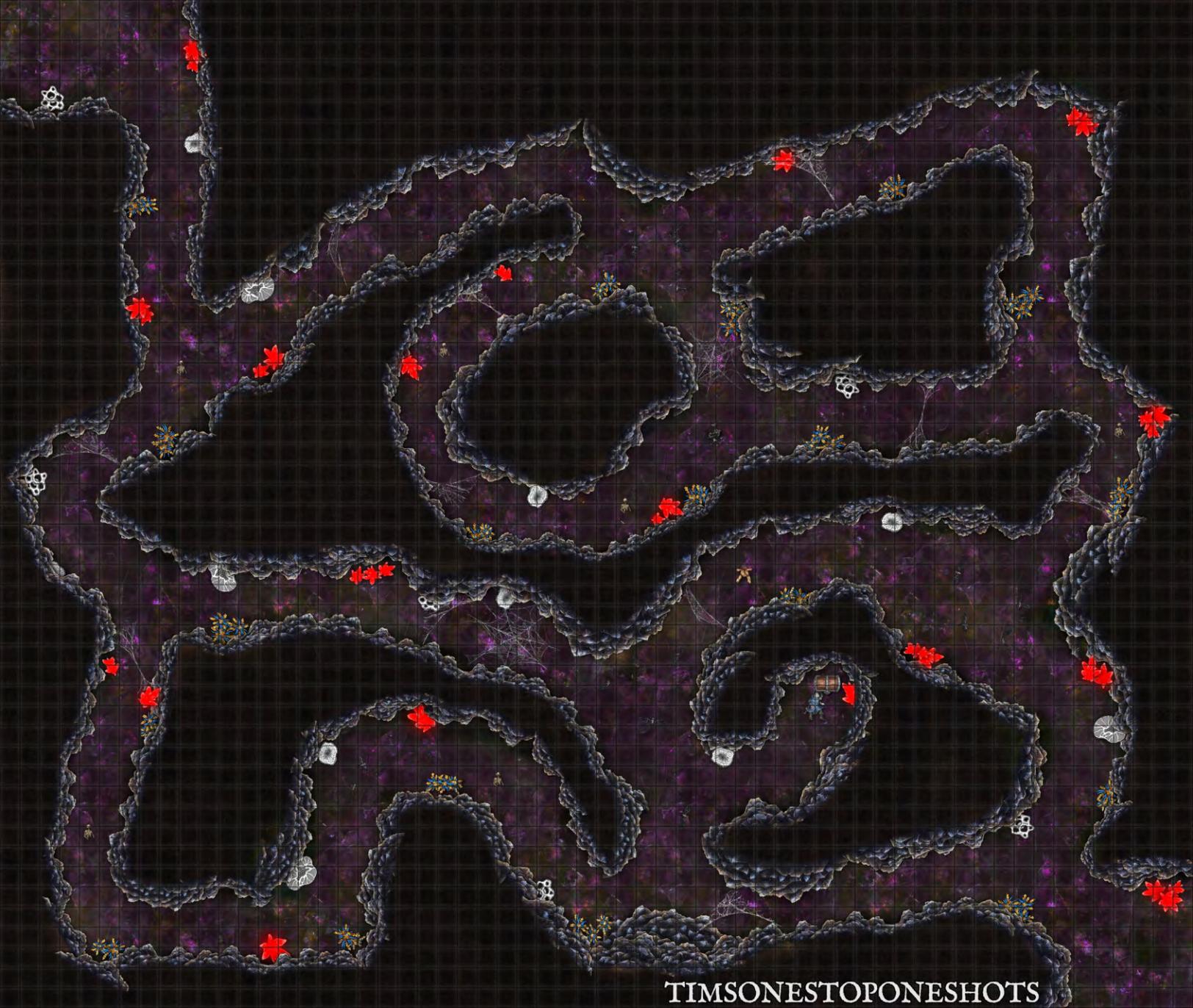
ENCOUNTERS 4 PLAYERS LEVEL 7-9

d4	Encounter
1	1 Young Slate Dragon
2	1 (1d2) Bone Spirit, 2 (1d4) Howling Root
3	1 (1d2) Tunnel Mimic, 2 (1d4) Gold Digger Mole
4	Collapsing Tunnels, 5 (2d4) Howling Root









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Twilight Tunnels

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