

MONSTROUS MENAGERIE

DEEP DWELLERS



MONSTROUS MENAGERIE PRESENTS NEW AND FANTASTIC CREATURES WITH WHICH Game Masters of all levels of experience can populate their campaign worlds. The creatures found within these pages may be beneficent or malign, horrific or wondrous, but all are sure to astound your players.

NEVER TRUST A CRACK IN THE WALL...

This article presents new grimlocks and troglodytes to pour forth from caverns and crevasses, cut off your players' retreat and drag them into the depths. Unleash the mad, hungry denizens of the deep!

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Grimlock Supplicant

Medium humanoid (grimlock), neutral evil

Armor Class 11

Hit Points 16 (3d8 + 3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	9 (–1)	8 (–1)	6 (–2)

Skills Athletics +2, Perception +3, Stealth +3

Condition Immunities blinded

Senses blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 13

Languages Undercommon

Challenge ½ (100 XP)

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

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

Stone Camouflage. The grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

Skull Censer (Recharges after a Short or Long Rest).

The grimlock burns a fungus in its skull censer as a bonus action, causing the censer to emit acrid smoke in a 5-foot radius. While the censer is burning, the area within the smoke is heavily obscured and the grimlock can use the Mad Frenzy action.

At the end of the grimlock's turn, roll 1d6. On a 5 or 6, the skull censer burns out and this effect ends.

ACTIONS

Mad Frenzy (Requires Burning Skull Censer). The grimlock makes three stone knife attacks.

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

Grimlock supplicants collect the skulls of their masters' victims and turn them into macabre censers. Infatuated with their masters, they inhale fungus smoke to enter devotional frenzies.

Open Game Content

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Grimlock Brute

Medium humanoid (grimlock), neutral evil

Armor Class 11

Hit Points 37 (5d8 + 15)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	3 (–4)	2 (–4)	1 (–5)

Skills Athletics +5, Perception –1, Stealth +3

Damage Resistances psychic

Condition Immunities blinded

Senses blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 9

Languages understands Undercommon but can't speak

Challenge 1 (200 XP)

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

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

Nearly Mindless. The grimlock has advantage on saving throws against being frightened or charmed.

Stone Camouflage. The grimlock has advantage on Dexterity (Stealth) checks made to hide in rocky terrain.

ACTIONS

Stone Club. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

REACTIONS

Mindless Rage. When the grimlock is damaged by a creature it can sense within 30 feet, it may immediately move up to its speed towards that creature and make two stone club attacks against that creature.

Until the grimlock falls unconscious or finishes a short or long rest, it has advantage on attack rolls made against the creature that triggered this ability and disadvantage on attack rolls against any other creature.



When a grimlock is lobotomized, it becomes a mindless, violent grimlock brute. Typically, the procedure is carried out by another grimlock, but occasionally a grimlock will perform the lobotomy on itself, presenting the removed portion of its own brain to one of its alien masters.

Revilock

Medium humanoid (grimlock), neutral evil

Armor Class 12 (15 with mage armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	16 (+3)	8 (-1)	10 (+0)

Saving Throws Wisdom +3, Charisma +4

Skills Athletics +3, Perception +3, Stealth +4

Condition Immunities blinded

Senses blindsight 30 ft. or 10 ft. while deafened (blind beyond this radius), passive Perception 13

Languages Undercommon, telepathy 60 ft.

Challenge 3 (700 XP)

Blind Senses. The grimlock can't use its blindsight while deafened and unable to smell.

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

Innate Spellcasting (Psionics). The grimlock's innate spellcasting ability is Intelligence (spell save DC 13; +5 to hit with spell attacks). It can cast the following spells:

At-will: *mage armor*, *mage hand*, *minor illusion* (sound only)

3/day: *command*, *gust of wind*

Psychic Camouflage. The revilock is invisible to creatures that are unaware of it. Creatures must make a DC 13 Intelligence saving throw to target the grimlock with an attack or ability. On a failure, the creature forgets the grimlock exists and must choose a new target for its action.

Creatures with telepathy, or creatures with Intelligence of 3 or less are immune to this ability.

ACTIONS

Claws. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4 + 2) slashing damage plus 9 (2d8) psychic damage.

Crushing Despair (Recharge 5–6). The revilock targets one creature it can sense within 60 feet with a wave of psychic despair. The target must succeed on a DC 13 Intelligence saving throw or take 34 (7d8 + 3) psychic damage and become stunned for 1 minute. On a successful save, the target takes half damage and is not stunned. A creature stunned by this ability makes an Intelligence saving throw at the end of its turn. On a successful saving throw the target is no longer stunned.

Living in close proximity to powerful psychic beings for generations, grimlocks occasionally produce offspring that manifest powerful psychic talents of their own. These mutants are called revilocks, and develop powers of telepathy and telekinesis. Most unsettling is a revilock's ability to fade into the background of peoples' memory,

Variant: Revilock Paragon

A revilock that has grown in power and consumed the brains of a powerful psychic creature might become a revilock paragon. A revilock paragon has maximum hit points (60) and an Intelligence score of 19. Its spell attack is +7 and its saving throw DC is 15. A revilock paragon has a challenge rating of 5 (1,800 XP) and has the following additional features:

Spellcasting (Psionics). 1/day each: *dominate person*, *levitate*.

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

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

Claws. The revilock makes one claws attack.

Cast a Spell (2 actions). The revilock casts a spell.

Disappear (3 actions). All creatures that can see the revilock must succeed at a DC 15 Intelligence saving throw or forget the revilock exists. The revilock can then choose to move its speed.

able to pass unnoticed even when standing directly in front of someone.

Revilocks are usually outcasts from the dark cults that make up grimlock society. Some attract followers and form offshoot cults that haunt the darkest caverns of the world. They command their followers to bring them live humanoids so that they can consume the brains of still-living creatures, mimicking the alien masters worshipped by conventional grimlock cults.

Troglodyte Meatseeker

Medium humanoid (troglodyte), chaotic evil

Armor Class 14 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	15 (+2)	9 (-1)	13 (+1)	8 (-1)

Skills Intimidation +3, Perception +5, Stealth +3, Survival +3

Senses darkvision 60 ft., passive Perception 15

Languages Troglodyte

Challenge 2 (450 XP)

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

Stench. Any creature other than a troglodyte that starts its turn within 15 feet of the troglodyte must succeed on a DC 12 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 troglodytes for 1 hour.

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

ACTIONS

Multiattack. The troglodyte makes one attack with its short sword and one with its battle axe, or it makes two bite attacks.

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

Short Sword. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or ranged 20/60 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

Battleaxe. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

BONUS ACTIONS

Snapping Jaws. The troglodyte makes a bite attack.

Feed the Tribe. The troglodyte must use this ability immediately after it hits with a melee attack. The target of the triggering attack makes a DC 13 Strength saving throw. On a failed saving throw, the troglodyte may choose to knock the target prone or push the target up to 10 feet. Then, any of the troglodyte's allies that are adjacent to the target may make a bite attack against the target as a reaction.

Troglodyte meatseekers are troglodytes that have risen to a tenuous position of leadership in their tribe. They tend to live longer than their kin because their talent for hunting keeps them well fed and earns them metal weapons. In large troglodyte tribes, multiple meatseekers might cooperate to engage in far-ranging hunts that sometimes reach the surface world.

Troglodyte Wallower

Medium humanoid (troglodyte), chaotic evil

Armor Class 11 (natural armor)

Hit Points 30 (4d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	17 (+3)	6 (-2)	10 (+0)	6 (-2)

Skills Stealth +2

Damage Resistances necrotic

Condition Immunities poisoned

Senses darkvision 60 ft., passive Perception 10

Languages Troglodyte

Challenge 1 (200 XP)

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

Putrid Stench. Any creature other than a troglodyte that starts its turn within 15 feet of the troglodyte must succeed on a DC 13 Constitution saving throw or be poisoned until the start of the creature's next turn. A creature that fails the saving throw on two subsequent rounds is incapacitated until the start of the creature's next turn.

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

ACTIONS

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

Bite. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) piercing damage and the target must succeed on a DC 13 Constitution saving throw or contract lizard bloat.

Claw. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 4 (1d4 + 2) slashing damage and the target must succeed on a DC 13 Constitution saving throw or contract lizard bloat (see sidebar).

Troglodyte wallowers are the laziest, filthiest individuals in a troglodyte tribe. Unless roused by an ambitious leader, these creatures prefer to hide in place for days to ambush their prey. If given the opportunity, a troglodyte wallower will wait for a victim to begin retching, bite or scratch the creature, then slink away and wait for the lizard bloat to incapacitate its meal. 

Disease: Lizard Bloat

Lizard bloat is a fast-acting illness. First, the wound becomes infected and swells rapidly, accompanied by a fever and extreme drowsiness. Eventually, an infected creature falls into a feverish coma, unable to wake until cured.

Every hour after a creature has been exposed to the disease, the infected creature must make a DC 13 saving throw. On a failed saving throw the creature gains 1 level of exhaustion. A creature infected by lizard bloat that has 4 levels of exhaustion falls unconscious, no longer gains levels of exhaustion from the disease, and cannot be woken until the disease is cured.

A creature infected with lizard bloat who successfully completes a long rest without succumbing to the disease's coma can make a DC 15 Constitution saving throw. On a success, the creature overcomes the disease.