

HOW I RUN IT'S TROGLODYTE TUESDAY:

TROGLODYTE MEATSEEKER

Troglodyte Meatseekers are among the largest and strongest among their kind (save for Troglodyte Juggernauts) and serve as a kind of gang leader, organizing troglodytes into hunting groups that alternately cooperate or compete to gather food for their colony.

Standing over 6 feet tall, they ripple with muscle under their camouflaging scales and tend to fight with morningstars or battle-axes, trained at shoving foes around to allow their underlings to gang up on them. By providing meat to their followers, they cement their social power in ways that intimidation alone cannot achieve. It is at the urging of Troglodyte Meatseekers that the wider trog community chooses to move, go on raids of the surface, or make rare alliances with other peoples.

Since troglodytes rarely have a linear hierarchy, there can be any number of Meatseekers found in a colony, but as a rule of thumb, there is usually one for every 50 or so troglodyte grunts.

Notes for the DM: Aggressive tacticians, Troglodyte Meatseekers, try to drive their foes into waiting gangs of their followers to be torn apart. They will also take advantage of the verticality of the natural caverns where trogs usually make their lairs, to knock foes over the sides of cliffs and plateaus. In *Against the Cult of the LOAF*, a Troglodyte Meatseeker can be found leading



A Troglodyte Meatseeker emerges from being camouflaged against a stone.

the troglodytes guarding the main access to the lower level (area 20A-C) and that come to investigate any sounds of combat in the Crocodile Pool (area 15). Furthermore, a second meatseeker patrols the outer ledge of the Egg Chamber (area 33), and seeks to knock vulnerable enemies down to where the Troglodyte Juggernaut can get them.

TROGLODYTE MEATSEEKER

medium humanoid, typically neutral evil

Armor Class 14 (natural armor)

Hit Points 60 (8d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	11 (+0)	15 (+2)	9 (-1)	12 (+1)	8 (-1)

Saving Throws Str +5, Con +4

Skills Intimidation +1, Perception +3, Stealth +4

Damage Resistances poison

Senses darkvision 60 ft., passive Perception 13

Languages Undercommon, Draconic

Challenge 2 (450 XP)

Stench. Any non-troglodyte creature that starts its turn within 10 ft. of the Troglodyte Meatseeker must succeed on a DC 12 CON save or be poisoned until the start of its next turn. On a successful saving throw, the creature is immune to all troglodyte stench until the end of the encounter.

Chameleon Skin. The Troglodyte Meatseeker has advantage on Dexterity (Stealth) checks made to hide in subterranean environments and in shadowy conditions.

Brute: The Troglodyte Meatseeker's melee weapons deal one extra die of its damage when they hit with it (included in the attack).

Savage Attacks. When the Troglodyte Meatseeker scores a critical hit with a melee weapon attack, it can roll one of the

weapon's damage dice one additional time and add it to the extra damage of the critical hit. Thus, on a critical hit with its battleaxe the Troglodyte Meatseeker does 5d8+3 (or 5d10+3) damage.

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

ACTIONS

Multiattack. The Troglodyte Meatseeker makes two melee attacks, one with a bite and one with their battleaxe.

Bite. Melee Weapon Attack: +5 to hit. Hit: 1d4+3 (piercing).

Battleaxe. Melee Weapon Attack: +5 to hit. Hit: 2d8+3 (slashing) or 2d10+3 (slashing), if used with two hands.

REACTIONS

Snapping Jaws. As a reaction to an enemy moving into an adjacent square, the Troglodyte Meatseeker may make a bite attack against them.

Feed the Tribe. As a reaction to striking a target with a melee weapon attack, the Troglodyte Meatseeker may choose to knock the target prone or push them away up to 10 feet (straight back, left or right, or even diagonally left or right - any occupied square stops this movement). The target is allowed a Strength saving throw (DC 13) to avoid the effect. Any of the Meatseeker's troglodyte allies that are adjacent to where the target ends up may make a bite attack against the target as a reaction.