

Nimble

A fast, tactical TTRPG



Troglodytes

ARTIST: EARL LAN

TROGLODYTES

Ruthless, cave-dwelling brutes—you'll smell them before you see them.

Overwhelming Stench. When rolling initiative VS Troglodytes, make a STR save instead.

Death Stench. On death: Poison adjacent enemies for 1 round.

TROGLODYTE LVL 1/3

14

Claws. 1d6+3.

MONSTER'S PREFERRED TARGET:

Roll 1d4 or choose one:

1. Whoever is the best smelling.
2. Whoever is wearing the shiniest equipment.
3. Whoever makes light or casts magic.
4. Whoever makes the most noise.



TROGLODYTE TUNNELER LVL 1

14

Burrower. Unseen until you attack (advantage on attacks when unseen). If not burrowed or grappling, burrow instead of attacking.

From Below! 1d6+3. On hit: Grappled (escape DC 10).

TROGLODYTE MUCKTHROWER LVL 2

20

Burrower. Unseen until you attack (advantage on attacks when unseen). If not burrowed or grappling, burrow instead of attacking.

From Below! 1d6+3. On hit: Poisoned.

TROGLODYTE SCREECHER LVL 3

30

Screech. (AoE, Reach 2) 1d6+3 and Daze. (AoEs do not miss or crit, and ignore armor)

TROGLODYTE CHAMPION LVL 4

M

40

Spiked Club. 3d6+9.

TROGLODYTE STENCHMASTER LVL 4

40

Pervading Stench. (AoE, Reach 12) 1d6+3 to all enemies, they are Dazed and Poisoned for 1 turn. (AoEs don't miss or crit, and ignore armor)

TROGLODYTE LOOT:

Fungus-covered skull, filthy hide cloak (reeks of death), stench gland (a grotesque organ still oozes its vile odor), cave moss poultice (smells awful, tastes worse, might heal), bone charms – (tiny humanoid bones strung together), pouch of shimmering spores, rusty shackles, chipped stone idol (an unknown, many-eyed creature), pouch of teeth, cave fish (still alive! blind, slimy, and disturbingly resilient), scrap of ancient map (torn, water-damaged, partially legible).