

HOW I RUN IT'S TROGLODYTE TUESDAY:

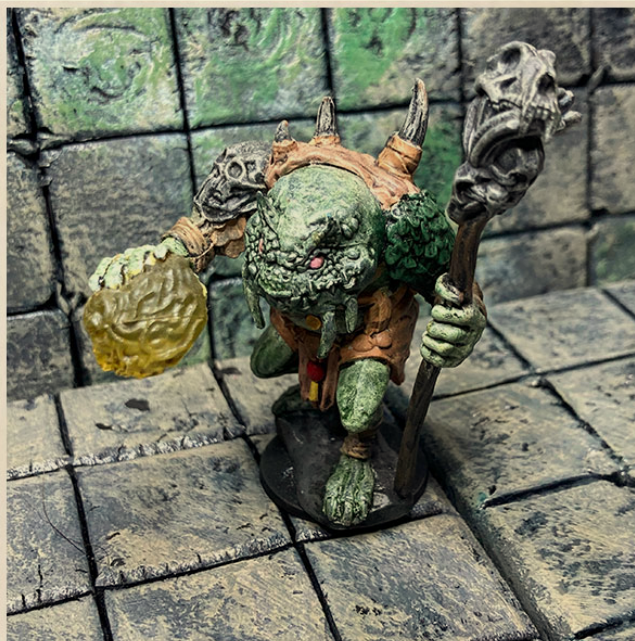
TROGLODYTE MYSTIC

Troglodyte Mystics are a rarity among their people. Koshark, the troglodyte mystic that appears in *Against the Cult of the Loaf* (see *HOW I RUN IT* #3) is the only one noted in the lore of troglodytes since the sages of Makrinos and the Inchoate Empires began gathering such knowledge.

These troglodytes spend years, if not decades, in isolation, suffering bouts of severe deprivation only punctuated by the occasional killing and eating whatever comes across their hidden places, searching in the process, for a depraved form of enlightenment. They cast clerical spells through sheer will and aspire to the sloth-like power of their patron god, Laogzed, raising the desire to do the absolute least to an ascetic principle by manipulating and cowering others. Ideally, their subjects would fulfil their will without even being commanded or even seen, though reality is often very far from that ideal. And thus, they still plot and jockey for position among others of their kind and powerful beings—like the naga Perspicua Besmirch—who claim to also serve and emulate the troglodyte god.

Troglodyte Mystics rarely prepare healing spells and never cast them on others. They have no regard for the well-being of their kind. When faced with tough foes, they will command the troglodytes beneath them to sacrifice themselves so that the Mystic may live. They do not fear death, however, believing that in death they are reabsorbed into their god, who excreted their foul souls to begin with.

Weird Powers: Speculation about these mystics is that they each develop their own idiosyncratic powers through their contemplation of what it means to be a troglodyte in essence. Consider the example of Koshark: he can transport his essence through stone by concentrating on the idea of Laogzed as a mountain of hardened feces, immovable but pliant. He follows up this disgusting set of beliefs with the physical training required to develop the foul glands of his kind to expel a wall of fetid gas that incapacitates the weak.



Troglodyte Mystic (as represented by a Green Slaad mini)

Troglodyte Mystics instinctively know the most painful places to aim their weapon blows, using blunt weapons, like maces with cruel proficiency.

Troglodyte Mystics vary in look, but using Koshark as an example, they are larger and stronger than the typical example of their kind, with an enlarged head and eyes, dressing in bones and bits of metal and other materials that stand up to wear and the rot of their favored environs.

Notes for the DM: Typically, the Troglodyte Mystic will keep its distance from foes, directing its underlings to attack, and using its stony step ability to strike and retreat back to safety. It will also use its “Silent, But Deadly” ability to attempt to divide foes, directing other troglodytes to gang up on incapacitated foes before they can recover.

TROGLODYTE MYSTIC

medium humanoid, typically neutral evil

Armor Class 14 (natural armor)

Hit Points 56 (8d8+16)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	14 (+2)	10 (+0)	13 (+1)	13 (+1)

Saving Throws Wis +3, Cha +3

Skills Intimidation +3, Religion +4, Stealth +5 (ex), Survival +3

Damage Resistances Poison

Condition Resistances Poisoned

Senses darkvision 60 ft., passive Perception 11

Languages Common, Undercommon

Challenge 3 (700 XP)

Stench. Any non-troglodyte creature that starts its turn within 10 ft. of the Troglodyte Mystic 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 for one hour.

Spellcasting. The mystic is a 4th-level spellcaster. Its spellcasting ability is Constitution (spell save DC 12, +4 to hit with spell attacks). It has the following cleric spells prepared:

Cantrips (at will): *guidance*, *poison spray*, *thaumaturgy*

1st level (4 slots): *bane*, *faerie fire*, *thunderwave*

2nd level (3 slots): *blindness*, *silence*

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

Depravation. The Troglodyte Mystic can forgo a number of days without a long rest equal to 1 + its Constitution modifier (typically 3) without suffering exhaustion. It can also do without food for a number of days equal to its Constitution score without suffering exhaustion.

ACTIONS

Multiattack. The Troglodyte Mystic makes two attacks, one with a bite and one with its mace or three dart attacks.

Darts: Ranged (20/60) Weapon Attack: +3 to hit. Hit: 1d4+1 (piercing). After each time the Mystic makes a dart attack roll d6 + number of darts thrown in that action. On a roll of 7 or better, they have run out of darts.

Mace of Blinding Pain. Melee Weapon Attack: +4 to hit. Hit: 1d6+2 (bludgeoning). On a successful strike, the Troglodyte Mystic may spend a spell slot to do an additional 1d6 damage per spell level and the target must make a CON save (DC 12) or be *blinded* until the end of its next turn.

Bite. Melee Weapon Attack: +4 to hit. Hit: 1d4+2 (piercing).

BONUS ACTIONS

Stony Step (3/between short rests). As a bonus action the Troglodyte Mystic can disappear into any natural or worked stone at least as big as it is and reappear out of any similar stone up to 40 feet away that he can see and into an unoccupied square. This uses 10 feet of movement and does not draw opportunity attacks.

Silent But Deadly (2/long rests). As a bonus action, the Troglodyte Mystic can shoot a 20' long and 10' wide cloud of noxious vapors from glands under its tail. Each creature that is completely within the cloud at the start of its turn must make a CON save (DC 12). On a failed save, the creature is Incapacitated and spends that turn retching and reeling and can only move half-speed (rounded down). Those who are only partially in the cloud save with advantage. Creatures that don't need to breathe or are immune to poison are immune to this effect. A moderate wind (at least 10 miles per hour) disperses the cloud after 2 rounds. A strong wind (at least 20 miles per hour) disperses it immediately. Otherwise it lasts for 1 minute.

REACTIONS

Hypnotic Command. As a reaction to enemies coming or being within 15 feet of it, the Troglodyte Mystic can command up to three other troglodytes that individually have a lower CR than the Troglodyte Mystic and who can see and hear him to either move up to half their speed to interpose themselves between the enemies and the Mystic or to use a reaction to make a ranged weapon attack (if they have a ranged weapon ready). This movement does not draw opportunity attacks.