

GRIMLOCK

Grimlocks are fearsome subterranean predators, known for their primitive societies and brutal hunting tactics. These muscular humanoids, with their dark, eyeless sockets and notched battleaxes, emit low growls that send shivers down the spines of those who encounter them. Grimlocks are notorious for raiding surface communities near mountain entrances, driven by an insatiable hunger for human flesh. Scholars believe that grimlocks are descended from surface dwellers who lost their way in the lightless depths and resorted to cannibalism to survive. Over time, they developed heightened senses at the cost of their eyesight, making them formidable hunters in the darkness.

Physical Description

Grimlocks are muscular, gray-skinned humanoids with a distinct, foul odor. Both genders are difficult to distinguish at a casual glance due to their similar appearance. Their eyeless sockets and natural camouflage allow them to blend seamlessly into their underground environments. Standing at around 5 to 6 feet tall, grimlocks rely on their heightened senses of hearing and smell to navigate and hunt in the darkness.

Society

Grimlocks form primitive and aggressive societies, often consisting of small tribes or war parties. They spend most of their time hunting for food, fighting amongst themselves, or raiding other creatures for loot and slaves. Their natural aggressiveness and lack of complex social structures prevent them from forming large or stable communities. Occasionally, a powerful warlock or medusa may unite several tribes into a larger force, but such alliances are short-lived.

Relations

Grimlocks are generally hostile towards other races, viewing them as prey or potential slaves. Their raids on surface communities have earned them a fearsome reputation, and they are often hunted by adventurers seeking to protect their homes. Grimlocks have little interest in diplomacy or alliances, preferring to rely on their own strength and cunning to survive.

Alignment and Religion

Grimlocks are typically neutral evil, driven by their primal instincts and desire for power. They worship dark and malevolent deities, often venerating gods of destruction, darkness, and chaos. Their religious practices are brutal and ritualistic, reflecting their savage nature.

Adventurers

Grimlocks who become adventurers are often outcasts or those seeking to prove their strength. They excel as barbarians, rangers, or rogues, using their natural abilities to great effect. Grimlock adventurers are rare, but those who do exist are formidable opponents, driven by a desire to conquer and dominate.

GRIMLOCK RACIAL ABILITIES

Ability Score Modifiers: +2 Strength, +2 Dexterity, -2 Charisma

Size: Medium

Type: Monstrous Humanoid

Base Speed: 30 ft.

Languages: Grimlocks begin play speaking Grimlock and Undercommon. Grimlocks with high Intelligence scores can choose from the following: Common, Dwarven, Goblin, and Orc.

AC: +4 natural armor

Immunities: Immune to gaze attacks and visual effects

Weaknesses: Blind

Weapon Familiarity: Grimlocks are proficient with battleaxes and short-ranged missile weapons such as knives, axes, and stones.

Blindsight (Ex): Grimlocks can "see" normally to a range of 40 feet. Beyond that, they treat all creatures as if they had total concealment.

Scent (Ex): Grimlocks have a keen sense of smell, allowing them to detect creatures by scent.

Blind-Fight (Ex): If either their hearing or smell is negated, grimlocks fight as if they had the Blind-Fight feat. Without either sense, they take penalties as if they were blind.