

# The Favored of Skexxiz





# THE FAVORED OF SKEXXIZ

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This supplement is a departure from Tricky Owlbear's first locale offering in that it is designed solely with the GM in mind. *The Favored of Skexxiz* presents not an adventure but rather a possible section within a larger adventure. Designed for PCs of levels 2 to 3, the troglodytes herein might not be part of a larger tribe but perhaps are hirelings of the campaign's BBEG. This locale is great for breaking up a long dungeon crawl into the deeper more dangerous parts of the underearth. Maybe the trogs are in possession of an object or bit of information the PCs will need later on. Or perhaps Skexxiz, the new deity presented here, needs to be introduced at that party's low level as he will be more prominent later in the campaign. No matter how you use this locale, you can rest easy since the hard work of descriptions and statistics is already taken care of. Sit back and let your imagination do the rest!

As always, we would love to hear from you as this line of *Pathfinder*-compatible products continues. Feel free to email your comments, questions, and other feedback to [Bret.Boyd@TrickyOwlbear.com](mailto:Bret.Boyd@TrickyOwlbear.com) and we'll get back to you as soon as possible. Good gaming!

Bret Boyd, President  
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## AREA DETAILS

Not terribly far beneath the sleepy fishing village of Teret's Point is one of three small outposts guarding the entranceways to a growing tribe of troglodytes. Besides their role as protectors and lookouts, the frontline troglodytes featured herein regularly make assaults on the surface world. Using unconventional tactics, they are led by a cleric of their stealth god—Skexxiz—who has led his kin to numerous victories both above and below the ground. The surface villagers have only recently been able to find out where the reptilians are coming from and are searching earnestly for a stalwart band of adventurers to put a stop to the reptilians. This locale looks at the troglodyte's outpost and the creatures that call it home.

Unless otherwise noted, the rough hewn stone passages and rooms are damp with moisture and the air has a definitive clamminess to it. The ceiling reaches anywhere from 10 to 20 feet above the floor. The natural passage running past the entrance chamber is a snaking incline of 5 feet in width at most spots (narrowing to 3 feet in two locations). This leads up approximately 100 feet to an intersection which in turn eventually leads to a small cave overlooking Teret's Point (the other direction leading into a devious pit trap). Once a character reaches Area 4, there is an obvious foul odor to the place. The GM is encouraged to read aloud the sections of italicized text as the characters arrive at the corresponding locations.

## AREA 1A: A TEMPTING LURE

Anyone entering this first chamber will spot the nearly 10-foot-wide hole at its center. Intruders utilizing a light source are likely to note the glimmering of gold coins at the bottom of the hole's 15-foot drop. When using a light source, a DC 13 Perception check is needed to notice the twinkling of treasure below. Without light, a creature is only likely to note the pieces of gold with a DC 19 Perception check. The troglodytes purposefully leave these coins as the bait to the outpost's first trap. With any luck, they believe, at least one intruder will investigate the coins and fall victim to Skex—the large spider that resides here.

## AREA 1B: SKEK THE GUARDIAN

If any character hangs below the lip of the pit for a better look in Area 1a, they see the following:

*“The chamber below sprawls out at least twenty feet in every direction from the hole. The bones of several creatures litter the west wall. Webbing thinly coats the area but thickens at the east wall.”*

This area is roughly circular (30 feet in diameter) with the entrance hanging just off-center above. Skex is the latest in a series of large spiders (all named Skex) transplanted from her original lair and blessed in a ritual to Skexxiz to serve the troglodytes. When she isn't busy rebuilding the webs that the trogs tear through, Skex devours the small animals that come in search of the nearby fresh water (not to mention adventurers foolish enough to invade her personal sanctum). As soon as a humanoid makes contact with the floor, Skex strikes if present (75% chance to be in the lair). She commonly hangs on the eastern wall, noting any disturbances in her webs.

Only careful inspection reveals the presence of Skex to creatures peering in from Area 1a (Perception DC vs. Skex's Stealth check of +11 for her careful preparation in spinning a web to throw loosely over her bulk).

### Skex

CR 3

N Large vermin (enhanced)

**Init** +3; **Senses** darkvision 60 ft., tremorsense 60 ft.;  
**Perception** +4

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**AC** 14, touch 13, flat-footed 11

**hp** 27 (5d8+5)

**Fort** +5, **Ref** +4, **Will** +1

**Immune** mind-affecting effects

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**Speed** 30 ft., climb 30 ft.

**Melee** bite +3 (1d8+3 plus poison)

**Special Actions** *darkness* (+6 ranged touch, 20-ft. radius), *web* (+6 ranged, DC 13, hp 5)

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**Abilities** Str 15, Dex 17, Con 12, Int –, Wis 10, Cha 2

**Base Atk** +3; **CMB** +6; **CMD** +19 (31 vs. trip)

**Skills** Climb +19, Perception +4 (+8 in webs), Stealth +7 (+11 in webs)

**Racial Modifiers** +4 Perception, +4 Stealth (+8 in webs), +16 Climb

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**Poison (Ex)** Bite—injury; *save* Fort DC 15; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

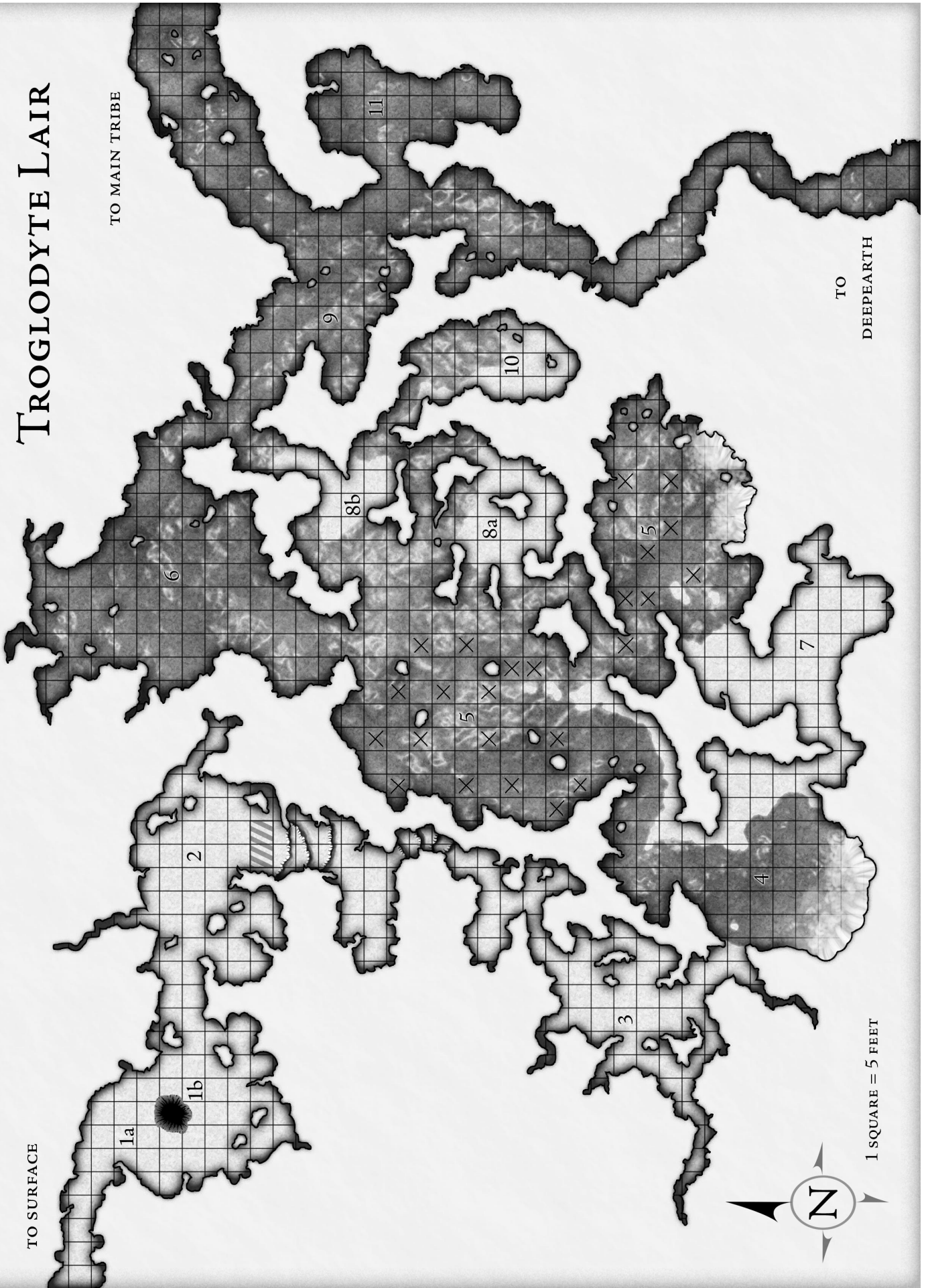
**Darkness (Sp)** Skex is able to “spit” darkness three times per day. The spider makes a ranged touch attack against a target (maximum range 30 ft.) with a ball of shadow. On a successful hit, the creature is enveloped within a 20-ft. radius globe of darkness (as the spell *darkness*) for 4 minutes. If the spider misses its attack, the shadowy missile strikes a random area five feet from the target. Roll 1d8 to determine the misdirection of the attack. A “1” comes back toward

# TROGLODYTE LAIR

TO SURFACE

TO MAIN TRIBE

TO  
DEEPEARTH



1 SQUARE = 5 FEET



Skex and “2” through “8” count clockwise around the target creature. The darkness globe then originates from that point for the duration. Most importantly, Skex can see through the darkness of her own creation as if it were not present.

**Web (Ex)** Skex can throw a web eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the spider. A creature can escape with a successful Escape Artist check or burst the web with a Strength check (both at DC 13). Both are standard actions and attempts to burst the web by those caught in it suffer a -4 penalty.

Web-spinners like Skex often create sheets of webbing thirty feet square. She can position these sheets to snare flying creatures or to trap prey on the ground. Creatures must succeed on a DC 20 Perception check to notice a web or else stumble into it and become trapped as by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the 5 hit points, and sheet webs have DR 5/—. Skex can move across her own web at her climb speed and can pinpoint the location of any creature touching her web.

**Appearance/Tactics:** Skex is a shapely (well fed) giant black widow sporting lush black fur across her torso. Her mandibles click ominously right before she strikes. The webbing she spins is off-white in color. Skex is aggressive and uses her poisonous bites to subdue or kill prey. The putrid odor of the troglodytes keeps Skex at bay and she instinctively knows that attacking the reptilians means committing suicide. Every other creature is considered prey unless the

spider is severely wounded early in a fight, after which she retreats to her lair.

Skex is considered “enhanced” because she is blessed by the deity Skexxiz for who she is named. As long as the spider does not harm the troglodytes and maintains her lair at the reptilians’ entranceway, Skexxiz has full knowledge and use of her darkness special attack. If there is only one foe, she attacks quickly in the darkness, hoping for a quick kill. If there are multiple enemies, Skex instead uses the darkness as a cover for her escape if injured.

**Treasure:** masterwork greataxe, *potion of mage armor*, 30 gp

### THE SPIDER AND THE TROGLODYTES

While this sounds like the title of a demented fairy tale, the relationship between the arachnid and its reptilian neighbors is surprisingly cordial. Skex cannot stand the stench of the troglodytes—so terrible that even vermin avoid it. Krench, the troglodyte cleric-leader, leads a team of his fellows to capture a spider of this size whenever one is needed. While initially irritated at the change of venue, the arachnid quickly adapts to its new home as the trogs keep it well fed. Skex (and her predecessors) is the perfect watchdog, allowing the trogs to pass by safely because of their odor and then, in essence, locking the door behind them by reconstructing the prey-web in Area 3.

## AREA 2: REFUSE PIT

*The faint smell of rancid garbage taints your nostrils. This chamber appears to be otherwise empty.*

The second line of defense for the trogs is a simple camouflaged pit trap located in this chamber. The two 5-foot squares just before the exit on the southern side hold this trap. Skex knows from experience to crawl along the wall here and the trogs have just enough room to side-step the trap along its eastern edge. The refuse from recent troglodyte meals and kills are kept in the pit.

Intruders landing inside and moving around the pit might create enough noise to alert nearby residents (trogs and Skex receive a +5 to Perception checks if within 30 feet of the pit). A cursory glance reveals numerous coins (26 sp and 14 gp total) while a more careful DC 20 Perception check reveals a few items of interest that have gone unnoticed by the messy trogs: a masterwork dagger, *incense of meditation*, and a rusty iron key (GM's choice as to what the key might open as there is nothing in this locale to use it on).

### Camouflaged pit trap

CR 3

**Type** mechanical;

**Perception** DC 25; **Disable Device** DC 20

**Effects**

**Trigger** location; **Reset** manual

**Effect** 30-ft. deep pit (3d6 falling damage); DC 20

Reflex avoids; multiple targets (all targets in a 5-ft.x10-ft. area)

## AREA 3: FLIES TO THE SPIDER

*“Wet moss coats this area. The sound of rushing water can be heard coming from the passage which noticeably slopes down ahead of you.”*

A thin, carefully-woven web stretches diagonally across the center of this area. A DC 20 Perception check is required to see the webbing. Characters attempting to cross the lichen-covered floor must move at one-half speed or else succeed a DC 19 Acrobatics check to move normally without sliding 5 feet to the south.

The prey-web, as the trogs call it, tends to catch curious underground animals which provide Skex with a light snack. Thanks to linked webbing which stretches from the prey-web across the ceiling to her lair in Area 1b, Skex knows when someone tears through here (or becomes entangled). She is quick to investigate unless she smells the familiar stench of troglodyte.

## AREA 4: A SPLASHY CROSSROADS

*“The first intersection of the lair is dominated by smoothly flowing water rushing southward within the floor's shallow ravine. Loud noise to the south betrays the presence of a waterfall within the darkened area. A slight breeze blows a particularly nasty odor to you seemingly from all directions.”*

The stream does not impede movement but the waterfall noise does cause characters within 25 feet of it to suffer a -2 penalty to Perception checks. Four troglodytes continually guard the passages out of this area (two north and two east). Intruders cannot move past this intersection without being challenged in



some fashion by them. The trogs use the exits' craggy walls for partial cover (+2 to AC and +1 to Reflex saves) while hurling their javelins. After this, one trog attempts to bull rush the most powerful opponent over the waterfall. Failing to stop an enemy force, the trogs shout, "Guard the treasure!" in Common before obviously retreating either north or east (though north is preferred) to Area 5. This tactic is a standard ploy to lure intruders to the most defensible portion of the outpost.

## Troglodyte

**XP 400**

CE Medium humanoid (reptilian)

**Init** -1; **Senses** darkvision 90 ft.; Perception +0

**Aura** stench (30 ft., DC 13, 10 rounds)

**Languages** Draconic

**CR 1**

**AC** 15, touch 9, flat-footed 16 (-1 Dex, +6 natural)

**hp** 13 (2d8+4 HD)

**Fort** +7, **Ref** -1, **Will** +0

**Speed** 40 ft. (8 squares)

**Melee** club +2 (1d6+1), claw -3 (1d4), bite -3 (1d4) or 2 claws +2 (1d4+1), bite +2 (1d4+1)

**Ranged** javelin +0 (1d6)

**Base Atk** +1; **CMB** +2; **CMD** 11

**Special Actions** greater stench

**Abilities** Str 12, Dex 9, Con 14, Int 8, Wis 11, Cha 11

**Feats** Great Fortitude

**Skills** Stealth +5 (+9 in rocky areas); **Racial**

**Modifiers** +4 Stealth (+8 in rocky areas)

**Other Gear** club, javelin (2)

**Description/Tactics:** A troglodyte stands about 5 feet tall and weighs about 150 pounds. All standard trogs

stationed at this outpost carry one or two javelins and clubs. They normally conceal themselves, launch a volley of javelins, then close to attack. If the battle goes against them, they retreat and attempt to hide before ambushing again, hopefully with reinforcements.

## AREA 5: WATERY GRAVES

*“The splashing of your steps is the only loud noise in the expansive chamber, broken up by the occasional column of stone, where a stalactite and stalagmite have joined.”*

This wide area sports uneven flooring hidden beneath the ankle-deep pond the stream feeds. Krench has trained his fellows to lead intruders here and generate a **greater stench** (see the new special ability). The intruders invariably stumble to their own watery graves as they fall into hidden depressions where the trogs can attack them at an advantage. These numerous staggered pits measure 5 ft.-square and even bright light sources are hard pressed to reveal them in the muddy water. Krench demands daily practice drills in this area so that the trogs can easily navigate the pits when combat does ensue. The pits are laid out in a staggered formation but each is at most 15 feet away from its neighbor.

A DC 23 Perception check notes the presence of a single pit; successive pits being more easily identified by that character (DC 18). A DC 18 Reflex save avoids falling into one of these traps. Each pit is only 5 feet deep (no damage) but requires a DC 10 Climb or Swim check to escape from. Once a character falls into the pit, any nearby trogs swarm it (+1 to melee attacks for being on higher ground) to slay the

temporarily trapped foe. In addition, any character below 5 ft. 6 in. in height may drown if inside too long as his whole body will be submerged.

At any time, between 6 and 12 (2d4+4) standard troglodytes are present, either lounging in the cool waters or practicing combat tactics around the hidden pits. When intruders move at least 20 feet into the large chamber, these trogs initiate a greater stench before attacking. For the smaller **Area 5** that is to the southeast of **Area 7**, there are 2d4 trogs present and they attack after the PCs move farther than 10 feet into the chamber.

Krench lends spell support from Area 6 (if he is here when the PCs enter) with *darkness*, *protection from good*, and *guidance* (in that order) before wading into melee.

## AREA 6: NAVE

The PCs see the following only as they approach the far northern end of this area:

*“On a smoothed rock rising like a sacrificial altar from the shallow water is a statuette of dark stone. A dented handbell sits to the right of the object while a stained knife and bowl lays to the left.”*

The shrine and clerical trappings dedicated to Skexxiz are located here. The symbol of the stealth god—an onyx statuette of a reptilian humanoid hidden behind what appears to be a cloud of ash—is the object mentioned above. While inside the outpost, Krench leaves his handbell on the altar. It is dented from constantly being smacked against troglodyte skulls. Sometimes Krench whacks his fellows out of vengeance for perceived slights. Other times it



is simply because he enjoys it. The masterwork instrument serves no other purpose except to sound the occasional harsh drone during lengthy prayers. The knife and bowl have obviously seen use in sacrificial rituals to Skexxiz.

There is an 80% chance Krench is located here when the PCs invade the outpost. The statuette of the symbol of Skexxiz has been enspelled to inflict *blindness* on any non-evil creature that touches it (Fortitude DC 15 negates). If Krench has not joined in battle in Area 5 but still knows that intruders are near, he hides within the northern alcove near the altar. He waits here to ambush any foes, preferably after one or more attempts to handle the statuette.

### **AREA 7: SLEEP CHAMBER**

*“Over a dozen humanoid-size beds of straw litter the dry floor. Five troglodytes sit hunched over in a circle on the ground.”*

This area houses the commons for the residents and its large dry space makes this the sleeping quarters as well. Five “infirm” troglodytes dice here for rat carcasses. These trogs all have some type of major scarring or injury which, while slowing their reaction to intruders, does nothing else to hinder their combat ability. Beds consist of straw mats and damp blankets.

The infirm trogs here are to be used as fodder during an attack by intruders. They can at the very least aid in generating a greater stench if necessary. When melee does occur, they are expected to place what is left of their bodies between an enemy and their kin. The infirm trogs suffer a -2 penalty to Reflex

saves and Initiative rolls when beginning combat. If circumstances force a re-roll of Initiative, the penalty does not apply as the trogs are already “warmed up.” They otherwise have the same statistics as a standard troglodyte.

### **AREA 8A & 8B: GUARDS**

*“This island of dryness is home to two troglodytes that hiss violently at your approach. Without preamble, they raise wicked javelins to hurl at you!”*

These two areas serve as guard positions, each containing two trogs at any given time. The first pair (8a) watches over **Areas 5 & 6**. The second pair (8b) keeps vigilant watch over the tunnels leading to **Areas 9 & 10**. The ground slopes downward on all sides from these positions into the softly burbling waters.

Each area has a 45% chance of having Trelk present (the other 10% of the time he is in **Area 7**). The guards here comprise the members of the warrior caste of which the barbarian Trelk is the leader. He commonly lounges in one of these areas out of boredom but sometimes an impromptu sparring match occurs.

Besides keeping an eye on their areas, these duos also keep an eye on each other. If intruders manage to slay one pair, the other pair notices their absence within the next round. One moves to investigate while the other goes to find Trelk or Krench (preferably the former).

## Troglodyte Guard

CR 2

Troglodyte barbarian 1

CE Medium humanoid (reptilian)

**Init** +0; **Senses** darkvision 90 ft.; Perception +5

**Aura** stench (30 ft., DC 13, 10 rounds)

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**AC** 16, touch 10, flat-footed 16 (+6 natural)

**hp** 21 (2d8 plus 1d12+6)

**Fort** +7, **Ref** +0, **Will** +0

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**Speed** 40 ft.

**Melee** mwk club +5 (1d6+1), claw -2 (1d4+1), bite -2 (1d4+1) or 2 claws +3 (1d4+1), bite +3 (1d4+1)

**Ranged** javelin +2 (1d6+1)

**Special Attacks** rage (6 rounds), greater stench

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**Abilities** Str 12, Dex 10, Con 14, Int 8, Wis 10, Cha 10

**Base Atk** +2; **CMB** +3; **CMD** 13

**Feats** Great Fortitude, Weapon Focus (club)

**Skills** Stealth +5 (+9 in rocky areas), Swim +5;

**Racial Modifiers** +4 Stealth (+8 in rocky areas)

**Languages** Draconic

**Other Gear** javelin (2), masterwork club

**Description/Tactics:** Although receiving no real distinction within the community, these warriors comprise the warrior caste. They are honored to have been chosen by Trelk to serve as his personal guard and defer to him in all matters. Each looks like any other trog, save for a crude “T” burn on their necks which Trelk decided to brand on them. Like the standard trogs, these barbarians prefer to launch javelins at foes first before wading into melee with their clubs. If one of these trogs is dealt more than 5 damage from a single blow, he flies into a rage until either his target is dead or the rage expires. Otherwise, these trogs rage when ordered to do so by Trelk.

## Trelk

CR 3

(“When sneaking not work, we kill!”)

Troglodyte barbarian 2

CE Medium humanoid (reptilian)

**Init** +0; **Senses** darkvision 90 ft.; Perception +4

**Aura** stench (30 ft., DC 16, 10 rounds)

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**AC** 19, touch 10, flat-footed 16 (+3 studded leather, +6 natural); uncanny dodge

**hp** 38 (2d8 plus 2d12+16)

**Fort** +8, **Ref** +0, **Will** +0

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**Speed** 40 ft.

**Melee** mwk battleaxe +8 (1d8+3/x3), claw +1 (1d4+3), bite +1 (1d4+3) or 2 claws +6 (1d4+3), bite +6 (1d4+3)

**Ranged** mwk shortbow +4 (1d6/x3)

**Special Attacks** rage (10 rounds), greater stench, intimidating glare (DC 14)

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**Abilities** Str 16, Dex 11, Con 19, Int 8, Wis 11, Cha 13

**Base Atk** +3; **CMB** +6; **CMD** 16

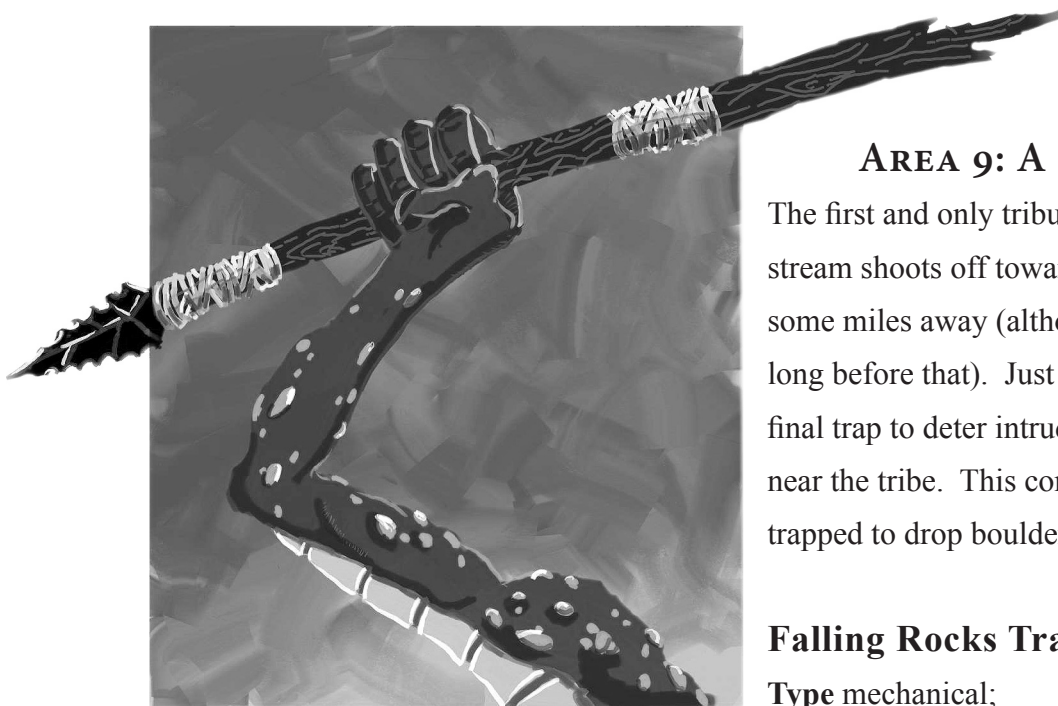
**Feats** Great Fortitude, Weapon Focus (battleaxe)

**Skills** Intimidate +8, Stealth +5 (+9 in rocky areas), Swim +7; **Racial Modifiers** +4 Stealth (+8 in rocky areas)

**Languages** Draconic

**Combat Gear** *potion of cure light wounds*; **Other Gear** bloodstone (50 gp), masterwork battleaxe, dagger, masterwork shortbow, studded leather armor, 20 arrows, 12 gp

**Tactics:** Trelk cares about as much for stealth as he does for fine dining. The barbarian saves his rage attack for when more than four foes are against him. A favored tactic is to damage as many opponents as possible, hacking one before immediately moving to another and so on. The idea is to demoralize each



creature (using the Intimidate skill) so another waiting trog can step up to finish off the shaken foe.

**Appearance:** Trelk stands at 5 ft. 5 in. and weighs 169 lb. His powerful physique can be seen from a distance, augmented by the numerous scars on his arms and face. The troglodyte warrior sports a worn leather collar—all that remains of an orc’s attempt to enslave the powerful reptilian. Trelk’s battleaxe is never far away. His shortbow is used primarily against foes that are either flying or in the unlikely situation that a creature can outrun him.

**Background:** As far as troglodytes go, Trelk is something of an oddity. Clearly stronger than his fellows, yet not as clever, Trelk has managed to rise to “boss” of the “warrior caste” (four hand-picked trogs who belch the loudest). He enjoys the fear shown him but is unable to command others effectively. Trelk knows this weakness and, despite being admired by his fellows, does not desire leadership of the tribe.

## AREA 9: A ROCKY RECEPTION

The first and only tributary from the underground stream shoots off toward the main troglodyte tribe some miles away (although the stream turns away long before that). Just inside the northeast exit is the final trap to deter intruders from heading anywhere near the tribe. This corridor’s 15-foot entryway is trapped to drop boulders onto unwary foes.

### Falling Rocks Trap

CR 5

Type mechanical;

Perception DC 20; Disable Device DC 20

Effects

Trigger location; Reset manual

Effect Atk +15 melee (6d6); multiple targets (all targets in a 5-ft. wide x 15-ft. long rectangle)

## AREA 10: KRENCH’S QUARTERS

*“The ragged tunnel runs up steeply for 15 feet before reaching what appears to be a personal living space.”*

This area sports a full-length mirror standing in the small alcove across from the entranceway—momentarily disorienting any creatures using a light source. A great, thick, wool carpet nearly 10 feet in diameter claims the center of the room. Images of life at sea—whales, fishing boats, the calm sunlit horizon—are contained within a tacky gull-lined border. A high-backed wooden arm chair—missing one of its legs—sits in front of a small bureau in the room’s southwest corner. Across the room from the bureau sits a wicker basket overflowing with bones and stale gore. Beside it sits a half-empty keg of ale, a cracked flagon lying against that.



These are the finest trappings money didn't buy. Krench may be a troglodyte but he knows how to live it up. The more luxurious items stolen from well-to-do humanoids on the surface decorate the cleric's chamber. The bureau's two drawers house a delicate, silver-plated hand mirror and a wealth of manicuring items. It is not uncommon for a troglodyte to find Krench at the desk filing a stubborn chunk of meat from his teeth with one of these implements.

Handholds on the southeast wall lead up into the troglodyte leader's personal sleeping space. A bear skin rug provides comfort inside the wall's humanoid-size nook. The ceiling corner sleeping area is part of Krench's clerical trappings as well. After all, what better accommodations for a priest of the Stealth god than to have your bed hidden?

A DC 17 Perception check is required to find the handholds leading up to Krench's sleeping space. There is a 20% chance Krench is located here when the PCs enter the outpost.

## Krench

CR 4

("Silent and quick are the victorious.")

Male troglodyte cleric of Skexxiz 3

CE Medium humanoid (reptilian)

**Init** +0; **Senses** darkvision 90 ft.; Perception +4

**Aura** evil; stench (30 ft., DC 15, 10 rounds)

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**AC** 17, touch 10, flat-footed 17 (+1 armor, +6 natural)

**hp** 44 (5d8+15)

**Fort** +8, **Ref** +1, **Will** +5

**Defensive Abilities** copycat (3 rounds, 5/day)

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**Speed** 30 ft.

**Melee** mwk heavy mace +5 (1d8), 2 claws +2 (1d4), bite +2 (1d4) or 2 claws +3 (1d4), bite +3 (1d4)

**Ranged** mwk javelin +4 (1d6)

**Special Attacks** channel negative energy (2d6, DC 11, 5/day), greater stench, icicle (+3 ranged touch, 1d6+1 cold, 5/day)

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**Cleric Spells Prepared** (CL 3rd):

2nd—*darkness*, *invisibility*\*, *silence*

1st—*cure light wounds*, *obscuring mist*\*, *protection from good*, *summon monster I*

0 (at will)—*create water*, *detect magic*, *guidance*, *read magic*

\* **Domain spell**; **Domains** Trickery, Water

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**Abilities** Str 10, Dex 10, Con 16, Int 10, Wis 14, Cha 11

**Base Atk** +3; **CMB** +3; **CMD** 13

**Feats** Multiattack, Stealthy, Weapon Focus (heavy mace)

**Skills** Escape Artist +2, Knowledge (religion) +3, Spellcraft +3, Stealth +8 (+12 in rocky areas); **Racial Modifiers** +4 Stealth (+8 in rocky areas)

**Languages** Common, Draconic

**Combat Gear** *elixir of hiding*, *potion of cure light wounds* (2), *smokestick* (2); **Other Gear** *bracers of armor +1*, masterwork handbell, masterwork heavy mace, masterwork javelin, *potion of pass without trace* (2)

**Tactics:** The cleric has equipped himself with items and spells useful to both conceal and confuse. He prefers using spells first since they can be regained the following day, whereas items must be sought out and replaced (if not outright crafted). Penetrating an enemy area, Krench uses *obscuring mist* to conceal a group approach. *Invisibility* is cast if the cleric is alone. A well-guarded area becomes the target of a *silence* spell while thievery occurs. Enemies are blinded by *darkness* cast when the trog retreats to his

lair alone. If there is considerable danger during a raid and Krench is part of a group, the cleric uses his smokesticks to conceal and his handbell to distract while other trogs complete the mission. When forced into melee combat, Krench prefers to throw his opponent off guard by hissing nonsensically in his own language between mace swings.

**Appearance:** This troglodyte is an unremarkable representative of his kind—standing 5 ft. 2 in. and weighing in at 155 lb. Krench’s stunted, but sharp, claws and teeth accentuate his sinister reptilian exterior. Besides a sling-pack containing his equipment, the only remarkable attire is his magical bracers which take the form of ornamental arm guards. Krench usually dons a tattered black cloak and uses charcoal to blacken his skin further before participating in surface raids. Every sentence spoken trails off in a hiss as if the words were swallowed by the darkness that the cleric exudes.

**Background:** Skexxiz demands his followers to be mysterious in all things—combat as well as relations. Krench was raised in the faith but broke away to form his own cult when he was of maturity. Whether or not the trog has a cult at any one time is random. When he does, Krench plots to raid his neighbors for supplies and treasure. A band of kobolds was the first to feel the “Breath of Skexxiz” (a term used with reverence by Krench that refers to his cult). Since then he has led successful raids on dwarves, humans, and even fellow troglodytes.

## AREA 11: TREASURE CHAMBER

*“This cul-de-sac is ankle-deep with slowing moving water. The stream runoff makes a brief detour here before flowing again toward a waterfall heard far off to the south.”*

What meager treasures the trogs have collected (and not eaten) is stored here. The chamber’s entrance sports a razor-wire trap. The two 5-foot areas immediately following the trap as intruders move past it is also set with a large net trap. If either of these traps is triggered, gongs in the ceiling clash against each other to alert nearby trogs.

Behind a rock against the wall inside the northeastern alcove is a hollowed space where the trove is collected. Finding this requires a DC 18 Perception check while moving the rock requires a DC 15 Strength check. The trogs have collected a tidy treasure horde stored in this space some 3 feet off the ground. Characters can assume that the bulk of these items have seen use before being stored unceremoniously inside the niche.

### Razor-Wire across Hallway CR 2

**Type** mechanical;

**Perception** DC 22; **Disable Device** DC 15  
Effects

**Trigger** location; **Reset** manual

**Effect** Atk +10 melee (2d6); multiple targets (first target in each of two adjacent 5-ft. squares)

### Large Net Trap CR 2

**Type** mechanical;

**Perception** DC 20; **Disable Device** DC 22  
Effects

**Trigger** location; **Reset** manual

**Effect** Atk +8 melee touch (entangle, DC 18 Reflex negates); multiple targets (first target in each of two adjacent 5-ft. squares following the razor-wire trap above)

## TREASURE LIST

Flask of alchemist's fire (2) (20 gp each)  
Gold dragon comb with red garnet eyes (1,200 gp)  
Half-plate armor (600 gp)  
Malachite gem (10) (10 gp each)  
Masterwork rapier (320 gp)  
*Potion of darkvision* (300 gp)  
*Scroll of flame arrow* (375 gp)  
Silver chalice with lapid lazuli gems (120 gp)  
Solid gold idol of a naked human female with feathered wings and a quarterstaff (300 gp)  
*Wand of detect magic* (9 charges) (67gp, 5 sp)  
1,380 gp, 205 sp

## ADVENTURE IDEAS

After repeated attempts to oust the troglodytes from the area, a most confusing thing occurs—the trogs sue for peace! Krench leads a trio of the infirm troglodytes to Teret's Point under a white flag (or at least as white as they could find). The PCs were about to be the third such group hired to remove the trogs once and for all when they are now suddenly called upon to act as negotiators. Is Krench sincere in his desire for peace or is his scarred entourage merely a clever ploy while his fellows move in quietly to take down these newest heroes by surprise?

The church of the PC cleric (or a church friendly to the party) calls on them to recover a special holy symbol. The icon belonged to a recently deceased high priest and both it and the body have disappeared while traveling through the Teret's Point area. Evidence takes the form of clawed footprints leading underground but what would the troglodytes want with a dead priest and his elaborate holy symbol? Perhaps the icon acts as a key to a church vault or

is an integral component to a new ritual imparted to Krench by Skexxiz?

The main troglodyte tribe has amassed enough numbers to seriously threaten the surface world. For reasons unknown, their leader wants to hold a portion of the surface as their own and the focal point he has decided upon is Teret's Point. Krench's outpost serves as the command headquarters for the army (some 100 strong). As the PCs enter the area, the village has been enslaved by the trogs and, unless they're careful, they will be the next victims of the invasion. If the trogs are to be forced back to their subterranean abode, the chieftain must be slain. Krench and his brood naturally serve as personal guards of this powerful troglodyte.

## NEW DEITY

### SKEXXIZ

God of Stealth and deception

**Alignment** NE

**Domains** Chaos, Darkness, Evil, Trickery, Water  
**Favored Weapon** Club or mace—Worshippers of Skexxiz prefer bludgeoning weapons since their damage is not as immediately noticeable on a body as the savagery of edged weapons tends to be.

**Centers of Worship** Unknown

**Nationality** Unknown

**Symbol** The shadowy figure of a reptilian humanoid half-cloaked behind a dark cloud of ash.

### DESCRIPTION

Skexxiz, the god of stealth, can take the form of either a full-fledged deity or even one of the many faces of another deity (one whose portfolio includes



deception) in the GM's campaign. Skexxiz physically presents himself to a potentially useful member of a lesser humanoid species. The god physically appears as a reptilian humanoid with pitch-black skin who speaks in whispers. An omnipresent cloud of shadows swirls tight about his form. After displaying his divine power to potential worshippers, such humanoids are eager to venerate the god for a chance at some of that power. The converts are afterward directed through dreams or, more rarely, physical signs (catching sight of a particular animal—like a fox—for example) to work Skexxiz's bidding. The god of stealth is pleased that only a few worshippers even know his name, more often referred to as the Serpent That Walks. Skexxiz incorporates many different cultures into his following, often playing one against the other to determine who is strongest. Such races include kobolds, orcs, and troglodytes. It is no surprise that the ultimate goal of Skexxiz is not known amongst even his own clergy (much less anyone else who has knowledge of the god's existence).

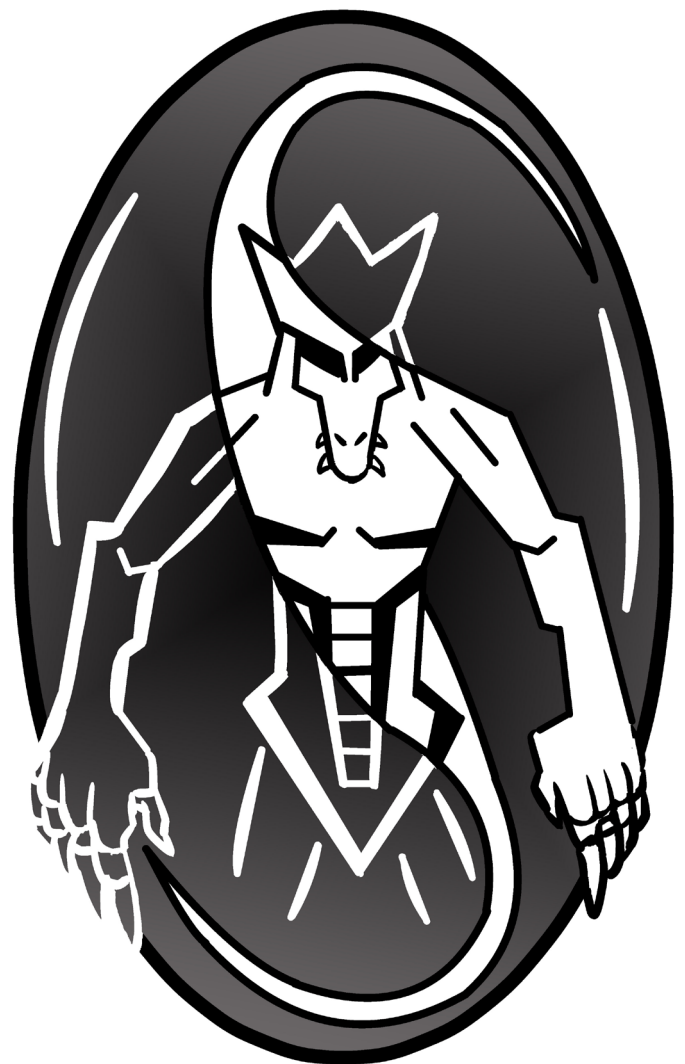
## DOGMA

Anything stolen is rightfully yours if you are not seen taking it. In motion, be as the wind and shadows. At rest, be as a rock in the stream. Always plot against others because they are likely plotting against you. Act without revealing your presence or intentions, for secrecy is the means to power. Influence is best through the untraceable nature of dreams.

## CLERGY AND TEMPLES

Since worshippers make a god powerful, the lower echelon Skexxiz occupies in the pantheon is understandable. What few clergy there are dedicated

to the god of stealth are obliged to spread his ways without spreading his name. It is, however, a conundrum all parties seem content with. A worshipper always makes his shrine at the most inaccessible or unused location of a lair or home. Clergy are free to pursue their own secret goals until granted a dream-vision by Skexxiz. A customary mission pits the worshipper against an enemy church (which can be any faith). Once the church is infiltrated, the worshipper (called a "shade" amongst the faithful) steals an object or person while somehow implicating a rival church of the target. As always, valuables are pocketed to support the shade's clergy.



If a shade is not in a position of power within his community, he is sure to be at least close to the person who is. Constant scheming leads to innuendos and half-truths leveled at members of the community that might expose, or present a danger to, the shade's position or faith. The community leader is made to believe that the shade's target is a danger to either the leader himself or the community at large. The wickedly advisor to a kind king is a perfect role for a human cleric of Skexxiz. And while a human, elven, or other typically "good" humanoid shade is rare, they do appear from time to time.

More often than not, a shade of Skexxiz is a monstrous humanoid. The easily corruptible minds of these types—kobolds, troglodytes, etc.—make for perfect clergy since stealth and deception are already these creatures' mainstays. So prevalent are shades amongst these humanoid tribes that an adventuring party who believes they've wiped out a tribe often finds itself attacked by the shade who escaped the extermination. Only this time, the servant of Skexxiz has the perfect plan to take vengeance on the unsuspecting characters.

As with most temples, the ones kept by monstrous humanoids are at hard to reach locations within the lair. While the religion is more accepted amongst these creatures, it is still a tenet of the faith to keep its ways secret. All shrines are modest stone altars kept within dark and/or submerged areas. When a shade prays to Skexxiz, he lays out the loot from the most recent theft on the altar. After giving thanks to the god of stealth for a successful raid, the most precious items are added to the shade's private stash while the rest go to the tribe's communal cache.

The trogs' avid dedication to this deity has gained them a small favor in the form of a new special attack called greater stench. As long as a troglodyte is within the good graces of the church, they have access to this ability as detailed below.

**Greater Stench (Ex):** Instead of just sickening creatures with its regular stench, a troglodyte can nauseate creatures if an opponent fails its Fortitude save. In addition, for every two troglodytes within 30 feet of an enemy and that is creating a greater stench, the Fortitude DC increases by +1. Creatures that successfully save are still sickened for 10 rounds (as per a normal trog's stench attack) but cannot be affected by any troglodyte stench for 24 hours after this. This stench attack requires a full-round action to activate and the affected creatures (those who failed the save) are nauseated for 2d4 rounds.

A *delay poison* or *neutralize poison* spell removes the effect from the nauseated or sickened creature. Creatures with immunity to poison are unaffected, and creatures resistance to poison receive their normal bonus on their saving throws.

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