

EMERALD SPIRE LEVEL 4

GODHOME

These stat blocks and other notes were compiled by James McTeague. If you notice any errors, please contact me at jammar21@gmail.com.

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TROGLODYTE**CR 1**

CE Medium humanoid (reptilian)

Init –1; **Senses** darkvision 90 ft.; Perception +0**Aura** stench (30 ft., DC 13, 10 rounds)

DEFENSE

AC 15, touch 9, flat-footed 15 (–1 Dex, +6 natural)**hp** 13 (2d8+4)**Fort** +7, **Ref** –1, **Will** +0

OFFENSE

Speed 30 ft.**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)

STATISTICS

Str 12, **Dex** 9, **Con** 14, **Int** 8, **Wis** 11, **Cha** 11**Base Atk** +1; **CMB** +2; **CMD** 11**Feats** Great Fortitude**Skills** Stealth +5 (+9 in rocky areas); **Racial Modifiers** +4 Stealth (+8 in rocky areas)**Languages** Draconic**Gear** club, 3 javelins

SPECIAL ABILITIES

Stench (Ex) A creature with the stench special ability secretes an oily chemical that nearly every other creature finds offensive. All living creatures (except those with the stench special ability) within 30 feet must succeed on a Fortitude save (DC 10 + 1/2 stench creature's racial HD + stench creature's Con modifier; the exact DC is given in the creature's descriptive text) or be sickened. The duration of the sickened condition is given in the creature's descriptive text. Creatures that successfully save cannot be affected by the same creature's stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from the sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws.

BOOTS OF ELVENKIND – faint transmutation, CL 5th (Identify DC 20)

These soft boots are partially made out of living leaves and other natural materials. They enable the wearer to move nimbly about in virtually any surroundings, granting a +5 competence bonus on Acrobatics checks.

BROOCH OF SHIELDING – faint abjuration, CL 1st (Identify DC 16)

This appears to be a piece of silver or gold jewelry used to fasten a cloak or cape. In addition to this mundane task, it can absorb *magic missiles* of the sort generated by the spell or spell-like ability. A brooch can absorb up to 101 points of damage from *magic missiles* before it melts and becomes useless.

+1 GREATSWORD – faint transmutation, CL 3rd (Identify DC 18)

Two-handed martial weapon, 2d6 damage, 19-20 crit, slashing

HANDY HAVERSACK – moderate conjuration, CL 9th (Identify DC 24)

A backpack of this sort appears to be well made, well used, and quite ordinary. It has two side pouches, each of which appears large enough to hold about a quart of material. In fact, each is like a *bag of holding* and can actually hold material of as much as 2 cubic feet in volume or 20 pounds in weight. The large central portion of the pack can contain up to 8 cubic feet or 80 pounds of material. Even when so filled, the backpack always weighs only 5 pounds.

While such storage is useful enough, the pack has an even greater power. When the wearer reaches into it for a specific item, that item is always on top. Thus, no digging around and fumbling is ever necessary to find what a haversack contains. Retrieving any specific item from a haversack is a move action, but it does not provoke the attacks of opportunity that retrieving a stored item usually does.

+1 HEAVY STEEL SHIELD – faint abjuration, CL 3rd (Identify DC 18)

+3 shield, -1 armor check penalty, 15% spell failure

+1 LIGHT STEEL SHIELD – faint abjuration, CL 3rd (Identify DC 18)

+2 shield, -0 armor check penalty, 5% spell failure

POTION OF CURE MODERATE WOUNDS – faint conjuration, CL 3rd (Identify DC 18)

Drinker heals 2d8+3 hit points.