

HOW I RUN IT's TROGLODYTE TUESDAY:

TROGLODYTE SCOUT

Troglodyte Scouts are usually encountered as the vanguard of troglodyte hunting parties, identifying prey and vulnerable subterranean settlements or villages near cave networks to raid for fresh food. They are among the quickest and most perceptive of their people, having more facility with tools, crafting what look like crude bows and arrows (usually scavenged from defeated enemies' gear) that are no less effective than typical bows (non-Troglodyte Scouts that try to make use of them suffer disadvantage until having sufficient downtime training to acclimate to their quirks).

Furthermore, Troglodyte Scouts have developed a secret method by which to harvest the musk-rich fluids that seep from their kind's many sores to make a poison for their arrows. The amount they can harvest varies widely, thus they tend to have an unpredictable number of arrows prepared in this way. The poison on unused arrows lasts for a maximum of 24 hours.

During battle, Troglodyte Scouts tend to maintain a safe distance from melee combat, preferring to pepper foes from higher ground with arrows while their brethren hold the enemies back. Ideally, they remain hidden while other troglodytes engage and then fire into the scrum. However, once a group of enemies looks close to defeat, they will close to attack with bites and claws to avoid other troglodytes claiming their kills. Fights among troglodytes are common.

Troglodyte Scouts generally do not look much different from others of their kind, though they tend towards being taller and lither. There are usually 2 to 4 Troglodyte Scouts for every 25 trogs in a colony.

Notes for the DM: As they more commonly explore beyond the confines of their colony's territory than their kin, some Troglodyte Scouts are more worldly, and willing to parley or trade with other peoples. While rare, some abandon their colonies to seek work among other subterranean people or even in surface communities near entrances to the subterranean realms. It is more common for these Troglodyte Scouts to range away from the chaotic evil alignment. Sages speculate that



Troglodytes (There are no exant trog minis wielding bows, nor art depicting it either, so these spear-wielders stand in for Troglodyte Scouts.)

their wanderings are often what bring other groups of curious troglodytes who follow them into contact with the surface world.

In *Against the Cult of the LOAF*, they are encountered either as part of a company of troglodytes bringing prisoners through the Black Fens or when the PCs reach the swamp lair (see *HOW I RUN IT* #3). In the lair, they serve both as Koshark the Troglodyte Mystic's personal guard and patrol the caverns of the troglodyte portion of the lower level (areas 31a-36), including the outer upper ledge of the egg chamber (area 33), where they will shoot arrows at those in the lower area to keep them from escaping the troglodyte juggernaut.

If defeated before they have run out of their poison arrows, PCs can retrieve 1d4+1 from Troglodyte Scouts but suffer disadvantage to attacks using them with typical bows, and they smell awful (making anyone who carries them potentially vulnerable to creatures that hunt by scent).

TROGLODYTE SCOUT

medium humanoid, typically chaotic evil

Armor Class 13 (natural armor)

Hit Points 20 (3d8+3)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	9 (-1)	11 (+0)	7 (-2)

Saving Throws Dex +4

Damage Resistances Poison

Skills Perception +4 (ex), Stealth +6 (ex), Survival +2

Senses darkvision 60 ft., passive Perception 13

Languages Undercommon

Challenge 1 (200 XP)

Stench. Any non-troglodyte creature that starts its turn within 10 ft. of the Troglodyte Scout must succeed on a DC 11 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.

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

Sunlight Sensitivity. While in sunlight, the Troglodyte Scout has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

ACTIONS

Multiattack. The Troglodyte Scout makes two melee attacks (one bite and one claw) or two attacks with their longbow.

Longbow. Ranged (150/600) Weapon Attack: +4 to hit. Hit: 1d8+2 (piercing).

Poison Arrow. Troglodyte Scouts carry a number of arrows coated with a poison made from the concentrated essence of their own stench. They may replace one longbow attack with a poison arrow. Targets struck by these arrows take the typical 1d8+2 piercing + 2d6 poison damage. A successful CON saving throw (DC 12) halves this additional damage. Whenever a Scout fires one of these arrows roll 1d6+1, on a result of 6 or higher they have run out of poison arrows and can only replenish them as part of a Long Rest.

Pinning Fire. Two or more Troglodyte Scouts standing within 15 feet of each other can collaborate to send a rain of arrows at target at least 30 feet away and within their bows' primary range (150 ft). These arrows do no damage, but the target must make a Dexterity saving throw (DC 12) or be pinned down until the beginning of the Scouts' next turn or one or more of the Scouts are incapacitated in some way (whichever comes first). Pinned down targets can only move at half-speed and cannot take reactions. Targets wielding a shield can save with advantage. For each additional Troglodyte Scout beyond the second, an additional adjacent target of their choice must also save.

Bite. Melee Weapon Attack: +3 to hit. Hit: 1d4+1 (piercing).

Claw. Melee Weapon Attack: +3 to hit. Hit: 1d4+1 (slashing).

REACTIONS

Opening Volley. As long as they are not surprised, as a reaction to the start of combat, a Troglodyte Scout may fire one arrow before anyone else gets to act in the round, doing an additional 1d8 piercing damage if they strike their target. This may be a poison arrow.