

Combat 1

NATURE'S CATAclysm DRUIDS (4) CR 1/2

Male human druid 1

NE Medium humanoid (human)

Init -1; **Senses** Perception +7

DEFENSE

AC 13, touch 9, flat-footed 14 (+2 armor, -1 Dex, +2 shield)

hp 10 (1d8+6)

Fort +4, **Ref** -1, **Will** +7

OFFENSE

Speed 30 ft.

Melee *shillelagh* club +2 (2d6+2)

Druid Spells Prepared (CL 1st; concentration +4)

1st—*entangle* (DC 14), *shillelagh*

0—*detect magic*, *flare* (DC 13), *guidance*, *light*

TACTICS

During Combat The druids cast *shillelagh* on their clubs (already figured into their stats) and attack the PCs with their dire rat companions and minions. They rave about the end of the world.

Morale The druids fight to the death.

Base Statistics **Melee** club +1 (1d6+1)

STATISTICS

Str 12, **Dex** 8, **Con** 14, **Int** 10, **Wis** 17, **Cha** 13

Base Atk +0; **CMB** +1; **CMD** 10

Feats Iron Will, Toughness

Skills Climb +3, Knowledge (religion) +1, Perception +7,

Spellcraft +4, Survival +9

Languages Common, Druidic

SQ nature bond (animal companion), nature sense, wild empathy +2

Gear club, heavy wooden shield, leather armor, silver holy symbol of Groetus

DIRE RAT ANIMAL COMPANIONS (4) CR —

Male half-orc warrior 1

N Small Animal

Init +3; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 11 (2d8+2)

Fort +4, **Ref** +6, **Will** +1

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +2 (1d4)

STATISTICS

Str 10, **Dex** 17, **Con** 12, **Int** 2, **Wis** 12, **Cha** 4

Base Atk +1; **CMB** +0; **CMD** 14

Feats Skill Focus (Perception)

Skills Perception +8, Swim +7; **Racial Modifiers** uses Dex to modify Swim

SQ link, share spells, tricks (attack, guard, stay)

DIRE RAT (4)

CR 1/3

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +4

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

hp 5 (1d8+1)

Fort +3, **Ref** +5, **Will** +1

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +1 (1d4 plus disease)

Special Attacks disease

STATISTICS

Str 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +0; **CMB** -1; **CMD** 12 (16 vs. trip)

Feats Skill Focus (Perception)

Skills Climb +11, Perception +4, Stealth +11, Swim +11; **Racial**

Modifiers uses Dex to modify Climb and Swim

ECOLOGY

Environment any urban

Organization solitary or pack (2–20)

Treasure none

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Bite—injury; *save* Fort DC 11; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Combat 2

LARGE EARTH ELEMENTAL

CR 5

N Large outsider (earth, elemental, extraplanar)

Init -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +11

DEFENSE

AC 18, touch 8, flat-footed 18 (-1 Dex, +10 natural, -1 size)

hp 68 (8d10+24)

Fort +9, **Ref** +1, **Will** +6

DR 5/—; **Immune** elemental traits

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +14 (2d6+7)

Space 10 ft.; **Reach** 10 ft.

Special Attacks earth mastery

STATISTICS

Str 24, **Dex** 8, **Con** 17, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +16; **CMD** 25

Feats Cleave, Greater Bull Rush, Improved Bull Rush, Improved Overrun, Power Attack

Skills Appraise +6, Climb +15, Knowledge (dungeoneering) +3, Knowledge (planes) +6, Perception +11, Stealth +5

SPECIAL ABILITIES

Earth Glide (Ex) A burrowing earth elemental can pass through stone, dirt, or almost any other sort of earth except metal as easily as a fish swims through water. If protected against fire damage, it can even glide through lava. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Earth Mastery (Ex) An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a -4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

Trap 1

ACID ARROW TRAP CR 3

Type magic; Perception DC 27; Disable Device DC 27

EFFECTS

Trigger proximity (*alarm*); Reset none

Effect spell effect (*acid arrow*, Atk +2 ranged touch, 2d4 acid damage for 4 rounds)

Disease 1

CASSOMIR FILTH FEVER

Type disease, injury, contact; Save Fortitude DC 12

Onset 1d3 days; Frequency 1/day

Effect 1d3 Dex damage and 1d3 Con damage; Cure 2 consecutive saves

Combat 3

RAGING GHAST CR 4

Male ghost barbarian 2

CE Medium undead

Init +5; Senses darkvision 60 ft., scent 30 ft.; Perception +12

Aura stench (10-foot radius, Fort DC 20, sickened 1d6+4 minutes)

DEFENSE

AC 20, touch 13, flat-footed 15 (+3 armor, +5 Dex, +4 natural, -2 rage)

hp 54 (4 HD; 2d8+2d12+32)

Fort +11, Ref +5, Will +10

Defensive Abilities channel resistance +2, uncanny dodge

OFFENSE

Speed 40 ft.

Melee bite +11 (1d6+7 plus disease and paralysis), 2 claws +10 (1d6+7 plus paralysis)

Special Attacks paralysis (1d4+1 rounds, DC 19), rage (12 rounds/day), rage powers (scent)

TACTICS

Before Combat The ghost moves to the area marked **G** and waits.

During Combat Because of the close quarters, the ghost tries to block in the first PC through the door and limit combat to just him and the first PC. Should the PCs back out of the room, the ghost hides at the spot marked **G** again and waits.

Morale The ghost fights until destroyed.

Base Statistics When not raging, the barbarian's statistics are: no scent; stench Fort DC 18; AC 22, touch 15, flat-footed 17;

hp 46; Fort +9, Will +8; Melee bite +9 (1d6+5 plus disease and paralysis), 2 claws +8 (1d6+5 plus paralysis); paralysis (1d4+1 rounds, DC 17); Str 21, Cha 22; CMB +8, CMD 23; Climb +12, Handle Animal +11, Intimidate +11, Swim +9; *Ghoul Fever*: save Fort DC 17

STATISTICS

Str 25, Dex 21, Con —, Int 17,

Wis 20, Cha 26

Base Atk +3; CMB +10; CMD 25

Feats Weapon Finesse, Weapon

Focus (bite)

Skills Acrobatics +9, Climb +14, Handle Animal +13, Intimidate +13,

Perception +12, Stealth +12, Swim +11, Survival +10

Languages Common

Combat Gear *potion of inflict moderate wounds*; **Other Gear**

masterwork studded leather, masterwork torturer's tool (masterwork artisan's tools), 250 gp

SPECIAL ABILITIES

Disease (Su) *Ghoul Fever*: Bite— injury; save Fort DC 19; onset 1 day; frequency 1 day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based. A humanoid who dies of ghoulish fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of any other ghouls, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghoul

Combat 4

WOUNDED DERROS (3) CR 2

CE Small humanoid (derro)

Init +6; Senses darkvision 60 ft.; Perception +0

DEFENSE

AC 17, touch 13, flat-footed 15 (+2 armor, +2 Dex, +2 natural, +1 size)

hp 20 (3d8+12)

Fort +5, Ref +3, Will +6

SR 14

Weaknesses vulnerability to sunlight

OFFENSE

Speed 20 ft.

Melee short sword +5 (1d4)

Special Attacks sneak attack +1d6

Spell-Like Abilities (CL 3rd)

At will—*darkness*, *ghost sound* (DC 13)

1/day—*daze* (DC 13), *sound burst* (DC 15)

STATISTICS

Str 11, Dex 15, Con 18, Int 10, Wis 5, Cha 16

Base Atk +2; CMB +1; CMD 13

Feats Improved Initiative, Weapon Finesse

Skills Perception +0, Stealth +9

Languages Aklo, Undercommon

SQ madness, poison use

ECOLOGY

Environment any underground

Organization solitary, team (2–4), squad (5–8 plus 1 sorcerer of 3rd–5th level), or band (11–20 plus 30% noncombatants plus 3 sorcerers of 3rd–8th level)

Treasure NPC Gear (leather armor, short sword or aklys, other treasure)

SPECIAL ABILITIES

Madness (Ex) Derros use their Charisma modifier on Will saves instead of their Wisdom modifier, and are immune to insanity and confusion effects. Only a *miracle* or *wish* can remove a derro's madness. If this occurs, the derro gains 6 points of Wisdom and loses 6 points of Charisma.

Poison Use (Ex) Derros are not at risk of poisoning themselves when handling poison. They use Medium spider venom to poison their crossbow bolts, and generally carry 10 prepoisoned bolts at all times.

Vulnerability to Sunlight (Ex) A derro takes 1 point of Con damage after every hour it is exposed to sunlight.

NOTES

This derro recently fought the rebellious mites. He is wounded (20 hit points instead of 25) and lost his crossbow, poisoned bolts, and aklys in the fight. This effectively reduces his CR to 2.