

## Combat 1

### NATURE'S CATAclysm DRUIDS (4) CR 3

Male human druid 4

NE Medium humanoid (human)

**Init** -1; **Senses** Perception +11

**Defenses**

**AC** 17, touch 9, flat-footed 17 (+3 armor, -1 Dex, +2 natural, +3 shield)

**hp** 34 (4d8+16)

**Fort** +7, **Ref** +1, **Will** +11; +4 vs. fey and plant-targeted effects

**OFFENSE**

**Speed** 30 ft.

**Melee** *shillelagh* club +8 (2d6+4)

**Special Attacks** wild shape (1/day)

**Spells Prepared** (CL 4th; concentration +8)

2nd—*barkskin* (already cast), *bull's strength* (2, already cast)

1st—*cure light wounds*, *entangle* (DC 15), *longstrider*, *shillelagh*

0—*detect magic*, *flare* (DC 14), *guidance*, *know direction*, *light*

**TACTICS**

**Before Combat** The druids already cast *barkskin* and *bull's strength* on themselves.

**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** **AC** 15; **Melee** club +4 (1d6+1); **Str** 12

**STATISTICS**

**Str** 16, **Dex** 8, **Con** 14, **Int** 10, **Wis** 18, **Cha** 13

**Base Atk** +3; **CMB** +6; **CMD** 15

**Feats** Iron Will, Toughness, Weapon Focus (club)

**Skills** Climb +9, Knowledge (religion) +4, Perception +11,

Spellcraft +7, Survival +13

**Languages** Common, Druidic

**SQ** nature bond (animal companion), nature sense, wild empathy +5, woodland stride, trackless step, resist nature's lure

**Gear** +1 *leather armor*, +1 *heavy wooden shield*, club, *cloak of resistance* +1, silver holy symbol of Groetus

### DIRE RAT ANIMAL COMPANIONS (4) CR —

N Small Animal

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

**DEFENSE**

**AC** 17, touch 15, flat-footed 13 (+4 Dex, +2 natural, +1 size)

**hp** 26 (4d8+8)

**Fort** +6, **Ref** +8, **Will** +2

**Defensive Abilities** evasion

**OFFENSE**

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

**Melee** bite +7 (1d4+2 plus disease)

**Special Attacks** disease

**STATISTICS**

**Str** 14, **Dex** 18, **Con** 15, **Int** 2, **Wis** 13, **Cha** 4

**Base Atk** +4; **CMB** +5; **CMD** 19

**Feats** Skill Focus (Perception), Weapon Focus (bite)

**Skills** Perception +8, Stealth +6, Swim +8; **Racial Modifiers** uses

Dex to modify Swim

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

**SPECIAL ABILITIES**

**Disease (Ex)** *Filth fever*. Bite—injury; *save* Fort DC 12; *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

### HUGE EARTH ELEMENTAL CR 8

N Huge outsider (earth, elemental, extraplanar)

**Init** -1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +13

**DEFENSE**

**AC** 19, touch 7, flat-footed 19 (-1 Dex, +12 natural, -2 size)

**hp** 95 (10d10+40)

**Fort** +11, **Ref** +2, **Will** +7

**DR** 5/—; **Immune** elemental traits

**OFFENSE**

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

**Melee** 2 slams +17 (2d8+9)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** earth mastery

**STATISTICS**

**Str** 28, **Dex** 8, **Con** 19, **Int** 6, **Wis** 11, **Cha** 11

**Base Atk** +10; **CMB** +21; **CMD** 30

**Feats** Awesome Blow, Cleave, Greater Bull Rush, Improved

Bull Rush, Improved Overrun, Power Attack

**Skills** Appraise +6, Climb +18, Knowledge (dungeoneering) +4,

Knowledge (planes) +7, Perception +13, Stealth +4

**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

### WYVERN ARROW TRAP CR 6

**Type** magic; **Perception** DC 20; **Disable Device** DC 20

**EFFECTS**

**Trigger** location; **Reset** none

**Effect** Atk +15 ranged (1d6 plus wyvern poison/x3)

## 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 7

Male ghastr barbarian 5

CE Medium undead

**Init** +10; **Senses** darkvision 60 ft., scent 30 ft.; Perception +15

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

#### DEFENSE

**AC** 21, touch 14, flat-footed 15 (+3 armor, +6 Dex, +4 natural, -2 rage)

**hp** 94 (7 HD; 2d8+5d12+56)

**Fort** +12, **Ref** +7, **Will** +11

**Defensive Abilities** channel resistance +2, improved uncanny dodge, trap sense +1

#### OFFENSE

**Speed** 40 ft.

**Melee** bite +14 (1d6+7 plus disease and paralysis), 2 claws +14 (1d6+7 plus paralysis)

**Special Attacks** paralysis (1d4+1 rounds, DC 19), rage (18 rounds/day), rage powers (renewed vigor [1d8+8], scent)

#### TACTICS

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

**During Combat** Because of the close quarters, the ghastr 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 ghastr hides at the spot marked **G** again and waits.

**Morale** The ghastr fights until destroyed.

**Base Statistics** When not raging, the barbarian's statistics are: no scent; stench Fort DC 18; **AC** 23, touch 16, flat-footed 17; **hp** 80; **Fort** +10, **Will** +9; **Melee** bite +13 (1d6+5 plus disease and paralysis), 2 claws +13 (1d6+5 plus paralysis); paralysis (1d4+1 rounds, DC 17); **Str** 21, **Cha** 22; **CMB** +8, **CMD** 24; Climb +15, Handle Animal +14, Intimidate +14, Swim +12; *Ghoul Fever*. save Fort DC 17

#### STATISTICS

**Str** 25, **Dex** 22, **Con** —, **Int** 17, **Wis** 20, **Cha** 26

**Base Atk** +6; **CMB** +10; **CMD** 26

**Feats** Improved Initiative, Weapon Finesse, Weapon Focus (bite), Weapon Focus (claw)

**Skills** Acrobatics +13, Climb +17, Handle Animal +16, Intimidate +16, Perception +15, Stealth +16, Swim +14, Survival +13

**Languages** Common

**Combat Gear** *potion of inflict serious wounds*; **Other Gear** *brooch of shielding*, +1 *studded leather*, masterwork torturer's tool (masterwork artisan's tools), 500 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 ghastr fever rises as a ghastr at the next midnight. A humanoid who becomes a ghastr in this way retains none of the abilities it possessed in life. It is not under the control of any other ghastrs, but it hungers for the flesh of the living and behaves like a normal ghastr in all respects. A humanoid of 4 Hit Dice or more rises as a ghastr.

## Combat 4

### DERROS (2)

CR 3

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** 25 (3d8+12)

**Fort** +5, **Ref** +3, **Will** +6

**SR** 14

**Weaknesses** vulnerability to sunlight

#### OFFENSE

**Speed** 20 ft.

**Melee** short sword +5 (1d4) or aklys +5 (1d6)

**Ranged** repeating light crossbow +5 (1d6/19–20 plus poison) or aklys +5 (1d6)

**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.

**DERRO COMMANDER****CR 7**

Female derro rogue 4, shadow dancer 1

CE Small humanoid (derro)

**Init** +9; **Senses** darkvision 60 ft.; Perception +7**DEFENSE****AC** 21, touch 17, flat-footed 15 (+2 armor, +5 Dex, +1 dodge, +2 natural, +1 size)**hp** 64 (8d8+28)**Fort** +5, **Ref** +11, **Will** +8**Defensive Abilities** evasion, trap sense +1, uncanny dodge; **SR** 18**Weaknesses** vulnerability to sunlight**OFFENSE****Speed** 20 ft.**Melee** short sword +11 (1d4+2)**Ranged** repeating light crossbow +11 (1d8/19–20 plus poison)**Special Attacks** sneak attack +3d6**Spell-Like Abilities** (CL 3<sup>rd</sup>; concentration +14)At will *darkness*, *ghost sound* (DC 14)1/day *daze* (DC 14), *sound burst* (DC 16)**TACTICS**

**During Combat** The derro commander prefers to fight from range, and uses her hide in plain sight ability. If she becomes overmatched on the platform, she uses her *darkness* at will ability. Once concealed within the darkness, she flees to the safety of the room's edge farthest from the bulk of the PCs. Next she uses *ghost sound* to trick the PCs into believing she is still within the sphere of darkness. Once more she hides and uses *sound burst* or her crossbow to attack her foes. Otherwise, she isolates her foes and uses sneak attack.

**Morale** The derro commander fights to the death.**STATISTICS****Str** 15, **Dex** 20, **Con** 16, **Int** 12, **Wis** 5, **Cha** 18**Base Atk** +5; **CMB** +6; **CMD** 22**Feats** Combat Reflexes, Dodge, Improved Initiative, Mobility, Weapon Finesse**Skills** Acrobatics +16, Bluff +13, Disable Device +13, Escape Artist +13, Intimidate +13, Knowledge (dungeoneering) +6, Linguistics +7, Perception +7, Perform (dance) +9, Stealth +20**Languages** Abyssal, Aklo, Common, Terran, Undercommon**SQ** hide in plain sight, madness, poison use, rogue talents (bleeding attack [3 bleed], combat trick), trapfinding, trap sense +1**Gear** leather armor, short sword, repeating light crossbow with 10 poisoned bolts**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.

**Poison (Ex)** Weapon—*injury*; save Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save.

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