

Combat 1

Tier 1–2 (CR 2)

GIANT SPIDER CR 1

N Medium vermin

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

DEFENSE

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

hp 16 (3d8+3)

Fort +4, Ref +4, Will +1

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +1 (1d6 plus poison)

Special Attack web (+5 ranged, DC 12, hp 3)

TACTICS

Before Combat The giant spider is 20 feet off the ground in the northwest corner of the room. She's hiding when the PCs enter the room (DC 21 Perception check to spot). She only attacks once all of the PCs are down in the pit.

During Combat The giant spider is mindless and simply sees an opportunity for food. Once all of the PCs are down in the pit, she webs the first one she sees and then attacks the rest.

Morale The giant spider fights to the death.

STATISTICS

Str 11, Dex 17, Con 12, Int —, Wis 10, Cha 2

Base Atk +2; CMB +2; CMD 15

Skills Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in webs), +16 Climb

SPECIAL ABILITIES

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

Web (Ex) Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to 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 web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to 10 + ½ creature's HD + creature's Con modifier. Attempts to burst a web by those caught in it suffer a –4 penalty. Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though 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-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/—. A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

SHORT PIT TRAP CR 1/2

Type mechanical; Search DC 15; Disable Device DC 15

EFFECTS

Trigger location; **Reset** none

Effect 10-ft.-deep pit (1d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Tier 3–4 (CR 4)

GIANT BLACK WIDOW SPIDER CR 3

N Large vermin

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

DEFENSE

AC 17, touch 12, flat-footed 15 (+2 Dex, +6 natural, –1 size)

hp 28 (3d8+15)

Fort +8, Ref +5, Will +3

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +3 (1d8+4 plus poison)

Space 10 ft.; Reach 10 ft.

Special Attack web (+6 ranged, DC 12, hp 3)

TACTICS

Same as Tier 1–2.

STATISTICS

Str 19, Dex 19, Con 20, Int —, Wis 14, Cha 6

Base Atk +2; CMB +5; CMD 18

Skills Climb +20, Perception +6 (+10 in webs), Stealth +8 (+12 in webs); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in webs), +16 Climb

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 16; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

Web (Ex) Same as Tier 1–2.

PIT TRAP CR 1

Type mechanical; Search DC 20; Disable Device DC 20

EFFECTS

Trigger location; **Reset** none

Effect 20-ft.-deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

Tier 6–7 (CR 7)

OGRE SPIDER CR 7

N Huge vermin

Init +4; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +6

DEFENSE

AC 18, touch 12, flat-footed 14 (+4 Dex, +6 natural, –2 size)

hp 76 (8d8+40)

Fort +11, Ref +6, Will +4

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +9 (2d6+5 plus poison)

Space 15 ft.; Reach 15 ft.

Special Attack web (+7 ranged, DC 18, hp 8),

TACTICS

Same as Tier 1–2.

STATISTICS

Str 20, Dex 19, Con 21, Int —, Wis 14, Cha 6

Base Atk +6; CMB +13; CMD 27

Skills Climb +21, Perception +6, Stealth +0 (+4 in webs); **Racial Modifiers** +16 Climb, +4 Perception, +4 Stealth (+8 in webs)

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 18; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save

Web (Ex) Same as Tier 1–2.

CAMOUFLAGED PIT TRAP**CR 3**

Type mechanical; Search 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 10-ft.-square area)

Combat 2**Tier 1–2 (CR 2)****GRENCH TEPPISH****CR 1**

Male human cleric of Groetus 2

NE Medium humanoid

Init –1; Perception +3

Aura moderate evil

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 armor, –1 Dex)

hp 20 (2d8+11)

Fort +6, Ref –1, Will +5

OFFENSE

Speed 20 ft.

Melee mwk heavy flail +3 (1d10+1/19–20)

Special Attacks channel negative energy (1d6, DC 14, 4/day), touch of chaos (5/day), touch of madness (+1, 5/day), aura of madness (DC 13)

Cleric Spells Prepared (CL 2nd)

1st—*cause fear* (2, DC 13), *cure light wounds*, *lesser confusion* (DC 13)0 (at will)—*bleed* (DC 12), *detect magic*, *light*, *resistance*

D Domain spell; Domains Chaos, Madness

TACTICS**Before Combat** If Grench hears the PCs approach, he moves behind the crates and waits in ambush. If he doesn't, he's standing at the bottom of the stairs, leaning against the wall.**During Combat** Grench uses *cause fear*, *lesser confusion*, and aura of madness to keep melee PCs away from him. He'll then use his Channel Negative Energy ability to harm the PCs. If forced into melee combat, he draws his heavy flail, shouts an invective at the PCs, and attacks.**Morale** Grench fights to the death.**STATISTICS**

Str 12, Dex 8, Con 16, Int 10, Wis 15, Cha 13

Base Atk +1; CMB +2; CMD 11

Feats Improved Channel, Toughness

Skills Heal +4, Linguistics +2, Perception +3, Spellcraft +5

Languages Aklo, Common, Undercommon

SQ aura

Gear half-plate, masterwork heavy flail

MITE SLAVE (2)**CR 1/4**

LE Small fey

Init +1; Senses darkvision 120 ft., low-light vision, scent; Perception +5

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size)

hp 3 (1d6)

Fort +0, Ref +3, Will +3

DR 2/cold iron

Weaknesses light sensitivity

OFFENSE

Speed 20 ft., climb 20 ft.

Melee dagger +0 (1d3–1/19–20)

Ranged dart +2 (1d3–1)

Special Attacks hatred

Spell-Like Abilities (CL 1st)

At will—*prestidigitation*1/day—*doom* (DC 10)**STATISTICS**

Str 8, Dex 12, Con 11, Int 8, Wis 12, Cha 8

Base Atk +0; CMB –2; CMD 9

Feats Point-Blank Shot

Skills Climb +7, Handle Animal +0, Perception +5, Ride +2, Sleight of Hand +9, Stealth +13; Racial Modifiers +4 Sleight of Hand, +4 Stealth

Languages Undercommon

SQ vermin empathy +4

Gear dagger, 6 darts

SPECIAL ABILITIES**Hatred (Ex)** Mites receive a +1 bonus on attack rolls against humanoid creatures of the dwarf or gnome subtype due to special training against these hated foes.**Light Sensitivity (Ex)** Mites are dazzled in bright sunlight or within the radius of a *daylight* spell.**Vermin Empathy (Ex)** This ability functions as a druid's wild empathy, save that a mite can only use this ability on vermin. A mite gains a +4 racial bonus on this check. Vermin are normally mindless, but this empathic communication imparts on them a modicum of implanted intelligence, allowing mites to train Medium vermin and use them as mounts. Vermin empathy treats swarms as if they were one creature possessing a single mind—a mite can thus use this ability to influence and direct the actions of swarms with relative ease.**Tier 3–4 (CR 4)****GRENCH & RACKUTIO TEPPISH****CR 1**

Male human cleric of Groetus 2

hp 20 (as Tier 1–2)

MITE SLAVE (3)**CR 1/4**

hp 3 (as Tier 1–2)

Tier 6–7 (CR 7)

GRENCH TEPPISH CR7

Male human cleric 8
NE Medium humanoid
Init +3; **Senses** Perception +7
Aura strong evil

DEFENSE

AC 20, touch 9, flat-footed 20 (+11 armor, –1 Dex)
hp 76 (8d8+40)
Fort +11, **Ref** +5, **Will** +11

OFFENSE

Speed 30 ft.
Melee +2 *heavy flail* +9 (1d10+3/19–20)
Special Attacks channel negative energy (4d6, DC 15, 4/day), touch of chaos (6/day), touch of madness (+4, 6/day), chaos blade (4 rounds, 1/day), aura of madness (DC 17)
Cleric Spells Prepared (CL 8th)
4th—*confusion*, *freedom of movement*, *inflict critical wounds* (DC 17)
3rd—*cure serious wounds* (2), *deeper darkness*, *invisibility purge*, *rage*
2nd—*bull's strength*, *darkness*, *hold person* (2, DC 15), *touch of idiocy* (DC 15)
1st—*cause fear* (2, DC 14), *cure light wounds* (3), *lesser confusion* (DC 14)
0 (at will)—*bleed* (DC 13), *detect magic*, *light*, *resistance*
D Domain spell; **Domains** Chaos, Madness

TACTICS

Before Combat If Grench hears the PCs approach, he casts *bull's strength* and *rage* on himself (not included in his stats). If he doesn't, he's standing at the bottom of the stairs, leaning against the wall.
During Combat Grench uses *confusion*, *hold person*, *touch of idiocy*, and *cause fear* to keep melee PCs away from him. He'll then use his Channel Negative Energy ability to harm the PCs. If forced into melee combat, he draws his +2 *heavy flail*, shouts an invective at the PCs, and attacks.
Morale Grench fights to the death.

STATISTICS

Str 13, **Dex** 8, **Con** 16, **Int** 10, **Wis** 16, **Cha** 13
Base Atk +6; **CMB** +7; **CMD** 16
Feats Combat Casting, Improved Channel, Improved Initiative, Lightning Reflexes, Toughness
Skills Heal +8, Linguistics +2, Perception +7, Spellcraft +11
Languages Aklo, Common, Undercommon
SQ aura
Gear *cloak of resistance* +2, +2 *full plate*, +2 *heavy flail*

MITE BODYGUARD SLAVE (4) CR 2

Male mite warrior 3
LE Small fey
Init +1; **Senses** darkvision 120 ft., low-light vision, scent; Perception +5

DEFENSE

AC 12, touch 12, flat-footed 11 (+1 Dex, +1 size)
hp 19 (1d6+3d10)
Fort +3, **Ref** +4, **Will** +4
DR 2/cold iron
Weaknesses light sensitivity

OFFENSE

Speed 20 ft., climb 20 ft.
Melee dagger +4 (1d3–1/19–20)
Ranged dart +5 (1d3–1)
Special Attacks hatred
Spell-Like Abilities (CL 1st)
At will—*prestidigitation*
1/day—*doom* (DC 10)

STATISTICS

Str 8, **Dex** 13, **Con** 11, **Int** 8, **Wis** 12, **Cha** 8
Base Atk +3; **CMB** –2; **CMD** 9
Feats Point-Blank Shot, Weapon Focus (dagger)
Skills Climb +10, Handle Animal +0, Perception +5, Ride +2, Sleight of Hand +9, Stealth +13; **Racial Modifiers** +4 Sleight of Hand, Stealth
Languages Undercommon
SQ vermin empathy +4
Gear dagger, 6 darts

SPECIAL ABILITIES

Same as Tier 1–2.

Combat 3

Tier 1–2 (CR 3)

NATURE'S CATAclysm FIGHTER CR 1/2

Male human fighter 1
NE Medium humanoid
Init +2; **Senses** Perception +2

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)
hp 11 (1d10+6)
Fort +4, **Ref** +2, **Will** +1

OFFENSE

Speed 30 ft.
Melee quarterstaff +3 (1d6+2)

TACTICS

Before Combat The fighter sits on the floor by the north wall, bored.
During Combat The fighter activates the trap by moving into it and then fights cautiously, using Combat Expertise every round to increase his AC to 17.
Morale The fighter fights to the death.

STATISTICS

Str 15, **Dex** 15, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +1; **CMB** +3; **CMD** 16
Feats Combat Expertise, Dodge, Toughness
Skills Intimidate +3, Perception +2
Languages Common
Other Gear studded leather armor, quarterstaff, *trap trinket*

BURNING HANDS TRAP CR 2

Type magic; **Search** DC 26; **Disable Device** DC 26

EFFECTS

Trigger proximity (*alarm*); **Reset** none
Effect spell effect (*burning hands*, 2d4 fire damage, DC 11 Reflex save for half damage); multiple targets (all targets in a 15-ft. cone)

Tier 3–4 (CR 5)

NATURE'S CATAclysm FIGHTER (2) CR 1

Male human fighter 2
NE Medium humanoid
Init +2; **Senses** Perception +3

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +2 Dex, +1 dodge)
hp 20 (2d10+9)
Fort +5, **Ref** +2, **Will** +1; +1 vs. fear

OFFENSE

Speed 30 ft.
Melee quarterstaff +5 (1d6+2)

TACTICS

Before Combat The fighters sit around the room, bored.
During Combat The fighters activate the trap by moving into it and then fight cautiously, using Combat Expertise every round to increase their AC to 18.
Morale The fighters fight to the death.

STATISTICS

Str 15, **Dex** 15, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +2; **CMB** +4; **CMD** 17
Feats Combat Expertise, Dodge, Toughness, Weapon Focus (quarterstaff)
Skills Intimidate +4, Perception +3
Languages Common
SQ bravery +1
Gear quarterstaff, studded leather, *trap trinket*

ACID ARROW TRAP CR 3

Type magic; **Search** 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)

Tier 6–7 (CR 8)

NATURE'S CATAclysm FIGHTER (3) CR 4

Male or female human fighter 5
NE Medium humanoid
Init +7; **Senses** Perception +6

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)
hp 47 (5d10+20)
Fort +6, **Ref** +4, **Will** +2; +1 vs. fear

OFFENSE

Speed 30 ft.; normal speed in Medium armor
Melee quarterstaff +8 (1d6+3)

TACTICS

Before Combat The fighters sit around the room, bored.
During Combat The fighters activate the trap by moving into it and then fight cautiously, using Combat Expertise every round to increase their AC to 23.
Morale The fighters fight to the death.

STATISTICS

Str 15, **Dex** 16, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8
Base Atk +5; **CMB** +7; **CMD** 21
Feats Combat Expertise, Dodge, Improved Initiative, Mobility, Spring Attack, Toughness, Whirlwind Attack
Skills Intimidate +7, Perception +6
Languages Common
SQ armor training +1, bravery +1, weapon training (monk +1)
Gear hide armor, quarterstaff, *trap trinket*

FIREBALL TRAP CR 5

Type magic; **Search** DC 28; **Disable Device** DC 28

EFFECTS

Trigger proximity (*alarm*); **Reset** none
Effect spell effect (*fireball*, 6d6 fire damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 20-ft.-radius burst)

Combat 4

Tier 1–2 (CR 2)

ADVANCED GIANT DIRE RAT (2) CR 1

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

DEFENSE

AC 14, touch 14, flat-footed 11; (+3 Dex, +5 natural)
hp 9 (1d8+5)
Fort +7, **Ref** +6, **Will** +3

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.
Melee bite +4 (1d6+4 plus disease)
Special Attacks disease

STATISTICS

Str 18, **Dex** 19, **Con** 20, **Int** 6, **Wis** 16, **Cha** 10
Base Atk +0; **CMB** +4; **CMD** 18
Feats Skill Focus (Perception)
Skills Climb +14, Perception +6, Stealth +13, Swim +14; **Racial Modifiers** uses Dex to modify Climb and Swim

SPECIAL ABILITIES

Disease (Ex) Bite—filth fever; save Fort DC 13; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves.

Tier 3–4 (CR 4)

ADVANCED GIANT DIRE RAT (4) CR 1

hp 9 (as Tier 1–2)

Tier 6–7 (CR 7)

ADVANCED GIANT DIRE RAT (6) CR 1

hp 9 (as Tier 1–2)

RAT SWARM (3) CR 2

N Tiny animal (swarm)

Init +6; **Senses** low-light vision, scent; Perception +8**DEFENSE****AC** 14, touch 14, flat-footed 12; (+2 Dex, +2 size)**hp** 16 (3d8+3)**Fort** +3, **Ref** +5, **Will** +2**Defensive Abilities** swarm traits**OFFENSE****Spd** 15 ft., climb 15 ft., swim 15 ft.**Melee** swarm (1d6 plus disease)**Space** 10 ft.; **Reach** 0 ft.**Special Attacks** disease, distraction (DC 12)**STATISTICS****Str** 2, **Dex** 15, **Con** 12, **Int** 2, **Wis** 12, **Cha** 2**Base Atk** +2; **CMB** —; **CMD** —**Feats** Improved Initiative, Skill Focus (Perception)**Skills** Balance +6, Climb +10, Perception +8, Stealth +14, Swim +10; **Racial Modifiers** uses Dex to modify Climb and Swim**SPECIAL ABILITIES****Disease (Ex)** Swarm—filth fever; *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 5****Tier 1–2 (CR 1)****MITE SLAVE (3)** CR ¼**hp** 3 (as area A2, Tier 1–2)**Tier 3–4 (CR 3)****MITE SLAVE (2)** CR ¼**hp** 3 (as area A2, Tier 1–2)**MITE BODYGUARD** CR 2**hp** 19 (as area A2, Tier 6–7)**Tier 6–7 (CR 6)****MITE BODYGUARD (4)** CR 2**hp** 19 (as area A2, Tier 6–7)**Combat 6****Tier 1–2 (CR 3)****DERRO** 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)**Ranged** repeating light crossbow +5 (1d8/19–20 plus poison)**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** 14, **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**Gear** leather armor, short sword, repeating light crossbow with 10 poison bolts, 300 gp**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** Weapon—*injury*; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save.**Poison Use (Ex)** Derro 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 for every hour it is exposed to sunlight.**Tier 3–4 (CR 5)****DERRO** CR 3**hp** 25 (as Tier 1–2)**ADVANCED GIANT DIRE RAT** CR 1**hp** 9 (as act 4, Tier 1–2)**CASSOMIR WARRIOR SLAVE (2)** CR 1/3

Male human warrior 1

N Medium humanoid

Init +0; **Senses** Perception +1**DEFENSE****AC** 14, touch 10, flat-footed 14 (+2 armor, +2 shield)**hp** 10 (1d10+5)**Fort** +3, **Ref** +0, **Will** +0**OFFENSE****Speed** 30 ft.**Melee** club +4 (1d6+2)**STATISTICS****Str** 15, **Dex** 11, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8**Base Atk** +1; **CMB** +3; **CMD** 13**Feats** Toughness, Weapon Focus (club)**Skills** Perception +1**Languages** Common**Gear** club, heavy wooden shield, leather armor

Tier 6–7 (CR 8)

DERRO (3) CR 3

hp 25 (as Tier 1–2)

ADVANCED GIANT DIRE RAT (2) CR 1

hp 9 (as act 4, Tier 1–2)

CASSOMIR WARRIOR SLAVE (2) CR 3

Male human warrior 5

N Medium humanoid

Init +0; **Perception** +5

DEFENSE

AC 16, touch 10, flat-footed 16 (+4 armor, +2 shield)

hp 42 (5d10+15)

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

OFFENSE

Speed 30 ft.

Melee club +9 (1d6+3)

STATISTICS

Str 16, **Dex** 11, **Con** 12, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +5; **CMB** +8; **CMD** 18

Feats Iron Will, Power Attack, Toughness, Weapon Focus (club)

Skills Perception +5

Languages Common

Gear club, heavy wooden shield, hide armor