

**Adamantine Cobra (4) Rm 2 CR 7**

N Small construct

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

**AC** 25, touch 13, flat-footed 24 (+2 Dex, +12 natural, +1 size)

**hp** 20 (1d10+15)

**Fort** +0, **Ref** +2, **Will** +0

**DR** 10/—; **Immune** construct traits; **SR** 13

OFFENSE

**Speed** 40 ft.

**Melee** bite +3 (1d6+1 plus poison)

STATISTICS

**Str** 12, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +1; **CMB** +1; **CMD** 13 (can't be tripped)

**Skills** Stealth +12; Racial Modifiers +6 Stealth

**SQ** find target

SPECIAL ABILITIES

**Find Target (Su)** Once per day, an adamantine cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by discern location. The creator must have seen or be holding an item from the specified creature for this order to function.

**Poison (Ex)** An adamantine cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used.

**Black Adder Venom Rm 2**

**Type** bite—injury; **Save** Fort DC 11; **freq** 1/round for 6 rounds; **Effect** 1d2 Con damage; **Cure** 1 save.

**Multi-Colored Gas Rm 2 CR 10**

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

EFFECTS

**Trigger** location; **Reset** automatic (10 rounds)

**Effect** poison gas (burnt othur fumes); never miss; multiple targets (all targets in room)

**Burnt Othur Fumes Rm 2**

**Type** poison (inhaled); **Save** Fortitude DC 18

**Frequency** 1/round for 6 rounds

**Initial Effect** 1 Con drain; **Secondary Effect** 1d3 Con damage; **Cure** 2 consecutive saves

**Eye Beams Rm 2 CR 4**

**Type** magic; **Perception** DC 20; **Disable Device** DC 15

EFFECTS

**Trigger** proximity (within 10 feet of eye beams);

**Reset** automatic (immediate) **Effect** energy blast (4d6 fire, electricity, or cold damage; Reflex DC 20 half); multiple targets (all targets in proximity)

**The Shabby Carpet Rm 2 CR 4**

**Type** magic; **Perception** DC 20;

**Disable Device** DC 20

EFFECTS

**Trigger** touch; **Reset** automatic (immediate)

**Effect** acidic burn (4d6 acid damage, Reflex DC 20 half); multiple targets (all targets on carpet)

**Pool Hazard Rm 3**

The top of the pool is covered in a layer of powerful acid that happens to be lighter than water, causing it to float. Anyone looking at the pool notices that it seems to have an oily sheen. Touching the acid deals **1d6** points of acid damage, but becoming submerged in it deals **4d6** points of acid damage per round the creature remains at the surface. The acid layer is only 2 inches deep, but it does cover the entire surface of the pool. Don't let your players do the math on volume. ☺

**Tojanida (3) Rm 3 CR 5**

N Medium outsider (extraplanar, water)

**Init** +1; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

**AC** 21, touch 12, flat-footed 19 (+1 Dex, +1 dodge, +9 natural)

**hp** 51 (6d10+18)

**Fort** +8, **Ref** +6, **Will** +3

**Defensive Abilities** all-around vision, ink cloud; **Resist** electricity 10, fire 10

OFFENSE

**Speed** 10 ft., swim 90 ft.

**Melee** bite +9 (1d6+3), 2 claws +9 (1d6+3)

TACTICS

**During Combat** Desperate for a meal, the tojanida attack anyone swimming down the shaft. They do not strike with any particular coordination other than to swarm the first creature down the shaft.

**Morale** The tojanida are starving and fight to the death, but they do not leave the water under any circumstances.

STATISTICS

**Str** 16, **Dex** 13, **Con** 17, **Int** 10, **Wis** 12, **Cha** 9

**Base Atk** +6; **CMB** +9; **CMD** 21 (29 vs. trip)

**Feats** Blind-fight, Dodge, Power Attack

**Skills** Acrobatics +1 (-7 to jump), Bluff +5, Escape Artist +10, Knowledge (planes) +9, Perception +14, Perform (act) +5, Sense Motive +10, Stealth +7, Survival +7, Swim +11; Racial Modifiers +4 Perception

**Languages** Aquan

SPECIAL ABILITIES

**Ink Cloud (Ex)** (30 ft. radius, 1/minute, DC 16) Ink gives total conceal underwater, in air blinds foes in line for 1 rd (Ref neg).

**Spinning Statue Trap Rm 4 CR 7**

**Type** mechanical; **Perception** DC 25; **Disable Device** DC 25

## EFFECTS

**Trigger** location; **Duration** 1 minute; **Reset** automatic  
**Effect** Spinning gauntlets hit all creatures adjacent to the statue on the first round, then 10 feet away on the second round, repeating the pattern in subsequent rounds; Atk +15 melee (3d6+10), hits also deal 2d6 points of cold or fire damage (determined randomly)

**Basilisk Rm 5 CR 5**

N Medium magical beast  
**Init** -1; **Senses** darkvision 60 ft., low-light vision; Perception +10

## DEFENSE

**AC** 17, touch 9, flat-footed 17 (-1 Dex, +8 natural)  
**hp** 52 (7d10+14)  
**Fort** +9, **Ref** +4, **Will** +5

## OFFENSE

**Speed** 20 ft.  
**Melee** bite +10 (1d8+4)  
**Special Attacks** gaze

## TACTICS

**Before Combat** Each round a character is on the far side of the pit, the basilisk uses its gaze to try and turn one of them to stone at random.

**During Combat** The basilisk uses its gaze to petrify foes and block their advance on the narrow ledge, turning to its bite only when foes close to melee.

**Morale** The basilisk has nowhere to flee and fights to the death.

## STATISTICS

**Str** 16, **Dex** 8, **Con** 15, **Int** 2, **Wis** 13, **Cha** 11  
**Base Atk** +7; **CMB** +10; **CMD** 19 (31 vs. trip)  
**Feats** Blind-fight, Great Fortitude, Iron Will, Skill Focus (Perception)  
**Skills** Acrobatics -1 (-5 to jump), Perception +10, Stealth +10; Racial Modifiers +4 Stealth

## SPECIAL ABILITIES

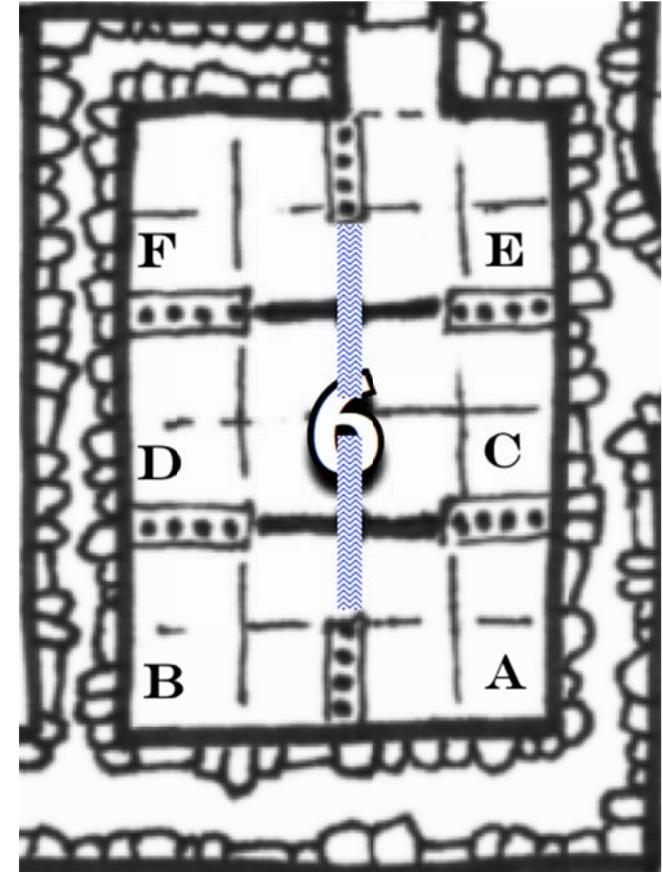
**Gaze (Su)** (30 feet, DC 15) Foe is permanently turned to stone, as flesh to stone (Fort neg).

**Wind and Stone Trap Rm 5**

Anyone attempting to jump or fly over the pit is thrown back against the west wall, taking **2d6** points of damage (**DC 15** Reflex save negates).

**Shifting Cells Rm 6 CR6**

Map notations are missing. These work.



**Aryel and Aryeth (2)** Rm 7 CR 7

Male and female brass half-dragon dire lions

N Large Dragon

**Init** +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

## DEFENSE

**AC** 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)**hp** 84 each (8d8+48)**Fort** +12, **Ref** +8, **Will** +3**Immune** fire, paralysis, sleep

## OFFENSE

**Speed** 40 ft., fly 80 ft. (average)**Melee** bite +16 (1d8+11 plus grab), 2 claws +17 (1d6+11)**Space** 10 ft.; **Reach** 5 ft.**Special Attacks** breath weapon (1/day, 60 ft. line, 8d6 fire, Reflex DC 20), pounce, rake (2 claws +17, 1d6+11)

## STATISTICS

**Str** 33, **Dex** 15, **Con** 23, **Int** 4, **Wis** 12, **Cha** 12**Base Atk** +6; **CMB** +18 (+22 grapple); **CMD** 30 (34 vs. trip)**Feats** Improved Initiative, Run, Skill Focus (Perception), Weapon Focus (claw)**Skills** Acrobatics +17, Perception +11, Stealth +9 (+13 in undergrowth); Racial Modifiers +4 Acrobatics, +4 Stealth (+8 in undergrowth)**Marza** Rm 8 CR 8

Gnoll ranger 7

CN female humanoid (gnoll)

**Init** +6; **Senses** darkvision 60 ft.; Perception +12

## DEFENSE

**AC** 18, touch 12, flat-footed 16 (+5 armor, +2 Dex, +1 natural)**hp** 74 (9 HD; 2d8+7d10+27)**Fort** +11, **Ref** +7, **Will** +5

## OFFENSE

**Speed** 20 ft.**Melee** scimitar +12/+7 (1d6+4/18-20)**Ranged** +1 composite longbow +10/+10/+5 (1d8+5/×3)**Special Attacks** combat style (archery), favored enemy (humans +4, elves +2)**Ranger Spells Prepared** (CL 4th, concentration +5)  
1st-longstrider, resist energy

## STATISTICS

**Str** 19, **Dex** 14, **Con** 16, **Int** 8, **Wis** 13, **Cha** 6**Base Atk** +8; **CMB** +12; **CMD** 24**Feats** Endurance, Improved Initiative, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)**Skills** Climb +14, Handle Animal +5, Heal +6, Knowledge (nature) +6, Perception +12, Stealth +11, Survival +12**SQ** favored terrain (desert +2), hunter's bond (companions), track +3, wild empathy +5, woodland stride**Combat Gear** potion of barkskin, potion of cure moderate wounds, tanglefoot bag; **Other Gear** scale mail, +1 composite longbow (+4 Str) with 30 arrows, 127 gp**Pugwampi (4)** Rm 8 CR 1/2

NE Tiny fey

**Init** +5; **Senses** darkvision 120 ft., low-light vision; Perception +6**Aura** unluck aura

## DEFENSE

**AC** 13, touch 13, flat-footed 12 (+1 Dex, +2 size)**hp** 6 (1d6+3)**Fort** +0, **Ref** +3, **Will** +4**DR** 2/cold iron; **SR** 7

## OFFENSE

**Speed** 30 ft.**Melee** dagger +3 (1d2-4/19-20)**Ranged** shortbow +3 (1d3-4/×3)**Space** 2½ ft.; **Reach** 0 ft.**Spell-Like Abilities** (CL 1st; concentration -1)  
At will—prestidigitation, speak with animals  
1/day—shatter (DC 10)

## STATISTICS

**Str** 3, **Dex** 13, **Con** 11, **Int** 10, **Wis** 14, **Cha** 6**Base Atk** +0; **CMB** -1; **CMD** 5**Feats** Improved Initiative, Toughness, Weapon Finesse**Skills** Bluff +2, Craft (traps) +2, Disable Device +0, Perception +6, Ride +2, Stealth +17; Racial Modifiers +4 Stealth, +4 perception (when listening)**Languages** Gnoll, Undercommon; speak with animals  
**Other Gear** arrows (20), dagger, shortbow

## SPECIAL ABILITIES

**Unluck Aura (Su)** A pugwampi radiates an aura of unluck to a radius of 20 feet. Any creature in this area must roll two d20s whenever a situation calls for a d20 roll (such as an attack roll, a skill check, or a saving throw) and must use the lower of the two results.

**Kurobozu (2) Rm 10 CR 6**

LE Medium undead

**Init** +8; **Senses** darkvision 60 ft.; Perception +16

## DEFENSE

**AC** 20, touch 20, flat-footed 16 (+4 Dex, +2 monk, +4 Wis)**hp** 76 (9d8+36)**Fort** +7, **Ref** +9, **Will** +10**Defensive Abilities** evasion; Immune undead traits

## OFFENSE

**Speed** 50 ft.**Melee** unarmed strike +12/+7 (1d10+5 plus sage's bane) or unarmed strike flurry of blows +13/+13/+8/+8 (1d10+5 plus sage's bane)**Special Attacks** disease, sage's bane, steal breath

## STATISTICS

**Str** 21, **Dex** 18, **Con** —, **Int** 10, **Wis** 18, **Cha** 12**Base Atk** +6; **CMB** +11; **CMD** 34 (38 vs. trip)**Feats** Defensive Combat Training, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Power Attack, Stunning Fist, Weapon Focus (unarmed strike)**Skills** Acrobatics +13 (+21 to jump), Climb +12, Perception +16, Sense Motive +12, Stealth +16**SQ** echo of life, sage's bane

## SPECIAL ABILITIES

**Disease (Su)** (DC 18) Black Apoxia: Stealth breath—inhaled; save Fort DC 18; onset 1 day; frequency 1/day; effect 1d3 Con and exhausted; cure 2 consecutive saves. The save DC is Constitution-based.**Echo of Life (Su)** (DC 18) Stunning Fist lasts 1 round longer than normal.**Sage's Bane (Su)** Unarmed strike deals 1d4 Wis and ki damage (Fort neg), and heal 5x that much.**Steal Breath (Su)** Standard action, use suffocation on stunned/helpless foe, expose to disease and no voice for 1 min.**Ebon Goo Rm 10**

Suppresses light sources and divination spells.

Natural light is reduced to dim. Magical, less than daylight, is countered.

**Enthrauthus Rm 12 CR 9**

Male leukodaemon

NE Large outsider (daemon, evil, extraplanar)

**Init** +11; **Senses** darkvision 60 ft., deathwatch, detect good; Perception +22**Aura** infectious aura (50 ft.)

## DEFENSE

**AC** 23, touch 16, flat-footed 16 (+7 Dex, +7 natural, -1 size)**hp** 115 (10d10+60)**Fort** +9, **Ref** +14, **Will** +12**DR** 10/good or silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10;**SR** 20

## OFFENSE

**Speed** 30 ft., fly 60 ft. (average)**Melee** bite +16 (1d8+7), 2 claws +16 (1d6+7)**Ranged** +1 composite longbow +18/+13 (2d6+1/x3 plus contagion)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** breath of flies**Spell-Like Abilities** (CL 10th; concentration +13)

Constant—deathwatch, detect good

At will—contagion (DC 17), dispel magic, greater teleport (self plus 50 lbs. of objects only)

1/day—harm (DC 19), summon (level 3, 1

leukodaemon only, 35%)

## STATISTICS

**Str** 25, **Dex** 24, **Con** 23, **Int** 16, **Wis** 21, **Cha** 16**Base Atk** +10; **CMB** +18; **CMD** 35**Feats** Alertness, Hover, Improved Initiative, Point-Blank Shot, Weapon Focus (longbow)**Skills** Fly +18, Heal +18, Intimidate +16, Knowledge (planes) +16, Perception +22, Sense Motive +22, Stealth +16, Survival +15, Use Magic Device +16**Languages** Abyssal, Draconic, Infernal; telepathy 100 ft.**Other Gear** +1 composite longbow

## SPECIAL ABILITIES

**Breath of Flies (Su)** (1/minute, DC 21) 20-ft. cone of flies, 8d6 slashing (Ref half) plus sickened for 1 min.

Lingers for 1d4+1 rds dealing 4d6 slashing (Ref half) and sickened for 1 min.

**Contagion (Su)** (DC 19) Arrows spread contagion (Fort neg.)**Infectious Aura (Su)** (50 ft.) All creatures within 50 feet of a leukodaemon take a -4 penalty on Fortitude saves against disease effects.**Ebon Goo Rm 12**

Suppresses light sources and divination spells.

Natural light is reduced to dim. Magical, less than daylight, is countered.

**Shadow (4) Rm 13 CR 3**

Male shadow (Pathfinder RPG Bestiary 245)

CE Medium undead (incorporeal)

**Init** +2; **Senses** darkvision 60 ft.; Perception +8

## DEFENSE

**AC** 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)**hp** 19 (3d8+6)**Fort** +3, **Ref** +3, **Will** +4**Defensive Abilities** channel resistance +2, incorporeal; **Immune** undead traits

## OFFENSE

**Speed** fly 40 ft. (good)**Melee** incorporeal touch +4 (1d6 Str)**Special Attacks** create spawn

## STATISTICS

**Str** —, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 15**Base Atk** +2; **CMB** +4; **CMD** 17**Feats** Dodge, Skill Focus (Perception)**Skills** Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); Racial Modifiers +4 Stealth in dim light, -4 Stealth in bright light

## SPECIAL ABILITIES

**Create Spawn (Su)** A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.

**Chaos Beast (3)** Rm 14 CR 7

Male chaos beast (Pathfinder RPG Bestiary 2 54)  
CN Medium outsider (chaotic, extraplanar)

**Init** +6; **Senses** darkvision 60 ft.; Perception +13

## DEFENSE

**AC** 20, touch 13, flat-footed 17 (+2 Dex, +1 dodge, +7 natural)

**hp** 85 (9d10+36)

**Fort** +9, **Ref** +8, **Will** +4

**Defensive Abilities** amorphous, resistant to transformation; **SR** 18

## OFFENSE

**Speed** 20 ft.

**Melee** 4 claws +13 (1d6+3 plus corporeal instability)

## STATISTICS

**Str** 17, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 11

**Base Atk** +9; **CMB** +12; **CMD** 25 (can't be tripped)

**Feats** Dodge, Improved Initiative, Mobility, Toughness, Weapon Focus (claw)

**Skills** Acrobatics +14 (+10 to jump), Climb +15, Escape Artist +14, Perception +13, Stealth +14, Swim +15

## SPECIAL ABILITIES

**Amorphous (Ex)** Body is malleable and shapeless.

**Corporeal Instability (Su)** (DC 17) Claw—contact; save Fort DC 17; frequency 1/day; effect amorphous body and 1 Wis drain for per round; cure 3 consecutive saves. The save DC is Constitution-based.

**Resistant to Transformation (Ex)** Transmutation effects, such as polymorphing or petrification, force a chaos beast into a new shape, but at the start of its next turn, it immediately returns to its normal form as a free action.

**Symbol of Pain Statue** Rm 15 CR 12

**Type** magic; **Perception** DC 30; **Disable Device** DC 30

## EFFECTS

**Trigger** proximity (three living creatures enter area 15); **Reset** none

**Effect** spell effect (symbol of pain, –4 penalty on attack rolls, skill checks, and ability checks for 1 hour after target moves more than 60 feet from symbol, Fortitude DC 17 negates; multiple targets within 30 feet)

**Kevexit and Zhivassh (2)**Rm 16 CR 8

Female young copper dragon (Pathfinder RPG Bestiary 106)

**CG** Medium dragon (earth)

**Init** +6; **Senses** dragon senses; Perception +14

## DEFENSE

**AC** 22, touch 12, flat-footed 20 (+2 Dex, +10 natural)  
**hp** 85 (9d12+27)

**Fort** +9, **Ref** +8, **Will** +8

**Defensive Abilities** uncanny dodge; **Immune** acid, paralysis, sleep

## OFFENSE

**Speed** 40 ft., fly 150 ft. (average); climb stone

**Melee** bite +13 (1d8+6/19-20), 2 claws +13 (1d6+4), 2 wings +8 (1d4+2)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with bite)

**Special Attacks** breath weapon (60-ft line, 6d6 acid, Reflex DC 17 half), slow breath (30-ft. cone, 1d6+3 rds, DC 17)

**Spell-Like Abilities** (CL 9th; concentration +11)

At will—grease

**Sorcerer Spells Known** (CL 1st; concentration +3)

1st (4/day)—alarm, silent image (DC 13)

0 (at will)—detect magic, ghost sound (DC 12), light, message

## STATISTICS

**Str** 19, **Dex** 14, **Con** 17, **Int** 14, **Wis** 15, **Cha** 14

**Base Atk** +9; **CMB** +13 (+15 trip); **CMD** 25 (31 vs. trip)

**Feats** Combat Expertise, Improved Critical (bite), Improved Initiative, Improved Trip, Power Attack

**Skills** Acrobatics +2 (+6 to jump), Bluff +14, Craft (traps) +12, Fly +14, Perception +14, Perform (comedy) +11, Sense Motive +14, Stealth +14, Use Magic Device +14

**Languages** Common, Draconic, Gnome

## SPECIAL ABILITIES

**Breath Weapon** (60-ft line, 6d6 acid, Reflex DC 17 half, usable every 1d4 rounds) As a standard action, affect an area with elemental damage (Ref half).

**Climb Stone (Ex)** Can climb stone surfaces as though using spider climb.

**Dragon Senses (Ex)** See four times as well as a human in dim light and twice as well in normal light.

**Slow Breath (Su)** (30-ft. cone, 1d6+3 rds, DC 17) As a standard action, creatures in area are slowed (Fort neg).