

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

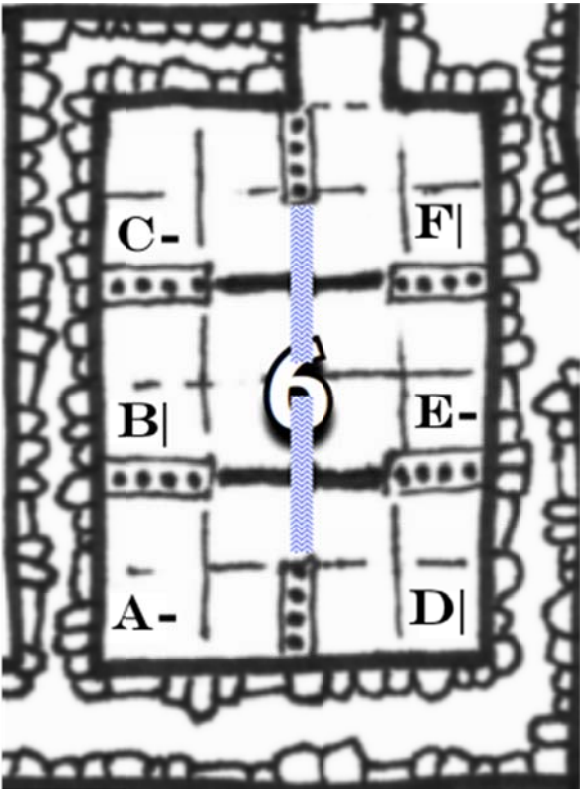
Gaze (Su) (30 feet, DC 15) Foe is permanently turned to stone, as flesh to stone (Fort neg).

Wind and Stone Trap Rm 5

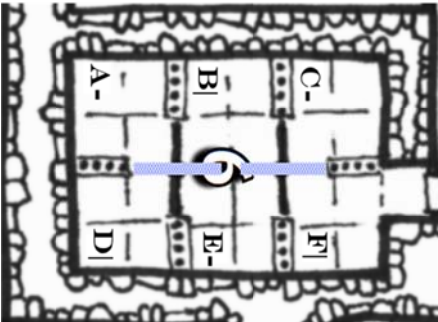
Anyone attempting to jump or fly over the pit is thrown back against the west wall, taking 2d6 points of damage (DC 15 Reflex save negates).

Shifting Cells Rm 6 CR6

Map notations are missing. These are from <http://paizo.com/threads/rzs2uozq?The-Gauntlet-GM-thread-SPOILERS#3>. The lines indicate the direction that lever changes the gate to.



When the text refers to “vertical”, it’s referring to the original (unpublished) map that was North=UP. Like this:



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/×3 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).