

# EMERALD SPIRE LEVEL 6

## THE CLOCKWORK MAZE

These stat blocks and other notes were compiled by James McTeague. If you notice any errors, please contact me at [jammar21@gmail.com](mailto:jammar21@gmail.com).

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**BRAZEN MINOTAUR****CR 5**Brass-clad minotaur (*Advanced Bestiary* 169, *Pathfinder RPG Bestiary* 206)

CE Large monstrous humanoid

**Init** –1; **Senses** darkvision 60 ft.; Perception +9**DEFENSE****AC** 17, touch 8, flat-footed 17 (–1 Dex, +9 natural, –1 size)**hp** 51 (6d10+18)**Fort** +7, **Ref** +4, **Will** +4**Defensive Abilities** fortification (25%), natural cunning**Weaknesses** vulnerable to electricity**OFFENSE****Speed** 20 ft.**Melee** greataxe +10/+5 (3d6+7/×3), gore +5 (1d6+2)**w/ Power Attack** greataxe +8/+3 (3d6+13/×3), gore +3 (1d6+4)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** powerful charge (gore, 1d6+2)**TACTICS****Before Combat** If the minotaur hears the turntable operate in area **F1**, it moves next to the western door in this room. It readies to attack the instant a PC opens the door.**During Combat** Klarkosh instructed the minotaur to destroy spellcasters, so the minotaur targets such PCs first.**Morale** If reduced to 10 hit points or fewer, the minotaur flees. It knows that the clockwork servants in area **F3** won't attack it.**STATISTICS****Str** 21, **Dex** 8, **Con** 17, **Int** 7, **Wis** 8, **Cha** 8**Base Atk** +6; **CMB** +12 (+14 bull rush); **CMD** 21 (23 vs. bull rush)**Feats** Great Fortitude, Improved Bull Rush, Power Attack**Skills** Acrobatics –5, Climb +1, Escape Artist –5, Fly –5, Intimidate +5, Perception +9, Sleight of Hand –5, Stealth –3, Survival +9, Swim +1**Languages** Giant**Gear** greataxe, *amulet of natural armor +1*, pouch, small rubies (3, worth 150 gp each), 150 gp**SPECIAL ABILITIES****Fortification (Ex)** The monster has an 25% chance to treat any critical hit or sneak attack as a normal hit, as if wearing *light fortification* armor.**Natural Cunning (Ex)** Although minotaurs are not especially intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.**Powerful Charge (Ex)** When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The attack and amount of damage from the attack is given in the creature's description.

**CLOCKWORK SERVANT****CR 2**

N Medium construct (clockwork)

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +0**DEFENSE****AC** 16, touch 14, flat-footed 12 (+2 Dex, +2 dodge, +2 natural)**hp** 31 (2d10+20); fast healing 2**Fort** +0, **Ref** +4, **Will** +0**Immune** construct traits**Weaknesses** vulnerable to electricity**OFFENSE****Speed** 30 ft.**Melee** slam +6 (1d4+6)**Ranged** net +4 (entangle, see page 147 of the *Core Rulebook*)**STATISTICS****Str** 19, **Dex** 14, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +2; **CMB** +6; **CMD** 20**Feats** Improved Initiative<sup>B</sup>, Lightning Reflexes<sup>B</sup>**SQ** repair clockwork, swift reactions, winding**SPECIAL ABILITIES**

**Net (Ex)** As a standard action, a clockwork servant can launch a net from its shoulder. The launcher itself can contain up to five nets—loading a folded net into the launcher is a standard action. Some clockwork servants are outfitted with masterwork or even magic nets, although the clockwork servant presented here is armed with standard nets.

A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature takes a –2 penalty on attack rolls and a –4 penalty on Dexterity, can move at only half speed, and cannot charge or run. If you control the trailing rope by succeeding on an opposed Strength check while holding it, the entangled creature can move only within the limits that the rope allows. If the entangled creature attempts to cast a spell, it must make a concentration check with a DC of 15 + the spell's level or be unable to cast the spell.

An entangled creature can escape with a DC 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action). A net is useful only against creatures within one size category of you.

**Repair Clockwork (Ex)** Clockwork servants are adept at repairing other clockwork constructs. As a standard action that does not provoke an attack of opportunity, a clockwork servant can repair damage done to either itself or an adjacent clockwork creature, healing 1d10 points of damage to the target.

**Blackfire Clay****Price** 20 gp; **Weight** 10 lbs.

This pliant black clay is always pleasantly warm to the touch. Working blackfire clay in your hands for a full round causes the clay to grow much warmer, granting you a +4 alchemical bonus on saving throws made to resist cold weather. You can combine five blocks of clay over the course of a minute to produce a source of warmth equivalent to a small campfire, allowing you to heat a campsite and cook food.

Blackfire clay only produces heat, never light, smoke, or odor. The clay emits warmth for 1 hour before hardening into an unusable lump. A newly created brick of blackfire clay is composed of 10 blocks.

**KLARKOSH****CR 7**Gold-clad male human evoker 7 (*Advanced Bestiary* 169)

NE Medium humanoid (human)

**Init** +3; **Senses** Perception +6**DEFENSE****AC** 16, touch 9, flat-footed 16 (+4 armor, –1 Dex, +3 natural)**hp** 60 (7d6+33)**Fort** +5, **Ref** +2, **Will** +7**Defensive Abilities** fortification (25%); **DR** 10/adamantine (70 points); **Resist** fire 10**Weaknesses** vulnerable to electricity**OFFENSE****Speed** 20 ft.**Melee** mwk dagger +5 (1d4+1/19–20) or  
slam +4 (1d6+1)**Special Attacks** intense spells (+3 damage)**Arcane School Spell-Like Abilities** (CL 7th; concentration +12)

8/day—force missile (1d4+3)

**Evoker Spells Prepared** (CL 7th; concentration +12)4th—*fear* (DC 19), *ice storm*, *stoneskin*3rd—*dispel magic*, *fireball* (DC 18), *lightning bolt* (DC 18), *stinking cloud* (DC 18)2nd—*blindness/deafness* (DC 17), *false life*, *invisibility*, *scorching ray*, *web* (DC 17)1st—*burning hands* (DC 16), *mage armor*, *obscuring mist*, *magic missile*, *protection from good*,  
*shocking grasp* (2)0 (at will)—*detect magic*, *light*, *message*, *ray of frost***Opposition Schools** enchantment, transmutation**TACTICS****Before Combat** Klarkosh casts *mage armor* and *false life* each day. When he can tell PCs are approaching, he casts *stoneskin*.**During Combat** Klarkosh leads off with *ice storm* or *stinking cloud*, hoping to slow down the PCs.**Morale** If reduced to 10 hit points or fewer, Klarkosh reluctantly attempts to flee through the secret door.**Base Statistics** Without *false life*, *mage armor*, and *stoneskin*, Klarkosh's statistics are **AC** 12, touch 9, flat-footed 12; **hp** 48.**STATISTICS****Str** 12, **Dex** 8, **Con** 15, **Int** 20, **Wis** 8, **Cha** 14**Base Atk** +3; **CMB** +4; **CMD** 13**Feats** Combat Casting, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Improved Initiative, Iron Will, Scribe Scroll**Skills** Acrobatics –5, Appraise +15, Climb –3, Craft (armor) +15, Escape Artist –5, Intimidate +12, Knowledge (arcana, engineering, planes) +15, Perception +6, Sleight of Hand –5, Spellcraft +15, Stealth –5, Swim –3**Languages** Common, Elven, Giant, Goblin, Ignan, Undercommon**SQ** arcane bond (ring)**Combat Gear** *potion of cure moderate wounds*, *wand of magic missile* (CL 3rd, 25 charges); **Other Gear** mwk dagger, *belt of mighty constitution* +2, *cloak of resistance* +1, *Spire transport token*, journal<sup>UE</sup>, key (unlocks doors in **F7**, **F9**, and **F14**), 273 gp

## Klarkosh's Cheat Sheet

### 4<sup>th</sup> level spells

**Fear** (Necromancy [emotion, fear, mind-affecting], VSM, 30ft. cone, SR yes) – WILL?shaken for 1rd:panicked for 1rd/lvl.

**Ice Storm** (Evocation[cold], VSM, long, 20ft. cylinder, 40ft. high, 1rd/lvl, SRyes) – 3d6 bludgeoning and 2d6 cold in cylinder. Heavy snow and sleet cause -4 to perception and area is difficult terrain.

**Stoneskin** (Abjuration, VSM (250gp), creature touched, 10min/lvl, SRyes) – DR10/adamantine, 70 total

### 3<sup>rd</sup> level spells

**Dispel Magic** (Abjuration, VS, medium) – You know how dispel magic works

**Fireball** (Evocation [fire], VSM, long, 20ft. radius, SRyes) – 7d6 fire, REF half.

**Lightning Bolt** (Evocation [electricity], VSM, 120ft. line, SRyes) – 7d6 electricity, REF half.

**Stinking Cloud** (Conjuration (creation)[poison], VSM, medium, 20ft. cloud, 20ft high, 1rd/lvl) – FORT or be nauseated while in cloud & 1d4+1rds after they leave. Continue to save if they stay in the cloud. Also a fog cloud.

### 2<sup>nd</sup> level spells

**Blindness/Deafness** (Necromancy, V, medium, one living creature, SRyes) – FORT or permanently blind or deaf.

**False Life** (Necromancy, VSM, 1hour/lvl) – 1d10+7 temp hp

**Invisibility** (Illusion[glamer], VSM, creature touched, 1min/lvl, SRyes) – Become invisible until you attack

**Scorching Ray** (Evocation[fire], VS, close, SRyes) – 2 rays of fire, each deals 4d6 fire dmg.

**Web** (Conjuration(creation), VSM, medium, 20ft radius spread, 10min/lvl) – Trap webs in between two surfaces. Grappled if moved through without CMB or Escape Artist. 5ft provides cover, 20ft provides total cover

### 1<sup>st</sup> level spells

**Burning Hands** (Evocation, VS, 15ft cone, SR yes) – 5d4 fire, REF half

**Mage Armor** (Conjuration(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus

**Magic Missile** (Evocation[force], VS, medium, SRyes) – 4 1d4+1 missiles of force

**Obscuring Mist** (Conjuration (creation), VS, 20ft radius from you, 1min/lvl) – Within 5ft is concealed. Past that is totally concealed. Winds, fire remove it.

**Protection from Good** (Abjuration [evil], VSMDf, creature touched, 1min/lvl) - +2 deflection to AC, +2 resistance on saves vs. good creatures, get another save at +2 vs. mental domination by good targets, no contact by good summoned creatures

**Shocking Grasp (2)** (Evocation[electricity], VS, creature touched, SRyes) – 5d6 electricity. +3 if target is wearing metal armor or is carrying a metal weapon.

### Special Abilities

**Force Missile** – 1d4+3 force damage, auto-hit.

**Fortification** – 25% chance to negate critical hits or precision damage

**Intense Spells** – +3 damage to any evocation spell that deals hit point damage

**AGHASH****CR 4**

NE Medium outsider (div, evil, extraplanar)

**Init** +2; **Senses** darkvision 60 ft., see in darkness; **Perception** +11

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**DEFENSE****AC** 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)**hp** 42 (5d10+15)**Fort** +4, **Ref** +6, **Will** +7**DR** 5/cold iron or good; **Immune** fire, poison; **Resist** acid 10, electricity 10; **SR** 15

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**OFFENSE****Speed** 30 ft.**Melee** 2 claws +8 (1d6+2)**Special Attacks** cursed gaze, sandstorm**Spell-Like Abilities** (CL 6th; concentration +10)At will—*bestow curse* (DC 16), *detect good*, *detect magic*, *dimension door*, *minor image* (DC 15),  
*spectral hand*1/day—*suggestion* (DC 16), *summon* (level 3, 1d2 dorus 25%)

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**STATISTICS****Str** 14, **Dex** 15, **Con** 16, **Int** 13, **Wis** 13, **Cha** 18**Base Atk** +5; **CMB** +7; **CMD** 19**Feats** Alertness, Iron Will, Weapon Focus (claw)**Skills** Bluff +10, Disguise +12, Intimidate +10, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +11, Sense Motive +9, Spellcraft +9, Stealth +10**Languages** Abyssal, Celestial, Infernal; telepathy 100 ft.

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**SPECIAL ABILITIES****Cursed Gaze (Su)** Aghash's choice: confused for 1 round, shaken for 1 round, stunned for 1 round, or deals 1d4 points of damage, 30 feet, Fortitude DC 16 negates. Any creature under the effects of *protection from evil* is immune to an aghash's gaze. The save DC is Charisma-based.**Sandstorm (Su)** Once per day, as a full-round action, an aghash can create a temporary sandstorm. This storm has a radius of 100 feet centered on the aghash and lasts for 1 minute per Hit Die the aghash possesses (typically 5). This functions as a sandstorm (*Core Rulebook* 431).

**FIENDISH LEOPARD****CR 2**

N Medium animal

**Init** +4; **Senses** darkvision 60ft., low-light vision, scent; Perception +5**DEFENSE****AC** 15, touch 14, flat-footed 11 (+4 Dex, +1 natural)**hp** 19 (3d8+6)**Fort** +5, **Ref** +7, **Will** +2**Resist** cold 5, fire 5; **SR** 7**OFFENSE****Speed** 30 ft., climb 20 ft.**Melee** bite +6 (1d6+3 plus grab), 2 claws +6 (1d3+3)**Special Attacks** pounce, rake (2 claws +6, 1d3+3), smite good 1/day (+0 attack, +3 damage)**STATISTICS****Str** 16, **Dex** 19, **Con** 15, **Int** 2, **Wis** 13, **Cha** 6**Base Atk** +2; **CMB** +5 (+9 grapple); **CMD** 19 (23 vs. trip)**Feats** Skill Focus (Stealth), Weapon Finesse**Skills** Acrobatics +8, Climb +11, Perception +5, Stealth +11 (+15 in undergrowth); **Racial Modifiers** +4 on Stealth in undergrowth**DORU****CR 2**

NE Tiny outsider (div, evil, extraplanar)

**Init** +3; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; Perception +7**DEFENSE****AC** 18, touch 15, flat-footed 15 (+3 Dex, +3 natural, +2 size)**hp** 16 (3d10)**Fort** +3, **Ref** +4, **Will** +4**DR** 10/cold iron or good; **Immune** fire, poison; **Resist** acid 10, electricity 10; **SR** 13**OFFENSE****Speed** 20 ft., fly 40 ft. (perfect)**Melee** bite +9 (1d4–1 plus poison)**Space** 2-1/2 ft.; **Reach** 0 ft.**Spell-Like Abilities** (CL 6th; concentration +8)Constant—*detect good*, *detect magic*At will—*invisibility* (self only)3/day—*charm person* (DC 13), *minor image* (DC 13)1/day—*suggestion* (DC 14)

1/week—commune (CL 12th, 6 questions)

**STATISTICS****Str** 8, **Dex** 17, **Con** 10, **Int** 10, **Wis** 12, **Cha** 14**Base Atk** +3; **CMB** +4; **CMD** 13 (can't be tripped)**Feats** Weapon Finesse, Weapon Focus (bite)**Skills** Bluff +8, Fly +11, Knowledge (arcana) +6, Knowledge (planes) +6, Perception +7, Spellcraft +6, Stealth +17**Languages** Abyssal, Celestial, Infernal; telepathy 100 ft.**SPECIAL ABILITIES****Poison (Ex)** Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis; *cure* 2 consecutive saves.

**PECH****CR 3**

N Small fey (earth)

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +10**DEFENSE****AC** 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)**hp** 27 (6d6+6)**Fort** +5, **Ref** +6, **Will** +6**DR** 5/cold iron; **Immune** petrification; **SR** 14**Weaknesses** light blindness**OFFENSE****Speed** 20 ft.**Melee** mwk heavy pick +9 (1d4+6/×4)**w/ Power Attack** mwk heavy pick +8 (1d4+9/×4)**Special Attacks** earth mastery, pech magic, stone knowledge**Spell-Like Abilities** (CL 10th; concentration +11)3/day—*stone shape*, *stone tell***STATISTICS****Str** 19, **Dex** 12, **Con** 13, **Int** 12, **Wis** 13, **Cha** 12**Base Atk** +3; **CMB** +6; **CMD** 17**Feats** Cleave, Great Fortitude, Power Attack**Skills** Climb +13, Craft (stonemasonry) +14, Knowledge (dungeoneering) +10, Knowledge (engineering) +10, Perception +10, Profession (miner) +14, Stealth +14; **Racial Modifiers** +4 Craft (stonemasonry), +4 Profession (miner) **Languages** Terran, Undercommon**SPECIAL ABILITIES****Earth Mastery (Ex)** A pech gains a +1 bonus on attack and damage rolls if both it and its foes are touching the ground. If an opponent is airborne or waterborne, the pech takes a –4 penalty on attack and damage rolls. These modifiers are not precalculated into the statistics here.**Pech Magic (Sp)** Four pechs working together can cast *wall of stone* once per day. Eight pechs working together can cast *stone to flesh* (DC 17) once per day. These spell-like abilities function at CL 10th. Each pech must use a full-round action to take part in the casting. The save DCs are modified by the highest Charisma modifier in the group.**Stone Knowledge (Ex)** A pech's knowledge of earth and stone grants a +1 racial bonus on attack and damage rolls and the benefits of the Improved Critical feat against creatures and objects made of stone or earth or with the earth subtype. Knowledge (dungeoneering), Knowledge (engineering) and Profession (miner) are always class skills for a pech.

**COCKATRICE****CR 3**

N Small magical beast

**Init** +3; **Senses** darkvision 60 ft., low-light vision; Perception +10**DEFENSE****AC** 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size)**hp** 27 (5d10)**Fort** +4, **Ref** +7, **Will** +2**OFFENSE****Speed** 20 ft., fly 60 ft. (poor)**Melee** bite +9 (1d4–2 plus petrification)**STATISTICS****Str** 6, **Dex** 17, **Con** 11, **Int** 2, **Wis** 13, **Cha** 8**Base Atk** +5; **CMB** +2; **CMD** 16**Feats** Dodge, Skill Focus (Perception), Weapon Finesse**Skills** Fly +6, Perception +10**SPECIAL ABILITIES**

**Petrification (Su)** A cockatrice's bite causes flesh to calcify and harden—multiple bites can cause a living creature to fossilize into stone. Each time a creature is damaged by a cockatrice's bite attack, it must succeed on a DC 12 Fortitude save or take 1d4 points of Dexterity damage as its flesh and bones stiffen and harden. (This slow petrification does not alter a bitten creature's natural armor.) A creature that is reduced to 0 Dexterity by a cockatrice's bites immediately turns completely to stone, as if petrified by a *flesh to stone* spell. Every day, a creature petrified by a cockatrice in this manner can attempt a new DC 12 Fortitude save to recover from the petrification, at which point the victim returns to flesh with 1 Dexterity (and thereafter can be restored to full Dexterity by natural healing or magic as normal)—but after a petrified creature fails three of these Fortitude saves in a row, the petrified state becomes permanent. A creature restored to flesh via magic has its Dexterity damage caused by cockatrice bites removed, but not any existing Dexterity damage from other sources. A cockatrice is immune to the petrification ability of itself and of other cockatrices, but other petrification attacks affect them normally. The save DC is Constitution-based.