**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)

**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

**CLOCKWORK SERVANT CR 2**

N Medium construct (clockwork)

**Init** +6; **Senses** darkvision 60 ft., low-light vision; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#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

STATISTICS

**Str** 19, **Dex** 14, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +2; **CMB** +6; **CMD** 20 (22 trip)

**Feats** [Improved Initiative](http://paizo.com/pathfinderRPG/prd/feats.html#improved-initiative)B, [Lightning Reflexes](http://paizo.com/pathfinderRPG/prd/feats.html#lightning-reflexes)B

**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.

**Repair**[**Clockwork**](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#clockwork-subtype)**(Ex)**[Clockwork](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#clockwork-subtype) 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.

**EMERALD AUTOMATON CR 4**

N Medium construct

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +0

**Aura** electricity (5 ft., DC 12)

**DEFENSE**

**AC** 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

**hp** 47 (5d10+20)

**Fort** +1, **Ref** +2, **Will** +1

**DR** 5/adamantine; **Immune** construct traits

**Weaknesses** magic dependent

**OFFENSE**

**Speed** 30 ft.

**Melee** guisarme +10 (2d4+7/×3) or

longsword +10 (1d8+5/19–20), slam +5 (1d4+2)

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

**STATISTICS**

**Str** 20, **Dex** 13, **Con** —, **Int** —, **Wis** 11, **Cha** 1

**Base Atk** +5; **CMB** +10 (+12 sunder); **CMD** 21 (23 vs. sunder)

**Feats** Improved SunderB, Power AttackB

**SQ** proficient

**SPECIAL ABILITIES**

**Electricity Aura (Su)** An emerald automaton reduced to half its hit points or fewer emits hazardous energy from its damaged magical battery. Any non-construct creature that ends its turn within 5 feet of a damaged emerald automaton takes 1d10 points of electricity damage (Reflex DC 12 negates). The save DC is Constitution-based.

**Magic Dependent (Su)** An emerald automaton is partially powered by magic. When deprived of magic, the automaton is affected as if it were exhausted. The automaton’s magic can be cut off by antimagic, or suppressed by a *dispel magic* or *mage’s disjunction* effect as if it were a magic item.

**Proficient (Ex)** An emerald automaton is proficient with all simple and martial weapons.

**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* (DC16), *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*, journalUE, key (unlocks doors in **F7**, **F9**, and **F14**), 273 gp

**STINKING CLOUD**

**School** conjuration (creation); **Level** sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (a rotten egg or cabbage leaves)

**Range**medium (100 ft. + 10 ft./level)

**Effect** cloud spreads in 20-ft. radius, 20 ft. high

**Duration** 1 round/level

**Saving Throw** [Fortitude](http://paizo.com/pathfinderRPG/prd/combat.html#fortitude) negates; see text; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/glossary.html#spell-resistance) no

*Stinking cloud*creates a bank of fog like that created by [*fog cloud*](http://paizo.com/pathfinderRPG/prd/spells/fogCloud.html), except that the vapors are nauseating. Living creatures in the cloud become [nauseated](http://paizo.com/pathfinderRPG/prd/glossary.html#nauseated). This condition lasts as long as the creature is in the cloud and for 1d4+1 rounds after it leaves. (Roll separately for each [nauseated](http://paizo.com/pathfinderRPG/prd/glossary.html#nauseated) character.) Any creature that succeeds on its save but remains in the cloud must continue to save each round on your turn. This is a poison effect. **DC 18**

**ICE STORM**

**School** evocation [cold]; **Level** druid 4, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S, M/DF (dust and water)

**Range** long (400 ft. + 40 ft./level)

**Area** cylinder (20-ft. radius, 40 ft. high)

**Duration** 1 round/level (D)

**Saving Throw** none; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/glossary.html#spell-resistance) yes

Great magical hailstones pound down upon casting this spell, dealing 3d6 points of bludgeoning damage and 2d6 points of cold damage to every creature in the area. This damage only occurs once, when the spell is cast. For the remaining duration of the spell, heavy snow and sleet rains down in the area. Creatures inside this area take a –4 penalty on Perception skill checks and the entire area is treated as difficult terrain. At the end of the duration, the snow and hail disappear, leaving no aftereffects (other than the damage dealt).

**FIREBALL**

**School** evocation [fire]; **Level** sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (a ball of bat guano and sulfur)

**Range** long (400 ft. + 40 ft./level)

**Area** 20-ft.-radius spread

**Duration** instantaneous

**Saving Throw** [Reflex](http://paizo.com/pathfinderRPG/prd/combat.html#reflex) half; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/glossary.html#spell-resistance) yes

A *fireball*spell generates a searing explosion of flame that detonates with a low roar and deals 1d6 points of fire damage per caster level (7d6) to every creature within the area. Unattended objects also take this damage. The explosion creates almost no pressure. **DC 18**

**LIGHTNING BOLT**

**School** evocation [electricity]; **Level** sorcerer/wizard 3

**Casting Time** 1 standard action

**Components** V, S, M (fur and a glass rod)

**Range** 120 ft.

**Area** 120-ft. line

**Duration** instantaneous

**Saving Throw** [Reflex](http://paizo.com/pathfinderRPG/prd/combat.html#reflex) half; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/glossary.html#spell-resistance) yes

You release a powerful stroke of electrical energy that deals 1d6 points of electricity damage per caster level (7d6) to each creature within its area. The bolt begins at your fingertips.

The *lightning bolt*sets fire to combustibles and damages objects in its path. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze. If the damage caused to an interposing barrier shatters or breaks through it, the bolt may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

**AGHASH CR 4**

NE Medium outsider ([div](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#div-subtype), [evil](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#evil-subtype), [extraplanar](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#extraplanar-subtype))

**Init** +2; **Senses** darkvision 60 ft., see in darkness; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +11

**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](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#good-subtype); **Immune** [fire](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#fire-subtype), [poison](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#poison-(ex-or-su)); **Resist** acid 10, electricity 10; **SR** 15

**OFFENSE**

**Speed** 30 ft.

**Melee** 2 claws +8 (1d6+2)

**Special Attacks** cursed [gaze](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#gaze), sandstorm

**Spell-Like Abilities** (CL 6th; concentration +10)

At will—[*bestow curse*](http://paizo.com/pathfinderRPG/prd/spells/bestowCurse.html#bestow-curse)(DC 18), [*detect good*](http://paizo.com/pathfinderRPG/prd/spells/detectGood.html#detect-good), [*detect magic*](http://paizo.com/pathfinderRPG/prd/spells/detectMagic.html#detect-magic), [*dimension door*](http://paizo.com/pathfinderRPG/prd/spells/dimensionDoor.html#dimension-door), [*minor image*](http://paizo.com/pathfinderRPG/prd/spells/minorImage.html#minor-image)(DC 16), [*spectral hand*](http://paizo.com/pathfinderRPG/prd/spells/spectralHand.html#spectral-hand)

1/day—[*suggestion*](http://paizo.com/pathfinderRPG/prd/spells/suggestion.html#suggestion) (DC 17), summon (level 3, 1d2 dorus 25%)

**STATISTICS**

**Str** 14, **Dex** 15, **Con** 16, **Int** 13, **Wis** 13, **Cha** 18

**Base Atk** +5; **CMB** +7; **CMD** 19

**Feats** [Alertness](http://paizo.com/pathfinderRPG/prd/feats.html#alertness), [Iron Will](http://paizo.com/pathfinderRPG/prd/feats.html#iron-will), [Weapon Focus](http://paizo.com/pathfinderRPG/prd/feats.html#weapon-focus) (claw)

**Skills** [Bluff](http://paizo.com/pathfinderRPG/prd/skills/bluff.html#bluff) +10, [Disguise](http://paizo.com/pathfinderRPG/prd/skills/disguise.html#disguise) +12, [Intimidate](http://paizo.com/pathfinderRPG/prd/skills/intimidate.html#intimidate) +10, [Knowledge](http://paizo.com/pathfinderRPG/prd/skills/knowledge.html#knowledge) (arcana) +7, [Knowledge](http://paizo.com/pathfinderRPG/prd/skills/knowledge.html#knowledge) (planes) +7, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +11, [Sense Motive](http://paizo.com/pathfinderRPG/prd/skills/senseMotive.html#sense-motive) +9, [Spellcraft](http://paizo.com/pathfinderRPG/prd/skills/spellcraft.html#spellcraft) +9, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +10

**Languages** Abyssal, Celestial, Infernal; telepathy 100 ft.

**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*](http://paizo.com/pathfinderRPG/prd/spells/protectionFromEvil.html#protection-from-evil)is immune to an aghash's [gaze](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#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).

**BESTOW CURSE**

**School** necromancy; **Level** cleric 3, sorcerer/wizard 4

**Casting Time** 1 standard action

**Components** V, S

**Range** touch

**Target** creature touched

**Duration** permanent

**Saving Throw**[Will](http://paizo.com/pathfinderRPG/prd/combat.html#will) negates; [**Spell Resistance**](http://paizo.com/pathfinderRPG/prd/glossary.html#spell-resistance) yes

You place a curse on the subject. Choose one of the following.

* –6 decrease to an ability score (minimum 1).
* –4 penalty on attack rolls, saves, ability checks, and skill checks.
* Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

**DORU CR 2**

NE Tiny outsider ([div](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#div-subtype), [evil](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#evil-subtype), [extraplanar](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#extraplanar-subtype))

**Init** +3; **Senses** darkvision 60 ft., [*detect good*](http://paizo.com/pathfinderRPG/prd/spells/detectGood.html#detect-good), [*detect magic*](http://paizo.com/pathfinderRPG/prd/spells/detectMagic.html#detect-magic), see in darkness; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#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](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#good-subtype); **Immune** [fire](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#fire-subtype), [poison](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#poison-(ex-or-su)); **Resist** acid 10, electricity 10; **SR** 13

**OFFENSE**

**Speed** 20 ft., fly 40 ft. (perfect)

**Melee** bite +9 (1d4–1 plus [poison](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#poison-(ex-or-su)))

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Spell-Like Abilities** (CL 6th; concentration +8)

Constant—[*detect good*](http://paizo.com/pathfinderRPG/prd/spells/detectGood.html#detect-good), [*detect magic*](http://paizo.com/pathfinderRPG/prd/spells/detectMagic.html#detect-magic)

At will—[*invisibility*](http://paizo.com/pathfinderRPG/prd/spells/invisibility.html#invisibility) (self only)

3/day—[*charm person*](http://paizo.com/pathfinderRPG/prd/spells/charmPerson.html#charm-person) (DC 13), [*minor image*](http://paizo.com/pathfinderRPG/prd/spells/minorImage.html#minor-image) (DC 14)

1/day—[*suggestion*](http://paizo.com/pathfinderRPG/prd/spells/suggestion.html#suggestion) (DC 15)

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](http://paizo.com/pathfinderRPG/prd/feats.html#weapon-finesse), [Weapon Focus](http://paizo.com/pathfinderRPG/prd/feats.html#weapon-focus) (bite)

**Skills** [Bluff](http://paizo.com/pathfinderRPG/prd/skills/bluff.html#bluff) +8, [Fly](http://paizo.com/pathfinderRPG/prd/skills/fly.html#fly) +15, [Knowledge](http://paizo.com/pathfinderRPG/prd/skills/knowledge.html#knowledge) (arcana) +6, [Knowledge](http://paizo.com/pathfinderRPG/prd/skills/knowledge.html#knowledge) (planes) +6, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +7, [Spellcraft](http://paizo.com/pathfinderRPG/prd/skills/spellcraft.html#spellcraft) +6, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +17

**Languages** Abyssal, Celestial, Infernal; telepathy 100 ft.

**SPECIAL ABILITIES**

**Poison (Ex)**Bite—injury; *save* Fort DC 11; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis; *cure* 2 consecutive saves.

**FIENDISH LEOPARD CR 2**

N Medium [animal](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#animal)

**Init** +4; **Senses** low-light vision, [scent](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#scent); [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#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, Fire 5

**OFFENSE**

**Speed** 30 ft., climb 20 ft.

**Melee** bite +6 (1d6+3 plus [grab](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#grab)), 2 claws +6 (1d3+3)

**Special Attacks** [pounce](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#pounce), [rake](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#rake) (2 claws +6, 1d3+3)

**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](http://paizo.com/pathfinderRPG/prd/feats.html#skill-focus) ([Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth)), [Weapon Finesse](http://paizo.com/pathfinderRPG/prd/feats.html#weapon-finesse)

**Skills** [Acrobatics](http://paizo.com/pathfinderRPG/prd/skills/acrobatics.html#acrobatics) +8, [Climb](http://paizo.com/pathfinderRPG/prd/skills/climb.html#climb) +11, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +5, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +11 (+15 in undergrowth); **Racial Modifiers** +4 on [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) in undergrowth

**PECH CR 3**

N Small [fey](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#fey) ([earth](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#earth-subtype))

**Init** +1; **Senses** darkvision 60 ft., low-light vision; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#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)

**Special Attacks** [earth](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#earth-subtype) mastery, pech magic, stone knowledge

**Spell-Like Abilities** (CL 10th; concentration +11)

3/day—[*stone shape*](http://paizo.com/pathfinderRPG/prd/spells/stoneShape.html#stone-shape), [*stone tell*](http://paizo.com/pathfinderRPG/prd/spells/stoneTell.html#stone-tell)

**STATISTICS**

**Str** 19, **Dex** 12, **Con** 13, **Int** 12, **Wis** 13, **Cha** 12

**Base Atk** +3; **CMB** +6; **CMD** 17

**Feats** [Cleave](http://paizo.com/pathfinderRPG/prd/feats.html#cleave), [Great Fortitude](http://paizo.com/pathfinderRPG/prd/feats.html#great-fortitude), [Power Attack](http://paizo.com/pathfinderRPG/prd/feats.html#power-attack)

**Skills** [Climb](http://paizo.com/pathfinderRPG/prd/skills/climb.html#climb) +13, [Craft](http://paizo.com/pathfinderRPG/prd/skills/craft.html#craft) (stonemasonry) +14, [Knowledge](http://paizo.com/pathfinderRPG/prd/skills/knowledge.html#knowledge) (dungeoneering) +10, [Knowledge](http://paizo.com/pathfinderRPG/prd/skills/knowledge.html#knowledge) (engineering) +10, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception) +10, [Profession](http://paizo.com/pathfinderRPG/prd/skills/profession.html#profession) (miner) +14, [Stealth](http://paizo.com/pathfinderRPG/prd/skills/stealth.html#stealth) +14; **Racial Modifiers** +4 [Craft](http://paizo.com/pathfinderRPG/prd/skills/craft.html#craft) (stonemasonry), +4 [Profession](http://paizo.com/pathfinderRPG/prd/skills/profession.html#profession) (miner)

**Languages** Terran, Undercommon

**SPECIAL ABILITIES**

[**Earth**](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#earth-subtype)**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*](http://paizo.com/pathfinderRPG/prd/spells/wallOfStone.html#wall-of-stone) once per day. Eight pechs working together can cast [*stone to flesh*](http://paizo.com/pathfinderRPG/prd/spells/stoneToFlesh.html#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**](http://paizo.com/pathfinderRPG/prd/skills/knowledge.html#knowledge)**(Ex)** A pech's knowledge of [earth](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#earth-subtype) and stone grants a +1 racial bonus on attack and damage rolls and the benefits of the [Improved Critical](http://paizo.com/pathfinderRPG/prd/feats.html#improved-critical) feat against creatures and objects made of stone or [earth](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#earth-subtype) or with the [earth](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#earth-subtype) subtype.[Knowledge](http://paizo.com/pathfinderRPG/prd/skills/knowledge.html#knowledge) (dungeoneering), [Knowledge](http://paizo.com/pathfinderRPG/prd/skills/knowledge.html#knowledge) (engineering) and [Profession](http://paizo.com/pathfinderRPG/prd/skills/profession.html#profession) (miner) are always class skills for a pech.

**COCKATRICE CR 3**

N Small [magical beast](http://paizo.com/pathfinderRPG/prd/monsters/creatureTypes.html#magical-beast)

**Init** +3; **Senses** darkvision 60 ft., low-light vision; [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#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](http://paizo.com/pathfinderRPG/prd/feats.html#dodge), [Skill Focus](http://paizo.com/pathfinderRPG/prd/feats.html#skill-focus) ([Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#perception)), [Weapon Finesse](http://paizo.com/pathfinderRPG/prd/feats.html#weapon-finesse)

**Skills** [Fly](http://paizo.com/pathfinderRPG/prd/skills/fly.html#fly) +6, [Perception](http://paizo.com/pathfinderRPG/prd/skills/perception.html#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](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#ability-damage-and-drain) 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*](http://paizo.com/pathfinderRPG/prd/spells/fleshToStone.html#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](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#ability-damage-and-drain) caused by cockatrice bites removed, but not any existing Dexterity [damage](http://paizo.com/pathfinderRPG/prd/monsters/universalMonsterRules.html#ability-damage-and-drain) 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.