

# EMERALD SPIRE LEVEL 3

## SPLINTERDEN

These stat blocks and other notes were compiled by James McTeague. If you notice any errors, please contact me at [iammars21@gmail.com](mailto:iammars21@gmail.com).

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**GIBBERING MOUTHER****CR 5****N** Medium aberration**Init +3; Senses** all-around vision, darkvision 60 ft.; Perception +12**DEFENSE****AC** 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)**hp** 46 (4d8+28)**Fort +8, Ref +4, Will +5****Defensive Abilities** amorphous; **DR** 5/bludgeoning; **Immune** critical hits, precision damage**OFFENSE****Speed** 10 ft., swim 20 ft.**Melee** 6 bites +7 (1d4 plus grab)**Special Attacks** blood drain, engulf (6d4 damage plus 2 Con damage, AC 13, hp 4), gibbering, ground manipulation, spittle (+6 ranged touch)**STATISTICS****Str** 10, **Dex** 17, **Con** 24, **Int** 4, **Wis** 13, **Cha** 12**Base Atk** +3; **CMB** +3 (+7 grapple); **CMD** 16 (can't be tripped)**Feats** Weapon Finesse, Weapon Focus (bite)**Skills** Perception +12, Swim +8; **Racial Modifiers** +4 Perception**Language** Aklo**SPECIAL ABILITIES****All-Around Vision (Ex)** A gibbering mouther sees in all directions at once. It cannot be flanked.**Amorphous (Ex)** A gibbering mouther's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.**Blood Drain (Ex)** On a successful grapple check after grabbing, several of the creature's mouths attach to its target. Each round it maintains its grapple, its mouths automatically deal 1d4 points of bite damage and 1 point of Constitution damage as it drains its victim's blood.**Engulf (Ex)** This ability functions as swallow whole, except for the following changes. An engulfed creature is trapped in the gibbering mouther's body, where several of its mouths continue to feed and drain blood. A gibbering mouther can engulf only one foe of its size or smaller at a time. If an engulfed creature cuts its way free (the mouther's damage reduction still applies to those inside), the mouther simply flows together again and can still use its engulf attack.**Gibbering (Su)** As a free action, a gibbering mouther can emit a cacophony of maddening sound. All creatures other than gibbering mouthers within 60 feet must succeed on a DC 13 Will save or be confused for 1 round. This is a mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same mouther's gibbering for 24 hours. The save DC is Constitution-based.**Ground Manipulation (Su)** At will as a standard action, a gibbering mouther can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the mouther moves off of the location. A gibbering mouther can move through these areas with ease, but other creatures treat them as difficult terrain.**Spittle (Ex)** Each round as a free action, a gibbering mouther can emit a stream of acidic spittle at one target within 30 feet. On a successful attack, the target is blinded for 1d4 rounds unless he succeeds on a DC 18 Fortitude save. The save DC is Constitution-based.

**IRON COBRA****CR 2**

N Small construct

**Init** +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +0**DEFENSE****AC** 20, touch 13, flat-footed 18 (+2 Dex, +7 natural, +1 size)**hp** 15 (1d10+10)**Fort** +0, **Ref** +2, **Will** +0**DR** 5/—; **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 iron 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 iron 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.

*Blue Whinnis*: Bite—**injury**; **save** Fort DC 14; **frequency** 1/round for 2 rounds; **effect** 1 Con and unconscious 1d3 hours; **cure** 1 save.

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

**N** Medium construct (clockwork)

**Init +6; Senses** darkvision 60 ft., low-light vision; Perception +0

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**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

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**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

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**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 (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.

**WIGHT** CR 3

LE Medium undead

**Init** +1; **Senses** darkvision 60 ft.; Perception +11

**DEFENSE**

**AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

**hp** 26 (4d8+8)

**Fort** +3, **Ref** +2, **Will** +5

**Defensive Abilities** undead traits

**Weaknesses** resurrection vulnerability

**OFFENSE**

**Speed** 30 ft.

**Melee** slam +4 (1d4+1 plus energy drain)

**Special Attacks** create spawn, energy drain (1 level, DC 14)

**STATISTICS**

**Str** 12, **Dex** 12, **Con** —, **Int** 11, **Wis** 13, **Cha** 15

**Base Atk** +3; **CMB** +4; **CMD** 15

**Feats** Blind-Fight, Skill Focus (Perception)

**Skills** Intimidate +9, Knowledge (religion) +7, Perception +11, Stealth +16; **Racial Modifier** +8 Stealth

**Languages** Common

**SQ** create spawn

**SPECIAL ABILITIES**

**Create Spawn (Su)** Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a -2 penalty on all d20 rolls and checks, as well as -2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not possess any of the abilities they had in life.

**Resurrection Vulnerability (Su)** A *raise dead* or similar spell cast on a wight destroys it (Will negates).

Using the spell in this way does not require a material component.

**+1 CHAIN SHIRT** – faint abjuration, CL 3<sup>rd</sup> (Identify DC 18)

Light armor, +5 armor, +5 max dex, -1 armor check penalty

**GREENBLOOD OIL**

*injury; save Fort DC 13; frequency 1/round for 4 rounds; effect 1 Con; cure 1 save*

**LICH DUST POISON**

*ingested; save Fort DC 17; onset 10 min.; frequency 1/min for 6 min.; effect 1d3 Str; cure 2 saves*

**MEDIUM SPIDER VENOM**

*injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d3 Str; cure 1 save.*

**POTION OF CURE LIGHT WOUNDS** – faint conjuration, CL 1<sup>st</sup> (Identify DC 16)

Drinker heals 1d8+1 hit points.

**POTION OF INVISIBILITY** – faint illusion, CL 3<sup>rd</sup> (Identify DC 18)

Drinker turns invisible for 3 minutes or until he attacks.

**+1 RAPIER** – faint transmutation, CL 3<sup>rd</sup> (Identify DC 18)

One-handed martial weapon, 1d6, 18-20 crit, piercing

**SMALL CENTIPEDE POISON**

*injury; save Fort DC 11; frequency 1/round for 4 rounds; effect 1 Dex; cure 1 save.*