

The Solstice Scar

Part 1 - Chaos at the Museum

Subtier 10-11

These stat blocks and other notes were compiled by J. McTeague. If you notice any errors, please contact me at iammars21@gmail.com.

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Part 1 10-11 Encounter Cheat Sheet

Beginning Part 1

Call for Knowledge Checks

Check for Restful Pathfinder's Lodge – PCs with that vanity get the benefit of *hero's feast*, and can invite one other guest (PC or animal companion)

Main Section

A1 Haunted by Memories

Animated Hero's Regalia + 2 Animated Owlbear Mascots

Report a Success if the PCs overcome this encounter.

A2. Guard Creatures

2 Dweomerlions

Bluff/Diplomacy DC 33 to avoid this encounter (27 if they speak Sylvan)

Failing Wards – drop the DC to 27 (21 if they speak Sylvan)

Report a Success if the PCs overcome this encounter.

A3. Magical Wards – Challenging Encounter

Swirling Runes + Maze trap

Failing Wards – Creatures take -1 penalty to AC, attack rolls, saving throws, skill checks, ability checks

Report a Special Success if the PCs overcome this encounter.

B. Automated Defenses

Advanced Clockwork Golem

Failing Wards – Creatures take -1 penalty to AC, attack rolls, saving throws, skill checks, ability checks

Report a Success if the PCs overcome this encounter.

Final Encounters

C. Trapped Twinhorns

Medda, Anok, 2 Twinhorn Champions, 2 Twinhorn Companions

High Stress – Two Bluff/Diplomacy DC 33 checks to avoid combat, +2 morale on attack, damage, saves

Subdued Defenses – Bluff/Diplomacy DC 33 to avoid combat

Peace in the Museum – Bluff/Diplomacy DC 27 to avoid combat

Failing Wards – drop the DC to 27 (21 for Peace in the Museum)

Tragic Death – Medda is dead. Use Anok for information if needed.

Combat ends if Anok is slain or if Medda loses half her hit points.

Only report a Kellid Slain if Medda dies.

C. The Devil's Due

Mother of Spikes – Advanced Giant Barbed Devil

Do not report any Successes.

A1. Haunted by Memories

ANIMATED HERO'S REGALIA

CR 12

N Medium construct

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

DEFENSE

AC 28, touch 12, flat-footed 26 (+2 Dex, +13 natural, +3 shield)**hp** 132 (15d10+50)**Fort** +10, **Ref** +12, **Will** +10**Defensive Abilities** hardness 10, reinforced; **Immune** construct traits**Weakness** haunted

OFFENSE

Speed 30 ft., fly 30 ft. (good)**Melee** +1 *mithral longsword* +21/+16/+11 (1d8+6/19–20) or
2 slams +20 (1d6+6)**Special Attacks** relive the crusade

STATISTICS

Str 21, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 17**Base Atk** +15; **CMB** +20; **CMD** 32**Feats** Following Step^{APG, B}, Step Up^B, Step Up and Strike^{APG, B}**Skills** Fly +6**Other Gear** +1 *mithral heavy steel shield*, +1 *mithral longsword*

SPECIAL ABILITIES

Following Step When using the Step Up feat to follow an adjacent foe, you may move up to 10 feet. You may still take a 5-foot step during your next turn, and any movement you make using this feat does not subtract any distance from your movement during your next turn.

Haunted (Su) An animated hero's regalia is haunted by a spirit. It takes damage from positive energy as if it were an undead creature and can be detected by *detect undead*.

Reinforced (Ex) Due to the powerful psychic resonance that powers its body, an animated hero's regalia gains 30 additional hit points and a +5 bonus on all saving throws. These are incorporated into its statistics above.

Relive the Crusade (Su) As a swift action, an animated hero's regalia can issue a wordless challenge to a target it can see, causing the target to take on superficially undead features such as skeletally taunt skin, boney claws, a haunting voice, or sunken eyes. This change is an illusion, not a true transformation. Against this target, the regalia gains a +3 bonus on attack rolls and deals an additional 1d8+6 damage with each attack. The challenge and the target's changed appearance last for 1 hour or until the regalia is destroyed.

Step Up Whenever an adjacent foe attempts to take a 5-foot step away from you, you may also make a 5-foot step as an immediate action so long as you end up adjacent to the foe that triggered this ability. If you take this step, you cannot take a 5-foot step during your next turn. If you take an action to move during your next turn, subtract 5 feet from your total movement.

Step Up and Strike When using the Step Up or Following Step feats to follow an adjacent foe, you may also make a single melee attack against that foe at your highest base attack bonus. This attack counts as one of your attacks of opportunity for the round. Using this feat does not count toward the number of actions you can usually take each round.

ANIMATED OWLBEAR MASCOT (2)**CR 8**

Animated object

N Large construct

Init –1; **Senses** darkvision 60 ft., low-light vision; **Perception** –5**DEFENSE****AC** 20, touch 8, flat-footed 20 (+6 armor, –1 Dex, +6 natural, –1 size)**hp** 89 (8d10+45)**Fort** +5, **Ref** +4, **Will** +0**Defensive Abilities** hardness 5, reinforced; **Immune** construct traits**Weakness** haunted**OFFENSE****Speed** 40 ft.**Melee** bite +13 (2d6+6), 2 claws +13 (1d6+6)**Space** 10 ft.; **Reach** 10 ft.**STATISTICS****Str** 22, **Dex** 9, **Con** —, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +8; **CMB** +15; **CMD** 24**Skills** Acrobatics –1 (+3 to jump)**SQ** construction points (additional natural attack [claw, bite], faster, haunted, improved natural attack)**SPECIAL ABILITIES****Haunted (Su)** An animated owlbear mascot is haunted by a spirit. It takes damage from positive energy as if it were an undead creature and can be detected by *detect undead*.**Reinforced (Ex)** Due to its barding and the powerful psychic resonance that powers its body, an animated owlbear mascot gains 15 additional hit points, a +6 armor bonus to AC, and a +3 bonus on all saving throws. These are incorporated into its statistics above.

A2. Guard Creatures

DWEOMERLION (2)

CR 11

Advanced dweomercat [Red = enlarge person]

CN Medium magical beast

Init +10 [+9]; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +21

DEFENSE

AC 25 [23], **touch** 17 [15], **flat-footed** 18 [17] (+6 [+5] **Dex**, +1 **dodge**, +8 **natural**, [-1 **size**])**hp** 142 (15d10+60)**Fort** +13, **Ref** +15 [+14], **Will** +10**DR** 10/cold iron and magic; **SR** 22

OFFENSE

Speed 40 ft.**Melee** bite +21 (1d6+4 [1d8+5]), 2 claws +21 (1d6+4 [1d8+5])**Special Attacks** dweomer leap, pounce, rake (2 claws +21, 1d6+4 [1d8+5])**Spell-Like Abilities** (CL 12th; concentration +15)Constant—*detect magic*At will—*dispel magic*, *lesser globe of invulnerability*3/day—*antimagic field*, *dimension door* (self only)

STATISTICS

Str 19 [21], **Dex** 23 [21], **Con** 18, **Int** 14, **Wis** 17, **Cha** 16**Base Atk** +15; **CMB** +19 [+21]; **CMD** 36 [38] (40 [42] vs. trip)**Feats** Dodge, Improved Initiative, Improved Natural Attack (claw), Improved Iron Will, Iron Will, Mobility, Spring Attack, Weapon Finesse**Skills** Acrobatics +17 [+16] (+21 [+20] to jump), **Climb** +18 [+19], **Knowledge** (arcana) +17, **Perception** +21, **Stealth** +24 [+23]; **Racial Modifiers** +4 **Climb****Languages** Common, Sylvan**SQ** spell link

SPECIAL ABILITIES

Change Shape (Su) Twice per day as a swift action, a dweomerlion can increase its size to Large. This functions as *enlarge person*, and it lasts for 10 minutes or until the dweomerlion ends the effect as a swift action. While Large, a dweomerlion's reach is 5 feet.

Dweomer Leap (Su) When a dweomerlion is targeted by a spell or within the area of effect of a spell, it can, as a swift action, choose to teleport to a square adjacent to the spell's caster, effectively appearing mid-leap and aimed toward the caster. This ability takes effect regardless of whether or not the spell overcomes the dweomerlion's spell resistance. If it chooses, the dweomerlion can immediately make a full attack against the spell's caster as though pouncing. Using this ability does not provoke an attack of opportunity. If there is no safe space adjacent to the caster—or if the dweomerlion chooses—the dweomerlion can forgo using this ability.

Spell Link (Su) When a dweomerlion is targeted by a spell or within the area of effect of a spell, it can, as a swift action, forgo its dweomer leap ability to gain an effect related to the school of the spell targeting it. This effect activates before the dweomerlion is affected by the spell targeting it and regardless of whether or not the spell overcomes its spell resistance. Each power lasts for 1 minute per level of the spell targeting the dweomerlion, until the dweomerlion uses this ability again, or until the dweomerlion chooses to dismiss the effect as a free action, whichever duration is shortest. This ability does not prevent the spell affecting the dweomerlion from taking effect; it only provides an additional benefit.

Abjuration: Gains acid, cold, fire, electricity, or sonic resistance equal to 2 per spell level.

Conjuration: Gains a deflection bonus to AC equal to +1 for every 5 levels of the spell.

Divination: Gains the effects of *detect chaos, evil, good, or law*.

Enchantment: Grants the effects of the spell *heroism*.

Evocation: Inflicts an amount of damage equal to the spell's level upon the spell's caster.

Illusion: Grants the effects of *invisibility*. This effect ends as per the spell.

Necromancy: Gains the effects of *false life*, as if cast by the opposing spell's caster.

Transmutation: Gains an enhancement bonus on its natural weapons equal to +1 for every 5 levels of the spell.

False Life (necromancy, VSM, 1hour/lvl) – 1d10+lvl (max +10) temp hp

Heroism (enchantment (compulsion)[mind-affecting], VS, creature touched, 10min/lvl, SRyes) – Creature gains a +2 morale to attacks, saves, skill checks

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

Antimagic Field (abjuration, VS MDF, 10ft. radius emanation around you, 10min/lvl) – Barrier is impervious to spells, SLAs, SUs; magic items and spells don't work in its confines.

Dimension Door (conjuration(teleportation), V, long, you and touched objects) – teleport anywhere w/in range

Dispel Magic (abjuration, VS, medium) – Make a dispel check (1d20+CL). Target a creature, object or spell. Either dispels highest CL spell it can get off of the creature, dispels the targeted spell, or suppresses the object for 1d4 rounds as long as you make DC 11+CL. Can also be used as a generic counterspell.

Lesser Globe of Invulnerability (abjuration, VSM, 10ft. sphere on you, 1rd/lvl) – 3rd level or lower spells don't affect you, effects are suppressed in the globe

A3. Magical Wards

SWIRLING RUNES

CR 13

N Fine construct (swarm)

Init +8; **Senses** darkvision 60 ft., low-light vision; Perception +26

DEFENSE

AC 23, touch 23, flat-footed 18 (+4 Dex, +1 dodge, +8 size)

hp 117 (18d10+18); fast healing 5

Fort +6, **Ref** +12, **Will** +6

Defensive Abilities rejuvenation, swarm traits; **Immune** construct traits

OFFENSE

Speed fly 60 ft. (perfect)

Melee swarm (4d6 nonlethal plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 21), trap control

Spell-Like Abilities (CL 18th; concentration +18)

At will—*alarm*, *true seeing*

1/day—quicken *greater dispel magic*

STATISTICS

Str 1, **Dex** 18, **Con** —, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +18; **CMB** —; **CMD** —

Feats Ability Focus (distraction), Dodge, Improved Initiative, **Improved Lightning Reflexes**, Lightning Reflexes, Lightning Stance, Quicken Spell-Like Ability (*greater dispel magic*), Toughness, Wind Stance

Skills Fly +20, Perception +26, Stealth +38

Languages Draconic

SQ catch and detain

SPECIAL ABILITIES

Catch and Detain (Ex) Living runes always deal nonlethal damage with their swarm attack to creatures that are vulnerable to nonlethal damage. If a creature is knocked unconscious, it takes no damage from a living rune's swarm attack.

Lightning Stance If you take two actions to move or a withdraw action in a turn, you gain 50% concealment for 1 round. (*Editor's note: Yes, this does work _very well_ with swarms.*)

Trap Control (Su) Living runes can be attuned to a single magical trap. As a move action, they can change the position of the magical trap up to 20 feet, but the trigger area must be on a solid surface. Nearby creatures may notice the trap move with a successful DC 20 Perception check. As a standard action, living runes may trigger the trap.

Wind Stance If you move more than 5 feet this turn, you gain 20% concealment for 1 round against ranged attacks.

Greater Dispel Magic (abjuration, VS, medium) – single target and dispel one/4lvls; or everything in a 20ft. radius burst; or counterspell at +4

B. Automated Defenses

ADVANCED CLOCKWORK GOLEM

CR 13

N Large construct

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +2

DEFENSE

AC 30, touch 12, flat-footed 27 (+3 Dex, +18 natural, –1 size)**hp** 118 (16d10+30)**Fort** +5, **Ref** +8, **Will** +7**DR** 10/adamantine; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.**Melee** 2 slams +25 (2d10+10 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** death burst, grind, wall of gears

STATISTICS

Str 31, **Dex** 16, **Con** —, **Int** —, **Wis** 15, **Cha** 5**Base Atk** +16; **CMB** +27 (+31 grapple); **CMD** 40

SPECIAL ABILITIES

Death Burst (Ex) When a clockwork golem is reduced to 0 or fewer hit points, it explodes in a shower of razor-sharp gears and debris. All creatures within a 10-foot burst take 12d6 points of slashing damage—a DC 18 Reflex save results in half damage. The save DC is Constitution-based.

Grind (Ex) A clockwork golem deals an additional 2d10+15 points of slashing damage when it makes a successful grapple check as razor-sharp gears and blades emerge from its body to grind and slice its foe.

Immunity to Magic (Ex) A clockwork golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against a clockwork golem, as noted below.

A *grease* spell cast on the golem causes it to move quickly for 1d6 rounds, as if under the effects of *haste*.

A *rusting grasp* spell deals damage to a clockwork golem normally, and makes the golem staggered for 1d6 rounds (no save).

Wall of Gears (Su) As a standard action, a clockwork golem can fold into a whirling wall of grinding gears measuring 10 feet by 10 feet or 5 feet by 20 feet. Anyone passing through the wall takes 15d6 points of slashing damage. If the wall appears in a creature's space, that creature can attempt a DC 18 Reflex save to leap to one side and avoid the damage entirely. The clockwork golem can take no actions while in this form except to resume its normal form as a move action. A clockwork golem's AC and immunities remain the same while it is in this form.

C. Trapped Twinhorns

MEDDA SPIRITBEARER

CR 11

Female human spiritualist (haunted) 12

NG Medium humanoid (human)

Init –1; **Senses** Perception +16

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 armor, –1 Dex)

hp 93 (12d8+36)

Fort +12, **Ref** +7, **Will** +15; +4 bonus vs. mind-affecting

Defensive Abilities greater spiritual interference

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +1 *darkwood longspear* +10/+5 (1d8+1/x3) or mwk cold iron dagger +10/+5 (1d4/19–20)

Ranged mwk sling +9 (1d4)

Space 5 ft.; **Reach** 5 ft. (10 ft. with +1 *darkwood longspear*)

Special Attacks phantom recall 2/day

Spiritualist Spell-Like Abilities (CL 12th; concentration +16)

At will—*detect undead*

2/day—*calm spirit*^{OA} (DC 13)

1/day—*see invisibility*

Spiritualist Spells Known (CL 12th; concentration +17)

4th (4/day)—*cure critical wounds, freedom of movement, neutralize poison, restoration, telekinetic charge*^{UC}

3rd (5/day)—*cure serious wounds, haste, howling agony*^{UM} (DC 17), *remove curse, remove disease*

2nd (6/day)—*cure moderate wounds, locate object, rage, remove paralysis, lesser restoration, see invisibility*

1st (7/day)—*burst of adrenaline*^{OA}, *cure light wounds, mage armor, remove fear, remove sickness*^{UM} (DC 15), *sanctuary* (DC 15), *shield*

0 (at will)—*detect magic, detect psychic significance*^{OA}, *guidance, message, read magic, stabilize*

TACTICS

Before Combat Medda cast *freedom of movement* on herself before entering the museum.

During Combat Medda casts *sanctuary* on herself and moves for cover. She uses her magic to keep her allies alive.

Morale Medda surrenders when reduced to half her hit points.

STATISTICS

Str 10, **Dex** 8, **Con** 14, **Int** 12, **Wis** 20, **Cha** 13

Base Atk +9; **CMB** +9; **CMD** 18

Feats Emotional Conduit^{OA}, Focused Phantom^{OA}, Lightning Reflexes, Medium Armor Proficiency, Phantom Fortification^{OA}, Skill Focus (Intimidate), Skill Focus (Survival), Spiritualist's Call^{OA}, Toughness

Skills Bluff +5, Diplomacy +2, Intimidate +8, Knowledge (geography, history, nature, religion) +7, Linguistics +6, Perception +16, Sense Motive +19, Spellcraft +15, Survival +22, Use Magic Device +15

Languages Celestial, Common, Erutaki, Hallit, Orc

SQ bonded senses (at will), etheric tether, fused consciousness, phantom (Anok the Vengeful, anger), shared consciousness, usurp manifestation (15 rounds/day), usurp spell

Combat Gear *potion of cure moderate wounds* (2), *potion of cure serious wounds, wand of cure moderate wounds* (14 charges), *wand of lesser restoration* (12 charges), acid (2); **Other Gear** +2 *breastplate*, +1

darkwood longspear, furs, mwk cold iron dagger, mwk sling, cloak of resistance +2, lesser talisman of freedom^{OA}, traveler's outfit, 98 gp

SPECIAL ABILITIES

Bonded Senses (Su) At 2nd level, as a standard action, a spiritualist can share the senses of her manifested phantom, hearing, seeing, smelling, tasting, and feeling everything her phantom does. She can use this ability a number of rounds per day equal to her spiritualist level, but those rounds do not need to be consecutive. There is no maximum range for this effect, but the phantom and the spiritualist must be on the same plane. The spiritualist can end this effect as a free action.

Etheric Tether (Su) At 1st level, a spiritualist can force the phantom to manifest in an area around her by pushing the phantom's consciousness through the veil of ethereal essence, allowing it to fully manifest in either ectoplasmic or incorporeal form. Whenever her manifested phantom takes enough damage to send it back to the Ethereal Plane, as a reaction to the damage, the spiritualist can sacrifice any number of her hit points without using an action. Each hit point sacrificed in this way prevents 1 point of damage dealt to the phantom. This can prevent the phantom from being sent back to the Ethereal Plane.

This tether is limited. When the phantom is fully manifested, it and the spiritualist must remain within 50 feet of one another for the phantom's manifestation to stay stable with little to no concentration on the part of the spiritualist. The spiritualist can stretch the limited tether, but only when the phantom is in ectoplasmic form. When a spiritualist starts her turn and her ectoplasmic phantom is more than 50 feet away from her (but closer than 100 feet), the spiritualist must concentrate on the link as a full-round action that provokes attacks of opportunity or the ectoplasmic phantom immediately returns to the Ethereal Plane and cannot be summoned from that plane for 24 hours. This concentration can be interrupted as if it were a spell. Treat this effect's spell level as equal to 1 + 1 per 10 feet farther than 50 feet that the phantom is from the spiritualist (maximum spell level 6th). If the tether is interrupted or the check fails, the phantom immediately snaps back into the consciousness of its spiritualist master.

If the ectoplasmic phantom is ever more than 100 feet away from its spiritualist, or the incorporeal phantom is ever 50 feet away from the spiritualist or outside of line of effect from the spiritualist for more than 1 round per spiritualist level the spiritualist possesses, the tether is automatically broken; the phantom immediately returns to the Ethereal Plane and can't be summoned from that plane for 24 hours.

Focused Phantom While you are adjacent to your phantom or your phantom is within your consciousness, you receive a +4 bonus on concentration checks.

Fused Consciousness (Su) At 10th level, a spiritualist always gains the benefits of bonded senses when her phantom is manifested. She also gains the skill ranks and bonus to mind-affecting spells granted by the spirit's emotional focus, even when her phantom is manifested. Lastly, she can shunt the effect of a mind-affecting effect into the consciousness of her phantom as the shared consciousness ability even when the phantom is manifested, but doing so causes the phantom to immediately retreat back into the spiritualist's consciousness.

Greater Spiritual Interference (Ex or Su) At 12th level, whenever allies are within the phantom's reach, as long as the manifested phantom is in ectoplasmic form, each ally gains a +2 shield bonus to its Armor Class and a +2 circumstance bonus on its saving throws. For the spiritualist, these bonuses increase to +4. The spiritualist and allies within range don't gain this bonus if the manifested phantom is grappled, helpless, or unconscious. While the phantom is incorporeally manifested, allies within 30 feet of the phantom receive a +2 circumstance bonus on saving throws against mind-affecting effects. For the spiritualist, this bonus increases to +4. This bonus doesn't apply if the phantom is unconscious.

Phantom Fortification Your phantom has a 50% chance of ignoring critical hits and precision-based damage when fully manifested in its ectoplasmic form, as if wearing armor with the *moderate fortification* special ability. This doesn't stack with other similar effects, and doesn't apply against attacks

made with *ghost touch* weapons or weaponlike constructs made of force (such as a *clenched fist*, *mage's sword*, or *spiritual weapon*).

Phantom Recall (Su) At 6th level, as either a swift or an immediate action, a spiritualist can call her manifested phantom to her side or back into her consciousness. This ability functions as *dimension door*, using the spiritualist's class level as the caster level. When the spiritualist calls the phantom in this way, the phantom appears adjacent to the spiritualist (or as close as possible, if all adjacent spaces are occupied).

When the spiritualist uses this ability to call the phantom back to her consciousness, she can activate bonded manifestation as part of that action, but doing so costs 1 extra round of bonded manifestation. The spiritualist can use this ability once per day at 6th level, plus one additional time per day for every 4 spiritualist levels she possesses beyond 6th.

Usurp Manifestation (Su) At 3rd level, the haunted's phantom begins to subtly subvert the relationship with its master, gaining rather than granting power from the connection. When fully manifested in ectoplasmic form, the phantom can use its usurp manifestation ability to draw upon the haunted's body to strengthen its ectoplasmic might, temporarily weakening the spiritualist in order to increase its own power. The phantom must activate this ability as an immediate action at the start of the spiritualist's turn, and it can use this ability a number of rounds per day equal to 3 + the haunted's spiritualist level. The rounds don't need to be consecutive, and the phantom can dismiss the effects of a usurped manifestation as a free action on its turn. While this ability is in effect, the haunted's features become sunken and withdrawn, and she gains the nauseated condition until the effect ends. Conversely, the phantom surges in size and power, becoming one size category larger (as if affected by an *enlarge person* spell) and increasing its natural armor bonus to AC by 2 for the effect's duration. If the spiritualist prevents or mitigates the nauseated condition, the phantom is unable to siphon energy and doesn't gain the benefits of usurp manifestation.

At 8th level and every 5 levels thereafter (13th and 18th levels), the phantom gains new abilities while using usurp manifestation.

Usurp Spell At 8th level, while using usurp manifestation, the phantom can leech spell slots from the haunted to increase its own power. The phantom can reach through the etheric tether as a swift action to drain the nauseated haunted's psychic spell energy, effectively taking any touch spell or spell with a target of "you" that the haunted knows and casting it on itself (assuming the haunted has not yet used up her allotment of spells per day for the spell's level). This ability consumes two of the haunted's spell slots of the appropriate level and otherwise follows the rules for the share spells and deliver touch spells abilities.

Medda's Spells

4th level spells

Cure Critical Wounds (conjuration[healing], VS, creature touched, SRyes) – 4d8+lvl healing (max +20)

Freedom of Movement (abjuration, VSM, creature touched, 10min/lvl, SRyes) – Can attack and move normally, cannot be grappled.

Neutralize Poison (conjuration[healing], VSMDf, creature touched or 1ft³/lvl, SRyes) – Either make a CL check vs. poison DCs to stop them, or WILL to neutralize poison in a poisonous creature or object. Ability damage from poisons stopped in this way don't go away.

Restoration (conjuration[healing], 3 rounds, VSM (diamond dust worth 100gp or 1000gp), creature touched, SRyes) – *Lesser restoration*, but also dispel all temp negative levels or one permanent negative level.

Telekinetic Charge (evocation[force], close, one willing creature, SRyes) – Move creature anywhere within range. Movement doesn't provoke AoOs. If they end adjacent to enemy, can make attack at +2 as an immediate action.

3rd level spells

- Cure Serious Wounds** (conjuration (healing), VS) – creature touched heals 3d8+lvl (max +15)
- Haste** (transmutation, VSM, close, one creature/lvl all w/in 30ft. of each other, 1rd/lvl, SRyes) - Make 1 extra attack on a full attack, +1 attack, +1 dodge to AC, REF, double speed up to 30ft. extra.
- Howling Agony** (necromancy [death, pain], VSM, close, one creature/lvl all w/in 30ft. of each other, 1rd/lvl, SRyes) – FORT or -2 to AC, attacks, melee damage, REF saves, must make a concentration check (DC of this spell) to cast spells. Move action screaming negates the penalties for 1 round.
- Remove Curse** (abjuration, VS, creature touched, SRyes) – CL check vs. the DC of every curse on the target.
- Remove Disease** (abjuration, VS, creature touched, SRyes) – CL check vs. the DC of every disease on the target.

2nd level spells

- Cure Moderate Wounds** (conjuration (healing), VS) – creature touched heals 2d8+lvl (max +10)
- Lesser Restoration** (conjuration(healing), VS, 3rds, creature touched, SRyes) – Eliminate 1d4 ability damage and fatigue. Exhausted becomes fatigued.
- Locate Object** (divination, VSFDF, long, circle centered on you with a long radius, 1min/lvl) – Sense the direction of a well-known or clearly visualized object. Blocked by thin sheet of lead.
- Rage** (enchantment(compulsion)[mind-affecting], VS, medium, one willing creature/3 lvls w/in 30 ft of each other, concentration + 1 rd/lvl, SRyes) – +2 morale to Str, Con, +1 Will, -2 AC. Carries all the restrictions of rage, but the targets are not fatigued at the end.
- Remove Paralysis** (conjuration(healing), VS, close, up to 4 creatures, no more than 30ft apart, SRyes) – One person is auto freed; 2 people get a Will with +4 resistance; 4 people get a Will with +2 resistance
- See Invisibility** (divination, VSM, personal, 10min/lvl) – See invisible/ethereal creatures

1st level spells

- Burst of Adrenaline** (transmutation, immediate, VS, personal) – When you are about to make a d20 based on Str, Dex, or Con, gain a +8 enhancement to that stat for that roll. You are fatigued for 1 round afterward.
- Cure Light Wounds** (conjuration (healing), VS) – creature touched heals 1d8+lvl (max +5)
- Mage Armor** (conjuration(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus
- Remove Fear** (abjuration, VS, close, one creature + one creature/4 levels, no more than 30ft apart, 10 minutes, SRyes) – Targets get +4 morale bonus vs. fear. If target is under a fear effect when receiving the spell, it is suppressed for the duration.
- Remove Sickness** (conjuration(healing), VS, close, one creature, 10min/lvl, SRyes) – +4 to saves vs. disease, nausea, sickened. If they already have one condition, it is suppressed for the spell duration.
- Sanctuary** (abjuration, VSDF, 1rd/lvl) – If you attack me, WILL or lose the action and you can't attack me anymore. Attacking breaks the spell.
- Shield** (abjuration[force], VS, personal, 1min/lvl) – +4 force shield, blocks magic missiles

SLAs

- Detect Undead** – non-combat ability
- Calm Spirit** – unlikely to be relevant, unless one of the players is a ghost :)
- See Invisibility** (divination, VSM, personal, 10min/lvl) – See invisible/ethereal creatures

ANOK THE VENGEFUL**CR —**

Male phantom [Red = Ferocious Mein]

NG Medium outsider (phantom)

Init +1 [+0]; **Senses** darkvision 60 ft.; Perception +0**Aura** aura of fury (20 ft.)**DEFENSE****AC** 25 [21], touch 11 [7], flat-footed 24 [21] (+4 armor, +1 [+0] Dex, +10 natural, [-2 rage, -1 size])**hp** 67 [76] (9d10+18 [+27])**Fort** +8 [+9], **Ref** +4 [+3], **Will** +6 [+7]; +4 morale bonus vs. enchantments**Defensive Abilities** 50% fortification (bypassed by *ghost touch/force*); **DR** 10/magic, 5/slashing**OFFENSE****Speed** 30 ft.**Melee** 2 slams +16 [+17] (2d8+6 [3d8+8])w/ **Power Attack** 2 slams +13 [+14] (2d8+12 [3d8+14])

[Space 10 ft.; Reach 10 ft.]

TACTICS**Before Combat** Medda has cast *mage armor* on Anok after summoning him, 2 minutes before the PCs arrive.**During Combat** Anok focuses his attacks on creatures targeting Medda. At his discretion, he activates Medda's usurp manifestation ability to become larger and more powerful.**Morale** Anok fights until destroyed.**STATISTICS****Str** 22 [26], **Dex** 12 [10], **Con** 14 [16], **Int** 7, **Wis** 10, **Cha** 18**Base Atk** +9; **CMB** +15 [+18]; **CMD** 26 [27]**Feats** Dazzling Display, Gory Finish^{UC}, Intimidating Prowess, Power Attack, Shatter Defenses, Weapon Focus (slam)**Skills** Intimidate +22 [+24], Knowledge (history) +10, Survival +12**Languages** Common, Hallit**SQ** devotion, ectoplasmic phase lurch, ferocious mien, magic attacks, usurp manifestation (14 rounds/day), usurp spell**SPECIAL ABILITIES****Aura of Fury (Su)** When the spiritualist reaches 7th level, as a swift action, the phantom can emit a 20-foot-radius aura of fury. Creatures within the aura gain a +2 bonus on melee attack rolls but take a -2 penalty to AC. Ending the aura is a free action. The phantom can use this ability in either ectoplasmic or incorporeal form.**Dazzling Display** While wielding the weapon in which you have Weapon Focus, you can perform a bewildering show of prowess as a full-round action. Make an Intimidate check to demoralize all foes within 30 feet who can see your display.**Deliver Touch Spells (Su)** The phantom can deliver touch spells for the spiritualist when fully manifested in incorporeal or ectoplasmic form. The spiritualist and the phantom need not be in contact to accomplish this, but the phantom must be within 30 feet and the spiritualist must be able to see the phantom. If the spiritualist is 12th level or higher, the phantom can deliver touch spells within 50 feet of the spiritualist. The spiritualist can cast the spell, and then the phantom can deliver the touch as an immediate action. If the touch spell deals damage, the phantom must make the attack roll. The phantom can't hold the charge of a touch spell cast by the spiritualist using this ability. If the spell is delivered to the phantom, it must touch a target or the spell is lost. If the spell allows you to touch up to six willing targets, the

phantom can accomplish this with an immediate action, but all of the willing targets must be within the phantom's melee reach at the time.

Ferocious Mien (Su) When the spiritualist reaches 12th level, once per day as a swift action, a phantom in ectoplasmic form can grow more ferocious and frightening. It becomes one size category larger than its current size, as affected by an *enlarge person* spell, and grows fiercer in combat, as if affected by a *rage* spell. This effect lasts for 1 round per class level of the spiritualist.

Gory Finish When you use the attack action, you can use a weapon with which you have Weapon Focus to make a single attack at your highest base attack bonus. If you reduce your target to negative hit points, you can spend a swift action to make an Intimidate check to demoralize all foes within 30 feet who could see your attack.

Link (Su) A spiritualist and her phantom share a mental link that allows for communication across distances (as long as they are on the same plane). This communication is a free action that can be performed even when it isn't the spiritualist's turn, but the spiritualist and the phantom must both be conscious to communicate in this way. This allows the spiritualist to give orders to her phantom at any time. Magic items interfere with a spiritualist's connection to her phantom; as a result, the spiritualist and her phantom share magic item slots. For example, if the spiritualist is wearing a magic ring, her phantom can wear only one magic ring. In the case of a conflict, the items worn by the spiritualist remain active, and those worn by the phantom become dormant. The phantom must possess the appropriate appendages to utilize a magic item.

Magic Attacks (Su) When the phantom manifests in ectoplasmic form, it treats its slam attacks as if they were magic for the purposes of overcoming damage reduction. If the spiritualist is 10th level or higher, all of the phantom's weapons are treated as the alignment of the phantom for the purpose of overcoming damage reduction.

Phase Lurch (Su) A phantom in ectoplasmic form has the ability to pass through walls or material obstacles. In order to use this ability, it must begin and end its turn outside whatever wall or obstacle it's moving through. An ectoplasmic phantom can't move through corporeal creatures with this ability, and its movement speed is halved while moving through a wall or obstacle. Any surface it moves through is coated with a thin, silvery mucus that lingers for 1 minute.

Share Spells (Su) The spiritualist can cast a spell with a target of "you" on her phantom (as a spell with a range of touch) instead of on herself. A spiritualist can cast spells from the spiritualist spell list on her phantom even if the spells normally do not affect creatures of the phantom's type (outsider). This ability does not allow the phantom to share abilities that aren't spells, even if they function like spells.

Shatter Defenses Any shaken, frightened, or panicked opponent hit by you this round is flat-footed to your attacks until the end of your next turn. This includes any additional attacks you make this round.

TWINHORN CHAMPION (2)**CR 8**

Human ranger 9

NE Medium humanoid (human)

Init +6; Senses Perception +5**DEFENSE****AC** 21, touch 13, flat-footed 19 (+7 armor, +1 deflection, +2 Dex, +1 shield)**hp** 81 (9d10+27)**Fort** +9, **Ref** +10, **Will** +6**Defensive Abilities** evasion**OFFENSE****Speed** 30 ft. (20 ft. in armor)**Melee** mwk kukri +14/+9 (1d4+5/15–20), mwk kukri +14/+9 (1d4+5/15–20) or

mwk kukri +16/+11 (1d4+5/15–20)

Ranged dart +11/+6 (1d4+5)**Special Attacks** combat style (two-weapon combat), favored enemy (animals +4, humans +2)**Ranger Spells Prepared** (CL 6th; concentration +7)2nd—*barkskin*1st—*charm animal* (DC 12), *longstrider*, *speak with animals***TACTICS****Before Combat** The beast trainer drinks her *potion of bull's strength* and casts *barkskin* on an animal ally (already included in the both creatures' statistics). (Both statistics also include the urban favored terrain bonuses.)**Base Statistics** Without *bull's strength*, the beast trainer's statistics are **Melee** mwk kukri +12/+7 (1d4+3/15–20), mwk kukri +12/+7 (1d4+3/15–20); **Ranged** dart +11/+6 (1d4+3); **Str** 16; **CMB** +12; **CMD** 24; **Skills** Climb +11.**STATISTICS****Str** 20, **Dex** 15, **Con** 13, **Int** 8, **Wis** 12, **Cha** 12**Base Atk** +9; **CMB** +14; **CMD** 26**Feats** Double Slice, Endurance, Improved Critical (kukri), Improved Two-Weapon Fighting, Quick Draw, Toughness, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (kukri)**Skills** Acrobatics +7 (+11 to move through a threatened square or enemy's space, +3 when jumping), Climb +13, Handle Animal +13, Knowledge (nature) +10, Ride +5, Stealth +14, Survival +14**Languages** Common**SQ** favored terrain (plains +2, urban +4), hunter's bond (wolverine animal companion), swift tracker, track +4, wild empathy +10, woodland stride**Combat Gear** *potion of bull's strength*, *potions of cure moderate wounds* (2); **Other Gear** +1 chainmail, darts (6), mwk kukri (2), *belt of tumbling*^{UE}, *cloak of resistance* +2, *ring of protection* +1, entertainer's outfit, 81 gp

TWINHORN COMPANION (2)**CR —**

Wolverine animal companion

N Medium animal

Init +8; **Senses** low-light vision, scent; **Perception** +11**DEFENSE****AC** 21, touch 12, flat-footed 17 (+4 Dex, +9 natural, –2 rage)**hp** 63 (6d8+36)**Fort** +10, **Ref** +9, **Will** +7; +4 vs. enchantment spells and effects**Defensive Abilities** evasion**OFFENSE****Speed** 30 ft., burrow 10 ft.**Melee** bite +9 (1d6+5), 2 claws +10 (1d4+5)**Special Attacks** favored enemy (animals +4, humans +2), rage (6 rounds/day)**STATISTICS****Str** 20, **Dex** 18, **Con** 21, **Int** 2, **Wis** 12, **Cha** 10**Base Atk** +4; **CMB** +9; **CMD** 21 (25 vs. trip)**Feats** Iron Will, Toughness, Weapon Focus (claw)**Skills** Climb +11, **Perception** +11**SQ** devotion, favored terrain (plains +2, urban +4)Vs. Humans

Twinhorn Champion

Melee mwk kukri +16/+11 (1d4+7/15–20), mwk kukri +16/+11 (1d4+7/15–20) or
mwk kukri +18/+13 (1d4+7/15–20)**Ranged** dart +13/+8 (1d4+7)

Twinhorn Companion

Melee bite +11 (1d6+7), 2 claws +12 (1d4+7)Vs. Animals

Twinhorn Champion

Melee mwk kukri +18/+13 (1d4+9/15–20), mwk kukri +18/+13 (1d4+9/15–20) or
mwk kukri +20/+15 (1d4+9/15–20)**Ranged** dart +15/+10 (1d4+9)

Twinhorn Companion

Melee bite +13 (1d6+9), 2 claws +14 (1d4+9)

C. The Devil's Due

MOTHER OF SPIKES

CR 13

Advanced giant barbed devil

LE Large outsider (devil, evil, extraplanar, lawful)

Init +7; **Senses** darkvision 60 ft., see in darkness; Perception +23

DEFENSE

AC 31, touch 16, flat-footed 23 (+7 Dex, +14 natural, –1 size)

hp 186 (12d10+96)

Fort +18, **Ref** +15, **Will** +10

Defensive Abilities barbed defense; **DR** 10/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 22

OFFENSE

Speed 30 ft.

Melee 2 claws +21 (3d8+10/19–20 plus fear and grab)

w/ Power Attack 2 claws +17 (3d8+18/19–20 plus fear and grab)

Ranged *scorching ray* +22 touch (4d6 fire)

Space 10 ft.; **Reach** 10 ft.

Special Attacks fear, impale 4d8+15

Spell-Like Abilities (CL 12th; concentration +18)

At will—*greater teleport* (self plus 50 lbs. of objects only), *hold person* (DC 19), *major image* (DC 19), *produce flame*, *pyrotechnics* (DC 18), *scorching ray* (2 rays only)

1/day—*order's wrath* (DC 20), *summon* (level 4, 1 barbed devil 35%), *unholy blight* (DC 20)

STATISTICS

Str 31, **Dex** 25, **Con** 30, **Int** 16, **Wis** 19, **Cha** 22

Base Atk +12; **CMB** +23 (+27 grapple); **CMD** 40

Feats Alertness, Cleave, Combat Reflexes, Improved Critical (claw), Iron Will, Power Attack

Skills Acrobatics +22, Diplomacy +21, Intimidate +21, Knowledge (planes) +18, Perception +23, Sense Motive +23, Spellcraft +15, Stealth +18, Survival +19

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SPECIAL ABILITIES

Barbed Defense (Su) A creature that strikes the Mother of Spikes with a melee weapon, an unarmed strike, or a natural weapon takes 2d6+10 points of piercing damage from the devil's barbs. Melee weapons with reach do not endanger a user in this way.

Fear (Su) The Mother of Spikes' fear attack affects any creature it damages with its claws. A DC 22 Will save resists this effect, otherwise the victim becomes frightened for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Grab (Ex) The Mother of Spikes can use its grab attack against a foe of up to Large size.

Impale (Ex) The Mother of Spikes deals 4d8+15 points of piercing damage to a grabbed opponent with a successful grapple check.

Mother of Spikes Spell-Like Abilities

Greater Teleport (conjunction(teleportation), V, personal and touch) – Teleport you and 1 medium creature/3 levels. No range limit.

Hold Person (enchantment (compulsion)[mind-affecting], VSDF, medium, 1rd/lvl(D), SRyes) – WILL or humanoid is paralyzed. Full-round gives another save.

Major Image (illusion (figment), VSF, long, visual figment (4+1/lvl) 10ft. cubes, concentration+3rds) – Visual illusion with sound, smell and thermal

Order's Wrath (evocation [lawful], VS, 20ft radius, medium, SRyes) – 1d8 dmg/2lvls (max 5d8). Chaotic WILL?half:full + dazed for 1d4 rds. Neutral WILL?quarter:half

Produce Flame (evocation[fire], 1min/lvl, SRyes) – Either melee touch or ranged touch. Touch deals 1d6+lvl (max +5) fire dmg. Every time you use a touch, duration reduces by 1 minute.

Pyrotechnics (transmutation, VSM, long, one fire source) – Extinguish fire, cause either fireworks or smoke cloud. Fireworks blind those w/in 120 ft WILL or be blind for 1d4+1 rds. (SR applies). Smoke cloud, spreads within 20ft., blocks line of sight, and those in cloud FORT or take -4 STR & DEX while in and 1d4+1 rds after they leave the cloud.

Scorching Ray (evocation[fire], VS, close, SRyes) – 1 ray of fire (2 at 7, 3 at 11), each deals 4d6 fire dmg.

Unholy Blight (evocation [evil], VS, 20ft radius, medium, SRyes) – 1d8 dmg/2lvls (max 5d8). Good WILL?half:full + sickened for 1d4 rds. Neutral WILL?quarter:half