

The Solstice Scar

Part 1 - Chaos at the Museum

Subtier 5-6

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 5-6 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 Owlbear Mascot

Report a Success if the PCs overcome this encounter.

A2. Guard Creatures

Dweomercat

Bluff/Diplomacy DC 24 to avoid this encounter (20 if they speak Sylvan)

Failing Wards – drop the DC to 20 (16 if they speak Sylvan)

Report a Success if the PCs overcome this encounter.

A3. Magical Wards – Challenging Encounter

Shifting Runes + Merciful Fireball 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

2 Clockwork Soldiers

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 Skirmishers

High Stress – Two Bluff/Diplomacy DC 24 checks to avoid combat, +2 morale on attack, damage, saves

Subdued Defenses – Bluff/Diplomacy DC 24 to avoid combat

Peace in the Museum – Bluff/Diplomacy DC 20 to avoid combat

Failing Wards – drop the DC to 20 (16 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

Warmonger Devil

Do not report any Successes.

A1. Haunted by Memories

ANIMATED OWLBEAR MASCOT

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

DWEOMERCAT, ADVANCED

CR 8

Advanced dweomercat

CN Medium magical beast

Init +12; **Senses** darkvision 60 ft., low-light vision, scent; Perception +18

DEFENSE

AC 27, touch 19, flat-footed 18 (+8 Dex, +1 dodge, +8 natural)**hp** 105 (10d10+50)**Fort** +12, **Ref** +15, **Will** +8**DR** 5/magic; **SR** 19

OFFENSE

Speed 40 ft.**Melee** bite +18 (1d6+4), 2 claws +18 (1d4+4)**Special Attacks** dweomer leap, pounce, rake (2 claws +18, 1d4+4)**Spell-Like Abilities** (CL 10th; concentration +15)Constant—*detect magic*At will—*dispel magic*, *lesser globe of invulnerability*3/day—*antimagic field*, *dimension door* (self only)

STATISTICS

Str 19, **Dex** 27, **Con** 20, **Int** 17, **Wis** 20, **Cha** 20**Base Atk** +10; **CMB** +14; **CMD** 33 (37 vs. trip)**Feats** Dodge, Improved Initiative, Mobility, Spring Attack, Weapon Finesse**Skills** Acrobatics +21 (+25 to jump), Climb +21, Knowledge (arcana) +13, Perception +18, Stealth +21;**Racial Modifiers** +4 Climb**Languages** Common, Sylvan**SQ** spell link

SPECIAL ABILITIES

Dweomer Leap (Su) When a dweomercat 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 dweomercat's spell resistance. If it chooses, the dweomercat 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 dweomercat chooses—the dweomercat can forgo using this ability.

Spell Link (Su) When a dweomercat 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 dweomercat 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 dweomercat, until the dweomercat uses this ability again, or until the dweomercat chooses to dismiss the effect as a free action, whichever duration is shortest. This ability does not prevent the spell affecting the dweomercat 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

SHIFTING RUNES

CR 7

N Diminutive construct (swarm)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +17

DEFENSE

AC 18, touch 18, flat-footed 14 (+3 Dex, +1 dodge, +4 size)

hp 58 (9d10+9); fast healing 5

Fort +3, **Ref** +8, **Will** +3

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

OFFENSE

Speed fly 40 ft. (perfect)

Melee swarm (2d6 nonlethal plus distraction)

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

Special Attacks distraction (DC 14), trap control

Spell-Like Abilities (CL 9th; concentration +9)

At will—*alarm*

1/day—*see invisibility*

STATISTICS

Str 1, **Dex** 16, **Con** —, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +9; **CMB** —; **CMD** —

Feats Dodge, Improved Initiative, Lightning Reflexes, Toughness, Wind Stance

Skills Fly +17, Perception +17, Stealth +24

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.

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.

B. Automated Defenses

CLOCKWORK SOLDIER (2)

CR 6

N Medium construct (clockwork)

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

DEFENSE

AC 20, touch 14, flat-footed 16 (+2 Dex, +2 dodge, +6 natural)**hp** 64 (8d10+20)**Fort** +2, **Ref** +6, **Will** +2**DR** 5/adamantine; **Immune** construct traits**Weaknesses** vulnerable to electricity

OFFENSE

Speed 30 ft.**Melee** +1 *halberd* +18/+13 (1d10+14/x3)**Special Attacks** latch

STATISTICS

Str 28, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +8; **CMB** +17 (+19 disarm); **CMD** 31 (33 vs. disarm)**Feats** Improved Initiative^B, Lightning Reflexes^B**SQ** efficient winding, proficient, standby, swift reactions

SPECIAL ABILITIES

Efficient Winding (Ex) A clockwork soldier can function for 2 days per Hit Die every time it is wound.**Latch (Ex)** Clockwork soldiers have specially designed hands that easily grasp and lock onto weapons and objects. A soldier can attempt to disarm or grapple as a standard action without provoking an attack of opportunity, and it receives a +2 bonus on disarm checks. In addition, it receives a +2 bonus to CMD against attempts to disarm it.**Proficient (Ex)** A clockwork soldier is proficient with all simple and martial weapons.**Standby (Ex)** A clockwork soldier can place itself on standby as a standard action. While on standby, a clockwork soldier cannot move or take any actions. It remains aware of its surroundings but takes a –4 penalty on Perception checks. Time spent on standby does not count against the soldier's wind-down duration. A clockwork soldier can exit standby as a swift action—if it does so to initiate combat, it gains a +4 racial bonus on its Initiative check.

C. Trapped Twinhorns

MEDDA SPIRITBEARER

CR 6

Female human spiritualist (haunted) 7

NG Medium humanoid (human)

Init –1; **Senses** Perception +10

DEFENSE

AC 16, touch 9, flat-footed 16 (+7 armor, –1 Dex)

hp 56 (7d8+21)

Fort +7, **Ref** +3, **Will** +9

Defensive Abilities spiritual interference

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk cold iron dagger +6 (1d4/19–20) or mwk longspears +6 (1d8/×3)

Ranged mwk sling +5 (1d4)

Space 5 ft.; **Reach** 5 ft. (10 ft. with masterwork longspears)

Special Attacks phantom recall 1/day

Spiritualist Spell-Like Abilities (CL 7th; concentration +11)

At will—*detect undead*

1/day—*calm spirit*^{OA} (DC 13)

Spiritualist Spells Known (CL 7th; concentration +11)

3rd (2/day)—*cure serious wounds*, *haste*, *howling agony*^{UM} (DC 17)

2nd (4/day)—*cure moderate wounds*, *locate object*, *rage*, *remove paralysis*, *see invisibility*

1st (5/day)—*burst of adrenaline*^{OA}, *cure light wounds*, *mage armor*, *remove fear*, *sanctuary* (DC 15),
shield

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

TACTICS

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** 18, **Cha** 13

Base Atk +5; **CMB** +5; **CMD** 14

Feats Emotional Conduit^{OA}, Lightning Reflexes, Medium Armor Proficiency, Spiritualist's Call^{OA}, Toughness

Skills Bluff +5, Diplomacy +2, Intimidate +5, Knowledge (geography) +6, Knowledge (history) +6,

Knowledge (nature) +6, Knowledge (religion) +6, Linguistics +6, Perception +10, Sense Motive +13,

Spellcraft +10, Survival +10, Use Magic Device +9

Languages Celestial, Common, Erutaki, Hallit, Orc

SQ bonded senses (7 rounds/day), etheric tether, phantom (Anok the Vengeful, anger), shared consciousness, usurp manifestation (10 rounds/day)

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** +1 *breastplate*, furs, mwk cold iron dagger, mwk longspears, mwk sling, traveler's outfit, 43 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.

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.

Medda's Spells

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.

2nd level spells

- Cure Moderate Wounds** (conjuration (healing), VS) – creature touched heals 2d8+lvl (max +10)
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.
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 :)

ANOK THE VENGEFUL**CR —**

Male phantom

NG Medium outsider (phantom)

Init +1; **Senses** darkvision 60 ft.; Perception +0**Aura** aura of fury (20 ft.)**DEFENSE****AC** 23, touch 11, flat-footed 22 (+4 armor, +1 Dex, +8 natural)**hp** 45 (6d10+12)**Fort** +7, **Ref** +3, **Will** +5 (+4 morale bonus vs. enchantment spells and effects)**DR** 5/magic and slashing**OFFENSE****Speed** 30 ft.**Melee** 2 slams +11 (2d6+4)**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 that are 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** 18, **Dex** 12, **Con** 14, **Int** 7, **Wis** 10, **Cha** 15**Base Atk** +6; **CMB** +10; **CMD** 21**Feats** Dazzling Display, Intimidating Prowess, Power Attack^B, Weapon Focus (slam)**Skills** Intimidate +16, Knowledge (history) +7, Survival +9**Languages** Common, Hallit**SQ** devotion, ectoplasmic phase lurch, magic attacks, usurp manifestation (10 rounds/day)**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.**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.

TWINHORN SKIRMISHER (2)**CR 4**

Human ranger 5

N Medium humanoid (human)

Init +7; **Senses** Perception +9**DEFENSE****AC** 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)**hp** 42 (5d10+10)**Fort** +7, **Ref** +8, **Will** +3**OFFENSE****Speed** 30 ft. (20 ft. in armor)**Melee** mwk greatsword +8 (2d6+3/19–20)**w/ Power Attack** mwk greatsword +6 (2d6+9/19–20)**Ranged** mwk composite longbow +7 (1d8+2/×3)**Special Attacks** combat style (archery), favored enemy (animals +2, humans +4)**Ranger Spells Prepared** (CL 2nd; concentration +3)1st—*gravity bow*^{APG}, *resist energy***STATISTICS****Str** 15, **Dex** 16, **Con** 14, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +5; **CMB** +7; **CMD** 20**Feats** Endurance, Improved Initiative, Power Attack, Precise Shot, Quick Draw, Quick Stow**Skills** Acrobatics +5 (+1 when jumping), Climb +6, Disable Device +3, Handle Animal +6, Knowledge (geography, nature) +6, Perception +9, Ride +7, Stealth +8, Survival +7, Swim +3**Languages** Common**SQ** favored terrain (forest +2), hunter's bond (companions), track +2, wild empathy +4**Combat Gear** *potion of barkskin*, *potion of cure moderate wounds*; **Other Gear** mwk agile breastplate^{APG}, mwk composite longbow (+3 Str) with 20 arrows, mwk greatsword, *cloak of resistance +1*, basic maps, flint and steel, grappling hook, mwk backpack^{APG}, silk rope (50 ft.), mwk thieves' tools, waterskin, 103 gp**SPECIAL ABILITIES****Quick Stow** A Twinhorn archer does not provoke an attack of opportunity when sheathing a weapon, and he can combine a move action to sheathe a weapon with a regular move action. (He can both stow and draw a weapon as part of the same move action in this way.)

C. The Devil's Due

WARMONGER DEVIL
CR 7

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

Init +7; **Senses** darkvision 60 ft., see in darkness; **Perception** +16

DEFENSE
AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

hp 84 (8d10+40)

Fort +10, **Ref** +9, **Will** +5

Defensive Abilities construct form; **DR** 5/good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 12

OFFENSE
Speed 40 ft., climb 40 ft.

Melee mwk trident +13/+8 (2d6+7), 2 legs +7 (1d8+2) or

2 claws +12 (1d6+5), 2 legs +7 (1d8+2)

w/ Power Attack mwk trident +10/+5 (2d6+16), 2 legs +4 (1d8+5) or

2 claws +9 (1d6+11), 2 legs +4 (1d8+5)

Ranged mwk trident +10 (2d6+7) or net +10 ranged touch (entangle)

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

Special Attacks merciless blow, trample (1d8+7, DC 19)

Spell-like Abilities (CL 12th; concentration +14)

 At will—*greater teleport* (self plus 50 lbs. of objects only)

1/day—summon (level 4, 1d4 lemures or 1 bearded devil 40%)

STATISTICS
Str 20, **Dex** 17, **Con** 19, **Int** 14, **Wis** 16, **Cha** 15

Base Atk +8; **CMB** +14; **CMD** 27 (31 vs. bull rush and trip)

Feats Combat Reflexes, Improved Initiative, Power Attack, Toughness

Skills Acrobatics +14, Bluff +13, Climb +17, Craft (weapons) +9, Intimidate +13, Knowledge

(dungeoneering, engineering) +9, Knowledge (planes) +13, Perception +16, Stealth +12 (+18 among

 metal objects or debris); **Racial Modifiers** +2 Perception, +2 Stealth (+8 Stealth among metal objects or

debris)

Languages Celestial, Draconic, Infernal; telepathy 100 ft.

SQ hellstrider, phalanx, stability

SPECIAL ABILITIES

Construct Form Despite being true devils, levalochs possess a number of immunities common to constructs, including immunity to ability damage, ability drain, death effects, death from massive damage, disease, energy drain, exhaustion, fatigue, necromancy effects, nonlethal damage, paralysis, sleep effects, and stunning. Upon being reduced to 0 hit points, they are immediately destroyed.

Hellstrider (Su) A levaloch is not impeded by difficult terrain, and can move or charge through such squares as normal. It can also cross areas covered with dangerous impediments (such as caltrops or thorns) without being damaged or hindered. The creature's legs are immune to acid and cold, allowing it to cross even rivers of acid without being damaged or hindered as long as the hazard is fewer than 4 feet deep. This ability does not protect a levaloch against magical hindrances like black tentacles, web, or similar spells.

Merciless Blow (Su) Any trident attack a levaloch makes against entangled creatures deals an extra 2d6 points of damage.

Phalanx (Ex) All devils adjacent to a levaloch gain a +1 morale bonus on attack rolls and to AC.

Stability (Ex) A levaloch gains a +4 bonus to CMD against bull rush and trip.