

The Solstice Scar

Part 1 - Chaos at the Museum

Subtier 3-4

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Part 1 3-4 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

2 Shining Crusade Banners

Report a Success if the PCs overcome this encounter.

A2. Guard Creatures

3 Guard Dogs

Hand Animal DC 20 or Wild Empathy DC 17 to avoid this encounter

Failing Wards – drop the DC to 17/14

Report a Success if the PCs overcome this encounter.

A3. Magical Wards – Challenging Encounter

Living Runes + Merciful Burning Hands 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

3 Clockwork Servants

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 Archers

High Stress – Two Bluff/Diplomacy DC 20 checks to avoid combat, +2 morale on attack, damage, saves

Subdued Defenses – Bluff/Diplomacy DC 20 to avoid combat

Peace in the Museum – Bluff/Diplomacy DC 17 to avoid combat

Failing Wards – drop the DC to 17 (14 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

Bearded Devil

Do not report any Successes.

A1. Haunted by Memories

SHINING CRUSADE BANNER (2)

CR 3

Animated object

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception –5

DEFENSE

AC 14, touch 10, flat-footed 14 (+4 natural)**hp** 36 (3d10+20)**Fort** +1, **Ref** +1, **Will** –4**Immune** construct traits**Weakness** haunted

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy)**Melee** slam +5 (1d6+3 nonlethal plus grab)**Special Attacks** constrict (1d6+3 nonlethal)**Space** 5 ft.; **Reach** 10 ft.

TACTICS

During Combat The animated banner subdues creatures. It immediately drops and ignores unconscious creatures.

STATISTICS

Str 14, **Dex** 10, **Con** —, **Int** —, **Wis** 1, **Cha** 1**Base Atk** +3; **CMB** +5 (+9 grapple); **CMD** 15**Skills** Fly –8**SQ** construction points (additional movement speed [fly], cloth, constrict, exceptional reach, grab, haunted)

SPECIAL ABILITIES

Cloth (Ex) Unlike most animated objects, a Shining Crusade banner has no hardness. Furthermore, its attacks deal nonlethal damage.**Haunted (Su)** A Shining Crusade banner 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*.

A2. Guard Creatures

DOG, ADVANCED RIDING (3)**CR 2**

N Medium animal

Init +4; **Senses** low-light vision, scent; **Perception** +10

DEFENSE

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)

hp 17 (2d8+8)

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

OFFENSE

Speed 40 ft.

Melee bite +5 (1d6+6 plus trip)

STATISTICS

Str 19, **Dex** 19, **Con** 19, **Int** 2, **Wis** 16, **Cha** 10

Base Atk +1; **CMB** +5; **CMD** 19 (23 vs. trip)

Feats Skill Focus (Perception)

Skills Acrobatics +8 (+16 jumping), **Perception** +10, **Survival** +3 (+7 scent tracking); **Racial Modifiers** +4

Survival when tracking by scent

A3. Magical Wards

LIVING RUNES

CR 3

N Tiny construct (swarm)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 26 (4d10+4); fast healing 2

Fort +1, **Ref** +3, **Will** +1

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

OFFENSE

Speed fly 40 ft. (perfect)

Melee swarm (1d6 nonlethal plus distraction)

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

Special Attacks distraction (DC 12), trap control

Spell-Like Abilities (CL 4th; concentration +4)

 At will—*alarm*

STATISTICS

Str 2, **Dex** 14, **Con** —, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +4; **CMB** —; **CMD** —

Feats Improved Initiative, Toughness

Skills Fly +14, Perception +12, Stealth +14

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.

B. Automated Defenses

CLOCKWORK SERVANT (3)

CR 2

N Medium construct (clockwork)

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

DEFENSE

AC 16, touch 14, flat-footed 12 (+2 Dex, +2 dodge, +2 natural)

hp 31 (2d10+20); fast healing 2

Fort +0, **Ref** +4, **Will** +0

Immune construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee slam +6 (1d4+6)

Ranged net +4

STATISTICS

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

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

Feats Improved Initiative^B, 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 (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.

C. Trapped Twinhorns

MEDDA SPIRITBEARER

CR 1

Female human spiritualist (haunted) 2

NG Medium humanoid (human)

Init –1; **Senses** Perception +4

DEFENSE

AC 13, touch 9, flat-footed 13 (+4 armor, –1 Dex)

hp 19 (2d8+7)

Fort +5, **Ref** –1, **Will** +6

OFFENSE

Speed 30 ft. (20 ft. in armor)

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

Ranged sling +0 (1d4)

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

Spiritualist Spells Known (CL 2nd; concentration +5)

1st (3/day)—*burst of adrenaline*^{OA}, *cure light wounds*, *remove fear*, *sanctuary* (DC 14)

0 (at will)—*detect magic*, *detect psychic significance*^{OA}, *guidance*, *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** 17, **Cha** 13

Base Atk +1; **CMB** +1; **CMD** 10

Feats Emotional Conduit^{OA}, Toughness

Skills Bluff +5, Diplomacy +2, Knowledge (geography) +5, Knowledge (history) +5, Knowledge (nature) +5, Knowledge (religion) +5, Linguistics +6, Perception +4, Sense Motive +7, Spellcraft +5, Survival +4

Languages Celestial, Common, Erutaki, Hallit, Orc

SQ bonded senses (2 rounds/day), etheric tether, phantom (Anok the Vengeful, anger), shared consciousness

Combat Gear *potion of cure light wounds* (3), *scroll of locate object*, *wand of cure light wounds* (14 charges), acid (2); **Other Gear** furs, mwk chain shirt, cold iron dagger, longspear, sling, traveler's outfit, 3 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.

Medda's Spells

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)

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.

ANOK THE VENGEFUL**CR —**

Male phantom

NG Medium outsider (phantom)

Init +1; **Senses** darkvision 60 ft.; Perception +0**DEFENSE****AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)**hp** 13 (2d10+2)**Fort** +5, **Ref** +1, **Will** +3**DR** 5/slashing**OFFENSE****Speed** 30 ft.**Melee** 2 slams +5 (1d8+2)**w/ Power Attack** 2 slams +4 (1d8+4)**TACTICS****Before Combat** Medda has summoned Anok 2 minutes before the PCs arrive.**During Combat** Anok focuses his attacks on creatures targeting Medda.**Morale** Anok fights until destroyed.**STATISTICS****Str** 15, **Dex** 12, **Con** 13, **Int** 7, **Wis** 10, **Cha** 14**Base Atk** +2; **CMB** +4; **CMD** 15**Feats** Power Attack^B, Weapon Focus (slam)**Skills** Intimidate +7, Knowledge (history) +3, Survival +5**Languages** Common, Hallit**SQ** ectoplasmic phase lurch**SPECIAL ABILITIES**

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 ARCHER (2)**CR 2**

Guard sniper

Human ranger 3

LN Medium humanoid (human)

Init +3; **Senses** Perception +6**DEFENSE****AC** 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)**hp** 27 (3d10+6)**Fort** +4, **Ref** +6, **Will** +1**OFFENSE****Speed** 30 ft.**Melee** mwk falchion +6 (2d4+3/18–20)**Ranged** mwk composite longbow +7 (1d8+2/×3)w/ **Deadly Aim** mwk composite longbow +6 (1d8+4/×3)**Special Attacks** combat style (archery), favored enemy (humans +2)**STATISTICS****Str** 14, **Dex** 17, **Con** 12, **Int** 13, **Wis** 10, **Cha** 8**Base Atk** +3; **CMB** +5; **CMD** 18**Feats** Deadly Aim, Endurance, Far Shot, Point-Blank Shot, Precise Shot**Skills** Climb +7, Craft (bows) +7, Handle Animal +5, Heal +8, Knowledge (local) +4, Perception +6, Stealth +8, Survival +6**Languages** Common, Dwarven**SQ** favored terrain (urban +2), track +1, wild empathy +2**Combat Gear** *oil of magic weapon*, *potion of cure light wounds*, blue whinnis (2); **Other Gear** mwk chain shirt, mwk composite longbow (+2 Str) with 20 blunt^{APG} arrows and 20 flight^{APG} arrows, mwk falchion, healer's kit, 11 gp**BLUE WHINNIS****Type** poison, injury; **Save** Fortitude DC 14**Frequency** 1/round for 2 rounds**Initial Effect** 1 Con damage; **Secondary Effect** unconsciousness for 1d3 hours; **Cure** 1 save

C. The Devil's Due

BEARDED DEVIL
CR 5

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

Init +6; **Senses** darkvision 60 ft., see in darkness; **Perception** +10

DEFENSE
AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

hp 57 (6d10+24)

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

DR 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 16

OFFENSE
Speed 40 ft.

Melee glaive +11/+6 melee (1d10+6 plus infernal wound) or

2 claws +10 melee (1d6+4)

w/ Power Attack glaive +9/+4 melee (1d10+12 plus infernal wound) or

2 claws +8 melee (1d6+8)

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

Special Attacks beard

Spell-Like Abilities (CL 12th)

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

 1/day—*summon* (level 3, 1 bearded devil or 6 lemures, 50%)

STATISTICS
Str 19, **Dex** 15, **Con** 19, **Int** 6, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +10; **CMD** 22

Feats Improved Initiative, Power Attack, Weapon Focus (glaive)

Skills Climb +13, Intimidate +7, Perception +10, Sense Motive +6, Stealth +11

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

SPECIAL ABILITIES

Beard (Ex) If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d8+2 points of damage and must succeed on a DC 17 Fortitude save or contract devil chills. The save DC is Constitution-based. *Devil Chills*: Disease—injury; *save* Fort DC 17; *onset* 1d4 days; *frequency* 1/day; *effect* 1d4 Str damage; *cure* 3 consecutive saves.

Infernal Wound (Su) The damage a bearded devil deals with its glaive inflicts persistent wounds that cause 2 points of bleed damage. Bleed caused from an infernal wound is particularly difficult to stanch—a DC 17 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 16 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.