

The Solstice Scar

Part 1 - Chaos at the Museum

Subtier 1-2

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 1-2 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

Shining Crusade Banner

Report a Success if the PCs overcome this encounter.

A2. Guard Creatures

3 Dogs, Alpha Dog

Hand Animal DC 18 or Wild Empathy DC 15 to avoid this encounter

Failing Wards – drop the DC to 15/12

Report a Success if the PCs overcome this encounter.

A3. Magical Wards – Challenging Encounter

Living Runes + Arcane Glue 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

Wax 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 Scouts

High Stress – Two Bluff/Diplomacy DC 18 checks to avoid combat, +2 morale on attack, damage, saves

Subdued Defenses – Bluff/Diplomacy DC 18 to avoid combat

Peace in the Museum – Bluff/Diplomacy DC 15 to avoid combat

Failing Wards – drop the DC to 15 (12 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

Dread Lemure

Do not report any Successes.

A1. Haunted by Memories

SHINING CRUSADE BANNER

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 (3)

CR 1/3

N Small animal

Init +1; **Senses** low-light vision, scent; **Perception** +8

DEFENSE

AC 13, touch 12, flat-footed 12 (+1 Dex, +1 natural, +1 size)**hp** 6 (1d8+2)**Fort** +4, **Ref** +3, **Will** +1

OFFENSE

Speed 40 ft.**Melee** bite +2 (1d4+1)

STATISTICS

Str 13, **Dex** 13, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +0; **CMB** +0; **CMD** 11 (15 vs. trip)**Feats** Skill Focus (Perception)**Skills** Acrobatics +1 (+9 jumping), Perception +8, Survival +1 (+5 scent tracking); **Racial Modifiers** +4
Survival when tracking by scent

DOG, RIDING

CR 1

N Medium animal

Init +2; **Senses** low-light vision, scent; **Perception** +8

DEFENSE

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)**hp** 13 (2d8+4)**Fort** +5, **Ref** +5, **Will** +1

OFFENSE

Speed 40 ft.**Melee** bite +3 (1d6+3 plus trip)

STATISTICS

Str 15, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6**Base Atk** +1; **CMB** +3; **CMD** 15 (19 vs. trip)**Feats** Skill Focus (Perception)**Skills** Acrobatics +6 (+14 jumping), Perception +8, Survival +1 (+5 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

WAX GOLEM

CR 3

N Medium construct

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

DEFENSE

AC 15, touch 9, flat-footed 15 (–1 Dex, +6 natural)**hp** 42 (4d10+20)**Fort** +1, **Ref** +0, **Will** +1**Immune** cold, construct traits, magic**Weaknesses** vulnerable to fire

OFFENSE

Speed 30 ft.**Melee** slam +6 (1d6+3)

TACTICS

During Combat Artificers shaped the wax golem based on a portrait of a long-dead crusader. When the PCs encounter the golem, it has started to develop sentience. This gives it the mannerisms of a crusader, but not the feats or skills listed in the Conditional Sentience ability. The golem believes one of Tar-Baphon's cultists has trapped it in a nightmare.

STATISTICS

Str 14, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +4; **CMB** +6; **CMD** 15**SQ** conditional sentience

SPECIAL ABILITIES

Conditional Sentience (Su) A wax golem constructed to look like a humanoid (whether a particular individual or not) has a small chance of gaining sentience and genuinely believing it is a living creature. Each week, such a wax golem has a cumulative 1% chance of becoming sentient (on the second week the chance is 2%, the third week 3%, and so on), to a maximum of 5%. If it does attain sentience, the golem gains an Intelligence score of 10, retroactive skill points, feats dependent on its Hit Dice, and 1 class level with the potential to gain more. If it was crafted to resemble a specific individual, it also gains a +10 racial bonus on Disguise checks made to impersonate that individual. A sentient wax golem ventures into the world and tries to live a life similar to that of the person (or type of person) it resembles. However, if the sentient wax golem ever encounters the person it is modeled after, it attempts to stealthily kill that person and take her place. The only way for a sentient wax golem to lose its sentience is either to take an amount of fire damage equal to half its hit points (which melts its features away) or to be destroyed.

Immunity to Magic (Ex) A wax golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the fire descriptor. In addition, certain spells and effects function differently against the creature, as noted below.

- A magical attack that deals fire damage slows a wax golem (as the slow spell) for 2d6 rounds (no save). In addition, for 3 rounds after taking fire damage, every time a wax golem uses its slam attack, it deals an additional 1d4 points of fire damage due to its molten wax.
- A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A wax golem gains no saving throw against cold effects.

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 (conjunction (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 SCOUT (2)**CR 1/2**

Human rogue 1

N Medium humanoid (human)

Init +7; **Senses** Perception +3**DEFENSE****AC** 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)**hp** 10 (1d8+2)**Fort** +1, **Ref** +5, **Will** –1**OFFENSE****Speed** 30 ft.**Melee** short sword +3 (1d6+2/19–20)**Ranged** dagger +3 (1d4+2/19–20)**Special Attacks** sneak attack +1d6**STATISTICS****Str** 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 8, **Cha** 12**Base Atk** +0; **CMB** +2; **CMD** 15**Feats** Improved Initiative, Weapon Finesse**Skills** Acrobatics +7, Climb +6, Disable Device +7, Escape Artist +7, Knowledge (local) +4, Perception +3, Sleight of Hand +7, Stealth +7, Swim +6**Languages** Common**SQ** trapfinding +1**Combat Gear** *potion of cure light wounds*, acid (2), smokestick, tanglefoot bag; **Other Gear** masterwork studded leather, daggers (5), short sword, thieves' tools, 25 gp

C. The Devil's Due

DREAD LEMURE**CR 3**

Advanced lemur

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

Init +0; **Senses** darkvision 60 ft., see in darkness; Perception +0

DEFENSE**AC** 15, touch 9, flat-footed 15 (+6 natural, -1 size)**hp** 28 (3d10+12)**Fort** +7, **Ref** +3, **Will** +1**DR** 5/good or silver; **Immune** fire, mind-affecting effects, poison; **Resist** acid 10, cold 10

OFFENSE**Speed** 20 ft.**Melee** 2 claws +6 (1d6+4)**Space** 10 ft.; **Reach** 10 ft.

STATISTICS**Str** 19, **Dex** 10, **Con** 18, **Int** —, **Wis** 11, **Cha** 5**Base Atk** +3; **CMB** +8; **CMD** 18