

The Solstice Scar

Part 3 – Winter’s Solstice

Subtier 3-4

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Part 3 3-4 Encounter Cheat Sheet

General Conditions

From Part 2

Devastated Army – Combats in H and I add one copy of the monster with the highest CR that already has two or monsters in the encounter.

Bloodied Convoy – No changes

Twinhorn Champions – When the PCs use an Aid Token, they get two different benefits.

From Part 3

Portal Closed – All undead creatures must make a Will DC 11 save or be dazed for 1 round. All undead take a -1 penalty to AC, attack rolls, saving throws, skill checks and ability checks. (Not in Version A)

Twinhorn Comrades – The next melee or ranged attack that each player makes gains the benefit of a Boosted Allied Offensive. (Increase damage dealt by the attack by 2d8 and anyone attacking the target considers it flanked until the beginning of the next turn.)

Encounters

H. Blood on the Snow

Start with this encounter.

Scrambler Necrograft, 4 Human Zombies

Report a Success if the PCs overcome this encounter.

I. Seeking Aid

Influence Encounter

Report a Diplomatic Success if two people vote to remain.

Report two Diplomatic Successes if all three people vote to remain.

I. Spirits of the Past

2 Ectoplasmic Humans, 2 Guardian Phantom Armors

Report a Success if the PCs overcome this encounter.

I. Planar Opportunists

2 Giant Shadow Drakes

Report a Success if the PCs overcome this encounter.

J. Voice of the Shadow

If this is Version A, then this is the finale. Otherwise, this is a Challenging Encounter.

Giant Crawling Hand, 6 Human Skeletons

Deepening Shadows – The entire area gets the benefit of a *desecrate* without the permanent altar.

(Undead in the area gain a +1 profane bonus to attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into the area. Channeled negative energy gains a +3 sacred bonus on the DC to resist.)

Uncertain Opportunity – No changes.

Bolstering Light – The entire area gets the benefit of a *consecrate* without the permanent altar. If a PC casts *consecrate*, then the bonuses double. (Undead in the area suffer a -1 penalty on attack rolls, damage rolls, and saves. Undead cannot be created within or summoned into the area. Channeled positive energy gains a +3 sacred bonus on the DC to resist.)

Report a Special Success if the PCs overcome the encounter and close the rift.

H. Blood in the Snow

NECROCRAFT, SCRAMBLER

CR 3

NE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

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

hp 26 (4d8+8)

Fort +2, **Ref** +2, **Will** +4

Immune undead traits

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy)

Melee 2 claws +5 (1d4+2), bite +5 (1d6+2)

STATISTICS

Str 15, **Dex** 13, **Con** —, **Int** —, **Wis** 10, **Cha** 13

Base Atk +3; **CMB** +5; **CMD** 16

Feats Toughness^B

ZOMBIE (4)

CR 1/2

NE Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 12 (2d8+3)

Fort +0, **Ref** +0, **Will** +3

DR 5/slashing; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee slam +4 (1d6+4)

STATISTICS

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +1; **CMB** +4; **CMD** 14

Feats Toughness^B

Special Qualities staggered

Spirits of the Past

ECTOPLASMIC HUMAN (2)

CR 1/2

N Medium undead

Init +0; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural)

hp 7 (1d8+3)

Fort +0, **Ref** +0, **Will** +2

DR 5/slashing; **Immune** undead traits

OFFENSE

Speed 30 ft.; *air walk*

Melee slam +3 (1d4+3 plus horrifying ooze)

Special Attacks horrifying ooze

Spell-Like Abilities (CL 1st; concentration +1)

Constant—*air walk*

STATISTICS

Str 16, **Dex** 11, **Con** —, **Int** —, **Wis** 10, **Cha** 12

Base Atk +0; **CMB** +3; **CMD** 13

Feats Toughness^B

SQ phase lurch

SPECIAL ABILITIES

Horrifying Ooze (Su) Any creature struck by an ectoplasmic creature's slam attack must succeed at a DC 11 Will save or be shaken for 1d4 rounds. The save DC is Charisma-based.

Phase Lurch (Su) An ectoplasmic creature has the ability to pass through walls or material obstacles. To use this ability, the ectoplasmic creature must begin and end its turn outside of whatever wall or obstacle it's moving through. An ectoplasmic creature cannot 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.

GUARDIAN PHANTOM ARMOR (2)

CR 2

NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 21, touch 11, flat-footed 20 (+9 armor, +1 Dex, +1 shield)

hp 13 (3d8)

Fort +1, **Ref** +2, **Will** +3

Defensive Abilities channel resistance +2;

Immune undead traits

OFFENSE

Speed 30 ft.

Melee mwk longsword +5 (1d8+2/19–20) or

2 slams +4 (1d4+2)

w/ Power Attack mwk longsword +4

(1d8+4/19–20) or

2 slams +3 (1d4+4)

STATISTICS

Str 14, **Dex** 13, **Con** —, **Int** 7, **Wis** 11, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 15

Feats Improved Initiative, Power Attack

Skills Perception +6, Stealth +7

Languages Common (can't speak)

SQ freeze (suit of armor)

Planar Opportunists

SHADOW DRAKE, GIANT (2)

CR 3

CE Small dragon (cold)

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 Dex, +4 natural, +1 size)

hp 28 (3d12+9)

Fort +6, **Ref** +7, **Will** +4

Defensive Abilities shadow blend; **Immune** cold, paralysis, sleep

Weaknesses light sensitivity, vulnerability to fire

OFFENSE

Speed 20 ft., fly 90 ft. (perfect)

Melee bite +8 (1d4+1), tail slap +3 (1d4)

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

Special Attacks stygian breath

STATISTICS

Str 13, **Dex** 18, **Con** 16, **Int** 11, **Wis** 12, **Cha** 16

Base Atk +3; **CMB** +3; **CMD** 17

Feats Flyby Attack, Weapon Finesse

Skills Acrobatics +7, Disable Device +5, Fly +20, Perception +7, Sleight of Hand +7, Stealth +14

Languages Common, Draconic

SQ speed surge

SPECIAL ABILITIES

Shadow Blend (Su) In conditions of illumination other than bright light, a shadow drake disappears into the shadows, giving it concealment (20% miss chance). It can resume or suspend this ability as a free action.

Speed Surge (Ex) Three times per day as a swift action, a shadow drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

Stygian Breath (Su) As a standard action, a shadow drake can exhale a ball of black liquid that explodes into a cloud of frigid black mist. This attack has a range of 60 feet and deals 2d6 points of cold damage (Reflex DC 14 half) to all creatures within a 5-foot-radius spread. The mist snuffs out light sources in the area effect, extinguishing nonmagical light sources and dispelling light spells of 1st level or lower. Once a shadow drake has used its stygian breath, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

J. Voice of the Shadow

CRAWLING HAND, GIANT

CR 5

NE Medium undead

Init +2; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +7

DEFENSE

AC 19, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +6 natural)

hp 52 (7d8+21)

Fort +4, **Ref** +6, **Will** +6

Immune undead traits

OFFENSE

Speed 30 ft.

Melee claw +11 (1d6+7 plus grab)

Special Attacks mark quarry, pus burst

STATISTICS

Str 21, **Dex** 15, **Con** —, **Int** 2, **Wis** 13, **Cha** 14

Base Atk +5; **CMB** +10 (+14 grapple); **CMD** 23

Feats Dodge, Lightning Reflexes, Toughness, Weapon Focus (claw)

Skills Acrobatics +3, Perception +7, Stealth +12;

Racial Modifiers +4 Stealth

Languages Common (can't speak)

SPECIAL ABILITIES

Mark Quarry (Su) A crawling hand is assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand has no current quarry, it automatically gains the next creature it damages as its quarry. Once attuned to a target, it becomes aware of the target's location as if under the effect of a continuous *locate creature* spell. The hand gains a +1 bonus on all attack rolls, damage rolls, and skill checks made to seek out and destroy the marked quarry. The mark quarry ability lasts until the quarry or the hand is slain.

Pus Burst (Su) When damaged by a piercing or slashing melee weapon, a spray of vile pus strikes the attacker unless the attacker makes a DC 15 Reflex save. Weapons that provide reach protect the attacker completely from a pus burst. Creatures struck by pus become nauseated for 1d3 rounds and take 2d6 points of negative energy damage. The save DC is Charisma-based.

SKELETON (G)

CR 1/3

NE Medium undead

Init +6; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

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

hp 4 (1d8)

Fort +0, **Ref** +2, **Will** +2

DR 5/bludgeoning; **Immune** cold, undead traits

OFFENSE

Speed 30 ft.

Melee broken scimitar +0 (1d6), claw –3 (1d4+1) or

2 claws +2 (1d4+2)

STATISTICS

Str 15, **Dex** 14, **Con** —, **Int** —, **Wis** 10, **Cha** 10

Base Atk +0; **CMB** +2; **CMD** 14

Feats Improved Initiative^B

Gear broken chain shirt, broken scimitar