

# The Solstice Scar

## Part 4 – Ivvora's Fate

### Subtier 3-4

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

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# Part 4 3-4 Encounter Cheat Sheet

## General Conditions

**Fey Allies** – Each PC and companion creature gains the following one-time use benefit during Part 4: Gain damage reduction equal to half APL for the encounter or gain cold resistance equal to the APL for the encounter.

**Scattered Kobolds** – All kobolds take a -2 penalty on saves vs. fear effects. Kobolds attempt to run away at half hp. These kobolds count as defeated.

**Surprised Dragons** – Move to encounter N. The dragon in N is less prepared than usual.

## Encounters

### K. Leaf and Scale

Start with this encounter.

4 Kobolds, Kobold Dragon Herald, Dryad

Report a success if the PCs overcome this encounter.

If PCs don't mess with Enzial, she offers The Fey's Favor, L or M. If they do mess with her, they can go to L or M with DC 15 Survival or DC 18 Perception.

### The Fey's Favor

Influence Encounter (aim for about 15 minutes, 12 possible skill checks total)

Report a Fey Success if the PCs overcome this encounter.

### L. Outside the Caves

2 Kobold Snipers, Wolf

Report a success if the PCs overcome this encounter.

Report a Fey Success instead if the PCs overcome this encounter while not bringing violence on the animal.

### M. Kobold Caves

Kobold Scalecaster, Kobold Sniper, Pit Trap

### N. Dragon's Lair

This area is not available until the Overseer announces that it is open.

Giant Wyrmling White Dragon, 4 Kobolds

If the Surprised Dragons condition has been called, run without any buffs. If it has not been called, use the buffs in the Well-Prepared Dragons table.

## K. Leaf and Scale

### KOBOLD

CR 1/4

Kobold warrior 1

LE Small humanoid (reptilian)

**Init** +1; **Senses** darkvision 60 ft.; Perception +5

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### DEFENSE

**AC** 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)

**hp** 5 (1d10)

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

**Weaknesses** light sensitivity

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### OFFENSE

**Speed** 30 ft.

**Melee** spear +1 (1d6-1/x3)

**Ranged** sling +3 (1d3-1)

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### STATISTICS

**Str** 9, **Dex** 13, **Con** 10, **Int** 10, **Wis** 9, **Cha** 8

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

**Feats** Skill Focus (Perception)

**Skills** Craft (trapmaking) +6, Perception +5, Stealth +5; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

**Languages** Draconic

**KOBOLD DRAGON HERALD****CR 1**

Kobold barbarian 2

NE Small humanoid (reptilian)

**Init** +2; **Senses** darkvision 60 ft.; Perception +8

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**DEFENSE****AC** 15, touch 11, flat-footed 13 (+3 armor, +2 Dex, +1 natural, -2 rage, +1 size)**hp** 24 (2d12+6)**Fort** +6, **Ref** +2, **Will** +3**Defensive Abilities** uncanny dodge**Weaknesses** light sensitivity

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**OFFENSE****Speed** 40 ft.**Melee** mwk greatsword +6 (1d10+3/19-20)**Ranged** dart +5 (1d3+2)**Special Attacks** rage (7 rounds/day), rage power (intimidating glare)

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**STATISTICS****Str** 15, **Dex** 15, **Con** 16, **Int** 8, **Wis** 12, **Cha** 10**Base Atk** +2; **CMB** +3; **CMD** 13**Feats** Skill Focus (Intimidate)**Skills** Acrobatics +6, Intimidate +8, Perception +8, Stealth +10, Survival +5, Swim +6; **Racial Modifiers** +2 Perception**Languages** Draconic**SQ** crafty, fast movement**Combat Gear** *potion of cure light wounds*, *potion of enlarge person*; **Other Gear** mwk studded leather, darts (4), mwk greatsword, 53 gp

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**SPECIAL ABILITIES****Intimidating Glare (Ex)** The barbarian can make an Intimidate check against one adjacent foe as a move action. If the barbarian successfully demoralizes her opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which the barbarian's check exceeds the DC.**Uncanny Dodge (Ex)** At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dexterity bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A barbarian with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

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**POTION OF ENLARGE PERSON**

NE Medium humanoid (reptilian)

**Init** +1**AC** 13, touch 9, flat-footed 12**Ref** +1**Melee** mwk greatsword +6 (2d6+4/19-20)**Ranged** dart +3 (1d3+3)**Str** 17, **Dex** 13**CMB** +5, **CMD** 14

Acrobatics +5, Stealth +5



## L. Outside the Caves

### KOBOLD SNIPER

CR 1/2

Kobold fighter 1

LE Small humanoid (reptilian)

**Init** +3; **Senses** darkvision 60 ft.; Perception +4

#### DEFENSE

**AC** 18, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1 natural, +1 size)

**hp** 12 (1d10+2)

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

**Weaknesses** light sensitivity

#### OFFENSE

**Speed** 30 ft.

**Melee** short sword +1 (1d4–1/19–20)

**Ranged** mwk light crossbow +6 (1d6/19–20)

#### STATISTICS

**Str** 9, **Dex** 17, **Con** 12, **Int** 10, **Wis** 12, **Cha** 8

**Base Atk** +1; **CMB** –1; **CMD** 12

**Feats** Point-Blank Shot, Precise Shot

**Skills** Acrobatics +3, Craft (trapmaking) +2, Perception +4, Profession (miner) +3

**Languages** Common, Draconic

**SQ** crafty

**Combat Gear** alchemist's fire; **Other Gear** studded leather, mwk light crossbow, short sword

### WOLF

CR 1

N Medium animal

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

#### DEFENSE

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

**hp** 13 (2d8+4)

**Fort** +5, **Ref** +5, **Will** +1

#### OFFENSE

**Speed** 50 ft.

**Melee** bite +2 (1d6+1 plus trip)

#### STATISTICS

**Str** 13, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

**Base Atk** +1; **CMB** +2; **CMD** 14 (18 vs. trip)

**Feats** Skill Focus (Perception)

**Skills** Perception +8, Stealth +6, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

# M. Kobold Caves

**KOBOLD SCALECASTER****CR 1/2**

Kobold sorcerer 1

LN Small humanoid (reptilian)

**Init** +7; **Senses** darkvision 60 ft.; Perception +3**DEFENSE****AC** 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)**hp** 7 (1d6+1)**Fort** +0, **Ref** +3, **Will** +3**Weaknesses** light sensitivity**OFFENSE****Speed** 30 ft.**Melee** 2 claws –2 (1d3–3)**Ranged** light crossbow +4 (1d6/19–20)**Special Attacks** claws (1d3–3, 5 rounds/day)**Sorcerer Spells Known** (CL 1st; concentration +3)1st (4/day)—*burning hands* (DC 13), *charm person* (DC 13)0 (at will)—*dancing lights*, *detect magic*, *flare* (DC 12), *ray of frost***Bloodline** draconic (gold)**STATISTICS****Str** 4, **Dex** 16, **Con** 10, **Int** 10, **Wis** 13, **Cha** 15**Base Atk** +0; **CMB** –4; **CMD** 9**Feats** Eschew Materials, Improved Initiative**Skills** Craft (trapmaking) +2, Perception +3, Profession (miner) +3, Stealth +11, Use Magic Device +6**Languages** Draconic**SQ** bloodline arcana (fire spells deal +1 damage per die), crafty**Combat Gear** *scroll of mage armor*, *scroll of vanish*, caltrops, silversheen; **Other Gear** light crossbow, 54 gp

**KOBOLD SNIPER****CR 1/2**

Kobold fighter 1

LE Small humanoid (reptilian)

**Init** +3; **Senses** darkvision 60 ft.; Perception +4**DEFENSE****AC** 18, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1 natural, +1 size)**hp** 12 (1d10+2)**Fort** +3, **Ref** +3, **Will** +1**Weaknesses** light sensitivity**OFFENSE****Speed** 30 ft.**Melee** short sword +1 (1d4–1/19–20)**Ranged** mwk light crossbow +6 (1d6/19–20)**STATISTICS****Str** 9, **Dex** 17, **Con** 12, **Int** 10, **Wis** 12, **Cha** 8**Base Atk** +1; **CMB** –1; **CMD** 12**Feats** Point-Blank Shot, Precise Shot**Skills** Acrobatics +3, Craft (trapmaking) +2, Perception +4, Profession (miner) +3**Languages** Common, Draconic**SQ** crafty**Combat Gear** alchemist's fire; **Other Gear** studded leather, mwk light crossbow, short sword**PIT TRAP****CR 1****Type** mechanical; **Perception** DC 20; **Disable Device** DC 20**EFFECTS****Trigger** location; **Reset** manual**Effect** 20-ft.-deep pit (2d6 falling damage); Reflex DC 20 avoids; multiple targets (all targets in a 10-ft.-square area)



# N. Dragon's Lair

## GIANT WYRMLING WHITE DRAGON

CR 3

CE Small dragon (cold)

**Init** +6; **Senses** dragon senses; Perception +5

### DEFENSE

**AC** 18, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 size)

**hp** 28 (3d12+9)

**Fort** +6, **Ref** +5, **Will** +2

**Immune** cold, paralysis, sleep

**Weaknesses** vulnerability to fire

### OFFENSE

**Speed** 60 ft., burrow 30 ft., fly 150 ft. (average), swim 60 ft.; icewalking

**Melee** bite +6 (1d6+3), 2 claws +6 (1d4+2)

**Special Attacks** breath weapon (20-ft cone, 2d4 cold, Reflex DC 14 half)

### STATISTICS

**Str** 15, **Dex** 14, **Con** 17, **Int** 6, **Wis** 9, **Cha** 6

**Base Atk** +3; **CMB** +4; **CMD** 16 (20 vs. trip)

**Feats** Flyby Attack, Improved Initiative

**Skills** Fly +10, Perception +5, Stealth +12, Swim +16

**Languages** Draconic

### SPECIAL ABILITIES

**Icwalking (Ex)** This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to succeed at Acrobatics checks to run or charge on ice.

## KOBOLD

CR 1/4

Kobold warrior 1

LE Small humanoid (reptilian)

**Init** +1; **Senses** darkvision 60 ft.; Perception +5

### DEFENSE

**AC** 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 natural, +1 size)

**hp** 5 (1d10)

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

**Weaknesses** light sensitivity

### OFFENSE

**Speed** 30 ft.

**Melee** spear +1 (1d6-1/x3)

**Ranged** sling +3 (1d3-1)

### STATISTICS

**Str** 9, **Dex** 13, **Con** 10, **Int** 10, **Wis** 9, **Cha** 8

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

**Feats** Skill Focus (Perception)

**Skills** Craft (trapmaking) +6, Perception +5, Stealth +5; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

**Languages** Draconic