

The Solstice Scar

Part 5 – Blighted Battleground

Subtier 3-4

These stat blocks and other notes were compiled by J. McTeague. If you notice any errors, please contact me at jammars21@gmail.com.

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Part 5 3-4 Encounter Cheat Sheet

General Conditions

Travel Time – 20 minutes for 30ft. movement, 30 minutes for 20 ft., 15 minutes for 40 ft.

Encounters

Through the Brambles

Start with this encounter

Quick skill check, people who failed make a save. Fail both and you're sickened for next encounter.

Do not report a success if the PCs overcome this encounter.

O. Blighted Forest

2 Dire Wolves

Report a success if the PCs overcome this encounter.

Grove of Faces

Each PC gets one "observe a face" check and one "present a case" check.

Report one spirit success if the PCs convince one or two spirits.

Report two spirit successes if the PCs convince all three spirits.

Test of Speed

Four obstacles, PCs succeed at an obstacle if a majority of PCs succeed at a skill check.

PCs gain a Charm of Luck if they overcome 2 or 3 obstacles. PCs gain a Greater Charm of Luck if they overcome all 4 obstacles. Do not report a success.

P. Test of Might

Ogre Spider

PCs gain a Greater Charm of Luck when they overcome the encounter. Do not report a success.

Q. Heart of the Blight

This area is not available until the Overseer's Announcement.

Savage Plant Sage, Assassin Vine, Dire Wolf

Helpful Spirits – At the beginning of the encounter, create a portal between two trees w/in 60 ft of each other. (Hard Knowledge (nature) or Spellcraft to increase distance to 120 ft.)

Unaware Guardians – Enemies start in G2 instead of G1. Enemies Avg Ref or staggered for 1 rd.

Weakening Blight – Blighted creatures Easy Will or dazed for 1 rd. -1 to AC, attack, saves.

When the PCs destroy a seedpod or the heart of the blight, report 1 success.

O. Blighted Forest

DIRE WOLVES (2)

CR 3

N Large animal

Init +2; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)

hp 37 (5d8+15)

Fort +7, **Ref** +6, **Will** +2

OFFENSE

Speed 50 ft.

Melee bite +7 (1d8+6 plus trip)

Space 10 ft.; **Reach** 5 ft.

STATISTICS

Str 19, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +8; **CMD** 20 (24 vs. trip)

Feats Run, Skill Focus (Perception), Weapon Focus (bite)

Skills Perception +10, Stealth +3, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

P. Test of Might

OGRE SPIDER

CR 5

N Huge vermin

Init +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +5

DEFENSE

AC 18, touch 10, flat-footed 16 (+2 Dex, +8 natural, -2 size)

hp 52 (7d8+21)

Fort +8, **Ref** +4, **Will** +3

Immune mind-affecting effects

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +8 (2d8+7 plus poison)

Space 15 ft.; **Reach** 15 ft.

Special Attacks web (+5 ranged, DC 16, hp 7)

STATISTICS

Str 21, **Dex** 15, **Con** 16, **Int** —, **Wis** 12, **Cha** 2

Base Atk +5; **CMB** +12; **CMD** 24 (36 vs. trip)

Skills Climb +29, Perception +5, Stealth -2; **Racial Modifiers** +16 Climb, +4 Perception, +4 Stealth

SQ compression

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 18 (includes +2 racial bonus); *frequency* 1/round for 6 rounds; *effect* 1d4 Str and 1d4 Dex; *cure* 1 save.

Q. Heart of the Blight

SAVAGE PLANT SAGE

CR 3

Half-orc druid 4

CN Medium humanoid (human, orc)

Init +1; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 natural)

hp 32 (4d8+11)

Fort +6, **Ref** +2, **Will** +5; +4 vs. fey and plant-targeted effects

Defensive Abilities orc ferocity

OFFENSE

Speed 20 ft.

Melee mwk club +9 (1d6+4)

Ranged spear +4 (1d8+4/x3)

Special Attacks wild shape 1/day

Domain Spell-Like Abilities (CL 4th; concentration +5)

4/day—wooden fist

Druid Spells Prepared (CL 4th; concentration +5)

2nd—*barkskin*^D, *bull's strength*, *summon swarm*

1st—*entangle*^D (2, DC 12), *faerie fire*, *shillelagh* (2)

0 (at will)—*create water*, *know direction*, *light*, *stabilize*

D domain spell; **Domain** Plant

TACTICS

Before Combat The druid casts *barkskin* on himself.

During Combat The druid casts *entangle* or *summon swarm*.

Base Statistic Without *barkskin*, the druid's statistics are **AC** 18, touch 11, flat-footed 17.

STATISTICS

Str 18, **Dex** 12, **Con** 14, **Int** 8, **Wis** 13, **Cha** 10

Base Atk +3; **CMB** +7; **CMD** 18

Feats Natural Spell, Weapon Focus (club)

Skills Heal +7, Intimidate +2, Knowledge (nature) +8, Perception +6, Survival +10

Languages Common, Druidic, Orc

SQ nature bond (Plant domain), nature sense, orc blood, trackless step, weapon familiarity, wild empathy +4, woodland stride

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 *dragonhide breastplate*, mwk club, spears (4), holly and mistletoe, 93 gp

Savage Plant Sage Cheat Sheet

2nd level

Barkskin (transmutation, VSDF, living creature touched, 10 min/lvl) - +2+1/3lvs enhance to nat armor (max +5)

Bull's Strength (transmutation, VSMDf, creature touched, 1min/lvl, SRyes) – +4 STR enhancement

Summon Swarm (conjuration(summoning), 1 round, VSMDf, close, concentration + 2rds) – Summon a swarm of bats, rats, or spiders. The caster has no control over the swarm.

1st level

Entangle (2) (transmutation, VSDF, long, 40ft. radius, 1min/lvl) – REF or entangled. Must REF immediately upon entering. Break free as a move with a STR or Escape Artist check. DC=DC of the spell. Entire area is difficult terrain.

Faerie Fire (evocation [light], VSDF, long, creatures&objects w/in 5ft radius, 1 min/lvl, SRyes) – creatures and objects are outlined and shed light as candles, -20 to stealth, don't benefit from concealment from darkness, *blur*, *displacement*, *invisibility*, etc..

Shillelagh (2) (transmutation, VSDF, one touched nonmagical club or quarterstaff, 1min/lvl) – weapon grows one size (2d6 medium) and gains +1 enhancement bonus

Other

Wooden Fist – Hands become covered in wood. Unarmed strikes don't provoke, deal lethal damage, gain +1/2 lvl to damage.

Wild Shape – Can turn into any of the following creatures:

Animal – You gain any of the following abilities: climb 30 ft., fly 30 ft. (average), swim 30 ft., darkvision 60 ft., low-light vision, scent

Small - +2 Dex, +1 nat armor

Medium - +2 Str, +2 nat armor

POTION OF CURE MODERATE WOUNDS

Aura faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 150 gp; **Weight** —
Drinker heals 2d8+3 hit points

+1 DRAGONHIDE BREASTPLATE

Medium Armor, +7 **Armor Bonus**, +3 **Max Dex**, -3 **ACP**, **ASF** 25%, **Price** 1,700 gp; **Weight** 30 lbs.
Aura light abjuration; **CL** 3rd; **Identify DC** 18

BAT SWARM (for *Summon Swarm*) CR 2

N Diminutive animal (swarm)
Init +2; **Senses** blindsense 20 ft., low-light vision;
 Perception +15

DEFENSE

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size)
hp 13 (3d8)
Fort +3, **Ref** +7, **Will** +3
Defensive Abilities swarm traits; **Immune** weapon damage

OFFENSE

Speed 5 ft., fly 40 ft. (good)
Melee swarm (1d6)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 11), wounding

STATISTICS

Str 3, **Dex** 15, **Con** 11, **Int** 2, **Wis** 14, **Cha** 4
Base Atk +2; **CMB** —; **CMD** —
Feats Lightning Reflexes, Skill Focus (Perception)
Skills Fly +12, Perception +15; **Racial Modifiers** +4
 Perception when using blindsense
SQ swarm traits

SPECIAL FEATURES

Wounding (Ex) Any living creature damaged by a bat swarm continues to bleed, losing 1 hit point per round thereafter. Multiple wounds do not result in cumulative bleeding loss. The bleeding can be stopped by a DC 10 Heal check or the application of a cure spell or some other healing magic.

RAT SWARM (for *Summon Swarm*) CR 2

N Tiny animal (swarm)
Init +6; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)
hp 16 (3d8+3)
Fort +4, **Ref** +5, **Will** +2
Defensive Abilities swarm traits

OFFENSE

Speed 15 ft., climb 15 ft., swim 15 ft.
Melee swarm (1d6 plus disease)
Space 10 ft.; **Reach** 0 ft.
Special Attacks disease, distraction (DC 12)

STATISTICS

Str 2, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 2
Base Atk +2; **CMB** —; **CMD** —
Feats Improved Initiative, Skill Focus (Perception)
Skills Balance +6, Climb +10, Perception +8, Stealth +14, Swim +10; **Racial Modifiers** uses Dex to modify Climb and Swim

SPECIAL ABILITIES

Disease (Ex) *Filth fever*: Swarm— injury; *save* Fort DC 12; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

SPIDER SWARM (for *Summon Swarm*) CR 1

N Diminutive vermin (swarm)
Init +3; **Senses** darkvision 60 ft., tremorsense 30 ft.;
 Perception +4

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)
hp 9 (2d8)
Fort +3, **Ref** +3, **Will** +0
Defensive Abilities swarm traits; **Immune** mind-affecting effects, weapon damage

OFFENSE

Speed 20 ft., climb 20 ft.
Melee swarm (1d6 plus poison and distraction)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 11)

STATISTICS

Str 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2
Base Atk +1; **CMB** —; **CMD** —
Skills Climb +11, Perception +4; **Racial Modifiers** +4
 Perception; uses Dexterity for Climb checks

SPECIAL ABILITIES

Poison (Ex) Swarm—injury; *save* Fort DC 11; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based

ASSASSIN VINE**CR 3**

N Large plant

Init +0; **Senses** blindsight 30 ft., low-light vision; **Perception** +1**DEFENSE****AC** 15, touch 9, flat-footed 15 (+6 natural, -1 size)**hp** 30 (4d8+12)**Fort** +7, **Ref** +1, **Will** +2**Immune** electricity, plant traits; **Resist** cold 10, fire 10**OFFENSE****Speed** 5 ft.**Melee** slam +7 (1d8+7 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (1d8+7), entangle**STATISTICS****Str** 20, **Dex** 10, **Con** 16, **Int** —, **Wis** 13, **Cha** 9**Base Atk** +3; **CMB** +9 (+13 grapple); **CMD** 19 (can't be tripped)**SQ** camouflage**SPECIAL ABILITIES**

Camouflage (Ex) Since an assassin vine looks like a normal plant when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

Entangle (Su) An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to *entangle* (CL 4th, DC 13). The save DC is Wisdom-based.

DIRE WOLF**CR 3**

N Large animal

Init +2; **Senses** low-light vision, scent; **Perception** +10**DEFENSE****AC** 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size)**hp** 37 (5d8+15)**Fort** +7, **Ref** +6, **Will** +2**OFFENSE****Speed** 50 ft.**Melee** bite +7 (1d8+6 plus trip)**Space** 10 ft.; **Reach** 5 ft.**STATISTICS****Str** 19, **Dex** 15, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10**Base Atk** +3; **CMB** +8; **CMD** 20 (24 vs. trip)**Feats** Run, Skill Focus (Perception), Weapon Focus (bite)**Skills** Perception +10, Stealth +3, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent