

The Solstice Scar

Part 3 – Winter’s Solstice

Subtier 5-6

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Part 3 5-6 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 13 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 3d8 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.

3 Scrambler Necrografts, Ragewights

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

Exiled Shade, 2 Shadows

Report a Success if the PCs overcome this encounter.

I. Planar Opportunists

Ostiarus, 2 Murderous Shaes

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.

Fallen, 4 Skeletal Champions

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 (3)

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

RAGEWIGHT**CR 6**

CE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +15**DEFENSE****AC** 18, touch 10, flat-footed 16 (+2 Dex, +8 natural, -2 rage)**hp** 82 (11d8+33)**Fort** +6, **Ref** +5, **Will** +10; +4 morale bonus vs. spells, supernatural abilities, and spell-like abilities**Immune** undead traits**OFFENSE****Speed** 40 ft.**Melee** greatsword +12/+7 (2d6+6/17-20 plus energy drain), bite +7 (1d4+2 plus energy drain)**w/ Power Attack** greatsword +9 [+12]/+4 (2d6+15/17-20 plus energy drain), bite +4 (1d4+5 plus energy drain)**Ranged** javelin +10 (1d6+4)**Special Attacks** create spawn, energy drain (1 level, DC 17),

rage powers (animal fury, intimidating glare, knockback, superstition, unexpected strike)

TACTICS**Base Statistics** When not using savage fury, the ragewight's statistics are **AC** 19, touch 11, flat-footed 18 (+1 Dex, +8 natural); **hp** 49 (11d8); **Fort** +3, **Will** +8; **Melee** mwk greatsword +9/+4 (2d6+1/17-20 plus energy drain); **Ranged** javelin +9 (1d6+4); **Str** 12, **Cha** 11; **CMB** +9; **CMD** 21; **Skills** Climb +15, Intimidate +11**STATISTICS****Str** 18, **Dex** 14, **Con** —, **Int** 11, **Wis** 13, **Cha** 17**Base Atk** +8; **CMB** +12; **CMD** 24**Feats** Cleave, Furious Focus^{APG}, Great Cleave, Improved Critical (greatsword), Lunge, Power Attack**Skills** Climb +18, Intimidate +16, Knowledge (religion) +7, Perception +15, Stealth +20; **Racial Modifiers** +8 Stealth**Languages** Common**Gear** greatsword, javelin**SPECIAL ABILITIES****Create Spawn (Su)** Most humanoids slain by a ragewight rise as cairn wights (though with chaotic evil alignments) in 1d4 rounds. However, humanoids with 6 or more Hit Dice and the rage class feature instead become ragewights, retaining the rage powers they had in life. Such spawn are under the command of their creator until its death, at which point they become free-willed undead.**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.**Knockback (Ex)** Once per round, the barbarian can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is moved back as normal. The barbarian does not need to move with the target if successful. This does not provoke an attack of opportunity.**Savage Fury (Ex)** A ragewight can trigger a savage fury as a free action. It can use this fury for 24 rounds each day. These rounds don't need to be consecutive. The ragewight gains a +6 profane bonus to its Strength and Charisma and a +3 profane bonus on Will saves when using this fury. When a ragewight ends its fury, it is staggered for 1d4 rounds and can't resume its fury during this time. This ability otherwise functions as the greater rage barbarian class feature, treating the ragewight's racial Hit Dice as its barbarian level for the purposes of rage and any rage powers.

Unexpected Strike (Ex) The barbarian can make an attack of opportunity against a foe that moves into any square threatened by the barbarian, regardless of whether or not that movement would normally provoke an attack of opportunity. This power can only be used once per rage. A barbarian must be at least 8th level before selecting this power.

CAIRN WIGHT (FOR CREATE SPAWN)**CR 4**

LE Medium undead

Init +3; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)**hp** 34 (4d8+16)**Fort** +5, **Ref** +4, **Will** +7**Defensive Abilities** undead traits**Weaknesses** resurrection vulnerability

OFFENSE

Speed 30 ft.**Melee** slam +6 (1d4+4 plus energy drain)**Special Attacks** create spawn, energy drain (1 level, DC 14)

STATISTICS

Str 16, **Dex** 16, **Con** —, **Int** 15, **Wis** 17, **Cha** 19**Base Atk** +3; **CMB** +6; **CMD** 19**Feats** Blind-Fight, Skill Focus (Perception)**Skills** Intimidate +11, Knowledge (religion) +9, Perception +13, Stealth +18; **Racial Modifier** +8 Stealth**Languages** Common**SQ** create spawn

SPECIAL ABILITIES

Create Spawn (Su) Any humanoid creature that is slain by a wight becomes a wight itself in only 1d4 rounds. Spawn so created are less powerful than typical wights, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD. Spawn are under the command of the wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed wights. They do not possess any of the abilities they had in life.

Energy Drain Cairn wights can channel their energy drain through a weapon hit as if they were hit by a slam attack.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a wight destroys it (Will negates). Using the spell in this way does not require a material component.

Spirits of the Past

EXILED SHADE

CR 6

CE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 18, touch 18, flat-footed 14 (+4 deflection, +3 Dex, +1 dodge)

hp 68 (8d8+32)

Fort +6, **Ref** +5, **Will** +8

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

Weaknesses exiled

OFFENSE

Speed fly 40 ft. (perfect)

Melee incorporeal touch +10 (1d6 Intelligence damage)

Special Attacks rage thrall

STATISTICS

Str —, **Dex** 17, **Con** —, **Int** 7, **Wis** 14, **Cha** 19

Base Atk +6; **CMB** +9; **CMD** 24

Feats Dodge, Improved Initiative, Mobility, Weapon Focus (incorporeal touch)

Skills Fly +18, Perception +9, Sense Motive +9, Stealth +10

Languages Common

SPECIAL ABILITIES

Exiled (Ex) The symbols of an exiled shade's former organization still hold power over its restless spirit. An exiled shade that can see such a symbol is sickened for as long as the symbol remains visible. Additionally, if a shade is directly confronted with such a symbol (which requires a standard action) it must succeed at a DC 16 Will save or become dazed for 1 round. If the shade succeeds, it can no longer be dazed in this manner for 24 hours, but remains sickened while in the symbol's presence. If this symbol is a holy symbol and is used in the act of channeling energy, the exiled shade does not gain its channel resistance against the effect. The symbol must be something the exiled shade's organization used to identify its members while the shade was alive, such as a noble crest, a knightly banner, or a holy icon.

This shade responds to symbols of Aroden, Iomedae, and Taldor.

Intelligence Damage (Su) An exiled shade's touch clouds the target's mind with anger and resentment, dealing 1d6 points of Intelligence damage. This is an emotion-based, mind-affecting, negative energy effect.

Rage Thrall (Su) If an exiled shade deals a cumulative amount of Intelligence damage greater than or equal to a humanoid target's actual Intelligence score, the affected creature does not fall unconscious as normal. Instead, the target ceases to take penalties from its Intelligence damage and falls under the control of the exiled shade, as per *dominate person*. Creatures so dominated cannot attempt new saving throws to escape the shade's control until their Intelligence damage no longer equals or exceeds their actual Intelligence score. An exiled shade can control only a single creature in this manner. If an exiled shade deals enough Intelligence damage to a second creature to activate this ability, the first creature is relinquished from its control (though it might immediately fall unconscious if its Intelligence damage equals or exceeds its actual Intelligence score).

SHADOW (2)**CR 3**

CE Medium undead (incorporeal)

Init +2; **Senses** darkvision 60 ft.; Perception +8**DEFENSE****AC** 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)**hp** 19 (3d8+6)**Fort** +3, **Ref** +3, **Will** +4**Defensive Abilities** incorporeal, channel resistance +2; **Immune** undead traits**OFFENSE****Speed** fly 40 ft. (good)**Melee** incorporeal touch +4 (1d6 Strength damage)**Special Attacks** create spawn**STATISTICS****Str** —, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 15**Base Atk** +2; **CMB** +4; **CMD** 17**Feats** Dodge, Skill Focus (Perception)**Skills** Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); **Racial Modifiers** +4 Stealth in dim light (−4 in bright light)**SPECIAL ABILITIES****Create Spawn (Su)** A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.**Strength Damage (Su)** A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Planar Opportunists

OSTIARIUS KYTON

CR 5

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

Init +6; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +2 natural, +4 shield)

hp 52 (7d10+14); regeneration 2 (good weapons and spells)

Fort +7, **Ref** +4, **Will** +11

Immune cold, magic missile

OFFENSE

Speed 30 ft.

Melee 2 touches +2 (1 plus bleed)

Special Attacks bleed (1d6), compel courage, unnerving gaze (30 ft., DC 19)

Spell-Like Abilities (CL 7th; concentration +11)

Constant—*shield*

At will—*calm emotions* (DC 16), *darkness*, *enthrall* (DC 16), *major image* (DC 17)

3/day—*crushing despair* (DC 17), *shadow walk*, *silence* (DC 16)

1/day—*plane shift* (DC 21; to the Material Plane and the Plane of Shadow only, lawful evil creatures only), *shout* (DC 18)

STATISTICS

Str 10, **Dex** 15, **Con** 14, **Int** 19, **Wis** 18, **Cha** 19

Base Atk +7; **CMB** +7; **CMD** 19

Feats Alertness, Blind-Fight, Improved Initiative, Iron Will

Skills Bluff +14, Diplomacy +14, Escape Artist +9, Heal +14, Intimidate +14, Knowledge (planes) +14, Perception +16, Perform (oratory) +14, Sense Motive +16, Stealth +12

Languages Common, Infernal; telepathy 100 ft.

SQ shadow traveler

SPECIAL ABILITIES

Compel Courage (Ex) An ostiarius can inspire courage as a 5th-level bard using bardic performance, granting a +2 morale bonus on saving throws against charm and fear effects and a +2 competence bonus on attack and weapon damage rolls. This ability has a range of 50 feet and affects those creatures the ostiarius chooses who also willingly accept the benefits of the effect (no saving throw required). The ostiarius's performance compels creatures to perform at dangerous extremes. Any living non-outsider that benefits from this ability takes 1 point of bleed damage. A creature that accepts these benefits for multiple consecutive rounds gains additional points of bleed damage that stack with one another (to a maximum of 5). This is an audible, mind-affecting effect and can be countered by a bard's countersong class feature.

Shadow Traveler (Ex) When an ostiarius uses *plane shift* to travel to the Plane of Shadow, it arrives at its intended destination with complete accuracy. When an ostiarius uses *shadow walk*, it moves at 100 miles per hour.

Unnerving Gaze (Ex) A creature that succumbs to an ostiarius's unnerving gaze becomes sickened for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Ostiarus's Spell Like Abilities

Calm Emotions (enchantment(compulsion)[emotion, mind-affecting], VSDF, medium, 20ft. radius, concentration up to 1rd/lvl, SRyes) – WILL or emotions suppressed. No raging or violent actions. Also morale bonuses, fear effects and confusion effects are auto-suppressed.

Crushing Despair (enchantment(compulsion)[mind-affecting], VSM, creatures in 30ft cone, 1min/lvl, SRyes) – WILL or -2 attack, saves, ability checks, skills, weapon damage

Darkness (evocation[darkness], VMDF, object touched, 1min/lvl) – object radiates darkness in a 20ft. radius. Light level drops one step, nonmagical sources of light are shut off.

Enthrall – not relevant to combat

Major Image (illusion (figment), VSF, long, visual figment (4+1/lvl) 10ft. cubes, concentration+3rds) – Visual illusion with sound, smell and thermal

Shadow Walk (illusion(shadow), VS, up to one touched creature/lvl, 1hr/lvl, SRyes) – you and touched creatures travel to the Plane of Shadow, can travel long distances slightly inaccurately.

Shield (abjuration[force], VS, personal, 1min/lvl) – +4 force shield, blocks magic missiles

Shout (evocation[sonic], V, 30ft. cone, SRyes) – creatures in area take 5d6 sonic and deafened for 2d6rds. FORT half and no deaf. Crystalline objects/creatures take 1d6sonic/lvl (max 15d6). FORT half, REF to negate the damage to objects you are holding. *Silence* stops this.

Silence (illusion [glamer], 1 round, VS, long, 20ft radius on an object, 1rd/lvl, SRyes) – Silence in the area. Unwilling targets get WILL to resist.

SHAE, ADVANCED (2)**CR 5**

N Medium outsider (extraplanar)

Init +6; **Senses** darkvision 60 ft., low-light vision; **Perception** +10**DEFENSE****AC** 20, touch 18, flat-footed 12 (+8 Dex, +2 natural)**hp** 46 (4d10+26)**Fort** +10, **Ref** +9, **Will** +9**Defensive Abilities** amorphous, *blur*; **Immune** cold**OFFENSE****Speed** 30 ft.**Melee** mwk falchion +10 (2d4+7/18–20 plus 1d6 cold) or touch +7 (1d6 cold)**Spell-Like Abilities** (CL 4th; concentration +9)Constant—*blur*At will—*lesser shadow evocation* (DC 18)**STATISTICS****Str** 20, **Dex** 26, **Con** 22, **Int** 25, **Wis** 17, **Cha** 21**Base Atk** +4; **CMB** +7; **CMD** 23**Feats** Combat Expertise, Iron Will**Skills** Acrobatics +15, Bluff +12, Climb +11, Diplomacy +12, Disguise +12, Intimidate +9, Knowledge (arcana) +11, Knowledge (planes) +15, Perception +10, Sense Motive +10, Spellcraft +14, Stealth +15 (+25 in regions of low light or darkness), Use Magic Device +12; **Racial Modifiers** +10 Stealth in regions of low light or darkness**Languages** Aklo, Common, Shae**SPECIAL ABILITIES****Cold (Su)** A shae's touch saps heat from living creatures, leaving patches of colorless flesh rather than physical wounds. A shae can deal 1d6 points of cold damage with a touch. It adds +1d6 points of cold damage to any melee weapon damage it deals.**Lesser Shadow Evocation (Sp)** This spell-like ability functions identically to the spell *shadow evocation*, but it can only create quasi-real versions of sorcerer or wizard evocation spells of 2nd level or lower. This spell-like ability is the equivalent of a 3rd-level spell.

J. Voice of the Shadow

FALLEN

CR 8

LE Medium undead (incorporeal)

Init +3; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +17

DEFENSE

AC 22, touch 17, flat-footed 19 (+4 armor, +4 deflection, +3 Dex, +1 shield)

hp 93 (11d8+44)

Fort +7, **Ref** +6, **Will** +10

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits; **Resist** acid 5, fire 5

Weaknesses light sensitivity

OFFENSE

Speed fly 30 ft. (good)

Melee longsword +11/+6 (1d8 force/19–20 plus 2d6 negative energy and despair), light shield +13 (1d3 force plus 2d6 negative energy and despair)

Ranged longbow +11/+6 (1d8 force/x3 plus 2d6 negative energy and despair)

w/ Deadly Aim longbow +8/+3 (1d8+6 force/x3 plus 2d6 negative energy and despair)

Special Attacks agent of despair, curse of the unburied, phantom armaments, touch of the grave

Spell-Like Abilities (CL 12th; concentration +16)

3/day—*deeper darkness*, *telekinesis* (DC 19)

STATISTICS

Str —, **Dex** 16, **Con** —, **Int** 13, **Wis** 17, **Cha** 18

Base Atk +8; **CMB** +15; **CMD** 25

Feats Combat Expertise, Deadly Aim, Improved Shield Bash, Shield Slam, Two-Weapon Fighting, Weapon Focus (longsword)

Skills Fly +15, Intimidate +18, Knowledge (religion) +10, Perception +17, Sense Motive +17, Survival +14

Languages Common

SPECIAL ABILITIES

Agent of Despair (Su) A creature that takes damage from a fallen's attacks must succeed at a DC 19 Will save or take a –4 penalty on saving throws against fear. If a creature that has immunity to fear fails this saving throw, its immunity is temporarily suppressed. This effect lasts as long as a creature still has damage taken from a fallen's attacks. This is a curse effect. The save DC is Charisma-based.

Curse of the Unburied (Su) Once per day, a fallen can curse a good-aligned cleric, paladin, or warpriest within 30 feet whose deity is opposed to the creation of undead to locate the fallen's remains and perform a funeral for it. The target must succeed at a DC 19 Will save or take a –2 penalty to each of its ability scores. Each day, the target can attempt a new saving throw; success keeps the target from accruing an additional –2 penalty to each of its ability scores. No ability score can be reduced below 1 by this effect. The ability score penalties are removed immediately upon completing funeral rites for the fallen. The target does not need to complete the rites personally, but it is responsible for seeing that they're carried out. The save DC is Charisma-based.

Phantom Armaments (Su) A fallen's weapons and armor are formed of force, allowing the fallen to make physical attacks and wear protective armor. This gear cannot be disarmed or removed from the fallen. Arrows fired from the fallen's longbow vanish after dealing damage to their target. A fallen gains a bonus on attack rolls with melee weapons and on combat maneuver checks equal to its Charisma modifier.

Rejuvenation (Su) A fallen is tied to the place where it died. A fallen is permanently destroyed and its soul is released when funeral rites lasting at least 1 minute are performed at the site where it perished or

over its earthly remains. Otherwise, a fallen reforms 2d4 days after its destruction at the site where it first died.

Touch of the Grave (Su) All of a fallen's melee and ranged attacks deal 2d6 additional points of negative energy damage to living targets (this does not heal any undead targets struck).

Spell-Like Abilities

Deeper Darkness (evocation[darkness], VMDF, object touched, 1min/lvl) – object radiates darkness in a 60ft. radius. Light level drops two steps, nonmagical sources of light are shut off, supernatural darkness is possible.

Telekinesis (transmutation, VS, long, concentration (1rd/lvl) or instantaneous, SRyes) – Choose 1 of 3:

Sustained Force = Move an object up to 25lbs/lvl while concentrating. Will negates, SR applies.

Combat Maneuver = 1/round while concentrating bull rush, disarm, grapple, or trip using CL + casting

stat. No save, but SR applies. *Violent Thrust* = Hurl one object/creature per lvl at target. Att = CL + casting stat, damage = weapon damage or 1-1d6/25 lbs.

SKELETAL CHAMPION (4)

CR 2

Human skeletal champion warrior 1

NE Medium undead

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

DEFENSE

AC 21, touch 12, flat-footed 19 (+6 armor, +1 Dex, +2 natural, +2 shield)

hp 17 (2d8+1d10+3)

Fort +3, **Ref** +1, **Will** +3; channel resistance +4

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

OFFENSE

Speed 30 ft.

Melee mwk longsword +7 (1d8+3/19–20)

w/ Power Attack mwk longsword +6 (1d8+5/19–20)

STATISTICS

Str 17, **Dex** 13, **Con** —, **Int** 9, **Wis** 10, **Cha** 12

Base Atk +2; **CMB** +5; **CMD** 16

Feats Cleave, Improved Initiative^B, Power Attack, Weapon Focus (longsword)

Skills Intimidate +7, Perception +6, Stealth –1

Gear breastplate, heavy steel shield, masterwork longsword