

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 iammars21@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 Elk

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

Moss Troll

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.

Yellow Musk Creeper, 3 Yellow Musk Zombies

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

ELK (2)

CR 1

N Medium animal

Init +3; **Senses** low-light vision; Perception +7

DEFENSE

AC 13, touch 13, flat-footed 10 (+3 Dex)

hp 15 (2d8+6)

Fort +6, **Ref** +8, **Will** +2

OFFENSE

Speed 50 ft.

Melee gore +3 (1d6+2), 2 hooves –2 (1d3+1)

STATISTICS

Str 14, **Dex** 17, **Con** 16, **Int** 2, **Wis** 15, **Cha** 7

Base Atk +1; **CMB** +3; **CMD** 16 (20 vs. trip)

Feats Lightning Reflexes, Run^B

Skills Perception +7

P. Test of Might

MOSS TROLL

CR 3

CE Large humanoid (giant, shapechanger)

Init +4 (+8 when climbing trees); **Senses** darkvision 60 ft., low-light vision, scent; Perception +5

DEFENSE

AC 15, touch 13, flat-footed 11 (+4 Dex, +2 natural, -1 size)

hp 30 (4d8+12); regeneration 5 (fire)

Fort +7, **Ref** +5, **Will** +4

Weaknesses fear of fire, vulnerable to fire

OFFENSE

Speed 30 ft., climb 10 ft.

Melee bite +5 (1d4+3), 2 claws +5 (1d4+3)

Space 10 ft.; **Reach** 10 ft. (15 ft. with claws)

STATISTICS

Str 16, **Dex** 19, **Con** 16, **Int** 9, **Wis** 12, **Cha** 7

Base Atk +3; **CMB** +7; **CMD** 21

Feats Intimidating Prowess, Iron Will

Skills Acrobatics +7, Climb +11, Intimidate +5, Perception +5, Stealth +5 (+9 in vegetation); **Racial**

Modifiers +2 Acrobatics, +4 Stealth (+8 in vegetation)

Languages Giant

SQ change shape (mossy tree; tree shape), tree climber

SPECIAL ABILITIES

Fear of Fire (Ex) A moss troll is shaken as long as it is within 30 feet of a visible fire or an open flame of at least torch size.

Tree Climber (Ex) When climbing trees and other foliage, a moss troll's climb speed increases to 30 feet. If a moss troll falls while climbing in trees, it ignores the first 30 feet it falls for the purposes of calculating total damage from the fall. While climbing in trees, a moss troll gains a +4 racial bonus on initiative checks.

Q. Heart of the Blight

YELLOW MUSK CREEPER

CR 2

N Medium plant

Init +2; **Senses** tremorsense 30 ft.; Perception +0

DEFENSE

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

hp 22 (3d8+9)

Fort +6, **Ref** +3, **Will** +1

Immune plant traits

OFFENSE

Speed 5 ft.

Melee tendril +5 (1d4+4)

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

Special Attacks create yellow musk zombie, pollen spray

STATISTICS

Str 17, **Dex** 15, **Con** 16, **Int** —, **Wis** 11, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 17 (can't be tripped)

SPECIAL ABILITIES

Create Yellow Musk Zombie (Su) As a full-round action, a yellow musk creeper can bore dozens of tendrils into the brain of a helpless creature within reach, such as a creature entranced by its pollen. This attack inflicts 1d4 points of Intelligence damage per round. When a creature is reduced to 0 Intelligence, it dies, and the tendrils break off inside its brain. One hour later, the creature animates as a yellow musk zombie (see below).

Pollen Spray (Ex) As a standard action, a yellow musk creeper can spray a cloud of pollen at a single creature within 30 feet. It must make a +4 ranged touch attack to strike the target, who must then succeed on a DC 14 Will save or be entranced for 1d6 rounds. An entranced creature can take no action other than to move at its normal speed into a space within the yellow musk creeper's reach, at which point an entranced creature remains motionless and allows the creeper to insert tendrils into its brain. The save DC is Constitution-based.

YELLOW MUSK ZOMBIE (3)

CR 1/2

NE Medium plant

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** plant 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