

The Solstice Scar

Part 5 – Blighted Battleground

Subtier 5-6

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

This document uses trademarks and/or copyrights owned by Paizo Inc., which are used under Paizo's Community Use Policy. We are expressly prohibited from charging you to use or access this content. This stat block document is not published, endorsed, or specifically approved by Paizo Inc. For more information about Paizo's Community Use Policy, please visit paizo.com/communityuse. For more information about Paizo Inc. and Paizo products, please visit paizo.com.

Part 5 5-6 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 Hodags

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

Treant

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.

Goblin Frog-Talker, Shambling Mound, 2 Dire Boars

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

HODAG (2)

CR 6

N Large magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7

DEFENSE

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp 60 (8d10+16)

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

Defensive Abilities ferocity

OFFENSE

Speed 30 ft., burrow 15 ft.

Melee bite +11 (1d8+4), 2 claws +11 (1d6+4), tail slap +11 (1d4+4)

w/ Power Attack bite +8 (1d8+10), 2 claws +8 (1d6+10), tail slap +8 (1d4+10)

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

Special Attacks spiked tail, toss

STATISTICS

Str 19, **Dex** 14, **Con** 15, **Int** 7, **Wis** 12, **Cha** 10

Base Atk +8; **CMB** +13; **CMD** 25 (29 vs. trip)

Feats Improved Iron Will, Iron Will, Power Attack, Vital Strike

Skills Climb +10, Perception +7, Stealth +2, Swim +8

Languages Common (cannot speak)

SQ trackless

SPECIAL ABILITIES

Spiked Tail (Ex) A hodag's tail spikes allow the creature's tail slap to deal both bludgeoning and piercing damage. A hodag's tail slap is a primary attack.

Toss (Ex) A hodag charging 20 feet or more that damages a foe with an attack can throw its foe with a special combat maneuver check. The opponent must be corporeal and at least one size category smaller than the hodag. If the combat maneuver check succeeds, the hodag's opponent is thrown 10 feet through the air in a direction chosen by the hodag and falls prone. The hodag can only toss its opponent in a straight line. If an obstacle prevents the creature's movement, both the creature tossed and the object struck take 1d6 points of damage, and the creature falls prone in the space adjacent to the obstacle. A hodag can also toss an opponent 10 feet up into the air. The victim lands in the same square it started in, falls prone, and takes 1d6 points of damage.

Trackless (Ex) A hodag sweeps its tail behind itself in a way that obscures its tracks. Attempts to track a hodag have their normal DC increased by +10.

P. Test of Might

TREANT

CR 7

NG Huge plant

Init -1; **Senses** low-light vision; Perception +12

DEFENSE

AC 21, touch 7, flat-footed 21 (-1 Dex, +14 natural, -2 size)

hp 114 (12d8+60)

Fort +13, **Ref** +3, **Will** +9

Immune plant traits; **DR** 10/slashing

Weaknesses vulnerability to fire

OFFENSE

Speed 30 ft.

Melee 2 slams +17 (2d6+9/19-20)

w/ Power Attack 2 slams +14 (2d6+15/19-20)

Ranged rock +7 (2d6+13)

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

Special Attacks rock throwing (180 ft.), trample (2d6+13, DC 25)

STATISTICS

Str 29, **Dex** 8, **Con** 21, **Int** 12, **Wis** 16, **Cha** 13

Base Atk +9; **CMB** +20; **CMD** 29

Feats Alertness, Improved Critical (slam), Improved Sunder, Iron Will, Power Attack, Weapon Focus (slam)

Skills Diplomacy +9, Intimidate +9, Knowledge (nature) +9, Perception +12, Sense Motive +9, Stealth -9 (+7 in forests); **Racial Modifiers** +16 Stealth in forests

Languages Common, Sylvan, Treant

SQ animate trees, double damage against objects, treespeech

SPECIAL ABILITIES

Animate Trees (Sp) A treant can animate any trees within 180 feet at will, controlling up to two trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a treant (although it has only one slam attack and lacks the treant's animation and rock-throwing abilities), gaining the treant's vulnerability to fire. If the treant that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

Double Damage Against Objects (Ex) A treant or animated tree that makes a full attack against an object or structure deals double damage.

Treespeech (Ex) A treant has the ability to converse with plants as if subject to a continual *Speak with Plants* spell, and most plants greet them with an attitude of friendly or helpful.

Q. Heart of the Blight

GOBLIN FROG-TALKER

CR 5

Goblin witch 6

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 19, touch 15, flat-footed 16 (+4 armor, +1 deflection, +3 Dex, +1 size)

hp 47 (6d6+24)

Fort +5, **Ref** +6, **Will** +7

OFFENSE

Speed 30 ft.

Melee dagger +2 (1d3–2/19–20)

Ranged javelin +7 (1d4–2)

Special Attacks hexes (evil eye [–2, 6 rounds], misfortune [1 round], mud witch, poison steep^{UM}, swamp hag^{UM})

Witch Spells Prepared (CL 6th; concentration +9)

3rd—*blink*, *lightning bolt* (DC 16), *spit venom*^{UM} (DC 16)

2nd—*feast of ashes*^{APG} (DC 15), *frost fall*^{UC} (DC 15), *invisibility*, *vomit swarm*^{APG}

1st—*command* (DC 14), *mage armor*, *obscuring mist*, *sleep* (DC 14)

0 (at will)—*dancing lights*, *daze* (DC 13), *detect magic*, *touch of fatigue* (DC 13)

Patron deception

TACTICS

Before Combat The frog-talker casts *mage armor*.

During Combat The frog-talker uses *blink* and *invisibility* to avoid melee opponents, and attacks with hexes and ranged spells.

Base Statistics Without *mage armor*, the frog-talker's statistics are **AC** 15, touch 15, flat-footed 12.

STATISTICS

Str 6, **Dex** 17, **Con** 14, **Int** 16, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +0; **CMD** 14

Feats Brew Potion, Extra Hex^{APG}, Toughness

Skills Craft (alchemy) +9, Intimidate +8, Perception +7, Ride +7, Spellcraft +12, Stealth +17, Swim +1; **Racial**

Modifiers +4 Ride, +4 Stealth

Languages Common, Giant, Goblin, Orc

SQ witch's familiar (frog)

Combat Gear *potion of air bubble*^{UC}, *potions of cure moderate wounds* (3), *potion of fly*, *potion of hex ward*^{UM}, alchemist's fire (2), antitoxin (2), smokesticks (2), tanglefoot bags (2); **Other Gear** dagger, javelin, *cloak of resistance +1*, *ring of protection +1*, delicious poisoned food (1 lb.), 79 gp

SPECIAL ABILITIES

Mud Witch (Su) As a standard action, the frog-talker can assume the form of viscous brown mud. Her type changes to ooze and she is able to squeeze through even the smallest cracks, but she can't make attacks or cast spells with verbal, somatic, material, or focus components while in this form, and she loses her supernatural abilities. If she has a touch spell ready to use, that spell is discharged harmlessly when she uses this hex. While the witch is in mud form, her speed becomes 10 feet and she gains a swim speed of 20 feet. She also gains DR 10/slashing and cold resistance 10. The frog-talker can use this ability for 6 minutes per day. The duration doesn't need to be consecutive, but it must be spent in 1-minute increments. This hex affects only the witch.

Goblin Frog-Talker Cheat Sheet

3rd level

Blink (transmutation, VS, personal, 1rd/lvl) – Physical attacks have a 50% miss chance (reduced to 20% for see invisible/hit ethereal). ½ dmg from area attacks. Ethereal, incorporeal, invisible.

Lightning Bolt (evocation [electricity], VSM, 120ft. line, SRyes) – 1d6/lvl (max 10d6) electricity, REF half.

Spit Venom (transmutation[poison], V, close) – Ranged touch causes blindness for 1 round, FORT or affected by black adder poison (Save Spell DC, 1/rd for 6 rds, 1d2 Con, cure 1 save)

2nd level

Feast of Ashes – Not really that good in combat

Frost Fall (evocation[cold], VS, close, 5ft radius, 1rd/2lvls, SRyes) – Initially deals 2d6 cold and FORT or staggered. Start of your turn, those in area take 1d6 cold (FORT half).

Invisibility (illusion[glamer], VSM, creature touched, 1min/lvl, SRyes) – Become invisible until you attack

Vomit Swarm (conjunction(summoning), S, personal, 1rd/lvl) – Summon a swarm of spiders adjacent to you. Control them as a standard.

1st level

Command (enchantment (compulsion)[mind-affecting], V, close, 1rd, SRyes) – WILL or Approach, Drop, Fall, Flee or Halt.

Mage Armor (conjunction(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus

Obscuring Mist (conjunction (creation), VS, 20ft radius from you, 1min/lvl) – Within 5ft is concealed. Past that is totally concealed. Winds, fire remove it.

Sleep (enchantment(compulsion)[mind-affecting], 1round, VSM, medium, 1+ living creatures in a 10ft radius burst, SRyes) – Creatures in area WILL or fall asleep. Starts with lowest HD and goes up until 4HD of people are affected. Standard action wakes them up.

Hexes

Evil Eye – Creature within 30 ft takes a -2 penalty to AC, attacks, saves or skills. WILL, pass = 1 rd, fail = 3 + Int rds.

Misfortune – Creature within 30 ft WILL or roll d20s twice and take the lowest for 1 round.

Mud Witch – Turn into mud

Poison Steep – Poison food

Swamp Hag – Move through mud normally, leave no trail.

SPIDER SWARM (for vomit 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.

POTION OF AIR BUBBLE

Aura faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

A small bubble of air surrounds the creature for 1 minute.

POTION OF CURE MODERATE WOUNDS

Aura faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 150 gp; **Weight** —

Drinker heals 2d8+3 hit points

POTION OF CURE MODERATE WOUNDS

Aura faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 150 gp; **Weight** —

Drinker heals 2d8+3 hit points

POTION OF CURE MODERATE WOUNDS

Aura faint conjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 150 gp; **Weight** —

Drinker heals 2d8+3 hit points

POTION OF FLY

Aura faint transmutation; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 750 gp; **Weight** —

Drinker gains a 60 ft. fly speed (good) for 5 minutes. Including maneuverability, gain a +6 Fly bonus.

POTION OF HEX WARD

Aura faint abjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

Drinker gains a +4 resistance bonus versus witch hexes for 1 hour.

CLOAK OF RESISTANCE +1

Aura faint abjuration; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 1,000 gp; **Weight** 1 lb.

The wearer gains a +1 resistance bonus to all saves.

RING OF PROTECTION +1

Aura faint abjuration; **CL** 5th; **Slot** ring; **Identify DC** 20; **Price** 2,000 gp; **Weight** —

The wearer gains a +1 deflection bonus to AC.

SHAMBLING MOUND**CR 6**

N Large plant

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +11**DEFENSE****AC** 19, touch 9, flat-footed 19 (+10 natural, -1 size)**hp** 67 (9d8+27)**Fort** +9, **Ref** +5, **Will** +5**Defensive Abilities** plant traits; **Immune** electricity; **Resist** fire 10**OFFENSE****Speed** 20 ft., swim 20 ft.**Melee** 2 slams +11 (2d6+5 plus grab)**Melee** 2 slams +9 (2d6+9 plus grab)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** constrict (2d6+7, 2d6+13 w/ power attack)**STATISTICS****Str** 21, **Dex** 10, **Con** 17, **Int** 7, **Wis** 10, **Cha** 9**Base Atk** +6; **CMB** +12 (+16 grapple); **CMD** 22**Feats** Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam)**Skills** Perception +11, Stealth +8 (+16 in swamps or forest), Swim +13; **Racial Modifiers** +4 Perception, +4 Stealth (+12 in swamps or forests)**Languages** Common, Sylvan (cannot speak)**SQ** electric fortitude**SPECIAL ABILITIES****Electric Fortitude (Ex)** Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.**DIRE BOAR (2)****CR 4**

N Large animal

Init +4; **Senses** low-light vision, scent; **Perception** +12**DEFENSE****AC** 15, touch 9, flat-footed 15 (+6 natural, -1 size)**hp** 42 (5d8+20)**Fort** +7, **Ref** +4, **Will** +2**Defensive Abilities** ferocity**OFFENSE****Speed** 40 ft.**Melee** gore +8 (2d6+9)**STATISTICS****Str** 23, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8**Base Atk** +3; **CMB** +10; **CMD** 20**Feats** Improved Initiative, Skill Focus (Perception), Toughness**Skills** Perception +12