

# The Solstice Scar

## Part 5 – Blighted Battleground

### Subtier 7-8

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 5 7-8 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

3 Yaoguais

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

Fen Mauler

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.

Corpse Lotus, Troll Fury, 2 Shambling Mounds

**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

**YAOGUAI (3)**

**CR 7**

N Huge magical beast

**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception +7

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### DEFENSE

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

**hp** 84 (8d10+40); fast healing 5

**Fort** +11, **Ref** +6, **Will** +4; +4 vs. mind-affecting effects

**Defensive Abilities** fortification (50%); **DR** 5/—; **Immune** nauseated, sickened; **SR** 18

**Weaknesses** polymorph susceptibility

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### OFFENSE

**Speed** 40 ft.

**Melee** bite +12 (2d6+6), claw +12 (1d8+6), tentacle +12 (1d8+6 plus grab)

**w/ Power Attack** bite +9 (2d6+12), claw +9 (1d8+12), tentacle +9 (1d8+12 plus grab)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** constrict (1d8+6, 1d8+12 w/ Power Attack)

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### STATISTICS

**Str** 23, **Dex** 10, **Con** 21, **Int** 2, **Wis** 11, **Cha** 8

**Base Atk** +8; **CMB** +16; **CMD** 26

**Feats** **Blind-Fight**, Cleave, Iron Will, Power Attack

**Skills** Climb +11, Perception +7, Swim +11

**SQ** maker's gift (grab and constrict)

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### SPECIAL ABILITIES

**Maker's Gift (Ex)** Each yaoguai gains one additional ability that is based on its specific form. Typical additional yaoguai abilities include the following.

**Grab and Constrict:** The yaoguai's tentacle attack gains grab and constrict. The creature's constrict damage is equal to its slam damage plus its Strength bonus.

**Polymorph Susceptibility (Su)** A yaoguai is immune to polymorph effects or effects that otherwise change its shape, but the attempt to alter its shape causes it great pain and it must attempt a saving throw if the effect allows it. If it fails its save or the effect doesn't allow a saving throw, the yaoguai is staggered and loses its damage reduction and fast healing for 1d4 rounds.

# P. Test of Might

## FEN MAULER

CR 10

NE Large monstrous humanoid

**Init** +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17

**Aura** stench (DC 15, 10 rounds)

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### DEFENSE

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**AC** 24, touch 14, flat-footed 19 (+4 Dex, +1 dodge, +10 natural, -1 size)

**hp** 136 (13d10+65)

**Fort** +11, **Ref** +12, **Will** +11

**Defensive Abilities** shadowy pelt; **Immune** disease; **Resist** cold 10

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### OFFENSE

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**Speed** 30 ft.

**Melee** bite +20 (1d8+8), 2 claws +20 (1d8+8)

**w/ Power Attack** bite +16 (1d8+16), 2 claws +16 (1d8+16)

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

**Special Attacks** pounce, rend (2 claws, 1d8+12, 1d8+24 w/ Power Attack)

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### STATISTICS

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**Str** 27, **Dex** 18, **Con** 20, **Int** 7, **Wis** 17, **Cha** 8

**Base Atk** +13; **CMB** +22; **CMD** 37

**Feats** Dodge, Great Fortitude, Improved Initiative, Intimidating Prowess, Mobility, Power Attack, Skill Focus (Stealth)

**Skills** Intimidate +16, Perception +17, Stealth +11 (+19 in swamps), Survival +18; **Racial Modifiers** +4 Perception, +8 Stealth in swamps, +4 Survival

**Languages** Sasquatch

**SQ** swamp stride, trophy hunter

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### SPECIAL ABILITIES

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**Shadowy Pelt (Su)** A fen mauler can swathe itself in shadows, allowing it to become nearly invisible while standing motionless. A fen mauler gains partial concealment on any round it does not move from its current space.

**Swamp Stride (Ex)** A fen mauler can move through any sort of undergrowth and difficult terrain (such as briars, deep mud, and similar terrain) in swamps at normal speed and without taking damage or suffering any other impairment.

**Trophy Hunter (Su)** As part of a 10-minute ritual, a fen mauler can harvest bones, teeth, flesh, or hide from an animal, humanoid, magical beast, or monstrous humanoid it has slain, creating a trophy. This trophy is a permanent magic item that functions only for the fen mauler that created it, granting some measure of the slain creature's power to the fen mauler while carried or worn on its body. The fen mauler chooses which of the following powers the trophy grants: blindsense 30 feet, climb 30 feet, evasion, ferocity, grab, pounce, uncanny dodge, or a single energy immunity. Alternatively, a trophy can grant a +4 competence bonus to a single skill. The skill or ability modified must be one the trophy creature had in life, and a trophy imparting a skill bonus allows the fen mauler to attempt checks with that skill untrained. A fen mauler can maintain a number of trophies equal to its Wisdom modifier (3 for the standard fen mauler). The fen mauler presented here has not assigned any of its trophies

## Q. Heart of the Blight

### CORPSE LOTUS

CR 13

N Huge plant

**Init** +4; **Senses** darkvision 60 ft., low-light vision, tremorsense 30 ft.; Perception +21

**Aura** preserving mists (30 ft.)

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#### DEFENSE

**AC** 28, touch 12, flat-footed 24 (+4 Dex, +16 natural, -2 size)

**hp** 178 (17d8+102)

**Fort** +16, **Ref** +11, **Will** +6

**Defensive Abilities** all-around vision; **DR** 10/slashing; **Immune** plant traits; **Resist** acid 10, electricity 10

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#### OFFENSE

**Speed** 10 ft.

**Melee** 4 vines +22 (1d8+12 plus grab)

w/ **Power Attack** 4 vines +18 (1d8+24 plus grab)

**Space** 15 ft.; **Reach** 25 ft.

**Special Attacks** constrict (1d8+12, 1d8+24 w/ Power Attack), swallow whole (4d6 acid damage, AC 17, 17 hp)

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#### STATISTICS

**Str** 34, **Dex** 19, **Con** 23, **Int** 2, **Wis** 13, **Cha** 14

**Base Atk** +12; **CMB** +26 (+28 bull rush); **CMD** 40 (42 vs. bull rush, can't be tripped)

**Feats** Awesome Blow, **Blind-Fight**, Cleave, Combat Reflexes, Great Cleave, Improved Bull Rush, Lightning Reflexes, Power Attack, Weapon Focus (vine)

**Skills** Perception +21

**SQ** camouflage, digest corpse, preserving mists

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#### SPECIAL ABILITIES

**Awesome Blow** As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

**Camouflage (Ex)** A corpse lotus can blend in exceptionally well with vegetated areas when not taking any actions. In such an area, a creature must make a successful DC 30 Perception check to recognize a corpse lotus for what it is before the corpse lotus attacks the first time.

**Digest Corpse (Su)** A corpse lotus can consume a corpse to quickly heal damage it has taken. As a standard action, a corpse lotus can swallow any corpse within reach that still has flesh attached to grant itself fast healing 10 for 1 minute. Any living creature killed by a corpse lotus's swallow whole ability automatically triggers this ability. A corpse lotus must wait until 1 minute after its fast healing has ended before it can use this ability again.

**Preserving Mists (Su)** Corpse lotuses emanate a fine mist that spreads across the ground to a range of 30 feet. Any corpse within this area is affected as if by *gentle repose* (CL 1st).

**Vines (Ex)** A corpse lotus's vines are primary natural attacks with the grab ability. A corpse lotus doesn't gain the grappled condition when grappling enemies with its vines and can maintain grapples with any number of its vines with the same standard action.

**TROLL FURY****CR 8**

Troll druid (troll fury) 6

CE Large humanoid (giant)

**Init** +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +24**DEFENSE****AC** 21, touch 11, flat-footed 19 (+5 armor, +2 Dex, +5 natural, -1 size)**hp** 156 (12d8+102); regeneration 5 (acid or fire)**Fort** +19, **Ref** +7, **Will** +13**Resist** fire 10**OFFENSE****Speed** 20 ft.**Melee** bite +13 (1d8+6), 2 claws +13 (1d6+6)**Ranged** fire bolt +9 touch (1d6+3 fire)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** chosen prey (humans +2), fire bolt (1d6+3 fire, 6/day), rend (2 claws, 1d6+9), wild shape 2/day**Druid Spells Prepared** (CL 6th; concentration +9, +13 defensively)3rd—*call lightning* (DC 18), *fireball*<sup>P</sup> (DC 18), *poison* (2, DC 16)2nd—*barkskin*, *bull's strength*, *flaming sphere* (DC 17), *hold animal* (DC 15), *produce flame*<sup>D</sup>1st—*burning hands*<sup>D</sup> (DC 16), *entangle* (DC 14), *magic fang*, *obscuring mist*, *pass without trace*0 (at will)—*detect magic*, *guidance*, *read magic*, *resistance***D** domain spell; **Domain** Fire**TACTICS****During Combat** The fury attacks her foes with fire and electricity spells, typically starting with *fireball*. She avoids melee combat until her offensive spells are exhausted. She then casts *bull's strength* on herself and starts attacking.**STATISTICS****Str** 23, **Dex** 14, **Con** 27, **Int** 8, **Wis** 16, **Cha** 4**Base Atk** +8; **CMB** +15; **CMD** 27**Feats** Combat Casting, Greater Spell Focus (evocation), Improved Initiative, Iron Will, Skill Focus (Perception), Spell Focus (evocation)**Skills** Intimidate +5, Knowledge (nature) +6, Perception +24, Survival +10**Languages** Druidic, Giant**SQ** inspire fervor +2, nature bond (Fire domain), nature sense, trackless step, woodland stride**Combat Gear** *pearl of power* (1st), *scroll of fog cloud*, *scroll of protection from energy* (fire); **Other Gear** +1 *hide armor*, *cloak of resistance* +1, *headband of inspired wisdom* +2, 110 gp**SPECIAL ABILITIES****Inspire Fervor (Ex)** Once per day as a standard action, a troll fury can chant over another troll within 30 feet, bolstering it against fear and improving its combat abilities. This works like the inspire courage bard ability, but affects only one troll and lasts 1 minute. The troll fury uses her druid level as her bard level to determine the effects of this ability.**Chosen Prey (Ex)** A troll fury can select one creature type from the ranger's favored enemy list and gains a favored enemy bonus against that creature type with an effective ranger level equal to her druid level. This ability never grants the troll fury favored enemy bonuses against a second favored enemy creature type.

## Troll Fury Cheat Sheet

### 3<sup>rd</sup> level

**Call Lightning** (evocation[electricity], 1 round, VS, medium, one lightning bolt/lvl, SRyes) – standard to call down 5ft wide 30 ft high bolt of lightning that deals 3d6 electricity. (3d10 if storm).

**Fireball** (evocation [fire], VSM, long, 20ft. radius, SRyes) – 1d6/lvl fire (max 10d6), REF half.

**Poison (2)** (necromancy, VSDF, living creature touched, SRyes) – FORT or contract poison that deals 1d3CON per rd. for 6 rds. 1 save to cure.

### 2<sup>nd</sup> 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

**Flaming Sphere** (evocation[fire], VSMDf, medium, 1rd/lvl, SRyes) – Create a burning globe of fire you can move 30ft. with a move action. If it hits someone, REF or 3d6 fire dmg.

**Hold Animal** (enchantment (compulsion)[mind-affecting], VSDF, medium, 1rd/lvl(D), SRyes) – WILL or animal is paralyzed. Full-round gives another save.

**Produce Flame** (evocation[fire], 1min/lvl, SRyes) – Either melee touch or ranged touch. Touch deals 1d6+lvl (max +5) fire dmg. Every time you use a touch, duration reduces by 1 minute.

### 1<sup>st</sup> level

**Burning Hands** (evocation[fire], VS, 15ft cone, SR yes) – 1d4/lvl (max 5d4) fire, REF half

**Entangle** (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.

**Magic Fang** (transmutation, VSDF, creature touched, 1min/lvl, SRyes) – Natural weapon or unarmed strike gets a +1 enhancement bonus.

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

**Pass Without Trace** (transmutation, VSDF, one creature/lvl touched, SRyes) – Do not leave a trail when moving.

### Other

**Fire Bolt** – Ranged touch attack that deals 1d6+3 fire damage

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

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

Tiny - +4 Dex, -2 Str, +1 nat armor

Small - +2 Dex, +1 nat armor

Medium - +2 Str, +2 nat armor

Large - +4 Str, -2 Dex, +4 nat armor

Small Elemental

Air - +2 Dex, +2 nat armor, fly 60 ft (perfect), darkvision 60 ft, whirlwind

Earth - +2 Str, +4 nat armor, darkvision 60 ft, earth glide

Fire - +2 Dex, +2 nat armor, darkvision 60 ft, resist fire 20, vulnerability to cold, burn (1d4)

Water - +2 Con, +4 nat armor, swim 60 ft, darkvision 60 ft, vortex, breathe underwater

### PEARL OF POWER I

**Aura** strong transmutation; **CL** 17th; **Slot** —; **Identify DC** 32; **Price** 1,000 gp; **Weight** —

This seemingly normal pearl of average size and luster is a potent aid to all spellcasters who prepare spells. Once per day on command, a *pearl of power* enables the possessor to recall any one 1<sup>st</sup>-level spell that she had prepared and then cast that day. The spell is then prepared again, just as if it had not been cast.

### SCROLL OF FOG CLOUD

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

**Casting Time** 1 standard action

**Range** medium (100 ft. + 10 ft. level)

**Effect** fog spreads in 20-ft. radius

**Duration** 10 min./level

**Saving Throw** none; **Spell Resistance** no

A bank of fog billows out from the point you designate. The fog obscures all sight, including darkvision, beyond 5 feet. A creature within 5 feet has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker can't use sight to locate the target).

A moderate wind (11+ mph) disperses the fog in 4 rounds; a strong wind (21+ mph) disperses the fog in 1 round.

The spell does not function underwater.

### SCROLL OF PROTECTION FROM ENERGY (FIRE)

**Aura** faint abjuration; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 375 gp; **Weight** —

**Casting Time** 1 standard action

**Range** touch

**Target** creature touched

**Duration** 10 min./level or until discharged

**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

*Protection from energy* grants temporary immunity to the type of energy you specify when you cast it (acid, cold, electricity, fire, or sonic). When the spell absorbs 12 points per caster level of energy damage (to a maximum of 120 points at 10th level), it is discharged.

*Protection from energy* overlaps (and does not stack with) *resist energy*. If a character is warded by *protection from energy* and *resist energy*, the *protection* spell absorbs damage until its power is exhausted.

### +1 HIDE ARMOR

Medium Armor, +5 **Armor Bonus**, +4 **Max Dex**, -2 **ACP**, **ASF** 20%, **Price** 1,165 gp; **Weight** 25 lbs.

**Aura** light abjuration; **CL** 3rd; **Identify DC** 18

### 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.

### HEADBAND OF INSPIRED WISDOM +2

**Aura** moderate transmutation; **CL** 8th; **Slot** headband; **Identify DC** 23; **Price** 4,000 gp; **Weight** 1 lb.

The wearer gains a +2 enhancement bonus to Wisdom. This is temporary for the first 24 hours worn.

**SHAMBLING MOUND (2)****CR 6**

N Large plant

**Init** +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +11

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**DEFENSE**

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**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

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**OFFENSE**

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**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)

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**STATISTICS**

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**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

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**SPECIAL ABILITIES**

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**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.