

The Solstice Scar

Part 5 – Blighted Battleground

Subtier 10-11

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 10-11 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 Goliath Spiders

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

Advanced Amarak

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, Orc Witch Doctor, 3 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

GOLIATH SPIDER (2)

CR 11

N Colossal vermin

Init +1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 25, touch 3, flat-footed 24 (+1 Dex, +22 natural, –8 size)

hp 147 (14d8+84)

Fort +15, **Ref** +5, **Will** +4

Immune mind-affecting effects

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +17 (6d8+22 plus poison)

Space 30 ft.; **Reach** 30 ft.

Special Attacks poison, poisoned web (+13 ranged, DC 23, 14 hp), trample (4d8+22, DC 32)

STATISTICS

Str 41, **Dex** 13, **Con** 22, **Int** —, **Wis** 10, **Cha** 2

Base Atk +10; **CMB** +33; **CMD** 44 (56 vs. trip)

Skills Climb +23, Perception +4, Stealth –7 (+1 in forests); **Racial Modifiers** +8 Climb, +4 Perception, +8 Stealth (+16 in forests)

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d6 Str and paralysis 1 round; *cure* 2 consecutive saves.

Poisoned Web (Ex) This ability works like the web ability, but affects all creatures in a 10-foot-radius burst. In addition, any creature hit by the web must save against the spider's poison.

Web (Ex) Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to 10 + 1/2 creature's HD + creature's Con modifier. Attempts to burst a web by those caught in it suffer a –4 penalty.

Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/—.

A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

P. Test of Might

ADVANCED AMAROK

CR 13

LN Huge magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent, see in darkness, *true seeing*; Perception +30

DEFENSE

AC 32, touch 15, flat-footed 25 (+7 Dex, +17 natural, -2 size)

hp 202 (15d10+120)

Fort +17, **Ref** +16, **Will** +15

OFFENSE

Speed 50 ft.

Melee bite +25 (4d6+18/19–20 plus grab and trip)

w/ Power Attack bite +21 (4d6+30/19–20 plus grab and trip)

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

Special Attacks grab, soul bite, trip

Spell-Like Abilities (CL 12th; concentration +17)

Constant—*discern lies*, *true seeing*

3/day—*remove curse*

STATISTICS

Str 34, **Dex** 25, **Con** 26, **Int** 19, **Wis** 27, **Cha** 20

Base Atk +15; **CMB** +29 (+37 grapple); **CMD** 46 (48 vs. grapple, 50 vs. trip)

Feats Alertness, Cleave, Combat Reflexes, Greater Grapple, Improved Critical (bite), Improved Grapple, **Improved Vital Strike**, Iron Will, Power Attack, Vital Strike

Skills Acrobatics +25, Perception +30, Sense Motive +27, Stealth +21, Survival +23, Swim +30; **Racial Modifiers** +4 Stealth

Languages Common, Sylvan; *speak with animals*

SPECIAL ABILITIES

Greater Grapple Once you have grappled a creature, maintaining the grapple is a move action. This feat allows you to make two grapple checks each round (to move, harm, or pin your opponent), but you are not required to make two checks. You only need to succeed at one of these checks to maintain the grapple.

Soul Bite (Su) As a standard action, an amarok can bite directly into the soul of any creature it can see. A shadowy image of the bitten creature appears next to the amarok, and the amarok makes its bite attack as if the creature were within reach. A soul bite deals the same amount of damage as a normal bite attack, and ignores hardness and damage reduction. If its bite attack hits, the amarok can attempt to trip and grab the target. When the amarok grabs a creature in this way, the creature doesn't move, but the amarok visibly wrestles with the shadowy image and the creature appears to be grappling with thin air. This ability doesn't work against creatures that don't have souls (like most constructs) or that don't have a separate body and soul (like outsiders).

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.)

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

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)

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

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.

ORC WITCH DOCTOR**CR 8**

Orc witch (scarred witch doctor) 9

CE Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception +10**DEFENSE****AC** 17, touch 13, flat-footed 15 (+4 armor, +1 deflection, +2 Dex)**hp** 94 (9d6+60)**Fort** +7, **Ref** +6, **Will** +10; +2 vs. pain**Defensive Abilities** ferocity**Weaknesses** light sensitivity**OFFENSE****Speed** 30 ft.**Melee** mwk dagger +6 (1d4+1/19–20)**Ranged** sling +6 (1d4+1)**Special Attacks** hexes (blight [90 feet], cackle, evil eye [–4, 6 rounds], misfortune [2 rounds], slumber [9 rounds], DC 17)**Witch Spells Prepared** (CL 9th; concentration +10)5th—*cloudkill* (DC 18)4th—*enervation*, *shout* (DC 17)3rd—*fly*, *lightning bolt* (DC 16), *pain strike*^{APG} (DC 16), *screech*^{APG} (DC 16)2nd—*blindness/deafness* (DC 15), *blood blaze*^{ARG}, *false life*, *sentry skull*^{ARG}, *touch of idiocy*1st—*burning hands* (DC 14), *chill touch* (DC 14), *enlarge person* (DC 14), *mage armor*, *ray of enfeeblement* (DC 14)0 (at will)—*arcane mark*, *detect magic*, *read magic*, *spark*^{APG}**Patron** vengeance**TACTICS****Before Combat** The witch doctor casts *false life* and *mage armor* on herself before combat.**During Combat** Before enemies reach the orcs, the witch doctor casts *cloudkill* in their midst. She then casts *fly* on herself so she can cast additional spells and uses hexes from above her enemies' melee reach. The witch doctor typically spends a couple of rounds weakening her strongest foes using *enervation* and *ray of exhaustion*, then begins blasting with evocation spells.**Base Statistics** Without *false life* and *mage armor*, the witch doctor's statistics are **AC** 13, touch 13, flat-footed 11; **hp** 79.**STATISTICS****Str** 12, **Dex** 14, **Con** 16, **Int** 12, **Wis** 12, **Cha** 8**Base Atk** +4; **CMB** +5; **CMD** 18**Feats** Accursed Hex^{UM}, Combat Casting, Extra Hex^{APG}, Iron Will, Toughness**Skills** Heal +7, Intimidate +12, Perception +10, Spellcraft +13**Languages** Common, Orc**SQ** constitution dependent, fetish mask, hex scar, scarshield (+4, 9 min./day), weapon familiarity**Combat Gear** *potion of cure serious wounds*, *wand of ray of exhaustion* (4 charges); **Other Gear** mwk dagger, sling with 20 stones, *belt of incredible dexterity* +2, *bracers of armor* +1, *cloak of resistance* +1, *ring of protection* +1, 98 gp

[EDITOR'S NOTE: This was made with the pre-errata'd version of the Scarred Witch Doctor, but the DCs given in the scenario aren't consistent with either version of the SWD, so numbers have been adjusted to fit the pre-errata'd version. This means DCs have been calculated with CON instead of INT.]

Orc Witch Doctor Cheat Sheet

5th level spells

Cloudkill (conjunction(creation)[poison], VS, medium, 20ft. radius cloud, 1min/lvl) – Fog cloud kills creature with <4HD, 4-6HD FORT or take 1d4 CON dmg/rd, >6HD 1d4 CON dmg/rd FORT half. Cloud moves 10ft. away every round.

4th level spells

Enervation (necromancy, VS, close, ray of negative energy, SRyes) – Ranged touch attack deals 1d4 negative levels for 1 hour/lvl. Undead gain 1d4*5 temps.

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.

3rd level spells

Fly (transmutation, VSF, creature touched, 1min/lvl, SRyes) – Creature gains fly speed of 60ft, +1/2 lvl to Fly checks.

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

Pain Strike (evocation [evil, pain], VS, close, 1 living creature/lvl, 10 rds, SRyes) – FORT or 1d6 nonlethal/rd and sickened and caster gets +4 to intimidate vs. target.

Screech (evocation [sonic], V, 30ft radius around you, SRyes) – Enemies FORT or provoke from creatures that threaten them.

2nd level spells

Blindness/Deafness (necromancy, V, medium, one living creature, SRyes) – FORT or permanently blind or deaf.

Blood Blaze (transmutation[fire], VS, creature touched, 1rd/lvl, SRyes) – Creature gains 5ft aura that causes blood to ignite. Whenever someone in radius takes 5 piercing, slashing, or bleed dmg, fire sprays out to adj space. Person in space takes 1d6 fire, adjacent to that space takes 1 fire. Only one spray/creature/round. (Person with aura isn't immune.)

False Life (necromancy, VSM, 1hour/lvl) – 1d10+lvl (max +10) temp hp

Sentry Skull – not relevant in combat

Touch of Idiocy (enchantment(compulsion)[mind-affecting], VS, living creature touched, 10min/lvl, SRyes) – Target takes 1d6 penalty to INT, WIS, CHA.

1st level spells

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

Chill Touch (necromancy, VS, creature(s) touched (1/lvl), SRyes) – Touch deals 1d6 negative energy, FORT or 1 Str dmg. Undead WILL or be panicked for 1d4+lvl rds.

Enlarge Person (Transmutation, VSM, close, one humanoid creature, 1 min/lvl, SRyes) - +2STR, -2 DEX, -1 attack, AC. Damage dice go up one step.

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

Ray of Enfeeblement (necromancy, VS, close, ray, 1rd/lvl, SRyes) – Target takes 1d6+1/2lvl STR penalty (max 1d6+5, FORT half)

Hexes

Blight – Too slow to be relevant in combat

Cackle – Move action 1/round to extend the duration of any evil eye or misfortune within 30 ft.

Evil Eye – Target w/in 30 ft. takes a -4 to AC, ability checks, attacks, saves, or skill checks for 6 rounds. WILL reduces this to 1 round.

Misfortune – Target w/in 30 ft. WILL or rolls twice for every d20 roll and takes the lowest for 2 rounds.

Slumber – Target w/in 30 ft. WILL or falls asleep for 9 rounds.

Accursed Hex – If a target makes their save versus a hex, then the Witch Doctor can attempt that hex one more time against them.

POTION OF CURE SERIOUS WOUNDS

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

The drinker regains 3d8+5 hit points

WAND OF RAY OF EXHAUSTION (4 charges)

Aura faint necromancy; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 900 gp; **Weight** —

Attack one target within 35ft. with a ray. If it hits, they are exhausted for 5 minutes. A successful DC 14 Fortitude save reduces this to fatigued.

(Ray of Exhaustion is on the bloodrager, magus, mesmerist, sorcerer/wizard, spiritualist and witch spell lists.)

BELT OF INCREDIBLE DEXTERITY +2

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

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

BRACERS OF ARMOR +1

Aura moderate conjuration; **CL** 7th; **Slot** wrists; **Identify DC** 22; **Price** 1,000 gp; **Weight** 1 lb.

The wearer gains a +1 armor bonus to AC. These do not function if the wearer has a higher armor bonus from another source.

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 (3)**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.