

# 5-S1 Siege of the Diamond City GM Notes

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## Running *Siege of the Diamond City*

This GM guide to the Season 5 Special Scenario *Siege of the Diamond City* is not designed to replace your ordinary GM preparation but to augment it. Read it in conjunction with the scenario.

### GM Materials Checklist:

- The scenario: *Siege of the Diamond City*
- These run notes
- Chronicles: 8 copies
- Pictures: Mendevian flag, crusader, and war badge (ISWG); monsters to be faced
- Maps: Blank Flip-Mat. Useful maps from the *Gamemastery Flip-Mat* line include Pub Crawl, City Market, City Square, City Streets, Town Square, and Urban Tavern. Useful maps from the *Gamemastery Map Packs* line include Army Camp, Inns, Marketplace, Shops, Towns, and Waterfront.
- Handouts: Map of Nerosyan, Thurl's letter
- Miniatures
- Timer

This is a combat-heavy scenario. GMs should familiarise themselves with the PCs opponents, noting tactics, special abilities, and feats to ensure that combat remains swift throughout.

Like some previous Special Scenarios, *Siege of the Diamond City* is a multi-table cooperative game and inter-table interaction should be encouraged but controlled.

GMs should refer to the **Play Summary** below and follow it. All GMs should bring a timer that they can use and indicate to the Overseer when their table is ready to transition to the next section throughout the event. You will not have time to draw detailed maps during play so pre-draw any that are required.

## Introduction (Mustering)

The event starts immediately, even before every player has been assigned a table, mirroring the general milling around that will be happening in the Starrise Spire. GMs begin Act 1 when at least four players have sat at their table, whether they are the right players or not. If a player ends up having to move to another table, ensure that they are aware that anything that has occurred at your table has indeed occurred for their character, and they can take that information with them to their new table.

## Play Summary (5-hour)

Time (rel.)	Section	Action
0:00	Starting the Event	<b>Overseer</b> reads <b>Starting the Event</b>
0:00-0:13	Act 1	<b>GMs</b> muster tables with the help of <b>HQ staff</b> . Once at least 4 players are sat and have introduced themselves in character, GM's run <b>Act 1: Gathering at the Starrise Spire</b> .
0:13	Closing Time	<b>Overseer</b> reads the first (shorter) <b>Closing Time</b> transition text.
0:13-0:15	Closing Time	<b>GMs</b> swiftly conclude <b>Act 1</b> events.
0:15	Closing Time	<b>Overseer</b> reads the second (longer) <b>Closing Time</b> transition text.
0:15-2:35	Act 2	<b>GMs</b> deal with PC reactions, read <b>Getting Started</b> , and run <b>Act 2: Demonic Incursion</b>
2:35*	Ending Act 2	<b>Overseer</b> announces the results of the final cycle.
2:35-2:45	Ending Act 2	<b>GMs</b> swiftly conclude their current encounter.
2:45	Act 3	<b>Overseer</b> announces transition to <b>Act 3</b> .
2:45-4:50	Act 3	<b>GMs</b> run the part of <b>Act 3: The Siege of the Diamond City</b> that is relevant for their subtier.
2:45-4:50	Act 3	<b>Overseer</b> announces key successes in the battle as they are achieved.
4:50	Act 3	<b>Overseer</b> announces the siege is broken and begins calculation of victory points.
4:50-5:00	Ending the Event	<b>GMs</b> swiftly conclude their current encounter as the demons retreat, and start to prepare Chronicle sheets.
5:00	Conclusion	<b>Overseer</b> reads <b>Conclusion</b> and announces the final result of the battle.

\*If 5 cycles pass before this time, the Overseer may initiate the end of Act 2 before this time.

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### Act 1: GATHERING AT THE STARRISE SPIRE

GMs who wish to make this more of an interactive event can begin this Act in character, meeting and greeting fellow pathfinders who walk past or sit at their table. GMs can also choose to be one of their own characters, although mid- to high-level characters who are likely to have some experience and measure of authority in the Society, as well as those likely to have researched the information that they can make available to the PCs, are advised.

### Act 2: DEMONIC INCURSION

Don't forget to apply the combat bonuses relevant to the current District Threat Level, as per the table below. This is perhaps best explained as a morale bonus but is currently untyped. To keep things simple, if you wish to keep these morale effects confined to the enemy, you could perhaps choose to apply a -1 penalty to their d20 rolls and DCs in a Green District, rather than giving the PCs a +1 bonus.

Threat Level	Advantage	Bonus to d20 rolls, and DCs for spells and special abilities
Red	Enemies	+2
Orange	Enemies	+1
Yellow	--	--
Green	PCs	+1

The following table shows the encounters by area: each city district, and outside the city walls. If you run all of the encounters for a given area and need more, start using suitable encounters from other areas or urge your PCs to move to another area.

Encounter\District	Battle	Confluence	Egelsee	Outer	Woundward
A1. Devil in the Details	Y	Y	Y	--	Y
A2. Opportunity Strikes	Y	Y	Y	--	Y
A3. Rallying Cry	Y	Y	Y	--	Y
A4. Who's the Foulest of Them All	Y	--	--	--	--
A5. Unsafe House	Y	--	--	--	--
A6. At the Foot of Starrise	--	Y	--	--	--
A7. The Rise of Ooze	--	Y	--	--	--
A8. The Sovereign of Pilgrim's Rest	--	--	Y	--	--
A9. Thurl's Lodge	--	--	Y	--	--
A10. A Grand Old Ship	--	--	--	Y	--
A11. Conveyors of Hope	--	--	--	Y	--
A12. Besieged Outpost	--	--	--	Y	--
A13. Traitor's Run	--	--	--	--	Y
A14. Woundward Vigil	--	--	--	--	Y

The following table summarizes the aid that is available to the PCs by subtier. Note that there are errors in the subtiers described in this section: there is no 8-9 subtier in play. References to subtier 8-9 should be replaced by 7-8.

Aid\Subtier	1-2	3-4	5-6	7-8	10-11
Number of times receive aid*	3	3	2	2	1
Healing	1d8+1	1d8+5	2d8+5	3d8+9	4d8+15
Weapon or Ammo (10)	Cold iron	Mwk cold iron	--	--	--
Oil of align weapon (good)	--	--	Y	Y	Y
Lesser restoration spell	--	--	Y	Y	Empowered
Regain spell	--	--	--	2nd or lower	3rd or lower
+1 demon bane ammo (2)	--	--	--	--	1
Aid token: aid another	+2	+2	+3	+3	+4
Aid token: allied offensive	+1d8 dmg	+1d8 dmg	+2d8 dmg	+2d8 dmg	+3d8 dmg
Aid token: burst of healing	1d6	1d6	3d6	3d6	5d6
Aid token: spellcasting synergy	+1 DC	+1 DC	+2 DC	+2 DC	+2 DC +SL heal/harm

\* Not including aid received via an Aid Token.

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### A1: (Any District) DEVIL IN THE DETAILS

The PCs should engage the crusaders for at least a minute, persuading them of their folly and pointing out the nature of devils versus demons (assuming they made the relevant DC 15 Knowledge [planes or religion] check. Engage the players in heated debate for around a minute and then get the PC who was the main speaker in the exchange to make the Diplomacy check, and allow any other PC who meaningfully contributed during the exchange an Aid Another check. Anyone who made the Knowledge check can gain the +4 bonus to their Diplomacy check, be it to the main Diplomacy check, or to an Aid Another check.

If this check fails but the PCs subsequently make Katrina speak out against her family, she criticizes her parents for their employment of evil fiends and laughs at what they would think of her using them to defend a poor orphanage.

#### BEARDED DEVIL

*This seething devil deftly wields a vicious, saw-toothed glaive, while below its toothy maw writhes a hideous, twitching beard.*

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

**Init** +6; **Senses** darkvision 60 ft., see in darkness; Perception +10

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##### DEFENSE

**AC** 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)

**hp** 57 (6d10+24)

**Fort** +9, **Ref** +7, **Will** +3

**DR** 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 16

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##### OFFENSE

**Speed** 40 ft.

**Melee** glaive +5/+0 melee (1d10+12 nonlethal) or 2 claws +4 melee (1d6+8 nonlethal)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with glaive)

**Spell-Like Abilities** (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 3, 1 bearded devil or 6 lemures, 50%)

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##### TACTICS

**During Combat** Under Katrina's orders, the devils make non-lethal attacks against the crusaders and PCs (if the PCs join the combat). Consequently, the devils do not attack with their beards, or use their infernal wound ability (removed from statblock for simplification). The devils power attack (included in stat block) unless they miss both attacks in two consecutive rounds.

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##### STATISTICS

**Str** 19, **Dex** 15, **Con** 19, **Int** 6, **Wis** 12, **Cha** 10

**Base Atk** +6; **CMB** +10; **CMD** 22

**Feats** Improved Initiative, Power Attack, Weapon Focus (glaive)

**Skills** Climb +13, Intimidate +7, Perception +10, Sense Motive +6, Stealth +11

**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.

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### KATRINA DECKLAND

Human conjurer 7

N Medium humanoid

**Init** +5; **Senses** *Perception* +5

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#### DEFENSE

**AC** 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)

**hp** 45 (7d6+21)

**Fort** +5, **Ref** +4, **Will** +6

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#### OFFENSE

**Speed** 30 ft.

**Melee** cold iron or alchemical silver dagger +2 (1d4–1/19–20)

**Ranged** cold iron or alchemical silver dagger +4 (1d4–1/19–20)

**Arcane Spell-Like Abilities** (CL 7th; concentration +12); 8/day—acid dart (1d6+3 acid)

**Wizard Spells Prepared** (CL 7th; concentration +12)

4th—*dimension door*, *summon monster IV*

3rd—*haste*, *stinking cloud* (DC 18), *summon monster III*

2nd—*glitterdust* (DC 17), *invisibility*, *minor image* (DC 17), *summon monster II*

1st—*grease* (DC 16), *mage armor*, *magic missile* (2), *protection from good*, *summon monster I*

0 (at will)—*detect magic*, *ghost sound* (DC 15), *mage hand*, *ray of frost*

**Prohibited Schools** enchantment, necromancy

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#### TACTICS

**During Combat** Katrina remains out of combat, using *dimension door* to escape with her imp if she is targeted by an enemy.

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#### STATISTICS

**Str** 8, **Dex** 13, **Con** 14, **Int** 20, **Wis** 10, **Cha** 12

**Base Atk** +3; **CMB** +2; **CMD** 17

**Feats** Alertness, *Augment Summoning*, *Craft Wondrous Item*, *Defensive Combat Training*, *Improved Familiar*, *Improved Initiative*, *Scribe Scroll*, *Spell Focus* (conjunction)

**Skills** Appraise +10, Craft (traps) +15, Craft (jewelry) +10, Fly +10, Handle Animal +5, Intimidate +6, Knowledge (arcana) +15, Knowledge(dungeoneering) +10, Knowledge (planes) +15, Knowledge (religion) +10, Linguistics +10, Perception +5, Spellcraft +15

**Languages** Abyssal, Aquan, Auran, Celestial, Common, Ignan, Infernal, Terran

**SQ** arcane bond (imp familiar), summoner's charm (3 rounds)

**Combat Gear** *lesser metamagic rod* (silent), *scrolls of expeditious retreat*, *obscuring mist*, *see invisibility*, *black tentacles*; **Other Gear** alchemical silver dagger, cold iron dagger, *cloak of resistance* +1, *headband of vast intellect* +2 (knowledge [planes]).

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### IMP, FAMILIAR

*Fiendish wings and a whipping scorpion-like tail lash behind this diminutive, red-skinned nuisance.*

LE Tiny outsider (devil, evil, extraplanar, lawful)

**Init** +3; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; **Perception** +7

#### DEFENSE

**AC** 20, touch 16, flat-footed 16 (+3 Dex, +1 dodge, +4 natural, +2 size)

**hp** 22 (7 HD); *fast healing* 2

**Fort** +1, **Ref** +6, **Will** +4

**Defensive Abilities** improved evasion; **DR** 5/good or silver; **Immune** fire, poison; **Resist** acid 10, cold 10

#### OFFENSE

**Speed** 20 ft., fly 50 ft. (perfect)

**Melee** sting +8 (1d4 plus *poison*)

**Space** 2-1/2 ft.; **Reach** 0 ft.

**Spell-Like Abilities** (CL 6th)

Constant—*detect good*, *detect magic*

At will—*invisibility* (self only)

1/day—*augury*, *suggestion* (DC 15)

1/week—*commune* (6 questions, CL 12th)

#### TACTICS

**During Combat** The imp stays invisible and close to Katrina, defending her if she is attacked in melee. It uses suggestion to attempt to dissuade anyone who looks likely to hit her.

#### STATISTICS

**Str** 10, **Dex** 17, **Con** 10, **Int** 13, **Wis** 12, **Cha** 14

**Base Atk** +3; **CMB** +1; **CMD** 15

**Feats** Dodge, Weapon Finesse

**Skills** *Acrobatics* +9, *Appraise* +3, *Bluff* +8, *Craft* (traps) +11, *Craft* (jewelry) +11, *Fly* +24, *Handle Animal* +6, *Intimidate* +6, *Knowledge* (arcana) +11, *Knowledge* (dungeoneering) +3, *Knowledge* (planes) +11, *Knowledge* (religion) +3, *Linguistics* +3, *Perception* +7, *Spellcraft* +11

**Languages** Common, Infernal

**SQ** *change shape* (boar, giant spider, rat, or raven, *beast shape I*), deliver touch spells, empathic link, share spells

#### SPECIAL ABILITIES

**Poison (Ex)** Sting—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

### NEROSYAN CRUSADER

Human warrior 3

LN Medium humanoid (human)

**Init** -1; **Senses** *Perception* +5

#### DEFENSE

**AC** 13, touch 9, flat-footed 13 (+4 armor, -1 Dex)

**hp** 22 (3d10+6)

**Fort** +3, **Ref** +0, **Will** +2

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk guisarme +7 (2d4+3/×3) or mwk longsword +6 (1d8+2/19–20)

**Ranged** javelin +2 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with guisarme)

#### TACTICS

**During Combat** The warrior uses his reach to trip foes as they close, and switches to his sword if necessary.

#### STATISTICS

**Str** 15, **Dex** 9, **Con** 10, **Int** 8, **Wis** 12, **Cha** 11

**Base Atk** +3; **CMB** +5; **CMD** 14

**Feats** *Alertness*, *Toughness*, *Weapon Focus* (guisarme)

**Skills** *Intimidate* +6, *Perception* +5, *Sense Motive* +4

**Languages** Common

**Gear** chain shirt, javelins (3), masterwork guisarme, masterwork longsword, manacles, 36 gp

## 5-S1 Siege of the Diamond City GM Notes

### A2: (Any District) OPPORTUNITY STRIKES

*The armored flesh of the two large fiends at the front of the bank looks scaly and moist. Their large, toothy mouths gape below hungry, reptilian eyes.*

It is a DC 21 Knowledge (planes) check to identify these demons as hezrous. High-level groups may attack, and thereby swiftly discover their illusory nature and go through the front into the bank, while lower level groups will sneak around if they are able to locate the sewer entrance.

**Maps:** Use the *Pub Crawl* flip-mat or another of your own choosing. The *Sewers* map pack may also be useful.

#### LOOTER DERVISH

Human rogue 10

N Medium humanoid (human)

**Init** +8; **Senses** Perception +12

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##### DEFENSE

**AC** 20, touch 16, flat-footed 15 (+4 armor, +1 deflection, +4 Dex, +1 dodge)

**hp** 68 (10d8+20)

**Fort** +4, **Ref** +11, **Will** +2

**Defensive Abilities** evasion, improved uncanny dodge, trap sense +3

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##### OFFENSE

**Speed** 30 ft.

**Melee**+1 *keen rapier* +13/+8 (1d6+3/15-20)

**Ranged** light crossbow +11 (1d8/19-20)

**Special Attacks** sneak attack +5d6

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##### TACTICS

**Before Combat** The rogue relishes combat, but often prefers to hide the full extent of his abilities until he's completely surrounded, the better to take his enemies by surprise and make use of Whirlwind Attack.

**During Combat** The rogue charges into combat, trying to get in the middle of as many enemies as possible before using Whirlwind Attack, laughing and singing prayers as he lays waste to his enemies.

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##### STATISTICS

**Str** 14, **Dex** 19, **Con** 12, **Int** 13, **Wis** 8, **Cha** 10

**Base Atk** +7; **CMB** +9; **CMD** 25

**Feats** *Combat Expertise*, *Dodge*, *Improved Initiative*, *Mobility*, *Nimble Moves*, *Spring Attack*, *Weapon Finesse*, *Weapon Focus* (rapier), *Whirlwind Attack*

**Skills** *Acrobatics* +17, *Climb* +15, *Disable Device* +19, *Escape Artist* +17, *Intimidate* +13, *Perception* +12, *Perform* (dance) +13, *Sleight of Hand* +17, *Stealth* +17, *Swim* +15

**Languages** Common, Elven

**SQ** rogue talents (combat trick, finesse rogue, opportunist, surprise attack, weapon training), trapfinding +5

**Combat Gear** *potion of blur*, *potion of cat's grace*, alchemist's fire (2); **Other Gear** +1 studded leather, +1 *keen rapier*, light crossbow with 20 bolts, *ring of protection* +1, masterwork thieves' tools, 480 gp

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### LOOTER PILLAGER

Elf bard 8

CN Medium humanoid (elf)

**Init** +3; **Senses** low-light vision; Perception +13

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#### DEFENSE

**AC** 18, touch 15, flat-footed 14 (+3 armor, +1 deflection, +3 Dex, +1 dodge)

**hp** 43 (8d8+4)

**Fort** +3, **Ref** +10, **Will** +7; +2 vs. enchantments, +4 vs. bardic performance, language-dependent, and sonic

**Immune** sleep

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#### OFFENSE

**Speed** 30 ft.

**Melee** rapier +7/+2 (1d6+1/18–20)

**Ranged** +1 longbow +10/+5 (1d8+1/×3)

**Special Attacks** bardic performance 21 rounds/day (move action; countersong, dirge of doom, distraction, fascinate, inspire competence +3, inspire courage +2, *suggestion*)

**Bard Spells Known** (CL 8th; concentration +11)

3rd (3/day)—*haste* (DC 18), *major image* (DC 18), *sepia snake sigil* (DC 18)

2nd (5/day)—*invisibility*, *mirror image*, *shatter*, *sound burst* (DC 16)

1st (5/day)—*animate rope*, *disguise self*, *grease*, *lesser confusion* (DC 14), *silent image* (DC 16)

0 (at will)—*daze* (DC 15), *detect magic*, *light*, *mage hand*, *prestidigitation*, *read magic*

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#### TACTICS

**Before Combat** The bard posts political screeds in alleys, imbuing them with *sepia snake sigils* to trap those reading them. If anticipating combat, the bard drinks his *potion of eagle's splendor*.

**During Combat** The bard starts by casting *haste* and *mirror image*. He then shoots at opposing spellcasters or deafens them with *sound burst*.

**Base Statistics** Without *eagle's splendor*, the bard's statistics are **Bard Spells Known** reduce spell DCs by 2; **Cha** 17; **Skills** Bluff +10, **Perform** (dance) +14.

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#### STATISTICS

**Str** 13, **Dex** 16, **Con** 10, **Int** 10, **Wis** 10, **Cha** 17

**Base Atk** +6; **CMB** +7; **CMD** 22

**Feats** Dodge, Mobility, Point-Blank Shot, Shot on the Run

**Skills** Acrobatics +7, Bluff +12, Climb +10, Escape Artist +14, Knowledge (arcane, local, nature, planes) +8, Perception +13, Perform (dance) +16, Sleight of Hand +11, Stealth +14

**Languages** Common, Elven

**SQ** bardic knowledge +4, elven magic, lore master 1/day, versatile performance (dance, comedy), weapon familiarity

**Combat Gear** *potions of cure moderate wounds* (2), *potion of eagle's splendor*, *potion of invisibility*; **Other Gear** +1 leather armor, +1 longbow with 20 arrows, rapier, *cloak of resistance* +1, *ring of protection* +1, 45 gp

## A4: (Battle) WHO'S THE FOULEST OF THEM ALL?

Note that the squire only knows that one of the senior representatives is "working with the demons". He doesn't know the specifics that one is possessed by a shadow demon.

If the PCs suspect possession, however, one of the most common strategies to attempt to oust the shadow demon may be by using a *protection from evil/chaos* effect. If the possessed representative is brought under a *protection from chaos/evil* effect, then they immediately receive a new saving throw with a +2 morale bonus versus the shadow demon's *magic jar* (Will DC 19). Be aware of any ongoing *magic circle against chaos/evil* spells the PCs may already have in effect that would immediately come into play as they approach the representatives. Use the following Will save bonuses (which include the +2 morale bonus) for the attendees:

- **Grundun Cleareye:** Will +8
- **Aline Valerys:** Will +8
- **Dermont Tabecland:** Will +7
- **Salantris:** Will +9

If the attendee makes the save, the *magic jar* is immediately suppressed and the attendee becomes extremely distraught, crying out "*Help! Please help me! A demonic shadow is inside my head. Get it out! Get it out!*" This is enough for the shadow demon which, being unable to control the attendee while under the effect, chooses to flee. If the attendee doesn't make the save, however, then the shadow demon continues its ruse while subtly attempting to ensure that it is not caught in any further such effects, such as a repeat casting of a *magic circle*.



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### A5: (Battle) UNSAFE HOUSE

#### HEZROU

CE Large outsider (aquatic, chaotic, demon, evil, extraplanar)

**Init** +4; **Senses** darkvision 60 ft.; **Perception** +23

**Aura** stench (DC 24, 10 rounds)

#### DEFENSE

**AC** 25, touch 9, flat-footed 25 (+16 natural, -1 size)

**hp** 145 (10d10+90)

**Fort** +16, **Ref** +3, **Will** +9

**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

#### OFFENSE

**Speed** 30 ft., swim 30 ft.

**Melee** bite +14 (4d4+14 plus **grab**), 2 claws +14 (1d8+14 plus **grab**)

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

**Special Attacks** nausea

**Spell-Like Abilities** (CL 13th)

At will—**chaos hammer** (DC 18), **unholy blight** (DC 18)

3/day—**gaseous form**

1/day—**blasphemy** (DC 21)

#### TACTICS

**During Combat** The hezrou opens with *blasphemy*, getting as many enemies in the radius as possible before full attacking or great cleaving with power attack (included in stats). A grabbed opponent is dropped at the start of the hezrou's turn so that it can full attack and grab again. It uses *unholy blight* and *chaos hammer* if forced to fight at range.

#### STATISTICS

**Str** 27, **Dex** 11, **Con** 29, **Int** 14, **Wis** 14, **Cha** 18

**Base Atk** +10; **CMB** +19 (+23 grapple); **CMD** 29

**Feats** **Blind-Fight**, **Cleave**, **Great Cleave**, **Improved Initiative**, **Power Attack**

**Skills** Climb +21, Escape Artist +10, Intimidate +14, Knowledge (arcana)

+15, **Perception** +23, **Spellcraft** +15, **Stealth** +9, **Swim** +29; **Racial Modifiers** +8 **Perception**

**Languages** Abyssal, Celestial, Draconic; **telepathy** 100 ft.

**SQ** **amphibious**

#### SPECIAL ABILITIES

**Nausea (Ex)** The noxious vapors and foul fluids that constantly weep and seethe from a hezrou's body are particularly heinous to those the creature grapples. Each round a creature is grappled by a hezrou, the grappled foe must make a DC 24 Fortitude save to avoid becoming nauseated. A creature nauseated in this manner remains nauseated until he succeeds on a DC 24 Fortitude save, or until a minute has passed during which he is not grappled by the hezrou, whichever condition comes first. The save DC is Constitution-based.

### A6: (Confluence) AT THE FOOT OF STARRISE

#### BAREGARA

*This lumbering apelike monster has blood-red fur, twisted horns, and a hideous fanged orifice set in the center of its chest.*

CE Large outsider (chaotic, evil, extraplanar)

**Init** +8; **Senses** darkvision 60 ft.; **Perception** +22

#### DEFENSE

**AC** 25, touch 13, flat-footed 21 (+4 Dex, +12 natural, -1 size)

**hp** 200 (16d10+112)

**Fort** +17, **Ref** +14, **Will** +10

**DR** 10/good; **Immune** electricity, **poison**, **Resist** acid 10, **cold** 10, **fire** 10; **SR** 23

#### OFFENSE

**Speed** 30 ft., climb 40 ft.

**Melee** bite +20 (1d8+15), 2 claws +20 (1d10+20 plus **grab**), gore +15 (1d8+20)

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

**Special Attacks** devouring grapple, monstrous challenge, one-armed hold

**Spell-Like Abilities** (CL 16th; concentration +19)

Constant—**see invisibility**

At will—**dispel magic**, **teleport** (self plus 50 lbs. of objects only)

3/day—quicken **hold person** (DC 15)

1/day—summon (level 4, 1d4 dire apes 50% or 1d2 girallons 35%), **unholy blight** (DC 17)



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### TACTICS

**Before Combat** The baregara has already successfully used one monstrous challenge in its rampage through the city and has several minutes of its surge of power remaining (included in stats).

**During Combat** The baregara uses acrobatics to get to obvious spellcasters or lightly armoured opponent as swiftly as possible upon whom it uses its devouring grapple ability, while using quickened *hold person* against heavily armoured opponents. It always power attacks (included in stats) unless all its attacks miss.

---

### STATISTICS

**Str** 30, **Dex** 19, **Con** 24, **Int** 15, **Wis** 16, **Cha** 17

**Base Atk** +16; **CMB** +27 (+31 grapple); **CMD** 41

**Feats** [Critical Focus](#), [Improved Initiative](#), [Intimidating Prowess](#), [Iron Will](#), [Power Attack](#), [Quicken Spell-Like Ability](#) (*hold person*), [Step Up](#), [Throw Anything](#)

**Skills** [Acrobatics](#) +15, [Bluff](#) +14, [Climb](#) +29, [Diplomacy](#) +11, [Intimidate](#) +32, [Knowledge](#) (nature) +10, [Knowledge](#) (planes) +13, [Perception](#) +22, [Sense Motive](#) +14, [Stealth](#) +19, [Survival](#) +19, [Swim](#) +18

**Languages** Abyssal, Celestial, Common, Draconic; telepathy 100 ft.

---

### SPECIAL ABILITIES

**Devouring grapple (Ex)** The mouth at the center of a baregara's chest automatically deals 2d8+5 points of damage per round to any creature the baregara successfully grapples.

**Monstrous Challenge (Su)** As a standard action, a baregara can make an [Intimidate](#) check to demoralize an opponent. If this check is successful, the baregara surges with power and gains a +4 enhancement bonus to Strength and Constitution for 10 minutes. This ability is usable three times per day.

**One-Armed Hold (Ex)** A baregara's huge arms allow it to initiate and maintain a grapple without the standard –4 penalty for not having both hands free.

## NABASU

*This lanky fiend's mouth is filled with sharp fangs, while great bat-like wings stretch from its scaly hide.*

CE Medium [outsider](#) ([chaotic](#), [demon](#), [evil](#), [native](#))

**Init** +7; **Senses** darkvision 60 ft.; [Perception](#) +23

---

### DEFENSE

**AC** 22, touch 14, flat-footed 18 (+3 Dex, +1 dodge, +8 natural)

**hp** 103 (9d10+54)

**Fort** +9, **Ref** +9, **Will** +9

**DR** 10/cold iron or good; **Immune** death effects, electricity, paralysis, poison; **Resist** acid 10, cold 10, fire 10; **SR** 19

---

### OFFENSE

**Speed** 30 ft., fly 60 ft. (average)

**Melee** 2 claws +15 (1d6+6), bite +15 (1d8+6)

**Special Attacks** consume life, death-stealing gaze, sneak attack +2d6

**Spell-Like Abilities** (CL 8th)

At will—[deeper darkness](#), [greater teleport](#) (self plus 50 lbs. of objects only), [telekinesis](#) (DC 19)

3/day—[enervation](#), [silence](#) (DC 16), [vampiric touch](#)

1/day—[mass hold person](#) (DC 21), [regenerate](#), [summon](#) (level 4, 1 nabasu 30% or 1d4 babaus 30%)

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### TACTICS

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#### During Combat

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### STATISTICS

**Str** 22, **Dex** 17, **Con** 22, **Int** 15, **Wis** 16, **Cha** 19

**Base Atk** +9; **CMB** +15; **CMD** 29

**Feats** [Cleave](#), [Combat Expertise](#), [Dodge](#), [Improved Initiative](#), [Power Attack](#)

**Skills** [Acrobatics](#) +15, [Fly](#) +15, [Knowledge](#) (arcana) +14, [Knowledge](#) (planes) +14, [Perception](#) +23, [Sense Motive](#) +15, [Stealth](#) +15 (+23 in shadowy conditions), [Survival](#) +15; **Racial Modifiers** +8 [Perception](#), +8 [Stealth](#) in shadowy areas

**Languages** Abyssal, Celestial, Draconic; [telepathy](#) 100 ft.

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### SPECIAL ABILITIES

**Consume Life (Su)** When a nabasu creates a ghoul with its gaze attack, it gains a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, caster level checks, and skill checks. Its maximum hit points increase by 10 for each growth point, and its caster level for spell-like abilities increases by 1. For every 2 growth points, its natural armor bonus, SR, and CR increase by 1. Every time it gains a growth point it makes a DC 30 caster level check—success indicates it matures (gaining both the advanced and the giant simple templates) and *plane shifts* to the Abyss in a burst of smoke. A nabasu can have a maximum of 20 growth points—it automatically matures if it has not done so already when it reaches 20 growth points.

**Death-Stealing Gaze (Su)** As a free action once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a DC 18 Fortitude save or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the nabasu's control. A nabasu's

## 5-S1 Siege of the Diamond City GM Notes

gaze can only create one ghoul per round—if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul. The save DC is Charisma-based.

### A7: (Confluence) THE RISE OF OOZE

#### CARNIVOROUS CRYSTAL

*The facets of this crystalline formation shift and vibrate, as though in anticipation.*

N Medium ooze (earth, extraplanar)

**Init** -5; **Senses** blindsight 120 ft.; **Perception** -5

**Aura** subsonic hum (60 ft., DC 22)

---

#### DEFENSE

**AC** 17, touch 5, flat-footed 17 (-5 Dex, +12 natural)

**hp** 136 (16d8+64)

**Fort** +9, **Ref** +0, **Will** +0

**DR** 10/-; **Immune** cold, electricity, ooze traits; **Resist** fire 20

**Weaknesses** brittle, vulnerable to sonic

---

#### OFFENSE

**Speed** 10 ft., climb 10 ft.

**Melee** slam +18 (7d8+9/18-20 plus entrap)

**Special Attacks** crystallize, entrap (DC 22, 1d10 rounds, hardness 10, hp 10), razor sharp

---

#### TACTICS

#### During Combat

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#### STATISTICS

**Str** 22, **Dex** 1, **Con** 18, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +12; **CMB** +18; **CMD** 23 (can't be tripped)

**Skills** Climb +14, **Stealth** +0 (+5 in rocky environs); **Racial Modifiers** +5 stealth (+10 in rocky environs)

**SQ** freeze, split (critical hit from a bludgeoning or sonic attack, 15 hp)

---

#### SPECIAL ABILITIES

**Brittle (Ex)** Bludgeoning and sonic attacks can inflict critical hits on a carnivorous crystal. A successful critical hit from such attacks causes the carnivorous crystal to split, even if the attack causes no damage. The crystal remains immune to precision-based damage, such as damage from sneak attacks.

**Crystallize (Ex)** A creature entrapped by a carnivorous crystal's attack must succeed at a DC 22 Fortitude save each round or become helpless. If a helpless creature fails this save, it becomes petrified as its body crystallizes. In 1d4 hours, the petrified victim shatters and a new carnivorous crystal emerges from the remains. The save DC is Constitution-based.

**Razor Sharp (Ex)** A carnivorous crystal's slam attack deals devastating piercing and slashing damage, and threatens a critical hit on a roll of 18, 19, or 20.

**Subsonic Hum (Su)** An active carnivorous crystal gives off supernatural sonic vibrations. Any living creature starting its turn within this aura must succeed at a DC 22 Fortitude save or be stunned for 1 round. A creature that successfully saves cannot be affected by the same carnivorous crystal's subsonic hum for 24 hours. This is a sonic mind-affecting effect. The save DC is Constitution-based.

### A8. (Egelsee) THE SOVEREIGN OF PILGRIM'S REST

The value of the gold and gems Sister Amira provides is APL x 1000 gp. Zuka initially asks for APL x 2000 gp.

### A9. (Egelsee) THURL'S LODGE

The text and map of this section refer to the playtest version of the scenario that denoted Thurl's Lodge as area B. Replace any reference to B with A9 as follows:

- B1 = A9a (Reception)
- B2 = A9b (Waiting Room)
- B3 = A9c (Storage)
- B4 = A9d (Meeting Chamber)
- B5 = A9e (Guest Room)
- B6 = A9f (Thurl's Study)
- B7 = A9g (Thurl's Bedchamber)

#### VROCK, ADVANCED

*A cloud of spores and a trail of feathers surrounds this twisted cross between a man and a gigantic vulture.*

CE Large outsider (chaotic, demon, evil, extraplanar)

**Init** +8; **Senses** darkvision 60 ft.; **Perception** +25

## 5-S1 Siege of the Diamond City GM Notes

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### DEFENSE

**AC** 26, touch 13, flat-footed 22 (+4 Dex, +13 natural, -1 size)

**hp** 130 (9d10+81)

**Fort** +15, **Ref** +12, **Will** +8

**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 20

---

### OFFENSE

**Speed** 30 ft., fly 50 ft. (average)

**Melee** 2 claws +12 (2d6+13), bite +12 (1d8+13), 2 talons +12 (1d6+13)

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

**Special Attacks** dance of ruin, spores, stunning screech

**Spell-Like Abilities** (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 20)

1/day—*heroism*, *mirror image*, *summon* (level 3, 1 vrock 35%)

---

### TACTICS

**Before Combat** The vrock casts *heroism*, then *mirror image*.

**During Combat** The vrock tries to hover adjacent to two or more opponents and full attacks or cleaves with power attack (included in stats), and uses its spores. It delivers its stunning screech when it can get as many spellcasters in the radius as possible. If reduced to half hit points or less, it flies up and attempts to summon another vrock (if it is not summoned itself). If harried at range, it uses *telekinesis* to grapple and pin, while closing for the kill. It uses dance of ruin with at least one other vrock and performs the dance in the air, outside of melee reach.

---

### STATISTICS

**Str** 25, **Dex** 19, **Con** 29, **Int** 18, **Wis** 20, **Cha** 20

**Base Atk** +9; **CMB** +17; **CMD** 31

**Feats** Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack

**Skills** Fly +14, Intimidate +17, Knowledge (arcana) +16, Knowledge (planes) +16, Knowledge (religion) +16, Perception +25, Sense Motive +17, Spellcraft +16, Stealth +12, Survival +17; **Racial Modifiers** +8 *Perception*

**Languages** Abyssal, Celestial, Common; *telepathy* 100 ft.

---

### SPECIAL ABILITIES

**Dance of Ruin (Su)** A vrock can dance and chant as a full-round action—at the end of 3 rounds, a crackling wave of energy explodes from the vrock, dealing 5d6 points of electricity damage to all creatures within 100 feet. A DC 19 Reflex save halves this damage. For each additional vrock that joins in the dance, the damage increases by 5d6 and the DC to avoid the effect increases by +1, to a maximum of 20d6 when four or more vocks are dancing (the DC continues to increase with additional vocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vocks is slain, stunned, or otherwise prevented from dancing. The save DC is Charisma-based.

**Spores (Ex)** A vrock can release a cloud of spores from its body once every 3 rounds as a free action. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can be destroyed by casting *bless* on the affected creatures or by sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.

**Stunning Screech (Su)** Once per hour, a vrock can emit a shrill screech. All creatures except demons within a 30-foot-radius spread must succeed on a DC 23 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.

## A10: (Outer) A GRAND OLD SHIP

### ASPIS BRUTE

Half-orc monk 8

LE Medium humanoid (human, orc)

**Init** +5; **Senses** darkvision 60 ft.; Perception +13

---

### DEFENSE

**AC** 18, touch 17, flat-footed 16 (+1 Dex, +1 dodge, +2 monk, +1 natural, +3 Wis)

**hp** 60 (8d8+21)

**Fort** +9, **Ref** +8, **Will** +10; +2 vs. enchantments

**Defensive Abilities** evasion, orc ferocity; **Immune** disease

---

### OFFENSE

**Speed** 50 ft.

**Melee** unarmed strike +10/+5 (1d10+4) or mwk greataxe +11/+6 (1d12+6/×3) or unarmed strike flurry of blows +10/+10/+5/+5 (1d10+4)

**Ranged** shuriken flurry of blows +7/+7/+2/+2 (1d4+4)

**Special Attacks** flurry of blows, stunning fist (8/day, DC 17)

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### TACTICS

**During Combat** The monk uses Stunning Fist, Scorpion Style, and Greater Grapple.

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### STATISTICS

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## 5-S1 Siege of the Diamond City GM Notes

**Str** 18, **Dex** 12, **Con** 14,

**Int** 10, **Wis** 16, **Cha** 8

**Base Atk** +6; **CMB** +12 (+16 grapple); **CMD** 29 (31 vs. grapple)

**Feats** [Defensive Combat Training](#), [Dodge](#), Greater Grapple, Imp. Grapple, Imp. Initiative, Imp. Unarmed Strike, [Power Attack](#), Scorpion Style, Stunning Fist

**Skills** [Acrobatics](#) +9 (+25 when jumping), [Intimidate](#) +12, Perception +13, [Sense Motive](#) +14, [Stealth](#) +11

**Languages** Common, Orc

**SQ** fast movement, high jump, *ki* pool (7 points, magic), maneuver training, orc blood, purity of body, slow fall 40 ft., weapon familiarity, wholeness of body

**Combat Gear** *potion of bull's strength*; **Other Gear** masterwork greataxe, shuriken (20), *amulet of natural armor* +1, *cloak of resistance* +1, *headband of inspired wisdom* +2, 119 gp

### ASPIS DEVOTEE

Human cleric 10

CE Medium humanoid (human)

**Init** +3; **Senses** Perception +14

---

#### DEFENSE

**AC** 21, touch 10, flat-footed 21 (+11 armor, +1 deflection, -1 Dex); +1 vs. good opponents

**hp** 78 (10d8+30)

**Fort** +10, **Ref** +3, **Will** +12; +2 vs. good opponents

---

#### OFFENSE

**Speed** 20 ft.

**Melee** +1 *falchion* +11/+6 (2d4+5/18-20)

**Special Attacks** aura of madness (DC 19, 10 rounds/day), channel negative energy 4/day (DC 16, 5d6), might of the gods (+10, 10 rounds/day)

**Domain Spell-Like Abilities** (CL 10th; concentration +14)

7/day—strength surge (+5), vision of madness (+/-5)

**Cleric Spells Prepared** (CL 10th; concentration +14)

5th—*flame strike* (DC 19), *righteous might* t<sup>p</sup>, *summon monster V*

4th—*confusion*<sup>p</sup> (DC 18), *cure critical wounds*, *summon monster IV* (2), *unholy blight* (DC 18)

3rd—*blindness/deafness*, *magic circle against good*, *magic vestment* t<sup>p</sup>, *summon monster III*, *water breathing*

2nd—*bull's strength*<sup>p</sup>, *cure moderate wounds*, *darkness*, *shield other*, *silence* (DC 16), *summon monster II*

1st—*bane* (DC 15), *bless*, *command* (DC 15), *cure light wounds*, *divine favor*, *enlarge person*<sup>p</sup> (DC 15)

0 (at will)—*create water*, *detect magic*, *light*, *mending*

**D** Domain spell; **Domains** Madness, Strength

---

#### TACTICS

**Before Combat** The cleric casts *magic circle against good* and *magic vestment*.

**During Combat** The cleric drinks a *potion of invisibility*, then uses *summon monster V* and *summon monster IV* to overwhelm opponents, and attacks with *flame strike*, casting *righteous might* before entering melee.

**Base Statistics** Without *magic circle against good* and *magic vestment*, the cleric's statistics are **AC** 20, touch 10, flat-footed 20.

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#### STATISTICS

**Str** 16, **Dex** 8, **Con** 14, **Int** 10, **Wis** 18, **Cha** 12

**Base Atk** +7; **CMB** +10; **CMD** 20

**Feats** [Augment Summoning](#), [Combat Casting](#), Heavy Armor Proficiency, [Improved Initiative](#), [Power Attack](#), [Spell Focus](#) (conjuration)

**Skills** [Handle Animal](#) +11, [Heal](#) +8, [Knowledge](#) (nature) +1, [Knowledge](#) (religion) +6, Perception +14, [Spellcraft](#) +8

**Languages** Common

**SQ** aura

**Combat Gear** *potions of invisibility* (2); **Other Gear** +1 *full plate*, +1 *falchion*, *cloak of resistance* +1, *headband of inspired wisdom* +2, *ring of protection* +1, silver unholy symbol, 110 gp

## A12: (Outer) BESIEGED OUTPOST

For the line of defensive spikes, refer to *Map Pack: Army Camp*. If you don't have access to it, just hand draw them to cross the entire map.

### KALAVAKUS

*This muscular, violet demon walks upon elephantine feet. Large, razor-sharp horns cover its body.*

CE Medium [outsider](#) ([chaotic](#), [demon](#), [evil](#), [extraplanar](#))

**Init** +1; **Senses** darkvision 60 ft.; [Perception](#) +24

## 5-S1 Siege of the Diamond City GM Notes

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### DEFENSE

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**AC** 25, touch 11, flat-footed 24 (+1 Dex, +14 natural)

**hp** 125 (10d10+70)

**Fort** +10, **Ref** +8, **Will** +10

**DR** 10/good; **Immune** electricity, [poison](#); **Resist** acid 10, [cold](#) 10, [fire](#) 10; **SR** 21

### OFFENSE

---

**Speed** 30 ft.

**Melee** bite +16 (1d6+6), 2 claws +16 (1d8+6), gore +16 (2d6+6)

**Special Attacks** enslave soul, horns, [powerful charge](#) (gore, 4d6+12)

**Spell-Like Abilities** (CL 12th; concentration +15)

At will—[command](#) (DC 14), [greater teleport](#) (self plus 50 lbs. of objects only), [telekinesis](#) (DC 18)

3/day—[air walk](#), [dominate person](#) (DC 18), [haste](#)

1/day—[greater command](#) (DC 18), [summon](#) (level 4, 1 kalavakus 40%), [symbol of persuasion](#) (DC 19)

### TACTICS

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#### During Combat

### STATISTICS

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**Str** 22, **Dex** 13, **Con** 24, **Int** 15, **Wis** 17, **Cha** 16

**Base Atk** +10; **CMB** +16 (+22 disarm); **CMD** 27

**Feats** [Combat Expertise](#), [Improved Bull Rush](#), [Improved Disarm](#), [Improved Trip](#), [Power Attack](#)

**Skills** [Acrobatics](#) +14, [Climb](#) +19, [Intimidate](#) +16, [Knowledge](#) (planes) +15, [Perception](#) +24, [Sense](#)

[Motive](#) +16, [Stealth](#) +14, [Use Magic Device](#) +16; **Racial Modifiers** +8 [Perception](#)

**Languages** Abyssal, Celestial, Common, Draconic; telepathy 100 ft.

### SPECIAL ABILITIES

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**Enslave Soul (Su)** A kalavakus can attempt to enslave the soul of any mortal creature within 60 feet as a swift action. The kalavakus must have line of sight to the target. The target can resist this special attack with a DC 18 Will save, but is staggered for 1 round even if the save is successful. If the save is successful, the creature is immune to this ability for 24 hours. If the save is a failure, the target's soul is enslaved—this creature takes a –6 penalty on all attack rolls and saving throws against that kalavakus. If a creature with an enslaved soul is slain by that kalavakus, the soul immediately infuses the [demon](#)'s body, affecting it with a [heal](#) spell (CL 12th). A kalavakus can have only one mortal soul enslaved at a time—if it enslaves a second soul, the first is released. This is a mind-affecting death effect. The save DC is Charisma-based.

**Horns (Ex)** The kalavakus's numerous horns can easily catch weapons and yank them away from opponents. The [demon](#) gains a +4 racial bonus on all disarm attempts as a result.

## SUCCUBUS

*Tiny horns, bat-like wings, and a sinuous tail betray the demonic nature of this alluring woman.*

CE Medium [outsider](#) (chaotic, [demon](#), [evil](#), [extraplanar](#))

**Init** +3; **Senses** darkvision 60 ft., detect good; [Perception](#) +21,

### DEFENSE

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**AC** 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

**hp** 84 (8d10+40)

**Fort** +7, **Ref** +9, **Will** +10

**DR** 10/cold iron or good; **Immune** electricity, fire, poison; **Resist** acid 10, cold 10; **SR** 18

### OFFENSE

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**Speed** 30 ft., fly 50 ft. (average)

**Melee** 2 claws +11 (1d6+1)

**Special Attacks** [energy drain](#), profane gift

**Spell-Like Abilities** (CL 12th)

Constant—[detect good](#), [tongues](#)

At will—[charm monster](#) (DC 22), [detect thoughts](#) (DC 20), [ethereal jaunt](#) (self plus 50 lbs. of objects only), [suggestion](#) (DC 21), [greater teleport](#) (self plus 50 lbs. of objects only), [vampiric touch](#)

1/day—[dominate person](#) (DC 23), [summon](#) (level 3, 1 babau 50%)

### TACTICS

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#### During Combat

### STATISTICS

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**Str** 13, **Dex** 17, **Con** 20, **Int** 18, **Wis** 14, **Cha** 27

**Base Atk** +8; **CMB** +11; **CMD** 22

**Feats** [Agile Maneuvers](#), [Combat Reflexes](#), [Iron Will](#), [Weapon Finesse](#)

**Skills** [Bluff](#) +27, [Diplomacy](#) +19, [Disguise](#) +19, [Escape Artist](#) +11, [Fly](#) +14, [Intimidate](#) +16, [Knowledge](#) (local)

+15, [Perception](#) +21, [Sense Motive](#) +13, [Stealth](#) +14; **Racial Modifiers** +8 [Bluff](#), +8 [Perception](#)

**Languages** Abyssal, Celestial, Common, Draconic; [tongues](#), telepathy 100 ft.

**SQ** [change shape](#) ([alter self](#), Small or Medium humanoid)

### SPECIAL ABILITIES

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## 5-S1 Siege of the Diamond City GM Notes

**Energy Drain (Su)** A succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows one negative level. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 22 Will save to negate the *suggestion*. The DC is 22 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.

**Profane Gift (Su)** Once per day as a full-round action, a succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a succubus at a time. As long as the profane gift persists, the succubus can communicate telepathically with the target across any distance (and may use her *suggestion* spell-like ability through it). A profane gift is removed by *dispel evil* or *dispel chaos*. The succubus can remove it as well as a free action (causing 2d6 Charisma drain to the victim, no save).

### A13: (Woundward) TRAITOR'S RUN

#### BABAU

*This emaciated figure looks like a horned human skeleton smothered within a bone-tight hide of slimy leather.*

CE Medium *outsider* (*chaotic, demon, evil, extraplanar*)

**Init** +5; **Senses** darkvision 60 ft., *see invisibility*; **Perception** +19

---

#### DEFENSE

**AC** 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

**hp** 73 (7d10+35)

**Fort** +10, **Ref** +6, **Will** +5

**Defensive Abilities** protective slime; **DR** 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

---

#### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +12 (1d6+5), bite +12 (1d6+5) or longspear +12/+7 (1d8+7/x3), bite +7 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

**Special Attacks** sneak attack +2d6

**Spell-Like Abilities** (CL 7th)

Constant—*see invisibility*

At will—*darkness*, *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 3, 1 babau at 40%)

---

#### TACTICS

**During Combat** The babau casts *darkness* on its longspear and then closes for melee, targeting blinded opponents with its sneak attack. It uses its longspear to trip with reach if approached, or if an enemy's armour proves difficult to pierce. It uses *dispel magic* on any effect that negates its darkness.

---

#### STATISTICS

**Str** 21, **Dex** 13, **Con** 20, **Int** 14, **Wis** 13, **Cha** 16

**Base Atk** +7; **CMB** +12; **CMD** 23

**Feats** *Combat Reflexes*, *Improved Initiative*, *Iron Will*, *Skill Focus* (*Stealth*)

**Skills** *Acrobatics* +11, *Climb* +12, *Disable Device* +11, *Escape Artist* +11, *Perception* +19, *Sense Motive* +11, *Sleight of Hand* +11, *Stealth* +22; **Racial Modifiers** +8 *Perception*, +8 *Stealth*

**Languages** Abyssal, Celestial, Draconic; *telepathy* 100 ft.

---

#### SPECIAL ABILITIES

**Protective Slime (Su)** A layer of acidic slime coats a babau's skin. Any creature that strikes a babau with a natural attack or unarmed strike takes 1d8 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a babau with a melee weapon must make a DC 18 Reflex save or the weapon takes 1d8 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition. Ammunition that strikes a babau is automatically destroyed after it inflicts its damage.

#### FALSE CRUSADER

Human warrior 6

CN Medium humanoid (human)

**Init** +0; **Senses** *Perception* +4

---

#### DEFENSE

**AC** 18, touch 10, flat-footed 18 (+8 armor)

**hp** 51 (6d10+18)

**Fort** +7, **Ref** +3, **Will** +3

---

#### OFFENSE

**Speed** 20 ft.



## 5-S1 Siege of the Diamond City GM Notes

**Melee** mwk heavy flail +9/+4 (1d10+3/19–20) or mwk halberd +9/+4 (1d10+3/×3) or longspear +8/+3 (1d8+3/×3) or morningstar +8/+3 (1d8+2) or cold iron kukri +8/+3 (1d4+2/18–20)

**Ranged** javelin +6 (1d6+2)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with longspear)

### TACTICS

**During Combat** The mercenary throws a few javelins, then closes in for the kill.

### STATISTICS

**Str** 14, **Dex** 10, **Con** 12, **Int** 9, **Wis** 11, **Cha** 8

**Base Atk** +6; **CMB** +8; **CMD** 18

**Feats** Diehard, [Endurance](#), [Power Attack](#), [Toughness](#)

**Skills** [Climb](#) +0, [Handle Animal](#) +3, [Intimidate](#) +6, [Knowledge](#) (local) +0, [Perception](#) +4, [Swim](#) +0

**Languages** Common

**Combat Gear** *potion of [barkskin](#)*, *potion of [cure moderate wounds](#)*, alchemist's fire (2), holy water; **Other Gear** masterwork half-plate, cold iron kukri, javelins (4), longspear, masterwork halberd, masterwork heavy flail, morningstar, [cloak of resistance](#) +1, antitoxin, sunrod, 325 gp

## VROCK

*A cloud of spores and a trail of feathers surrounds this twisted cross between a man and a gigantic vulture.*

CE Large [outsider](#) (chaotic, demon, evil, extraplanar)

**Init** +6; **Senses** darkvision 60 ft.; [Perception](#) +23

### DEFENSE

**AC** 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, –1 size)

**hp** 112 (9d10+63)

**Fort** +13, **Ref** +10, **Will** +6

**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 20

### OFFENSE

**Speed** 30 ft., fly 50 ft. (average)

**Melee** 2 claws +10 (2d6+11), bite +10 (1d8+11), 2 talons +10 (1d6+11)

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

**Special Attacks** dance of ruin, spores, stunning screech

**Spell-Like Abilities** (CL 12th)

At will—[greater teleport](#) (self plus 50 lbs. of objects only), [telekinesis](#) (DC 18)

1/day—[heroism](#), [mirror image](#), [summon](#) (level 3, 1 vrock 35%)

### TACTICS

**Before Combat** The vrock casts *heroism*, then *mirror image*.

**During Combat** The vrock tries to hover adjacent to two or more opponents and full attacks or cleaves with power attack (included in stats), and uses its spores. It delivers its stunning screech when it can get as many spellcasters in the radius as possible. If reduced to half hit points or less, it flies up and attempts to summon another vrock (if it is not summoned itself). If harried at range, it uses *telekinesis* to grapple and pin, while closing for the kill. It uses dance of ruin with at least one other vrock and performs the dance in the air, outside of melee reach.

### STATISTICS

**Str** 21, **Dex** 15, **Con** 25, **Int** 14, **Wis** 16, **Cha** 16

**Base Atk** +9; **CMB** +15; **CMD** 27

**Feats** [Cleave](#), [Combat Reflexes](#), [Improved Initiative](#), [Lightning Reflexes](#), [Power Attack](#)

**Skills** [Fly](#) +12, [Intimidate](#) +15, [Knowledge](#) (planes) +14, [Perception](#) +23, [Sense](#)

[Motive](#) +15, [Spellcraft](#) +14, [Stealth](#) +10, [Survival](#) +15; **Racial Modifiers** +8 [Perception](#)

**Languages** Abyssal, Celestial, Common; [telepathy](#) 100 ft.

### SPECIAL ABILITIES

**Dance of Ruin (Su)** A vrock can dance and chant as a full-round action—at the end of 3 rounds, a crackling wave of energy explodes from the vrock, dealing 5d6 points of electricity damage to all creatures within 100 feet. A DC 17 Reflex save halves this damage. For each additional vrock that joins in the dance, the damage increases by 5d6 and the DC to avoid the effect increases by +1, to a maximum of 20d6 when four or more vocks are dancing (the DC continues to increase with additional vocks, but the damage does not). The dance immediately ends and must be started anew if any of the participating vocks is slain, stunned, or otherwise prevented from dancing. The save DC is Charisma-based.

**Spores (Ex)** A vrock can release a cloud of spores from its body once every 3 rounds as a free action. Adjacent creatures take 1d8 points of damage from the spores, plus 1d4 points of damage per round for 10 rounds as the spores grow into thick green vines. Although ugly, the vines are harmless and wither away in 1d4 days if not shaved off before then. The spores can be destroyed by casting [bless](#) on the affected creatures or by sprinkling them with holy water. This attack can also be halted by effects that remove or provide immunity to disease.

**Stunning Screech (Su)** Once per hour, a vrock can emit a shrill screech. All creatures except demons within a 30-foot-radius spread must succeed on a DC 21 Fortitude save or be stunned for 1 round. The save DC is Constitution-based.



## 5-S1 Siege of the Diamond City GM Notes

### A14: (Woundward) WOUNDWARD VIGIL

#### ABYSSAL BEE

*This giant bee is as large as a horse and unusually fat, with dark red stripes on her body.*

Advanced fiendish giant queen bee

N Large **vermin** (extraplanar)

**Init** +2; **Senses** darkvision 60 ft.; **Perception** +3

##### DEFENSE

**AC** 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)

**hp** 73 (7d8+42)

**Fort** +11, **Ref** +4, **Will** +5

**DR** 5/good; **Immune** mind-affecting effects; **Resist** cold 10, fire 10; **SR** 11

**Weaknesses** vulnerable to smoke

##### OFFENSE

**Speed** 20 ft., fly 60 ft. (good)

**Melee** sting +10 (1d8+9 plus **poison**)

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

**Special Attacks** smite good 1/day

##### TACTICS

##### During Combat

##### STATISTICS

**Str** 23, **Dex** 15, **Con** 22, **Int** —, **Wis** 16, **Cha** 17

**Base Atk** +5; **CMB** +12; **CMD** 24 (32 vs. trip)

**Skills** Fly +4

##### SPECIAL ABILITIES

**Poison** (Ex) Sting—injury; *save* Fort DC 19; *frequency* 1/round for 4 rounds; *effect* 1d2 Con; *cure* 2 consecutive saves.

**Smite Good (Su)** 1/day as a swift action, adds Cha bonus (+1) to attack rolls and damage bonus equal to HD (+7) against good foes; smite persists until target is dead or the fiendish creature rests.

## Act 3: THE SIEGE OF THE DIAMOND CITY

### 3. FROM MENDEV'S HEART

#### BHOGA SWARM (KAKUEN-TAKA WITHOUT FLESH MANSION)

CE Diminutive outsider (chaotic, evil, extraplanar, swarm)

**Init** +10; **Senses** darkvision 60 ft.; **Perception** +31

##### DEFENSE

**AC** 22, touch 21, flat-footed 15 (+6 Dex, +1 dodge, +1 natural, +4 size)

**hp** 199 (21d10+84)

**Fort** +17, **Ref** +20, **Will** +10

**Defensive Abilities** swarm traits; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 25

##### OFFENSE

**Speed** 30 ft.

**Melee** swarm (5d6 plus dimensional snare and distraction)

**Space** 15 ft.; **Reach** 0 ft.

**Special Attacks** consume flesh

##### TACTICS

##### During Combat

##### STATISTICS

**Str** 1, **Dex** 23, **Con** 16, **Int** 6, **Wis** 13, **Cha** 13

**Base Atk** +21; **CMB** —; **CMD** — (can't be tripped)

**Feats** Ability Focus (consume flesh), Dodge, Great Fortitude, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Run, Skill Focus (Perception), Step Up, Toughness

**Skills** Acrobatics +30, Intimidate +25, Perception +31, Stealth +32, Survival +11

**Languages** Abyssal

##### SPECIAL ABILITIES

**Dimensional Snare (Su)** Any creature affected by the kakuen- taka's swarm attack must succeed at a DC 21 Will save or be affected by dimensional anchor for 1 round. This save is Charisma-based.

#### CARRIONSTORM, POISONOUS

*Bits of feather and flesh buzz around this swarm of rotting ravens like f lies, countless lifeless eyes staring out from the chaos.*

## 5-S1 Siege of the Diamond City GM Notes

NE Tiny undead (swarm)

**Init** +4; **Senses** darkvision 60 ft.; Perception +6

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### DEFENSE

**AC** 12, touch 12, flat-footed 12 (+2 size)

**hp** 11 (2d8+2)

**Fort** +1, **Ref** +0, **Will** +5

**Defensive Abilities** swarm traits; **Immune** undead traits

**Weaknesses** vulnerable to channeled energy

---

### OFFENSE

**Speed** 10 ft., fly 40 ft. (good)

**Melee** swarm (1d6 plus distraction and poison)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** poison (DC 12)

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### TACTICS

#### During Combat

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### STATISTICS

**Str** 1, **Dex** 11, **Con** —, **Int** 2, **Wis** 14, **Cha** 13

**Base Atk** +1; **CMB** -1; **CMD** 4 (can't be tripped)

**Feats** Improved Initiative

**Skills** Fly +12, Perception +6

**SQ** pallid bond

**Languages** Necril

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### SPECIAL ABILITIES

**Dimensional Snare (Su)** Any creature affected by the kakuen- taka's swarm attack must succeed at a DC 21 Will save or be affected by dimensional anchor for 1 round. This save is Charisma-based.

**Poison (Ex)** Carrionstorm Poison, Swarm—injury; save Fort DC 12, frequency 1/round for 6 rounds, effect permanent blindness, cure 2 consecutive saves. The save DC is Constitution-based (using the carrionstorm's Constitution).

**Vulnerable to Channeled Energy (Ex)** A carrionstorm takes 150% as much damage as normal from channeled positive energy.

## BARONESS AJAGNAGARL

*This enormous demon wears a double-strand necklace strung with crusaders' helms, each a trophy of a purportedly virtuous warrior whom she corrupted. She delights in turning her enemies against one another.*

Female Glabrezu, Demon

CE Huge **outsider** (chaotic, demon, evil, extraplanar)

**Init** +0; **Senses** darkvision 60 ft., **true seeing**; Perception +26

---

### DEFENSE

**AC** 28, touch 8, flat-footed 28 (+20 natural, -2 size)

**hp** 186 (12d10+120)

**Fort** +18, **Ref** +4, **Will** +11

**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 24

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### OFFENSE

**Speed** 40 ft.

**Melee** 2 pincers +20 (2d8+10/19-20), 2 claws +20 (1d6+10), bite +20 (1d8+10)

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

**Special Attacks** rend (2 pincers, 2d8+15)

**Spell-Like Abilities** (CL 14th)

Constant—**true seeing**

At will—**chaos hammer** (DC 19), **confusion** (DC 19), **dispel magic**, **mirror image**, **reverse gravity** (DC 22), **greater teleport** (self plus 50 lbs. of objects only), **veil** (self only), **unholy blight**

1/day—**power word stun**, **summon** (level 4, 1 glabrezu 20% or 1d2 vrock 50%)

1/month—**wish** (granted to a mortal humanoid only)

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### TACTICS

#### During Combat

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### STATISTICS

**Str** 31, **Dex** 11, **Con** 31, **Int** 16, **Wis** 16, **Cha** 20

**Base Atk** +12; **CMB** +24; **CMD** 34

**Feats** Cleave, Great Cleave, Improved Critical (pincer), Persuasive, Power Attack, Vital Strike

**Skills** Bluff +28, Diplomacy +22, Intimidate +22, Knowledge (history) +18, Knowledge (local) +18, Perception +26, Sense Motive +18, Stealth +7, Use Magic Device +17; **Racial Modifiers** +8 Bluff, +8 Perception

**Languages** Abyssal, Celestial, Draconic; **telepathy** 100 ft.

## 5-S1 Siege of the Diamond City GM Notes

### THE UNNAMABLE

*A pair of hezrou demons tromps across the battlefield, mowing down enemies with long sweeps of their slimy claws and incapacitating entire units with their overwhelming stench.*

2 Hezrou Demons

CE Large **outsider** (aquatic, chaotic, demon, evil, extraplanar)

**Init** +4; **Senses** darkvision 60 ft.; **Perception** +23

**Aura** stench (DC 24, 10 rounds)

#### DEFENSE

**AC** 25, touch 9, flat-footed 25 (+16 natural, -1 size)

**hp** 145 (10d10+90)

**Fort** +16, **Ref** +3, **Will** +9

**DR** 10/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 22

#### OFFENSE

**Speed** 30 ft., swim 30 ft.

**Melee** bite +14 (4d4+14 plus **grab**), 2 claws +14 (1d8+14 plus **grab**)

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

**Special Attacks** nausea

**Spell-Like Abilities** (CL 13th)

At will—**chaos hammer** (DC 18), **unholy blight** (DC 18)

3/day—**gaseous form**

1/day—**blasphemy** (DC 21)

#### TACTICS

**During Combat** The hezrou opens with **blasphemy**, getting as many enemies in the radius as possible before full attacking or great cleaving with power attack (included in stats). A grabbed opponent is dropped at the start of the hezrou's turn so that it can full attack and grab again. It uses **unholy blight** and **chaos hammer** if forced to fight at range.

#### STATISTICS

**Str** 27, **Dex** 11, **Con** 29, **Int** 14, **Wis** 14, **Cha** 18

**Base Atk** +10; **CMB** +19 (+23 grapple); **CMD** 29

**Feats** **Blind-Fight**, **Cleave**, **Great Cleave**, **Improved Initiative**, **Power Attack**

**Skills** Climb +21, Escape Artist +10, Intimidate +14, Knowledge (arcana)

+15, **Perception** +23, **Spellcraft** +15, **Stealth** +9, **Swim** +29; **Racial Modifiers** +8 **Perception**

**Languages** Abyssal, Celestial, Draconic; **telepathy** 100 ft.

**SQ** **amphibious**

#### SPECIAL ABILITIES

**Nausea (Ex)** The noxious vapors and foul fluids that constantly weep and seethe from a hezrou's body are particularly heinous to those the creature grapples. Each round a creature is grappled by a hezrou, the grappled foe must make a DC 24 Fortitude save to avoid becoming nauseated. A creature nauseated in this manner remains nauseated until he succeeds on a DC 24 Fortitude save, or until a minute has passed during which he is not grappled by the hezrou, whichever condition comes first. The save DC is Constitution-based.

### KAKUEN-TAKA

*Within a towering structure of bone and rotting flesh lurk hundreds of fluttering fiends. The dreaded carrion swarm towers of the demonic hordes, this animated carcass writhes toward Nerosyan, intent on spreading death among the crusaders and pathfinders manning the walls.*

CE Huge **outsider** (chaotic, evil, extraplanar, swarm)

**Init** +10; **Senses** darkvision 60 ft.; **Perception** +31

#### DEFENSE

**AC** 16, touch 15, flat-footed 9 (+6 Dex, +1 dodge, +1 natural, -2 size)

**hp** 199 (21d10+84)

**Fort** +17, **Ref** +20, **Will** +10

**Defensive Abilities** fleshy shield; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 25

#### OFFENSE

**Speed** 30 ft.

**Melee** swarm (5d6 plus dimensional snare and distraction), 2 slams +19 (5d6)

**Space** 15 ft.; **Reach** 0 ft. (10 ft. with slam)

**Special Attacks** consume flesh, trample (5d6, DC 20)

#### TACTICS

**During Combat**

#### STATISTICS

**Str** 10, **Dex** 23, **Con** 16, **Int** 6, **Wis** 13, **Cha** 13

**Base Atk** +21; **CMB** 23; **CMD** 40 (can't be tripped)

**Feats** Ability Focus (consume flesh), Dodge, Great Fortitude, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Run, Skill Focus (Perception), Step Up, Toughness

## 5-S1 Siege of the Diamond City GM Notes

**Skills** Acrobatics +30, Intimidate +25, Perception +31, Stealth +12, Survival +11

**Languages** Abyssal

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### SPECIAL ABILITIES

**Consume Flesh (Su)** Once per round, when a kakuen-taka kills or reduces a creature to negative hit points with its swarm attack, it automatically attempts to consume the target's flesh as a free action (Fortitude DC 24 negates). If the target fails its save, its body is destroyed and the kakuen-taka gains the benefits of a death knell spell. This is a death attack.

**Create Carrionstorm (Ex)** As a full-round action at sunrise, a kakuen-taka (a bhoga swarm with a flesh mansion) can create 1d4 carrionstorms (see page 408 of the Rise of the Runelords Anniversary Edition). These carrionstorms have a blinding poison in addition to their swarm attack. The carrionstorms are not under the control of the kakuen-taka but instinctively follow it, attacking minor foes while the kakuen-taka destroys greater threats. If the flesh mansion is destroyed and the kakuen-taka does not create another one within 24 hours, the carrionstorms are destroyed. Any carrionstorms in excess of four wander away from the kakuen-taka and are automatically destroyed 24 hours later. Carrionstorm Poison (Ex) Swarm—injury; save Fort DC 12, frequency 1/round for 6 rounds, effect permanent blindness, cure 2 consecutive saves. The save DC is Constitution-based (using the carrionstorm's Constitution).

**Dimensional Snare (Su)** Any creature affected by the kakuen-taka's swarm attack must succeed at a DC 21 Will save or be affected by dimensional anchor for 1 round. This save is Charisma-based.

**Flesh Mansion (Ex)** A kakuen-taka's bhoga swarm normally inhabits a hollowed-out reconfigured corpse called a flesh mansion, which it uses as a shelter, vehicle, and war machine. When the swarm wears a flesh mansion, it uses the above stat block (unlike a normal swarm, the flesh mansion's slam attacks have reach and threaten squares within its reach). As a standard action, the swarm can abandon its flesh mansion (which falls inert in its square), inhabit an empty flesh mansion, hide within its flesh mansion (gaining cover against all opponents but still being able to use its swarm attack), or stop hiding within the flesh mansion. If the flesh mansion is destroyed, the swarm can create another by performing a ritual that requires 1 hour and the corpse of a Huge creature. The flesh mansion is not a separate creature, nor is it undead; it is merely a corpse the swarm manipulates. Without a flesh mansion, the bhoga swarm's statistics are CE Diminutive outsider (chaotic, evil, extraplanar, swarm); AC 22, touch 21, flat-footed 15; Defensive Abilities swarm traits; Melee swarm (5d6 plus dimensional snare and distraction); Reach 0 ft.; Str 1; CMB —; CMD — (can't be tripped); Stealth +32.

**Fleshy Shield (Ex)** A newly created flesh mansion has 150 hit points. The swarm takes only half damage from all attacks that deal hit point damage, with the remainder taken by the flesh mansion. Because a swarm of Diminutive creatures is immune to all weapon damage, apply half of all weapon damage to the fleshy shield and ignore the half that would be applied to the swarm. When the flesh mansion reaches 0 hit points, it is destroyed and the swarm functions like a normal swarm (see Flesh Mansion above). A kakuen-taka can repair a damaged flesh mansion by spending a full-round action grafting a corpse into it (restoring 5 hit points for a Small corpse, 10 for Medium, 20 for Large, 50 for Huge).

### SUNDERHEART

*This massive, eyeless draconic creature is covered in purple-hued scales and sharp, spiky protrusions. Once a dragon that called Sarkoris her own, the beast now known as Sunderheart foolishly tried to bargain with Deskari's generals as an equal only to fall before the Abyss's corrupting influence.*

Female woundwyrms

CE Huge dragon (chaotic, evil)

**Init** +5; **Senses** blindsight 60 ft.; Perception +22

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#### DEFENSE

**AC** 30, touch 10, flat-footed 28 (+1 Dex, +1 dodge, +20 natural, -2 size)

**hp** 225 (18d12+108)

**Fort** +17, **Ref** +12, **Will** +12

**DR** 10/good or lawful; **Immune** acid, dragon traits, gaze attacks, illusions, magic paralysis and sleep, poison, polymorph, visual effects; **SR** 26

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#### OFFENSE

**Speed** 30 ft., burrow 30 ft., fly 60 ft. (average), swim 30 ft.

**Melee** bite +26 (2d8+10), 2 claws +26 (2d6+10), tail slap +21 (2d8+5), 2 wings +21 (1d8+5)

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

**Special Attacks** breath weapon (100-ft. line, 16d6, Reflex DC 25 for half, usable every 1d4 rounds), entropic breath, maw of the Abyss

**Spell-Like Abilities** (CL 18th; concentration +23)

Constant—*entropic shield*, *freedom of movement*

1/day—*polymorph any object* (DC 23)

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#### STATISTICS

**Str** 31, **Dex** 13, **Con** 22, **Int** 14, **Wis** 13, **Cha** 20

**Base Atk** +18; **CMB** +30; **CMD** 42 (46 vs. trip)

**Feats** Blind-Fight, Critical Focus, Dodge, Flyby Attack, Improved Initiative, Power Attack, Snatch, Staggering Critical, Stunning Critical

**Skills** Acrobatics +19, Bluff +18, Diplomacy +15, Fly +18, Intimidate +26, Knowledge (planes) +23, Perception +22, Spellcraft +23, Survival +22, Swim +22

## 5-S1 Siege of the Diamond City GM Notes

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**Languages** Abyssal, Common, Draconic

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### SPECIAL ABILITIES

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**Entropic Breath (Su)** Instead of a line of acid, a woundwyrms can exhale a 30-foot cone of *acid fog* (as the spell) that persists for 1 minute. Any creature that begins its turn within the entropic breath becomes confused (Will DC 25 negates) for as long as it remains within the cloud and for 1d6 rounds thereafter.

**Maw of the Abyss (Su)** As a full-round action, a woundwyrms can attempt to suck creatures and unattended objects in a 15-foot cone into a vortex in its maw. This acts as a drag combat maneuver (CMB +30) against creatures, and acts as a Strength check with a +10 bonus to break objects. Unattended objects weighing less than 100 pounds are automatically drawn into its maw. Creatures and objects alike take 1d12 points of sonic damage per round within the cone. While using this ability, a woundwyrms cannot speak, use its breath weapon, or make attacks or attacks of opportunity with its bite attack.