

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

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

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%)

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.

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.

KATRINA DECKLAND

Human conjurer 7

N Medium humanoid

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

DEFENSE

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

hp 45 (7d6+21)

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

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

TACTICS

During Combat Katrina remains out of combat, only using *dimension door* to escape with her familiar if she is somehow 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]).

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

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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

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 CUTPURSE

Human Rogue 1

NE Medium humanoid (human)

Init +7; **Senses** Perception +3

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)

hp 10 (1d8+2)

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

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+2/19-20)

Ranged dagger +3 (1d4+2/19-20)

Special Attacks sneak attack +1d6

TACTICS

Before Combat The cutpurses use Acrobatics to try to flank opponents so they can use sneak attack.

During Combat The cutpurses engage opponents in melee, or throw acid if all opponents are at range.

STATISTICS

Str 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +0; **CMB** +2; **CMD** 15

Feats [Improved Initiative](#), [Weapon Finesse](#)

Skills [Acrobatics](#) +7, [Climb](#) +6, [Disable Device](#) +7, [Escape Artist](#) +7, [Knowledge](#) (local) +4, Perception +3, [Sleight of Hand](#) +7, [Stealth](#) +7, [Swim](#) +6

Languages Common

SQ trapfinding +1

Combat Gear *potion of cure light wounds*, acid (2), smokestick, tanglefoot bag; **Other Gear** masterwork studded leather, daggers (5), short sword, thieves' tools, 25 gp

LOOTER TRICKSTER

Halfling bard 4

CE Small humanoid (halfling)

Init +3; **Senses** Perception +1

DEFENSE

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 25 (4d8+4)

Fort +2, **Ref** +8, **Will** +4; +2 vs. fear, +4 vs. bardic performance, language-dependent, and sonic

OFFENSE

Speed 20 ft.

Melee mwk short sword +7 (1d6/19-20)

Ranged sling +6 (1d4)

Special Attacks bardic performance 14 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1)

Bard Spells Known (CL 4th; concentration +8)

2nd (2/day)—minor image (DC 16), [suggestion](#) (DC 16)

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1st (4/day)—[cure light wounds](#) (DC 15), [lesser confusion](#) (DC 15), silent image (DC 15), [ventriloquism](#) (DC 15)

0 (at will)—[daze](#) (DC 14), [detect magic](#), [flare](#) (DC 14), [ghost sound](#) (DC 14), [mending](#), [read magic](#)

TACTICS

During Combat The bard hides using [ventriloquism](#), and [snares enemies with animate rope](#).

STATISTICS

Str 11, **Dex** 16, **Con** 10, **Int** 12, **Wis** 8, **Cha** 18

Base Atk +3; **CMB** +3; **CMD** 16

Feats [Arcane Strike](#), [Weapon Finesse](#)

Skills [Acrobatics](#) +11 (+7 when jumping), [Bluff](#) +11, [Climb](#) +1, [Diplomacy](#) +8, [Intimidate](#) +9, [Knowledge](#) (local) +10, [Perception](#) +1, [Perform](#)(comedy) +11, [Sense Motive](#) +4, [Spellcraft](#) +6, [Stealth](#) +7, [Use Magic Device](#) +10

Languages Common, Halfling

SQ bardic knowledge +2, versatile performance (comedy)

Combat Gear *potions of [cure moderate wounds](#)* (2), tanglefoot bags (2); **Other Gear** +1 *chain shirt*, masterwork short sword, sling with 20 bullets, everburning torch, 30 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*.

A5: (Battle) UNSAFE HOUSE

DRETCH

This small creature's bloated frame shudders with each heaving step, yet despite its shape, the thing moves with surprising quickness.

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

Init +0; **Senses** darkvision 60 ft.; [Perception](#) +5

DEFENSE

AC 14, touch 11, flat-footed 14 (+3 natural, +1 size)

hp 18 (2d10+7)

Fort +5, **Ref** +0, **Will** +3

DR 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 20 ft.

Melee 2 claws +4 (1d4+1), bite +4 (1d4+1)

Spell-Like Abilities (CL 2nd)

1/day—[cause fear](#) (DC 11), [stinking cloud](#) (DC 13)

TACTICS

During Combat Immune to the effects, the dretches target as many of the PCs as possible with their *stinking clouds* before using *cause fear* on the first foe to attack them. They then attack with claws and bite.

STATISTICS

Str 12, **Dex** 10, **Con** 14, **Int** 5, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +2; **CMD** 12

Feats [Toughness](#)

Skills [Escape Artist](#) +5, [Perception](#) +5, [Stealth](#) +9

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Languages Abyssal (cannot speak); **telepathy** 100 ft. (limited to Abyssal-speaking targets)

A6: (Confluence) AT THE FOOT OF STARRISE

BRIMORAK

Standing just over three feet tall, this bestial humanoid wears filthy, tattered robes and has blue-gray skin decorated with strange, coiling stripes. Dark fur grows on its head and arms, and its feet end in burning hooves. Its eyes glow as red as the flaming sword it wields in one hand, and its breath fills the surrounding air with noxious gray smoke.

CE Small outsider (chaotic, demon, evil, extraplanar, fire) Init +7; Senses darkvision 60 ft.; Perception +18

Aura smoke breath (5 ft., DC 17)

DEFENSE

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 natural, +1 size)

hp 57 (6d10+24)

Fort +9, **Ref** +8, **Will** +3

Defensive Abilities boiling blood; DR 5/cold iron or good; **Immune** electricity, fire; **Resist** acid 10, cold 10; **SR** 16

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft.

Melee longsword +11/+6 (1d6+3/19–20 plus 1d6 fire), hoof +0 (1d3+1 plus 1d6 fire)

Special Attacks breath weapon (20-foot line of boiling blood, 5d6 fire damage, Reflex DC 17 half, usable every 1d4 rounds), burning hooves

Spell-like Abilities (CL 6th; concentration +8)

3/day—*dispel magic*, *heat metal* (DC 14), *produce flame*

1/day—*air walk*, *fireball* (DC 15), *greater teleport* (self plus 50 lbs. of objects only), *summon* (level 3, 1 brimorak, 50%)

TACTICS

During Combat

STATISTICS

Str 17, **Dex** 16, **Con** 19, **Int** 12, **Wis** 12, **Cha** 15

Base Atk +6; **CMB** +8; **CMD** 21

Feats Combat Casting, Improved Initiative, Weapon Focus (longsword)

Skills Acrobatics +12, Bluff +11, Knowledge (engineering) +10, Knowledge (planes) +10, Perception +18, Sense Motive +10, Stealth +16; Racial Modifiers +8 Perception

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

SQ flaming weapon

SPECIAL ABILITIES

Boiling Blood (Su) A brimorak's blood is boiling hot. It can cough out a hideous amount of this scorching fluid as a breath weapon, but the blood also serves the demon as a defensive ability. Any creature that damages a brimorak with a slashing or piercing melee weapon is sprayed by boiling blood, and takes 1d4 points of fire damage with each successful hit with such a weapon. Creatures using reach weapons are not subject to this damage.

Burning Hooves (Su) A brimorak's hooves burn with fire, leaving scorched hoofprints on wood, stone, and most every other solid surface, yet this supernatural fire does not set alight surfaces the demon treads upon. It does make it easier to track a brimorak, though—Survival checks made to track a brimorak gain a +8 circumstance bonus. Brimoraks use their air walk ability to throw creatures off their trail, or to leave their prints in strange places (like atop roofs) to spread fear and terror. Against a prone foe, a brimorak can make two hoof attacks rather than just one.

Flaming Weapon (Su) As a free action, a brimorak can infuse a wielded melee weapon (including a two-handed weapon, but not a second weapon held in the off-hand) with its fiery nature, allowing it to inflict an additional 1d6 points of fire damage with the weapon. This fire damage stacks with any additional fire damage that the weapon might also inflict. The weapon loses this ability if it leaves the demon's grasp.

Smoke Breath (Su) A brimorak's breath manifests as clouds of foul-smelling smoke when it exhales. This breath surrounds the brimorak out to a radius of 5 feet—while the smoke isn't thick enough to obscure vision or choke foes, it is enough to sicken breathing foes who are not immune to poison. A DC 17 Fortitude save grants immunity to a 3 particular brimorak's breath for 24 hours. The save DC is Constitution-based.

VERMLEK

A corpulent man reels on his feet as if drunk, but a closer inspection reveals the horrific truth—he's not so much reeling as he is seething from within, as if his internal organs were coiling and writhing like a knot of greased snakes. Suddenly, with a hideous retching and tearing sound, the man's face blooms out like a rotten flower and a pallid, five-jawed worm extrudes itself from the ragged hole in the neck where, only a moment before, a head sat.

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

Init –1; **Senses** blindsense 30 ft., darkvision 60 ft., scent; Perception +8

DEFENSE

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AC 15, touch 9, flat-footed 15 (+3 armor, -1 Dex, +3 natural)

hp 30 (4d10+8)

Fort +8, **Ref** +0, **Will** +5

Defensive Abilities abandon flesh, flesh armor, negative energy affinity; **DR** 5/cold iron or good; **Immune** electricity, poison;

Resist acid 10, cold 10, fire 10; **SR** 14

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee longsword +6 (1d8+2/19-20), bite +1 (1d6+1)

Special Attacks inhabit body

Spell-like Abilities (CL 3rd; concentration +4)

3/day—*mass inflict light wounds* (DC 16), *spider climb*

1/day—*gentle repose*, *summon* (level 2, 1d4 dretches, 50%)

TACTICS

During Combat

STATISTICS

Str 15, **Dex** 9, **Con** 14, **Int** 12, **Wis** 13, **Cha** 12

Base Atk +4; **CMB** +6 (+10 grapple); **CMD** 15

Feats Deceitful, Great Fortitude

Skills Bluff +10, Disguise +10 (+18 when inhabiting a corpse), Escape Artist +6 (+14 when not inhabiting a corpse), Knowledge (religion) +8, Perception +8, Sense Motive +8, Use Magic Device +8; **Racial Modifiers** +8 Disguise when inhabiting a corpse, +8 Escape Artist when not inhabiting a corpse

Languages Abyssal, Common; telepathy 100 ft.

SPECIAL ABILITIES

Abandon Flesh (Su) As a swift action, a vermlek can abandon an inhabited body, crawling hideously out of its host and leaving behind an empty sack of skin and bits of gristle. In so doing, it absorbs much of the body's flesh to heal itself, restoring 2d6+3 hit points. A vermlek cannot later reclaim this body with its inhabit body ability.

Flesh Armor (Su) When a vermlek wears a humanoid body (see inhabit body, below), it treats the dead flesh and muscle as armor and gains a +3 armor bonus to its AC.

Inhabit Body (Su) A vermlek can crawl into the body of any dead Medium humanoid, consuming and replacing the bulk of the humanoid's skeleton and internal organs as it does so. This process takes 1d4 rounds for the vermlek to complete, during which it is considered flat-footed. Once the process is complete, the vermlek appears for all practical purposes to be a living but hideously obese version of the previous humanoid—it gains a +8 racial bonus on Disguise checks to appear as a normal humanoid while wearing a dead body in this manner, but does not gain any of the abilities that the dead creature possessed in life, including natural attacks, unusual movement types, or bonuses to natural armor. It loses its own burrow speed while inhabiting a body, but gains the ability to wield weapons or wear armor shaped for humanoids (although note that the armor bonus granted by wearing armor does not stack with the bonus granted by the vermlek's flesh armor ability).

Negative Energy Affinity (Ex) A vermlek is healed by negative energy and harmed by positive energy as if it were an undead creature.

A7: (Confluence) THE RISE OF OOZE

GRAY OOZE

A seemingly mundane puddle, patch of moist stone, or glistening rock is suddenly revealed to be more as a terrible pseudopod lashes out.

N Medium [ooze](#)

Init -5; **Senses** blindsight 60 ft.; **Perception** -5

DEFENSE

AC 5, touch 5, flat-footed 5 (-5 Dex)

hp 50 (4d8+32)

Fort +9, **Ref** -4, **Will** -4

Defensive Abilities [ooze traits](#); **Immune** cold, fire

OFFENSE

Speed 10 ft.

Melee slam +6 (1d6+4 plus 1d6 acid and [grab](#))

Special Attacks acid, [constrict](#) (1d6+1 plus 1d6 acid)

TACTICS

During Combat

STATISTICS

Str 16, **Dex** 1, **Con** 26, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 11 (can't be tripped)

SQ transparent

SPECIAL ABILITIES

5-S1 Siege of the Diamond City GM Notes

Acid (Ex) The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a DC 20 Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 20 Reflex save. The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.

Transparent (Ex) Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 [Perception](#) check is required to notice the gray ooze. Any creature that fails to notice a gray ooze and walks into it automatically suffers damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

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)

A10: (Outer) A GRAND OLD SHIP

ASPIS BATTLE MAGE

Elf wizard 3

NE Medium humanoid (elf)

Init +2; **Senses** low-light vision; Perception +5

DEFENSE

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

hp 19 (3d6+6)

Fort +2, **Ref** +3, **Will** +3; +2 vs. enchantments

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk rapier +3 (1d6/18–20)

Ranged mwk longbow +4 (1d8+1/x3)

Special Attacks hand of the apprentice (6/day)

Wizard Spells Prepared (CL 3rd; concentration +6)

2nd—[mirror image](#), [scorching ray](#)

1st—[magic missile](#), [shield](#), [shocking grasp](#)

0 (at will)—[daze](#) (DC 13), [detect magic](#), [light](#), [resistance](#)

TACTICS

Before Combat The wizard uses her wand to cast [mage armor](#).

During Combat The wizard attacks with [scorching ray](#), her longbow, and hand of the apprentice. If forced into melee, she casts [mirror image](#) and [obscuring mist](#).

Base Statistics Without [mage armor](#), the wizard's statistics are **AC** 12, touch 12, flat-footed 10.

TACTICS

During Combat

STATISTICS

Str 12, **Dex** 15, **Con** 12, **Int** 17, **Wis** 10, **Cha** 8

Base Atk +1; **CMB** +2; **CMD** 14

Feats [Combat Casting](#), [Point-Blank Shot](#), [Scribe Scroll](#)

Skills [Acrobatics](#) +4, [Climb](#) +2, [Knowledge](#) (arcana) +9, [Knowledge](#) (history) +7, [Perception](#) +5, [Spellcraft](#) +9 (+11 to identify magic item properties), [Stealth](#) +4

Languages Common, Draconic, Elven, Orc, Sylvan

5-S1 Siege of the Diamond City GM Notes

SQ arcane bond (rapier), elven magic, weapon familiarity

Combat Gear *potion of cure moderate wounds*, scroll of *glitterdust*, scroll of *invisibility*, scroll of *magic weapon*, scrolls of *mirror image* (2), scroll of *obscuring mist*, scroll of *protection from evil*, scroll of *scorching ray*, wand of *mage armor* (20 charges); **Other Gear** masterwork longbow with 20 arrows, masterwork rapier, spellbook, 113 gp

ASPIS BRIGAND

Half-orc fighter 3

NE Medium humanoid (human, orc)

Init +5; **Senses** darkvision 60 ft.; Perception -1

DEFENSE

AC 17, touch 11, flat-footed 16 (+6 armor)

hp 30 (3d10+9)

Fort +5, **Ref** +2, **Will** +2; +1 vs. fear

Defensive Abilities bravery +1, orc ferocity

OFFENSE

Speed 30 ft.

Melee mwk greataxe +7 (1d12+4/x3) or sap +6 (1d6+3 nonlethal)

Ranged javelin +4 (1d6+3)

TACTICS

During Combat The fighter opens with an *Intimidate* check to demoralize the nearest enemy, then wades in with his axe using Cleave when possible.

TACTICS

During Combat

STATISTICS

Str 17, **Dex** 12, **Con** 14, **Int** 10, **Wis** 8, **Cha** 13

Base Atk +3; **CMB** +6; **CMD** 17

Feats Cleave, *Improved Initiative*, *Iron Will*, *Power Attack*

Skills *Climb* +5, *Intimidate* +9, *Survival* +3, *Swim* +5

Languages Common, Orc

SQ armor training 1, orc blood, weapon familiarity

Combat Gear *potion of bull's strength*, *potion of cure moderate wounds*, *potion of enlarge person* (CL 3rd); **Other**

Gear masterwork breastplate, javelins (4), masterwork greataxe, sap, sack, gold necklace (worth 100 gp), 124 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.

SCHIR

This goat-headed humanoid is covered in a mangy gray hide that only partly covers its gaunt but muscled frame.

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

Init +2; **Senses** darkvision 60 ft., *see invisibility*; Perception +13

DEFENSE

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

hp 37 (5d10+10)

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

DR 5/cold iron or *good*; **Immune** disease, electricity, *poison*; **Resist** acid 10, *cold* 10, *fire* 10; **SR** 15

OFFENSE

Speed 30 ft.

Melee mwk halberd +8 (1d10+10/x3 plus disease), gore +1 (1d6+4) or gore +6 (1d6+10)

Special Attacks *powerful charge* (gore, 3d6+10)

Spell-Like Abilities (CL 6th; concentration +4)

Constant—*see invisibility*, *tongues*

3/day—*arcane lock*, *expeditious retreat*, *protection from good*

TACTICS

Before Combat If given the chance, the schir casts *protection from good*, then *expeditious retreat*.

During Combat The schir uses its powerful charge to enter melee, using power attack (included in stats) at all times unless it misses all attacks in two consecutive rounds.

STATISTICS

Str 17, **Dex** 14, **Con** 15, **Int** 8, **Wis** 5, **Cha** 6

Base Atk +5; **CMB** +8; **CMD** 20

Feats *Iron Will*, *Power Attack*, *Weapon Focus* (halberd)

5-S1 Siege of the Diamond City GM Notes

Skills [Acrobatics](#) +10 (+18 jumping), [Climb](#) +11, [Intimidate](#) +6, [Perception](#) +13, [Survival](#) +2; **Racial**

Modifiers +8 [Acrobatics](#) when jumping, +8 [Perception](#)

Languages Abyssal; telepathy 100 ft., [tongues](#)

SPECIAL ABILITIES

Disease (Ex) A schir gnaws constantly at the ends of its halberd. This infuses the blades with disease from the [demon](#)'s filthy spittle. Any creature struck by a schir's halberd must succeed at a DC 15 Fortitude save or contract gray pox—a frightening disease that causes weakness, gray splotches on the skin, and eventual catatonia. The save DC is Constitution-based.

Gray Pox: Halberd—*injury*; *save* Fort DC 15; *onset* 1 day; *frequency* 1/day; *effect* 1d6 Str damage; *cure* 2 consecutive saves.

A13: (Woundward) TRAITOR'S RUN

DRETCH

This small creature's bloated frame shudders with each heaving step, yet despite its shape, the thing moves with surprising quickness.

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

Init +0; **Senses** darkvision 60 ft.; [Perception](#) +5

DEFENSE

AC 14, touch 11, flat-footed 14 (+3 natural, +1 size)

hp 18 (2d10+7)

Fort +5, **Ref** +0, **Will** +3

DR 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 20 ft.

Melee 2 claws +4 (1d4+1), bite +4 (1d4+1)

Spell-Like Abilities (CL 2nd)

1/day—[cause fear](#) (DC 11), [stinking cloud](#) (DC 13)

TACTICS

During Combat Immune to the effects, the dretches target as many of the PCs as possible with their *stinking clouds* before using *cause fear* on the first foe to attack them. They then attack with claws and bite.

STATISTICS

Str 12, **Dex** 10, **Con** 14, **Int** 5, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +2; **CMD** 12

Feats [Toughness](#)

Skills [Escape Artist](#) +5, [Perception](#) +5, [Stealth](#) +9

Languages Abyssal (cannot speak); [telepathy](#) 100 ft. (limited to Abyssal-speaking targets)

FALSE 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

A14: (Woundward) WOUNDWARD VIGIL

QUASIT

Ram horns curl back from the twisted head of this tiny winged demon, and its body is thin and wiry.

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

Init +6; **Senses** darkvision 60 ft.; **Perception** +7

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 16 (3d10); fast healing 2

Fort +1, **Ref** +5, **Will** +4

DR 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

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

Melee 2 claws +7 (1d3–1 plus **poison**), bite +7 (1d4–1)

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

Spell-Like Abilities (CL 6th)

At will—*detect good*, *detect magic*, *invisibility* (self only)

1/day—*cause fear* (30-foot radius, DC 11)

1/week—*commune* (six questions)

TACTICS

During Combat

STATISTICS

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

Base Atk +3; **CMB** +0; **CMD** 12

Feats Improved Initiative, Weapon Finesse

Skills Bluff +6, Fly +20, Intimidate +6, Knowledge (planes) +6, Perception +7, Stealth +16

Languages Abyssal, Common; **telepathy** (touch)

SQ *change shape* (2 of the following forms: bat, Small centipede, toad, or wolf; *polymorph*)

SPECIAL ABILITIES

Poison (Ex) Claw—injury; save Fortitude DC 13; frequency 1/round for 6 rounds; effect 1d2 Dexterity; cure 2 consecutive saves. The DC includes a +2 racial bonus.

Act 3: THE SIEGE OF THE DIAMOND CITY

1. THE TEETH OF NEROSYAN

Use *Map Pack: Army Camp* as a reference if possible. Set up the two long spike walls end to end to make a 17-square-long fortification. Place the Huge ballista in the middle and the two Large ballistae to either side with about 4 squares of space between them. Extend the wall as you please in either direction, perhaps placing it on a Flip-Mat for some extra space.

Nerosyan's walls should be 20 feet wide, and although the gazetteer does not comment on the walls' height, 30 feet would be appropriate. As for knocking people off of walls, go for it. Since the spiky area on the Army Camp map is a little misleading for fighting on a tall fortification, just treat any creature that is knocked into the spiked area as having fallen off the wall.

ARTILLERIST

Human expert 5

LE Medium humanoid (human)

Init +1; **Senses** Perception +8

DEFENSE

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 27 (5d8+5)

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

OFFENSE

Speed 30 ft.

Melee mwk dagger +3 (1d4–1/19–20)

Ranged mwk dagger +5 (1d4–1/19–20) or splash weapon +4 (varies)

TACTICS

During Combat The sapper throws alchemical splash weapons, avoiding melee combat as long as possible.

STATISTICS

Str 8, **Dex** 12, **Con** 10, **Int** 16, **Wis** 11, **Cha** 9

Base Atk +3; **CMB** +2; **CMD** 13

5-S1 Siege of the Diamond City GM Notes

Feats [Lightning Reflexes](#), [Skill Focus](#) ([Knowledge](#) [engineering], [Stealth](#)), [Weapon Proficiency](#) (ballista)

Skills [Acrobatics](#) +9, [Climb](#) +7, [Craft](#) (alchemy) +11, [Disable Device](#) +9, [Escape Artist](#) +9, [Knowledge](#) (arcana, geography) +11, [Knowledge](#)(engineering) +14, [Perception](#) +8, [Stealth](#) +12

Languages Common, Dwarven, Goblin

Gear leather armor, masterwork dagger, alchemist's lab, antitoxin, everburning torch, masterwork thieves' tools, smokestick (2), tindertwig (4), 171 gp

BRIMORAK

Standing just over three feet tall, this bestial humanoid wears filthy, tattered robes and has blue-gray skin decorated with strange, coiling stripes. Dark fur grows on its head and arms, and its feet end in burning hooves. Its eyes glow as red as the flaming sword it wields in one hand, and its breath fills the surrounding air with noxious gray smoke.

CE Small outsider (chaotic, demon, evil, extraplanar, fire) Init +7; Senses darkvision 60 ft.; Perception +18

Aura smoke breath (5 ft., DC 17)

DEFENSE

AC 18, touch 14, flat-footed 15 (+3 Dex, +4 natural, +1 size)

hp 57 (6d10+24)

Fort +9, **Ref** +8, **Will** +3

Defensive Abilities boiling blood; DR 5/cold iron or good; **Immune** electricity, fire; **Resist** acid 10, cold 10; **SR** 16

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft.

Melee longsword +11/+6 (1d6+3/19–20 plus 1d6 fire), hoof +0 (1d3+1 plus 1d6 fire)

Special Attacks breath weapon (20-foot line of boiling blood, 5d6 fire damage, Reflex DC 17 half, usable every 1d4 rounds), burning hooves

Spell-like Abilities (CL 6th; concentration +8)

3/day—*dispel magic*, *heat metal* (DC 14), *produce flame*

1/day—*air walk*, *fireball* (DC 15), *greater teleport* (self plus 50 lbs. of objects only), *summon* (level 3, 1 brimorak, 50%)

TACTICS

During Combat

STATISTICS

Str 17, **Dex** 16, **Con** 19, **Int** 12, **Wis** 12, **Cha** 15

Base Atk +6; **CMB** +8; **CMD** 21

Feats Combat Casting, Improved Initiative, Weapon Focus (longsword)

Skills [Acrobatics](#) +12, [Bluff](#) +11, [Knowledge](#) (engineering) +10, [Knowledge](#) (planes) +10, [Perception](#) +18, [Sense Motive](#) +10, [Stealth](#) +16; [Racial Modifiers](#) +8 [Perception](#)

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

SQ flaming weapon

SPECIAL ABILITIES

Boiling Blood (Su) A brimorak's blood is boiling hot. It can cough out a hideous amount of this scorching fluid as a breath weapon, but the blood also serves the demon as a defensive ability. Any creature that damages a brimorak with a slashing or piercing melee weapon is sprayed by boiling blood, and takes 1d4 points of fire damage with each successful hit with such a weapon. Creatures using reach weapons are not subject to this damage.

Burning Hooves (Su) A brimorak's hooves burn with fire, leaving scorched hoofprints on wood, stone, and most every other solid surface, yet this supernatural fire does not set alight surfaces the demon treads upon. It does make it easier to track a brimorak, though—Survival checks made to track a brimorak gain a +8 circumstance bonus. Brimoraks use their air walk ability to throw creatures off their trail, or to leave their prints in strange places (like atop roofs) to spread fear and terror. Against a prone foe, a brimorak can make two hoof attacks rather than just one.

Flaming Weapon (Su) As a free action, a brimorak can infuse a wielded melee weapon (including a two-handed weapon, but not a second weapon held in the off-hand) with its fiery nature, allowing it to inflict an additional 1d6 points of fire damage with the weapon. This fire damage stacks with any additional fire damage that the weapon might also inflict. The weapon loses this ability if it leaves the demon's grasp.

Smoke Breath (Su) A brimorak's breath manifests as clouds of foul-smelling smoke when it exhales. This breath surrounds the brimorak out to a radius of 5 feet—while the smoke isn't thick enough to obscure vision or choke foes, it is enough to sicken breathing foes who are not immune to poison. A DC 17 Fortitude save grants immunity to a 3 particular brimorak's breath for 24 hours. The save DC is Constitution-based.

CRUSADER TURNCOAT

Human warrior 3

LN Medium humanoid (human)

Init –1; **Senses** [Perception](#) +5

DEFENSE

5-S1 Siege of the Diamond City GM Notes

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

DRETCH, ADVANCED

This small creature's bloated frame shudders with each heaving step, yet despite its shape, the thing moves with surprising quickness.

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

Init +2; **Senses** darkvision 60 ft.; [Perception](#) +7

DEFENSE

AC 18, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 size)

hp 22 (2d10+11)

Fort +7, **Ref** +2, **Will** +5

DR 5/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10

OFFENSE

Speed 20 ft.

Melee 2 claws +6 (1d4+3), bite +6 (1d4+3)

Spell-Like Abilities (CL 2nd)

1/day—[cause fear](#) (DC 13), [stinking cloud](#) (DC 15)

TACTICS

During Combat Immune to the effects, the dretches target as many of the PCs as possible with their *stinking clouds* before using *cause fear* on the first foe to attack them. They then attack with claws and bite.

STATISTICS

Str 16, **Dex** 14, **Con** 18, **Int** 9, **Wis** 15, **Cha** 15

Base Atk +2; **CMB** +4; **CMD** 16

Feats [Toughness](#)

Skills [Escape Artist](#) +7, [Perception](#) +7, [Stealth](#) +11

Languages Abyssal (cannot speak); [telepathy](#) 100 ft. (limited to Abyssal-speaking targets)

MINOTAUR, HALF-FIEND

This fiendish figure, complete with bat wings, claws, a fanged bull's head, and cloven feet, bellows a roar of challenge.

CE Large [outsider](#) (extraplanar, native)

Init +2; **Senses** darkvision 60 ft.; [Perception](#) +14

DEFENSE

AC 17, touch 11, flat-footed 15 (+2 Dex, +6 natural, -1 size)

hp 57 (6d10+24)

Fort +8, **Ref** +7, **Will** +6

Defensive Abilities natural cunning; **DR** 5/magic; **Immune** poison; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 17

OFFENSE

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

Melee greataxe +11/+6 (3d6+9/×3), bite +6 (1d8+3), gore +6 (1d6+3)

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

Special Attacks smite good 1/day, [powerful charge](#) (gore +13, 2d6+9)

Spell-Like Abilities (CL 6th)

3/day—[darkness](#); 1/day—[desecrate](#), [unholy blight](#) (DC 14)

TACTICS

During Combat

STATISTICS

5-S1 Siege of the Diamond City GM Notes

Str 23, **Dex** 14, **Con** 19, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +13; **CMD** 25

Feats [Great Fortitude](#), [Improved Bull Rush](#), [Power Attack](#)

Skills [Fly](#) +0, [Intimidate](#) +9, [Knowl. \(religion\)](#) +5, [Percep.](#) +14, [Stealth](#) +7, [Survival](#) +14; **Racial Modifiers** +4 [Perception](#), +4 [Survival](#)

Languages Giant

SCHIR

This goat-headed humanoid is covered in a mangy gray hide that only partly covers its gaunt but muscled frame.

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

Init +2; **Senses** darkvision 60 ft., [see invisibility](#); [Perception](#) +13

DEFENSE

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

hp 37 (5d10+10)

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

DR 5/cold iron or [good](#); **Immune** disease, electricity, [poison](#); **Resist** acid 10, [cold](#) 10, [fire](#) 10; **SR** 15

OFFENSE

Speed 30 ft.

Melee mwk halberd +8 (1d10+10/×3 plus disease), gore +1 (1d6+4) or gore +6 (1d6+10)

Special Attacks [powerful charge](#) (gore, 3d6+10)

Spell-Like Abilities (CL 6th; concentration +4)

Constant—[see invisibility](#), [tongues](#)

3/day—[arcane lock](#), [expeditious retreat](#), [protection from good](#)

TACTICS

Before Combat If given the chance, the schir casts *protection from good*, then *expeditious retreat*.

During Combat The schir uses its powerful charge to enter melee, using power attack (included in stats) at all times unless it misses all attacks in two consecutive rounds.

STATISTICS

Str 17, **Dex** 14, **Con** 15, **Int** 8, **Wis** 5, **Cha** 6

Base Atk +5; **CMB** +8; **CMD** 20

Feats [Iron Will](#), [Power Attack](#), [Weapon Focus](#) (halberd)

Skills [Acrobatics](#) +10 (+18 jumping), [Climb](#) +11, [Intimidate](#) +6, [Perception](#) +13, [Survival](#) +2; **Racial**

Modifiers +8 [Acrobatics](#) when jumping, +8 [Perception](#)

Languages Abyssal; telepathy 100 ft., [tongues](#)

SPECIAL ABILITIES

Disease (Ex) A schir gnaws constantly at the ends of its halberd. This infuses the blades with disease from the [demon](#)'s filthy spittle. Any creature struck by a schir's halberd must succeed at a DC 15 Fortitude save or contract gray pox—a frightening disease that causes weakness, gray splotches on the skin, and eventual catatonia. The save DC is Constitution-based.

Gray Pox: Halberd—*injury*; *save* Fort DC 15; *onset* 1 day; *frequency* 1/day; *effect* 1d6 Str damage; *cure* 2 consecutive saves.

SCOURGE OF DESKARI

This giant black bee, as large as a horse and unusually fat, has dark red stripes on her body. She moves with astonishing speed.

Agile fiendish giant queen bee

N Large [vermin](#) (extraplanar)

Init +20/+0; **Senses** darkvision 60 ft.; [Perception](#) +1

DEFENSE

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

hp 75 (7d8+36)

Fort +9, **Ref** +2, **Will** +3

Defensive Abilities evasion; **DR** 5/good; **Immune** mind-affecting effects; **Resist** cold 10, fire 10; **SR** 12

Weaknesses vulnerable to smoke

OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee sting +8 (1d8+6 plus [poison](#))

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

Special Attacks dual initiative, smite good 1/day

TACTICS

During Combat

STATISTICS

Str 19, **Dex** 11, **Con** 18, **Int** —, **Wis** 12, **Cha** 13

Base Atk +5; **CMB** +10; **CMD** 20 (28 vs. trip)

Skills [Fly](#) +2

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SPECIAL ABILITIES

Dual Initiative (Ex): The monster gets two turns each round, one on its initiative count and another on its initiative count – 20. For example, if the monster's initiative is 23, for its first turn it could make a full attack (and take a 5 foot step) at initiative 23, and for its second turn at initiative 3 it could take a move action and cast a spell. This allows the monster to perform two actions per round that normally take an entire round, such as using a summon monster spell. For the purposes of spells and effects that have a duration of a round or longer or trigger at the beginning of the creature's round or the start of its turn such as saving throws against ongoing effects or taking bleed damage), only the monster's first turn each round counts toward such durations.

Poison (Ex) Sting—injury; *save* Fort DC 17; *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.