

# 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.

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

### 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.

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

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### STATISTICS

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**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

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### DEFENSE

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**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

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### OFFENSE

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**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)

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### TACTICS

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**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.

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### STATISTICS

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**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

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### SPECIAL ABILITIES

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**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

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### DEFENSE

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

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

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

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### OFFENSE

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**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)

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### 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 CHARLATAN

Halfling rogue 5

LE Small humanoid (halfling)

**Init** +8; **Senses** Perception +9

### DEFENSE

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

**hp** 41 (5d8+15)

**Fort** +4, **Ref** +11, **Will** +1; +2 vs. fear

**Defensive Abilities** evasion, trap sense +1, uncanny dodge

### OFFENSE

**Speed** 20 ft.

**Melee** +1 short sword +9 (1d4+1/19–20)

**Ranged** mwk hand crossbow +9 (1d3/19–20)

**Special Attacks** sneak attack +3d6

### TACTICS

**During Combat** The rogue uses surprise and flanking to make sneak attacks, as well as his slow reactions rogue talent.

### STATISTICS

**Str** 10, **Dex** 18, **Con** 14, **Int** 10, **Wis** 8, **Cha** 15

**Base Atk** +3; **CMB** +2; **CMD** 16

**Feats** [Improved Initiative](#), [Lightning Reflexes](#), [Point-Blank Shot](#), [Weapon Finesse](#)

**Skills** [Acrobatics](#) +14 (+10 when jumping), [Bluff](#) +10, [Climb](#) +10, [Disable Device](#) +14, [Knowledge](#) (local) +8, Perception +9, [Sleight of Hand](#) +12, [Stealth](#) +16

**Languages** Common, Halfling

**SQ** rogue talents (finesse rogue, slow reactions), trapfinding +2

**Combat Gear** *potions of cure light wounds* (2), *potion of invisibility*; **Other Gear** masterwork studded leather, +1 short sword, masterwork hand crossbow with 20 bolts, masterwork thieves' tools, tindertwig (5), 60 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

### 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



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**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](#)

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### 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.

## 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)

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### 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

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### 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%)

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### TACTICS

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#### During Combat

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### 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

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### 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.

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

### 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

**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

### SLITHERING TRACKER

*A long, moist streak along the dark stone suddenly undulates like a serpent and then rises up to attack.*

N Small [ooze](#)

**Init** +4; **Senses** [blindsense](#) 60 ft.; [Perception](#) +7

#### DEFENSE

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

**hp** 42 (4d8+24)

**Fort** +7, **Ref** +5, **Will** +1

**Immune** mind-affecting effects, [ooze](#) traits

#### OFFENSE

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

**Melee** 2 slams +7 (1d6+3 plus [grab](#) and paralysis)

**Special Attacks** [blood drain](#) (1d2 Constitution), [grab](#) (Colossal)



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

### TACTICS

#### During Combat

### STATISTICS

**Str** 16, **Dex** 18, **Con** 23, **Int** 11, **Wis** 10, **Cha** 1

**Base Atk** +3; **CMB** +5 (+9 grapple); **CMD** 19 (can't be tripped)

**Feats** [Skill Focus \(Perception\)](#), [Skill Focus \(Stealth\)](#)

**Skills** [Climb](#) +11, [Perception](#) +7, [Stealth](#) +20; **Racial Modifiers** +8 [Stealth](#)

**Languages** Undercommon (cannot speak)

**SQ** transparent

### SPECIAL ABILITIES

**Paralysis (Ex)** Any creature that is hit by a slithering tracker's slam attack comes into contact with the anesthetizing slime it secretes. The opponent must succeed on a DC 18 Fortitude save or be paralyzed—at the end of each round thereafter, the paralyzed victim can attempt a new Fortitude save to recover from this paralysis. When a victim recovers from a slithering tracker's paralysis, the victim is staggered for 1d6 rounds. This DC is Constitution-based.

**Transparent (Ex)** Because of its lack of coloration, a slithering tracker is difficult to discern from its surroundings in most environments. The slithering tracker gains a +8 racial bonus on [Stealth](#) checks as a result, and can move at full speed without taking a penalty on [Stealth](#) checks. A creature that fails to notice a slithering tracker and walks into it automatically takes damage as if struck by the slithering tracker's slam attack and is immediately subject to a [grab](#) attempt and paralysis 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 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/×3) 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

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

**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

### ASPIS SCOURER

Half-elf sorcerer 5

LE Medium humanoid (elf, human)

Init +2; Senses low-light vision; Perception +7

#### DEFENSE

**AC** 18, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 dodge, +1 natural)

**hp** 30 (5d6+10)

**Fort** +3, **Ref** +6, **Will** +4; +2 vs. enchantments

**Resist** acid 5, fire 10

#### OFFENSE

**Speed** 30 ft.

**Melee** mwk light mace +3 (1d6) or 2 claws +2 (1d4)

**Ranged** mwk light crossbow +5 (1d8/19–20)

**Special Attacks** claws (2, 1d4, treated as magic, 7 rounds/day)

**Sorcerer Spells Known** (CL 5th; concentration +9)

2nd (5/day)—[acid arrow](#), [mirror image](#), [resist energy](#)

1st (7/day)—[cause fear](#) (DC 15), [charm person](#) (DC 15), [mage armor](#), [magic missile](#), [ray of enfeeblement](#) (DC 15)

0 (at will)—[acid splash](#), [detect magic](#), [ghost sound](#) (DC 14), [mage hand](#), [message](#), [read magic](#)

**Bloodline** draconic (green)

#### TACTICS

**Before Combat** The sorcerer casts [mage armor](#) and [resist energy](#) (fire).

**During Combat** The sorcerer casts [mirror image](#), then entangles opponents with his wand of [entangle](#) (using the [Use Magic Device](#) skill). He uses one of his scrolls of [levitate](#) to avoid melee combat, and casts [cause fear](#) to remove opponents threatening him.

**Base Statistics** Without [mage armor](#) and [resist energy](#), the sorcerer's statistics are **AC** 14, touch 13, flat-footed 11; **Resist** acid 5.

#### STATISTICS

**Str** 10, **Dex** 14, **Con** 12, **Int** 13, **Wis** 8, **Cha** 18

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

**Feats** [Combat Casting](#), [Dodge](#), [Eschew Materials](#), [Lightning Reflexes](#), [Skill Focus](#) ([Use Magic Device](#))

**Skills** [Intimidate](#) +10, [Knowledge](#) (arcana) +7, [Perception](#) +7, [Spellcraft](#) +7, [Use Magic Device](#) +13

**Languages** Common, Draconic, Elven

**SQ** bloodline arcana (acid spells deal +1 damage per die), elf blood

**Combat Gear** *potion of [cure moderate wounds](#), [potion of invisibility](#), [scrolls of levitate](#) (2), [scroll of ray of exhaustion](#), [scroll of silent image](#), [wand of entangle](#) (20 charges), smokestick*; **Other Gear** masterwork light crossbow with 10 bolts, masterwork light mace, [cloak of resistance](#) +1, 190 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.

### 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)

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

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.

## A13: (Woundward) TRAITOR'S RUN

### 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

### 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](#)

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

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.

## A14: (Woundward) WOUNDWARD VIGIL

### GIANT WASP, FIENDISH

*This horse-sized wasp is covered in orange and black vertical stripes—its stinger is the size of a sword and drips with black venom.*

N Large *vermin* (extraplanar)

**Init** +1; **Senses** darkvision 60 ft.; *Perception* +9

### DEFENSE

**AC** 14, touch 10, flat-footed 13; (+1 Dex, +4 natural, −1 size)

**hp** 34 (4d8+16)

**Fort** +8, **Ref** +2, **Will** +2

**Immune** mind-affecting effects; **Resist** cold 5, fire 5; **SR** 8

### OFFENSE

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

**Melee** sting +6 (1d8+6 plus poison)

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

**Special Attacks** smite good 1/day

### TACTICS

**During Combat**

### STATISTICS

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

**Base Atk** +3; **CMB** +8; **CMD** 19

**Skills** *Fly* +3, *Perception* +9; **Racial Modifiers** +8 *Perception*

### SPECIAL ABILITIES

**Poison (Ex)** Sting—*injury*; save Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d2 Dexterity *damage*; *cure* 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

**Smite Good (Su)** 1/day as a swift action, adds Cha bonus (+0) to attack rolls and damage bonus equal to HD (+4) against good foes; smite persists until target is dead or the fiendish creature rests.

## Act 3: THE SIEGE OF THE DIAMOND CITY

### 2. IN DEFENSE OF THE WEAK

### 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

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

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### OFFENSE

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**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%)

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### TACTICS

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**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.

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### STATISTICS

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**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.

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### SPECIAL ABILITIES

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**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.

## 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)

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### DEFENSE

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**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

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### OFFENSE

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**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%)

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### TACTICS

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**During Combat**

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### STATISTICS

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**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

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### SPECIAL ABILITIES

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**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.

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

**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.

### CULTIST REAVER

Half-orc fighter 3

NE Medium humanoid (human, orc)

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

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#### 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

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#### OFFENSE

**Speed** 30 ft.

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

**Ranged** javelin +4 (1d6+3)

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#### 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.

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#### 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

### RETREATING CRUSADER

Human cleric 5

LN Medium humanoid (human)

**Init** –1; **Senses** Perception +6

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#### DEFENSE

**AC** 18, touch 9, flat-footed 18 (+7 armor, –1 Dex, +2 shield)

**hp** 41, currently 0 (5d8+15)

**Fort** +7, **Ref** +1, **Will** +7

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#### OFFENSE

**Speed** 20 ft.

**Melee** mwk longsword +8 (1d8+3/19–20)

**Special Attacks** channel positive energy 6/day (DC 13, 3d6)

**Domain Spell-Like Abilities** (CL 5th; concentration +7)

5/day—touch of law

5/day—battle rage (+2 damage)

**Cleric Spells Prepared** (CL 5th; concentration +7)

3rd—[dispel magic](#), *magic vestment*<sup>D</sup>, [searing light](#)

2nd—[align weapon](#) (law only)<sup>D</sup>, [enthral](#) (DC 14), [resist energy](#) (DC 14), [sound burst](#) (DC 14)

1st—[command](#) (DC 13), [divine favor](#), *magic weapon*<sup>D</sup>, [shield of faith](#), [summon monster I](#)

0 (at will)—[guidance](#), [light](#), [purify food and drink](#), [resistance](#)

**D** Domain spell; **Domains** Law, War

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#### TACTICS



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

**Before Combat** The cleric casts [magic vestment](#).

**During Combat** The cleric attacks with her longsword, and casts [magic weapon](#) or [align weapon](#) as needed. When fighting undead, she channels positive energy. Otherwise, she uses ranged magical attacks only as a last resort.

**Base Statistics** Without [magic vestment](#), the cleric's statistics are **AC** 18, touch 9, flat-footed 18.

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### STATISTICS

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

**Base Atk** +3; **CMB** +6; **CMD** 15

**Feats** [Combat Casting](#), Heavy Armor Proficiency, Improved Shield Bash, [Weapon Focus](#) (longsword)

**Skills** [Diplomacy](#) +9, [Heal](#) +6, [Knowledge](#) (nobility) +6, [Knowledge](#) (religion) +5, [Perception](#) +6

**Languages** Common

**SQ** aura

**Combat Gear** *potion of bull's strength*, thunderstone; **Other Gear** masterwork splint mail, +1 [light steel shield](#), masterwork longsword, [cloak of resistance](#) +1, silver holy symbol, 271 gp

## 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

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### 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

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### 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](#)

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### 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.

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### 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](#)

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### 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.

## WORLDREAPER

Agile Wrath Priest

Half-orc cleric 8

CE Medium humanoid (human, orc)

**Init** +20/+0; **Senses** darkvision 60 ft.; [Perception](#) +5

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### DEFENSE

**AC** 22, touch 12, flat-footed 20 (+9 armor, +1 natural, +2 dodge)

**hp** 87 (8d8+48)

**Fort** +8, **Ref** +2, **Will** +8; +2 resistance vs. good

**Defensive Abilities** evasion, orc ferocity; **Immune** fire (96 points)

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### OFFENSE

**Speed** 40 ft.

**Melee** +1 *greataxe* +12/+7 (1d12+9/×3)

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

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

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**Special Attacks** channel negative energy 4/day (DC 15, 4d6), destructive aura (+4, 8 rounds/day), destructive smite (+4, 5/day), scythe of evil (4 rounds, 1/day)

**Domain Spell-Like Abilities** (CL 8th; concentration +10)

5/day—touch of evil (4 rounds)

**Cleric Spells Prepared** (CL 8th; concentration +10)

4th—*chaos hammer* (DC 16), *divine power*, *unholy blight*<sup>D</sup> (DC 16)

3rd—*invisibility purge*, *prayer*, *protection from energy* (DC 15), *rage*<sup>D</sup>

2nd—*align weapon*<sup>D</sup> (evil weapons only), *bull's strength*, *darkness*, *spiritual weapon* (2)

1st—*bane* (DC 13), *divine favor*, *entropic shield*, *protection from good*, *shield of faith*, *true strike*<sup>D</sup>

0 (at will)—*bleed* (DC 12), *guidance*, *light*, *resistance*

**D** Domain spell; **Domains** Destruction, Evil

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### TACTICS

**Before Combat** The cleric casts *protection from energy* (fire).

**During Combat** The cleric casts *divine power* and *shield of faith* at the start of combat, then closes to melee distance. If combat starts and he cannot reach any opponents on the first round, he casts *chaos hammer* or *unholy blight*. If fighting creatures he knows are good, he uses his scythe of evil ability on his greataxe. If he has allies, he casts *prayer*.

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### STATISTICS

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

**Base Atk** +6; **CMB** +10; **CMD** 20

**Feats** Heavy Armor Proficiency, *Power Attack*, *Toughness*, *Weapon Focus* (greataxe)

**Skills** *Intimidate* +7, *Perception* +5, *Spellcraft* +3

**Languages** Common, Orc

**SQ** aura, orc blood, weapon familiarity

**Combat Gear** *potions of cure serious wounds* (2), alchemist's fire (2); **Other Gear** +1 half-plate, +1 greataxe, javelins (5), *amulet of natural armor* +1, wooden unholy symbol, 184 gp

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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.