

# 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.

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

### 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

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##### DEFENSE

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

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

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

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

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##### OFFENSE

**Speed** 40 ft.

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

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

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

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

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

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##### TACTICS

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

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##### STATISTICS

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

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

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

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

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

#### KATRINA DECKLAND

Human conjurer 7

N Medium humanoid

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

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##### DEFENSE

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

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

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

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##### OFFENSE

**Speed** 30 ft.

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

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

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

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

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

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

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

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

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

**Prohibited Schools** enchantment, necromancy

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##### TACTICS

**During Combat** Katrina remains out of combat, 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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## 5-S1 Siege of the Diamond City GM Notes

**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 CON ARTIST

Half-elf bard 6

NE Medium humanoid (elf, human)

**Init** +1; **Senses** low-light vision; Perception +3

### DEFENSE

**AC** 15, touch 12, flat-footed 14 (+3 armor, +1 deflection, +1 Dex)

**hp** 30 (6d8)

**Fort** +1, **Ref** +6, **Will** +6; +2 vs. enchantments, +4 vs. bardic performance, language-dependent, and sonic

**Immune** sleep

### OFFENSE

**Speed** 30 ft.

**Melee** mwk rapier +6 (1d6/18-20)

**Ranged** dagger +5 (1d4/19-20)

**Special Attacks** bardic performance 18 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +2, [suggestion](#))

**Bard Spells Known** (CL 6th; concentration +10)

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

2nd (4/day)—alter self, detect thoughts (DC 16), minor image (DC 17), suggestion (DC 16)  
1st (5/day)—comprehend languages, disguise self, silent image (DC 16), ventriloquism (DC 16)  
0 (at will)—dancing lights, detect magic, ghost sound (DC 15), message

### TACTICS

**During Combat** The bard uses her potion of invisibility to hide and minor image to make illusory combatants. If pressed, she uses suggestion to make her enemies leave the fight.

### STATISTICS

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

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

**Feats** Skill Focus (Perform [act, oratory]), Spell Focus (illusion), Weapon Finesse

**Skills** Acrobatics +6, Escape Artist +10, Knowledge (arcana) +10, Knowledge (local) +14, Knowledge (nobility) +13, Perception +3, Perform (act, oratory) +16, Perform (string) +13, Sense Motive +10, Spellcraft +8, Stealth +10

**Languages** Common, Draconic, Elven

**SQ** bardic knowledge +3, elf blood, lore master 1/day, versatile performance (act, oratory)

**Combat Gear** elixir of truth, potion of cure light wounds, potions of invisibility (2); **Other Gear** +1 leather armor, masterwork rapier, dagger, ring of protection +1, violin, 13 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



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

**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.

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

### BABAU

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

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

**Init** +5; **Senses** darkvision 60 ft., [see invisibility](#); [Perception](#) +19

### DEFENSE

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

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

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

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

### OFFENSE

**Speed** 30 ft.

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

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

**Special Attacks** sneak attack +2d6

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

Constant—[see invisibility](#)

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

1/day—[summon](#) (level 3, 1 babau at 40%)

### TACTICS

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

### STATISTICS

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

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

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

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

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

### SPECIAL ABILITIES

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

### INCUBUS

*This darkly handsome humanoid's batlike wings, curving horns, and bestial legs betray his demonic origin.*

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

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

### DEFENSE

**AC** 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

**hp** 76 (8d10+32)

**Fort** +10, **Ref** +6, **Will** +8

**DR** 10/cold iron or [good](#); **Immune** electricity, [poison](#); **Resist** acid 10, [cold](#) 10, [fire](#) 10; **SR** 17

### OFFENSE

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

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

**Melee** mwk scimitar +14/+9 (1d6+5/18–20) or2 slams +13 (1d4+5)

**Special Attacks** pain redoubled

**Spell-Like Abilities** (CL 8th; concentration +13)

Constant—[tongues](#)

At will—[charm person](#) (DC 16), [detect thoughts](#) (DC 17), [greater teleport](#) (self plus 50 lbs. of objects only), [suggestion](#) (DC 18)

1/day—[crushing despair](#) (DC 19), [summon](#) (level 3, 2 schirs 40%)

### TACTICS

#### During Combat

### STATISTICS

**Str** 20, **Dex** 15, **Con** 18, **Int** 16, **Wis** 15, **Cha** 21

**Base Atk** +8; **CMB** +13; **CMD** 25

**Feats** [Flyby Attack](#), [Lightning Reflexes](#), [Power Attack](#), [Vital Strike](#)

**Skills** [Acrobatics](#) +6, [Bluff](#) +16, [Diplomacy](#) +16, [Escape Artist](#) +6, [Fly](#) +13, [Intimidate](#) +16, [Knowledge](#) (planes)

+14, [Perception](#) +13, [Sense Motive](#)+13, [Spellcraft](#) +14, [Stealth](#) +11; **Racial Modifiers** +8 [Intimidate](#), +8 [Perception](#)

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

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

### SPECIAL ABILITIES

**Pain Redoubled (Su)** When an incubus confirms a critical hit with a melee weapon or a natural weapon, that attack deals an additional 2d6 points of nonlethal damage and the target must succeed at a DC 19 Fortitude save or be wracked by pain, becoming sickened for 1d6 rounds. Multiple uses of this ability extend the duration. The save DC is Charisma-based.

## A7: (Confluence) THE RISE OF OOZE

### MAGMA OOZE, POISONOUS

*This seething mass of bubbling molten rock churns and moves of its own hungry accord.*

N Large [ooze](#) ([fire](#))

**Init** –5; **Senses** [blindsight](#) 60 ft.; [Perception](#) –5

### DEFENSE

**AC** 4, touch 4, flat-footed 4 (–5 Dex, –1 size)

**hp** 85 (9d8+45)

**Fort** +8, **Ref** –2, **Will** –2

**Defensive Abilities** [split](#) ([cold](#) and slashing, 8 hp); **Immune** [fire](#), [ooze](#) traits

**Weaknesses** vulnerability to [cold](#), vulnerability to water

### OFFENSE

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

**Melee** slam +14 (2d6+13 plus 2d6 [grab](#), and burn and poison)

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

**Special Attacks** burn (2d6, DC 19), [constrict](#) (2d6+13 plus burn), poison (DC 19)

### TACTICS

#### During Combat

### STATISTICS

**Str** 28, **Dex** 1, **Con** 21, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +6; **CMB** +16 (+20 grapple); **CMD** 21 (can't be tripped)

**Skills** [Climb](#) +17

**SQ** lava body

### SPECIAL ABILITIES

**Lava Body (Ex)** The magma [ooze](#) is formed of molten rock. Whenever a creature strikes a magma [ooze](#) with a weapon, that weapon takes 4d6 points of [fire](#) damage unless the attacker makes a DC 19 Fortitude save. Damage caused to weapons in this manner is not halved, but hardness does help prevent some of the damage dealt. The save DC is Constitution-based.

**Poison (Ex)** *Magma Ooze Poison*: Slam—injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d2 Con; cure 2 consecutive saves.

**Vulnerability to Water (Ex)** A significant amount of water, such as that created by a [create water](#) spell, the contents of a large bucket, or a blow from a water [elemental](#), that strikes a magma [ooze](#) forces the creature to make a DC 20 Fortitude save to avoid being staggered for 2d4 rounds. A magma [ooze](#) that is immersed in water must make a DC 20 Fortitude save each round (this DC increases by +1 each subsequent round) or become petrified, reverting once the water is gone.

## 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:



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

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

### VROCK

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

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

**Init** +6; **Senses** darkvision 60 ft.; **Perception** +23

#### DEFENSE

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

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

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

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

#### OFFENSE

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

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

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

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

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

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

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

#### TACTICS

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

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

#### STATISTICS

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

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

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

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

Motive +15, Spellcraft +14, Stealth +10, Survival +15; **Racial Modifiers** +8 Perception

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

#### SPECIAL ABILITIES

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

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

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

## A10: (Outer) A GRAND OLD SHIP

### ASPIS ENFORCER

Elf barbarian 6

CN Medium humanoid (elf)

**Init** +4; **Senses** low-light vision; **Perception** +12

#### DEFENSE

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

**AC** 17, touch 12, flat-footed 13 (+5 armor, +4 Dex, -2 rage)

**hp** 68 (6d12+24)

**Fort** +8, **Ref** +6, **Will** +5; +2 vs. enchantments

**Defensive Abilities** improved uncanny dodge, trap sense +2; **Immune** sleep

### OFFENSE

**Speed** 50 ft.

**Melee** mwk elven curve blade +10/+5 (1d10+4/18-20)

**Ranged** +1 *composite longbow* +11/+6 (1d8+4/×3)

**Special Attacks** rage (15 rounds/day), rage powers (rolling dodge +2, swift foot +10 feet)

### TACTICS

**During Combat** The barbarian switches freely between bow and blade as the situation warrants.

**Base Statistics** When not raging, the barbarian's statistics are **AC** 19, touch 14, flat-footed

15; **hp** 56; **Fort** +6, **Will** +3; **Melee** mwk elven curve blade +8/+3 (1d10+1/18-20); **Ranged** +1 *composite longbow* +11/+6 (1d8+2/×3); **Str** 13, **Con** 12; **CMB** +7; **Skills** [Climb](#) +8.

### STATISTICS

**Str** 17, **Dex** 18, **Con** 16, **Int** 10, **Wis** 12, **Cha** 10

**Base Atk** +6; **CMB** +9; **CMD** 21

**Feats** [Deadly Aim](#), [Point-Blank Shot](#), [Power Attack](#)

**Skills** [Acrobatics](#) +12 (+20 when jumping), [Climb](#) +10, [Craft](#) (bows) +5, [Handle Animal](#) +5, [Knowledge](#) (nature) +5, Perception +12, [Stealth](#) +5, [Survival](#) +5

**Languages** Common, Elven

**SQ** elven magic, fast movement, weapon familiarity

**Combat Gear** *potions of [cure light wounds](#)* (2), *potions of [longstrider](#)* (2), alchemist's fire (2); **Other Gear** +1 *chain shirt*, +1 *composite longbow* (+3 Str) with 20 arrows, masterwork elven curve blade, climber's kit, 2 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

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

### 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.

#### NABASU

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

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

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

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#### DEFENSE

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

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

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

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

---

#### OFFENSE

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

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

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

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

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

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

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

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#### TACTICS

**During Combat**

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#### STATISTICS

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

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

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

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

[Motive](#) +15, [Stealth](#) +15 (+23 in shadowy conditions), [Survival](#) +15; **Racial Modifiers** +8 [Perception](#), +8 [Stealth](#) in shadowy areas

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

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#### SPECIAL ABILITIES

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

**Death-Stealing Gaze (Su)** As a free action once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a DC 18 Fortitude save or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the nabasu's control. A nabasu's gaze can only create one ghoul per round—if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul. The save DC is Charisma-based.

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

#### FALSE CRUSADER

Human warrior 3

LN Medium humanoid (human)

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

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#### DEFENSE

**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

**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)

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

### 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

### INCUBUS

*This darkly handsome humanoid's batlike wings, curving horns, and bestial legs betray his demonic origin.*

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

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

### DEFENSE

**AC** 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

**hp** 76 (8d10+32)

**Fort** +10, **Ref** +6, **Will** +8

**DR** 10/cold iron or [good](#); **Immune** electricity, [poison](#); **Resist** acid 10, [cold](#) 10, [fire](#) 10; **SR** 17

### OFFENSE

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

**Melee** mwk scimitar +14/+9 (1d6+5/18–20) or 2 slams +13 (1d4+5)

**Special Attacks** pain redoubled

**Spell-Like Abilities** (CL 8th; concentration +13)

Constant—[tongues](#)

At will—[charm person](#) (DC 16), [detect thoughts](#) (DC 17), [greater teleport](#) (self plus 50 lbs. of objects only), [suggestion](#) (DC 18)

1/day—[crushing despair](#) (DC 19), [summon](#) (level 3, 2 schirs 40%)

### TACTICS

**During Combat**

### STATISTICS

**Str** 20, **Dex** 15, **Con** 18, **Int** 16, **Wis** 15, **Cha** 21

**Base Atk** +8; **CMB** +13; **CMD** 25

**Feats** [Flyby Attack](#), [Lightning Reflexes](#), [Power Attack](#), [Vital Strike](#)

**Skills** [Acrobatics](#) +6, [Bluff](#) +16, [Diplomacy](#) +16, [Escape Artist](#) +6, [Fly](#) +13, [Intimidate](#) +16, [Knowledge](#) (planes)

+14, [Perception](#) +13, [Sense Motive](#) +13, [Spellcraft](#) +14, [Stealth](#) +11; **Racial Modifiers** +8 [Intimidate](#), +8 [Perception](#)

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

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

### SPECIAL ABILITIES

**Pain Redoubled (Su)** When an incubus confirms a critical hit with a melee weapon or a natural weapon, that attack deals an additional 2d6 points of nonlethal damage and the target must succeed at a DC 19 Fortitude save or be wracked by pain, becoming sickened for 1d6 rounds. Multiple uses of this ability extend the duration. The save DC is Charisma-based.

### 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](#).

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

**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 QUEEN BEE, FIENDISH

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

N Large [vermin](#) (extraplanar)

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

### DEFENSE

**AC** 17, touch 9, flat-footed 17 (+8 natural, −1 size)

**hp** 59 (7d8+28)

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

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

**Weaknesses** vulnerable to smoke

### OFFENSE

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

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

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

**Special Attacks** 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

### SPECIAL ABILITIES

**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.

## Act 3: THE SIEGE OF THE DIAMOND CITY

### 2. IN DEFENSE OF THE WEAK

### BABAU, ADVANCED

*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** +7; **Senses** darkvision 60 ft., [see invisibility](#); [Perception](#) +21

### DEFENSE

**AC** 23, touch 13, flat-footed 20 (+3 Dex, +10 natural)

**hp** 87 (7d10+49)

**Fort** +12, **Ref** +8, **Will** +7

**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 +14 (1d6+7), bite +14 (1d6+7) or longspear +14/+9 (1d8+10/x3), bite +9 (1d6+3)

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

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

**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

**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

**Str** 25, **Dex** 17, **Con** 24, **Int** 18, **Wis** 17, **Cha** 20

**Base Atk** +7; **CMB** +14; **CMD** 27

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

**Skills** [Acrobatics](#) +13, [Climb](#) +14, [Disable Device](#) +13, [Escape Artist](#) +13, [Perception](#) +21, [Sense Motive](#) +13, [Sleight of Hand](#) +13, [Stealth](#) +24; **Racial Modifiers** +8 [Perception](#), +8 [Stealth](#)

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

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### 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 20 Reflex save. A creature that strikes a babau with a melee weapon must make a DC 20 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.

## 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

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### 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

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### 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

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### TACTICS

**During Combat**

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### 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](#)

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### 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.

## NABASU

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

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

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

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### DEFENSE

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

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

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

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

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### OFFENSE

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

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



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

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

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

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

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

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

TACTICS

**During Combat**

STATISTICS

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

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

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

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

[Motive](#) +15, [Stealth](#) +15 (+23 in shadowy conditions), [Survival](#) +15; **Racial Modifiers** +8 [Perception](#), +8 [Stealth](#) in shadowy areas

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

SPECIAL ABILITIES

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

**Death-Stealing Gaze (Su)** As a free action once per day per growth point (minimum of 1/day), a nabasu can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a DC 18 Fortitude save or gain a negative level. A humanoid slain in this manner immediately transforms into a ghoul under the nabasu's control. A nabasu's gaze can only create one ghoul per round—if multiple humans perish from the gaze in a round, the nabasu picks which human becomes a ghoul. The save DC is Charisma-based.

### RETREATING CRUSADER

Human cleric 5

LN Medium humanoid (human)

**Init** -1; **Senses** Perception +6

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

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

TACTICS

**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.

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

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

**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

#### 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.

### VROCK, MYTHIC

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

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

**Init** +7; **Senses** darkvision 60 ft.; **Perception** +23

#### DEFENSE

**AC** 27, touch 12, flat-footed 24 (+3 Dex, +15 natural, −1 size)

**hp** 152 (9d10+103)

**Fort** +13, **Ref** +11, **Will** +6

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

#### OFFENSE

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

**Melee** bite +14 (1d8+6 plus bleed), 2 claws +14 (2d6+6 plus bleed), 2 talons +14 (1d6+6 plus bleed)

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

**Special Attacks** bleed (1d6), entrapping vines, greater stunning screech, manic dance of ruin, mythic power (4/day, surge +1d8)

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

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

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

#### STATISTICS

**Str** 23, **Dex** 17, **Con** 25, **Int** 14, **Wis** 16, **Cha** 16

**Base Atk** +9; **CMB** +16; **CMD** 29

**Feats** *Cleave*<sup>M</sup>, *Combat Reflexes*<sup>M</sup>, *Improved Initiative*, *Lightning Reflexes*, *Power Attack*, *Stand Still*<sup>B</sup>

**Skills** *Fly* +13, *Intimidate* +15, *Knowledge (planes)* +14, *Perception* +23, *Sense Motive* +15, *Spellcraft* +14, *Stealth* +11, *Survival* +15; **Racial Modifiers** +8 *Perception*

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

#### SPECIAL ABILITIES

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

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**Entrapping Vines (Ex)** A mythic vrock can expend one use of mythic power as a swift action to release a cloud of spores from its body, affecting all adjacent non-demons. The spores deal 2d8 points of damage on the first round as they grow into ugly vines; for the next 10 rounds, they deal 1d6 points of damage and entrap the affected creatures (DC 21, 10 rounds, hardness 5, hp 10). The vines can be destroyed by casting bless on the creatures or by sprinkling them with holy water. This is a disease effect. The save DC is Constitution-based.

**Greater Stunning Screech (Su)** Once per hour, a mythic vrock can emit a shrill screech. All non-demons within a 30-foot radius spread must succeed at a DC 21 Fortitude save or be stunned for 1 round. If the vrock expends one use of mythic power, any creature that fails its save is staggered for 1d6 rounds after the stun ends. The save DC is Constitution-based.

**Manic Dance of Ruin (Su)** A mythic vrock can expend one use of mythic power to dance and chant as a full-round action, after which it releases a crackling wave of energy, dealing 5d6 points of electricity damage to all creatures within 100 feet (Reflex DC 17 half). Each additional vrock that joins in the dance adds 1 to the DC and an additional 5d6 points of damage, up to a maximum of 20d6. The dance immediately ends and must be started anew if any of the participating vocks is slain, stunned, or otherwise prevented from dancing. The save DC is Charisma-based.

**Mythic Power (Su):** Mythic creatures can draw upon a wellspring of power to accomplish amazing deeds and cheat fate. This power is used by a number of different abilities.

**Surge (Su):** A mythic vrock can call upon its mythic power to overcome difficult challenges by expending one use of mythic power to increase any d20 roll it just made by rolling 1d8 and adding it to the result. Using this ability is an immediate action taken after the result of the original roll is revealed. This can change the outcome of the roll. The mythic vrock also makes use of several mythic feats. The benefits of these feats not already included in the stat block above are detailed below.

**Mythic Cleave:** Whenever you use Cleave or Great Cleave, one of your attacks can be made against a foe that is within your reach, but not adjacent to the foe you attacked. You can expend one use of mythic power when you use Cleave or Great Cleave to continue making attacks against foes regardless of their position, as long as you continue to hit each foe. You can't use this ability to attack a foe more than once per round.

**Mythic Combat Reflexes:** You can make any number of additional attacks of opportunity per round. As a swift action, you can spend one use of mythic power to, until the start of your next turn, make attacks of opportunity against foes you've already made attacks of opportunity against this round if they provoke attacks of opportunity from you by moving.