

A1. ANY DISTRICT—DEVIL IN THE DETAILS

BEARDED DEVIL (BARBAZU) (3) CR 5

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 +11/+6 melee (1d10+6 plus infernal wound) or 2 claws +10 melee (1d6+4)

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

Special Attacks beard

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%)

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.

SPECIAL ABILITIES

Beard (Ex) If a bearded devil hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d8+2 points of damage and must succeed on a DC 17 Fortitude save or contract devil chills. The save DC is Constitution-based. *Devil Chills*: Disease—injury; *save* Fort DC 17; *onset* 1d4 days; *frequency* 1/day; *effect* 1d4 Str damage; *cure* 3 consecutive saves.

Infernal Wound (Su) The damage a bearded devil deals with its glaive inflicts persistent wounds that cause 2 points of bleed damage. Bleed caused from an infernal wound is particularly difficult to stanch—a DC 17 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 16 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim. The infernal wounds caused by a bearded devil are a supernatural ability of the devil, not of the weapon.

KATRINA DECKLAND, CONJURIST CR 6

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

STATISTICS

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

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

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

Skills Appraise +10, Craft (traps) +15, Craft (jewelry) +10, Fly +10, Handle

Animal +5, Intimidate +10, 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 (quasit 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

Boon A conjurist can provide hidden lore about one type of outsider, granting a +2 circumstance bonus on the next Charisma-based check PCs make with that type of creature.

NEROSYAN CRUSADERS (6) CR 1

Human warrior 3

LN Medium humanoid

Init +0; **Senses** [Perception](#) +3

DEFENSE

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

hp 19 (3d10+3)

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

OFFENSE

Speed 20 ft.

Melee halberd +5 (1d10+3/×3) or heavy flail +5 (1d10+3/19–20) or sap +5 (1d6+2 nonlethal)

Ranged heavy crossbow +3 (1d10/19–20)

STATISTICS

Str 14, **Dex** 11, **Con** 13, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +3; **CMB** +5 (+7 sunder); **CMD** 15 (17 vs. sunder)

Feats [Alertness](#), [Improved Sunder](#), [Power Attack](#)

Skills [Intimidate](#) +5, [Perception](#) +3, [Ride](#) –3, [Sense Motive](#) +2

Languages Common

Combat Gear *potions of [cure light wounds](#)* (2); **Other Gear** half-plate, heavy crossbow with 10 bolts, halberd, heavy flail, sap, 5 gp

A2. ANY DISTRICT—OPPORTUNITY STRIKES

LOOTER CUTPURSES (4) CR 1/2

Human Rogue 1

NE Medium humanoid (human)

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

DEFENSE

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

hp 10 (1d8+2)

Fort +1, **Ref** +5, **Will** –1

OFFENSE

Speed 30 ft.

Melee short sword +3 (1d6+2/19–20)

Ranged dagger +3 (1d4+2/19–20)

Special Attacks sneak attack +1d6

TACTICS

Before Combat The rogue hides so he can use sneak attack.

During Combat The rogue continues to engage his initial opponent in melee, or throws acid if all his opponents are at range.

STATISTICS

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

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

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

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

Languages Common

SQ trapfinding +1

Combat Gear *potion of [cure light wounds](#)*, acid (2), smokestick, tanglefoot bag; **Other**

Gear masterwork studded leather, daggers (5), short sword, thieves' tools, 25 gp

LOOTER TRICKSTER CR 3

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)—*suggestion* (DC 16), *tongues*

1st (4/day)—*animate rope*, *cure light wounds* (DC 15), *lesser confusion* (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

A5. BATTLE DISTRICT—UNSAFE HOUSE

SUMMONING CIRCLE CR 5

Type magic; **Perception** DC 29; **Disable Device** DC 29

EFFECTS **Trigger** proximity (*alarm*); **Reset** none **Effect** spell effect (*summon monster IV*, summons 2 dretches)

FIREBALL TRAP CR 5

Type magic; **Perception** DC 28; **Disable Device** DC 28

EFFECTS **Trigger** proximity (*alarm*); **Reset** none **Effect** spell effect (*fireball*, 5d6 fire damage, Reflex DC 14 half); multiple targets (all targets in a 20-ft.-radius burst)

DRETCH CR 2

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

Init +0; **Senses** darkvision 60 ft.; **Perception** +5

DEFENSE

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

hp 18 (2d10+7)

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

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

OFFENSE

Speed 20 ft.

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

Spell-Like Abilities (CL 2nd)

1/day—*cause fear* (DC 11), *stinking cloud* (DC 13), *summon* (level 1, 1 dretch 35%)

STATISTICS

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

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

Feats Toughness

Skills Escape Artist +5, **Perception** +5, **Stealth** +9

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

A6. CONFLUENCE DISTRICT—AT THE FOOT OF STARRISE

VERMLEK CR 3

Pathfinder Campaign Setting: Lords of Chaos 54

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 scythe +6 (2d4+3/×4) and bite +1 (1d6+1) or flail +6 (1d8+3) and 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%)

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 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 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. dead creature possessed in life, including natural attacks, unusual movement types, or bonuses to natural armor.

BRIMORAK CR 5

CE Small outsider (chaotic, demon, evil, extraplanar, fire)

Init +7; **Senses** darkvision 60 ft.; Perception +10

Aura smoke breath (5 ft., DC 17)

DEFENSE

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

hp 57 (6d10+24)

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

Defensive Abilities boiling blood;

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

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft.

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

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

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

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

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

STATISTICS

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

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

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

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

Racial Modifiers +8 Perception **Languages** Abyssal, Celestial, Draconic, Ignan; telepathy 100 ft.

SQ flaming weapon

SPECIAL ABILITIES

Boiling Blood (Su) A brimorak's blood is boiling hot. It can cough out an amount of this scorching fluid as a breath weapon, but the blood also serves 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. 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 particular brimorak's breath for 24 hours. The save DC is Constitution-based.

A7. CONFLUENCE DISTRICT—THE RISE OF OOZE

GRAY OOZECR 4

XP 1,200

N Medium [ooze](#)

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

DEFENSE

AC 5, touch 5, flat-footed 5 (–5 Dex)

hp 50 (4d8+32)

Fort +9, **Ref** –4, **Will** –4

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

OFFENSE

Speed 10 ft.

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

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

STATISTICS

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

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

SQ transparent

SPECIAL ABILITIES

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

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

A10. OUTER DISTRICT—A GRAND OLD SHIP

ASPIS BATTLE MAGES CR 2

Elf wizard 3

NE Medium humanoid (elf)

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

DEFENSE

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

hp 19 (3d6+6)

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

Immune sleep

OFFENSE

Speed 30 ft.

Melee mwk rapier +3 (1d6/18–20)

Ranged mwk longbow +4 (1d8+1/×3)

Special Attacks hand of the apprentice (6/day)

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

2nd—*mirror image*, *scorching ray*

1st—*magic missile*, *shield*, *shocking grasp*

0 (at will)—*daze* (DC 13), *detect magic*, *light*, *resistance*

TACTICS

Before Combat The wizard uses her wand to cast *mage armor*.

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

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

STATISTICS

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

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

Feats Combat Casting, Point-Blank Shot, Scribe Scroll

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

Languages Common, Draconic, Elven, Orc, Sylvan

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

Combat Gear potion of cure moderate wounds, scroll of glitterdust, scroll of invisibility, scroll of magic weapon, scrolls of mirror image (2), scroll of obscuring mist, scroll of protection from evil, scroll of scorching ray, wand of mage armor (20 charges);

Other Gear masterwork longbow with 20 arrows, masterwork rapier, spellbook, 113 gp

ASPIS BRIGANDS (2)

XP 600

Half-orc fighter 3

NE Medium humanoid (human, orc)

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

DEFENSE

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

hp 30 (3d10+9)

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

Defensive Abilities bravery +1, orc ferocity

OFFENSE

Speed 30 ft.

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

Ranged javelin +4 (1d6+3)

TACTICS

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

STATISTICS

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

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

Feats Cleave, Improved Initiative, Iron Will, Power Attack

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

Languages Common, Orc

SQ armor training 1, orc blood, weapon familiarity

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

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

A12. OUTER DISTRICT—BESIEGED OUTPOST

SCHIRS (2) CR 4

XP 1,200

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

Special Attacks powerful charge (gore, 3d6+4)

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

Constant—*see invisibility, tongues*

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

1/day—*summon* (level 2, 1d3 schirs 20%)

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 14 Fortitude save or contract gray pox—a frightening disease that causes weakness, gray splotches on the skin, and eventual catatonia. The save DC is Constitution-based.

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

A13. WOUNDWARD DISTRICT—TRAITOR'S RUN

DRETCH (2) CR 2

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

Init +0; Senses darkvision 60 ft.; Perception +5

DEFENSE

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

hp 18 (2d10+7)

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

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

OFFENSE

Speed 20 ft.

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

Spell-Like Abilities (CL 2nd)

1/day—*cause fear* (DC 11), *stinking cloud* (DC 13), *summon* (level 1, 1 dretch 35%)

STATISTICS

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

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

Feats Toughness

Skills Escape Artist +5, Perception +5, Stealth +9

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

FALSE CRUSADERS (2)

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)

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

A14. WOUNDWARD DISTRICT—WOUNDWARD VIGIL

QUASIT (3) CR 2

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

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

DEFENSE

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

hp 16 (3d10); fast healing 2

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

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

OFFENSE

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

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

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

Spell-Like Abilities (CL 6th)

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

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

1/week—*commune* (six questions)

STATISTICS

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

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

Feats Improved Initiative, Weapon Finesse

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

Languages Abyssal, Common; telepathy (touch)

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

Poison (Ex) Claw—injury; *save* Fortitude DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2

Dexterity; *cure* 2 consecutive saves. The DC includes a +2 racial bonus.

ACT 3: THE SIEGE OF THE DIAMOND CITY

ADVANCED DRETCH (2) CR 2

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

Init +0; Senses darkvision 60 ft.; Perception +5

DEFENSE

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

hp 22 (2d10+11)

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

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

OFFENSE

Speed 20 ft.

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

Spell-Like Abilities (CL 2nd)

1/day—*cause fear* (DC 13), *stinking cloud* (DC 15), *summon* (level 1, 1 dretch 35%)

STATISTICS

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

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

Feats Toughness

Skills Escape Artist +7, Perception +7, Stealth +11

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

SCHIRS (2) CR 4

XP 1,200

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 +10 (1d10+4/x3 plus disease), gore +3 (1d6+1) or gore +8 (1d6+4)

Special Attacks powerful charge (gore, 3d6+4)

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

Constant—*see invisibility, tongues*

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

1/day—*summon* (level 2, 1d3 schirs 20%)

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 14 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.

HALF-FIEND MINOTAUR CR 6

CE Large outsider (native)

Init +2; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

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

hp 57 (6d10+24)

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

Defensive Abilities natural cunning*;

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

OFFENSE

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

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

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

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

Spell-Like Abilities (CL 6th)

3/day—*darkness*; 1/day—*desecrate*, *unholy blight* (DC 14)

STATISTICS

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

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

Feats Great Fortitude, Improved Bull Rush, Power Attack

Skills Fly +0, Intimidate +9, Knowl. (religion) +5, Percep. +14, Stealth +7, Survival +14; **Racial**

Modifiers +4 Perception, +4 Survival

Languages Giant

UNHOLY BLIGHT

School evocation [evil]; **Level** cleric 4

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area 20-ft.-radius spread

Duration instantaneous (1d4 rounds); see text

Saving Throw Will partial; **Spell Resistance** yes

You call up unholy power to smite your enemies. The power takes the form of a cold, cloying miasma of greasy darkness. Only good and neutral (not evil) creatures are harmed by the spell.

The spell deals 1d8 points of damage per two caster levels (maximum 5d8) to a good creature (or 1d6 per caster level, maximum 10d6, to a good outsider) and causes it to be sickened for 1d4 rounds. A

successful Will save reduces damage to half and negates the sickened effect. The effects cannot be negated by *remove disease* or *heal*, but *remove curse* is effective.

The spell deals only half damage to creatures who are neither evil nor good, and they are not sickened. Such a creature can reduce the damage by half again (down to one-quarter) with a successful Will save.

BRIMORAK CR 5

CE Small outsider (chaotic, demon, evil, extraplanar, fire)

Init +7; **Senses** darkvision 60 ft.; Perception +10

Aura smoke breath (5 ft., DC 17)

DEFENSE

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

hp 57 (6d10+24)

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

Defensive Abilities boiling blood;

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

Weaknesses vulnerable to cold

OFFENSE

Speed 30 ft.

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

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

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

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

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

STATISTICS

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

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

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

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

Racial Modifiers +8 Perception **Languages** Abyssal, Celestial, Draconic, Ignan; telepathy 100 ft.

SQ flaming weapon

SPECIAL ABILITIES

Boiling Blood (Su) A brimorak's blood is boiling hot. It can cough out an amount of this scorching fluid as a breath weapon, but the blood also serves 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. 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 particular brimorak's breath for 24 hours. The save DC is Constitution-based.

CRUSADER TURNCOATS (3) CR 1

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/x3) or mwk longsword +6 (1d8+2/19-20)

Ranged javelin +2 (1d6+2)

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

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

SCOURGE OF DESKARI CR 7

N Large vermin

Init +20\+0; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

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

hp 75 (7d8+36)

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

Defensive Abilities: **DR** 5/good; Evasion

Resist Cold 10; Fire 10 **Immune** mind-affecting effects **SR** 12

Weaknesses vulnerable to smoke

OFFENSE

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

Melee sting +8 (1d8+6 plus poison)

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

Special Attacks smite good 1/day

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.

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 each normally take an entire round, such as using a *summon monster* spell. For the purposes of spells and effects that have a duration of 1 round or longer or trigger at the beginning of the creature's round or at 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.