



SIEGE OF THE DIAMOND CITY

BY THURSTON HILLMAN AND JONATHAN H. KEITH



SIEGE OF THE DIAMOND CITY

Pathfinder Society Special

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Pathfinder Society Scenario #5-00: Siege of the Diamond City is a Pathfinder Society Scenario designed for 1st- to 15th-level characters (Tier 1–15; Subtiers 1–2, 3–4, 5–6, 7–8, 10–11, 12–13, and 14–15). This scenario is designed for play in the Pathfinder Society Organized Play campaign, but can easily be adapted for use with any world.

Siege of the Diamond City makes use of the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Bestiary*, *Pathfinder RPG Bestiary 2*, *Pathfinder RPG Bestiary 3*, *Pathfinder RPG GameMastery Guide*, *Pathfinder RPG NPC Codex*, *Pathfinder Campaign Setting: Inner Sea Bestiary*, and *Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned, Vol. 2*. This adventure assumes the GM has access to these sourcebooks. In addition to being available for purchase in bookstores and game stores worldwide, all rules from Pathfinder RPG hardcovers referenced in this adventure can be found in the free online Pathfinder Reference Document at paizo.com/prd. All rules from Pathfinder Campaign Setting books can be found in Appendix 2.

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SIEGE OF THE DIAMOND CITY

BY THURSTON HILLMAN



As the Pathfinder Society was winding down its operations in Varisia, agents' startling discovery of a fabled dwarven Sky Citadel drew the Society's attention to the Worldwound. Seeking to capitalize on this find before others could exploit it, the Society has directed its newly freed resources to the north. Nerosyan, the capital of the crusader nation of Mendev, is the most logical base of operations. Having been contacted by the Decemvirate, Venture-Captain Jorsal of Lauterbury has prepared Starrise Spire to host a vast gathering of Pathfinders—perhaps the largest in recent history—and act as a base of operations for a dangerous foray into the Worldwound.

Nerosyan is an oddity for having two lodges within its walls, each with its own venture-captain. Venture-Captain Jorsal instructs field agents, seeks relics, and keeps the Society in good standing with Queen Galfrey, the ruler of Mendev. Venture-Captain Thurl works from the shadows, sending Pathfinders on missions to acquire Abyssal artifacts and examples of demonic anatomy—sometimes even those held by the crusaders.

Thurl began his work in Nerosyan a full decade before Jorsal and built up a modest lodge to promote local exploration, but fell in league with a demonic patron soon thereafter. By the time Jorsal arrived on the scene to negotiate a stronger Pathfinder presence, the senior venture-captain was already pursuing research that interested his patron more than the Pathfinder Society. After years of pursuing different goals, Thurl has grown jealous of Jorsal's prominence, but that jealousy is eclipsed by his desire to acquire whatever lies in the newly rediscovered Sky Citadel for himself and his cult.

Having learned from his demon contacts of an impending attack on Nerosyan, Thurl made sure to encourage even more Pathfinders to come to "the Diamond of the North" so that the Pathfinder Society will be thoroughly crippled when the hordes of the Worldwound crush the city. He has since slipped away from Nerosyan to watch the imminent destruction from a safe distance before fleeing into the demon-ravaged

wasteland. As the Pathfinders begin their assembly, an attack on the Mendevian city of Kenabres allows the demons there to unleash a horrifying attack that not only destroyed the *wardstone* there but also disrupted the entire *wardstone* system that had held the demons at bay for decades. With its greatest defense lost, Nerosyan will surely fall if the Pathfinder Society does not rally its forces and come to the city's aid.

ADVENTURE SUMMARY

At the summons of the Decemvirate, the PCs arrive in the city of Nerosyan and attend a meeting of Pathfinders in a large mess hall at the Starrise Spire. As the PCs speculate on the reason for the summons among themselves and other important guests, they can also learn about the history of Mendev, the city of Nerosyan, the Worldwound, and even local Pathfinder Society politics.

As the guests settle, Jorsal of Lauterbury, Venture-Captain of the Starrise Spire, takes the stage to reveal the reason for the momentous gathering. After he announces the discovery of a dwarven sky citadel, a great explosion shakes the tower, and signal horns warn that Nerosyan is under attack. Demons teleport directly into the city, somehow bypassing the longstanding *Wardstone* defense.

As the Society has a standing treaty with Mendev to support its cities in times of siege, Jorsal immediately orders the Pathfinders to defend the city. During this part of the event, individual tables decide which part of the city they wish to defend, move between districts as they desire, and complete missions to defend the city.

During their encounters throughout the assaulted city, the PCs have the option of entering Thurl's abandoned lodge. Here they learn of the venture-captain's allegiance to the demonic overlords of the Worldwound and of his alliance with the Chelish outcast Tancred Desimire.

Just as the demons inside the city are routed, a call comes up from the city walls—guards have spotted a vast Abyssal army in the distance. Composed of several living siege towers known as *kakuen-taka* and supporting demonic troops, this army has made its way toward Nerosyan

GM RESOURCES

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The agile and savage mythic simple templates from *Pathfinder RPG Mythic Adventures* are reproduced in Appendix 1 for your convenience (see page 39). All rules from Campaign Setting books are reproduced in Appendix 2 (see page 40). A gazetteer of Nerosyan follows in Appendix 3.

The Overseer GM should also have some means of showing the status of the five districts of Nerosyan. This could be a projected map, a hanging map with interchangeable patches, or a whiteboard with different-colored markers. The map should be large enough that all participants can see it easily.

relatively unmolested because of the chaos inside the city walls. The Pathfinders are called upon to assist in defending the city walls, with different groups taking part in varying tasks to stop the oncoming siege towers.

Upon defeating the siege towers and the demonic host, the Pathfinders breathe a sigh of relief as the remaining demons flee to parts unknown. Jorsal musters the survivors at the base of the Starrise Spire, where he simultaneously congratulates them for a well-earned victory and warns them of further dangers to come. Before the assembled Pathfinders disperse, Queen Galfrey makes an appearance, personally thanking the Society for its valiant defense of the crusader capital.

RUNNING THE EVENT

A Pathfinder Society Special is more complex than a normal scenario, involving multiple tables, over 12 levels of scaled encounters, and special rules as outlined below. GMs of individual tables, the Overseer GM, and event organizers should be familiar with all of these special rules to make the event run smoothly and to answer any logistical questions players may have.

Glossary of Terms

Siege of the Diamond City uses several terms unique to the Pathfinder Society Special format as listed below. Each participant's role in the event is outlined under the respective entry.

House: All the PCs participating in the adventure across all subtiers.

HQ Staff: These are support personnel who tabulate results and handle player table assignments at the beginning of the event. Members of the HQ Staff are responsible for managing the results of table actions during the event.

Act: This event is broken into separate acts, which each have a set time limit. While each individual table can move through encounters at its own pace, the entire House starts and ends each act simultaneously to ensure the stage of play remains synchronized across the entire House.

Overseer GM: This game master manages the timing, scoring, and flow of the event. In addition, she makes announcements about the amount of time remaining and events that impact the entire House, as well as presenting the opening and closing scenes for the adventure.

The Overseer GM should have some means of signaling to the entire room, especially Table GMs, who are her liaisons to the players. This means may be a bell or other auditory signal that can cut through the din of a room full of excited gamers, or it could be a visual signal like a flashing light or waving flag. The Overseer GM should inform all Table GMs what this signal is prior to the event's start and ensure that they are all positioned to be able to see or hear it during the event.

Table GM: These GMs each manage a single table of players. Tables are run exactly like one would run a standard Pathfinder Society table, with the following exceptions. Table GMs must follow the timing of the event as set by the Overseer GM. Whenever the Overseer GM announces the end of an act, that act is finished, and the Table GMs must follow the instructions for getting the PCs to the next act in the scenario. Likewise, if a Table GM has a group that finishes the act before the Overseer GM calls time, she must notify the Overseer GM.

Every Table GM should make a special note of her table's average party level (APL) as calculated in the *Guide to Pathfinder Society Organized Play*. In addition to the Table GM determining the appropriate subtier to use for each encounter, the table's APL will be used to determine several important skill and saving throw DCs throughout the adventure.

Runner: For smaller events (30 tables or fewer), each table should nominate one player to be a Runner. These players will be responsible for delivering notes from their Table GMs to the HQ Staff and vice versa.

Courier: For larger events, the HQ Staff will need to provide volunteers to wander among the tables and collect notes reporting successes from the various tables.

Prestige and Fame

All participating PCs advancing on the normal advancement track receive 1 Prestige Point for breaking the siege and surviving the event.

If the House earns an Admirable Defense, Impressive Defense, or Overwhelming Victory, all PCs earn 1 additional Prestige Point.

INTRODUCTION (MUSTERING)

Siege of the Diamond City is meant to accommodate varying House sizes (from 5 tables up to 150+ tables). In order to facilitate a more cohesive process for seating players at larger events, the introduction and player mustering phases are built into the scenario as part of Act 1. There is no requirement to have everyone seated before players begin Act 1, and Table GMs should be ready to start as soon as four or more players have been seated at their table.

Because of the nature of mustering, there may be a situation where players need to be moved from one table to another in order to achieve minimum numbers or table balance. If players whose tables are already underway are asked to move, the Table GM should encourage them to bring along any information they may have discovered at their initial table and share it with their new table.

STARTING THE EVENT

The Overseer GM should read the following aloud once the doors to the event have been opened and players are being seated.

“Fellow Pathfinders, I am Jorsal of Lauterbury, Venture-Captain of Nerosyan. I welcome you to the Starrise Spire and bid you to find a seat and speak with the other guests. Once everyone is comfortably seated, I will get to the point of this great gathering.”

The Overseer GM now hands things over to HQ Staff to ensure everyone is properly seated. For smaller events where mustering is not an issue, the Overseer GM should wait 15 minutes before beginning the event, giving the players time to get to know one another and learn about the Worldwound. Otherwise, once everyone is seated and underway, the Overseer GM can transition to Act 2.

ACT 1: GATHERING AT THE

STARRISE SPIRE

The Starrise Spire is considered by the Pathfinder Society to be one of their most ostentatious lodges, putting smaller lodges such as Heidmarch Manor in Magnimar to shame. The Spire towers above the walls of Nerosyan as a great defensive outpost incorporated directly into the city walls. A great burst of celestial sunlight pours from the top of the tower, a magical effect that pulses with radiant energy so long as even one guard remains within to stand against the Worldwound’s evil. Today, the Spire is like a healthy second sun in the skyline of Nerosyan.

As the event begins, the PCs have been called to attend a grand meeting of Pathfinders to prepare them for the Society’s push into the Worldwound. At the time of their arrival, the PCs are likely unaware of the specific announcement to be made by **Venture-Captain Jorsal** (NG male human fighter 8), but they have some time to sit down and discuss their recent arrival in Nerosyan and share what information they may have on the region.

A New Arrival

Once at least 4 players are seated and ready, each Table GM begins by having the PCs introduce themselves to one another, encouraging the players to do so in character.

After initial introductions are complete, the Table GMs each assume the persona of a fellow Pathfinder and greet the PCs. This NPC steer the direction of conversations during Act 1 and provides information the PCs may not already know.

A list of suitable NPCs with background information is presented below. Table GMs are encouraged to pick an NPC that suits their particular role-playing style, or indeed, to use a suitable alternative.

Sheloa Buranil: **Sheloa Buranil** (NG female half-elf barbarian 4/ranger 4) is a veteran Pathfinder who lost most of her former companions on a mission to aid in maintaining a distant *wardstone*. She is eager to make new acquaintances and cheerfully shares her knowledge of Mendev and the surrounding region. A plump dire badger she calls Foamy rests at her side, and she occasionally rubs the creature’s belly when it grunts for attention.

Velthur Abranci: **Velthur Abranci** (LE male human rogue 7) rarely comes to the Starrise Spire despite his semi-permanent posting in Nerosyan. A shady man from Cheliah, he was assigned to the Spire after being caught cheating in a card game by Thurl. Edward’s major weakness is his desire to gossip about local Pathfinder politics and the state of the Worldwound.

Sir Osbert Deloray: Well into his fifties, **Sir Osbert Deloray** (LG male human paladin 6) is a well-built holy warrior of Iomedae. He appears garbed in ornate platemail and enjoys discussing combat and tactics over maps (of which he has many). He despises fiends

and makes sure to give the PCs as much knowledge as he can about the Worldwound and associated threats. He dislikes Venture-Captain Thurl.

Giarra Fullen: A flighty halfling from Andoran, **Giarra Fullen** (CG female halfling alchemist 5) is a recent arrival in Nerosyan. After spending much of her journey to Nerosyan studying Mendev and the Worldwound, she has become an expert on the region and is keen to share her insights with other new arrivals.

Meeting of the Minds

As guests continue to be seated, the PCs have the opportunity to share information about the local region and recent Society gossip. The Table GM should encourage players to attempt Knowledge checks to see what they know about the region, and then share their knowledge with other Pathfinders at the table.

The PCs can also obtain information from the Pathfinder NPC played by their Table GM, though the PCs need to prompt this NPC with specific questions. Table GMs should reveal the first three pieces of information under the appropriate Knowledge check or checks to reward players who roleplay this encounter. If players aren't comfortable roleplaying this encounter or get off on the wrong track, they can use their PCs' social skills to have their PCs interact with the NPC instead. The PCs can use Bluff, Diplomacy, or Intimidate in this manner, but their result takes a –5 penalty and the information relayed comes directly from the NPC and not from the PCs' own knowledge base. None of the above NPCs are omniscient, so the PCs can never achieve higher than a 29 when using social skills in this manner.

Knowledge (Engineering or Geography)

Some PCs may have a better understanding of the city of Nerosyan, including important landmarks or architectural marvels.

10+ Nerosyan is divided into several districts, though the local crusaders often group smaller districts together. The four amalgamated districts include the Egelsee District to the southeast, Confluence District to the southwest, Woundward District to the northwest, and Battle District to the northeast.

15+ Considered the heart of Nerosyan, the Cruciform Cathedral is the center of Iomedean worship in the city. Acting as a tactical command center, the cathedral allows crusaders to quickly move about the city via the interior walls that section off the city.

20+ Achieving this result reveals all the information relating to the towers (Battle, Confluence, Egelsee, and Woundward) presented in the Nerosyan Gazetteer (see Appendix 2).

Knowledge (History)

The appearance of the Worldwound came at a turbulent time in history, and certain PCs may know about the fall of nearby Sarkoris, or the rise of the crusaders.

15+ The Worldwound is an unnatural blight on the world. Believed to be a rift into the Abyss, this gateway from Golarion opened shortly after the death of Aroden.

20+ The nation of Mendev came to prominence during the First Mendevian Crusade in 4622 AR. This crusade was built up from the weakened church of Aroden and followers of the goddess Iomedae. Since that time, Mendev has engaged in four crusades against the demonic threat.

25+ A series of specialized artifacts keeps the demons of the Worldwound at bay. Known as *wardstones*, these artifacts are layered in runes that ward away demons. Powered by regular acts of faith, *wardstones* dot the border between Mendev and the Worldwound, keeping the demons from crossing in great numbers.

30+ *Wardstones* prevent any form of teleportation magic, demonic or otherwise, from working across their borders. Despite this incredible ability, the *wardstones* don't hinder such magic from working within the confined areas.

Knowledge (Local or Nobility)

The PCs may already know something about Pathfinder Society politics in the Mendev region.

15+ The Pathfinder Society maintains a strong working relationship with the crusaders of Mendev. An extensive treaty exists between the nation and the Society, giving the Society the right to operate in the region, but requiring Pathfinders to defend Mendevian cities and participate in crusades.

20+ Pathfinder activities in Nerosyan operate out of the Starrise Spire, which is led by Venture-Captain Jorsal of Lauterbury. Jorsal is a pious man and a skilled combatant; he's believed to have made no fewer than 50 missions into the Worldwound in search of artifacts for the Society.

25+ While Jorsal officially oversees Pathfinder Society operations in the area, there is a second venture-captain in Nerosyan who's in charge of a second lodge—a no-nonsense dwarf by the name of Thurl. Covered in tattoos and piercings, Thurl operates undercover as the leader of a mercenary company, and he handles far fewer noble missions for the Society than does his colleague.

30+ There have been rumors among Pathfinders that Venture-Captain Thurl has not been entirely honest in his dealings with the Decemvirate. A group of Pathfinders who recently finished a mission in Numeria were then sent to review the work of the dwarf and his agents, but those Pathfinders have not been heard from in months.

Knowledge (Planes or Religion)

Given Nerosyan's proximity to the Worldwound, it stands to reason that the PCs may want to discuss the ongoing demonic incursion. These checks represent the PCs' knowledge of the strange phenomena that occur there and the demonic threat.

10+ The Worldwound is infested with demons. Evil and destructive creatures, demons are native to the Abyss, though they can be summoned by means of magic. Many of the demons within the Worldwound emerged from the rift at the center of the region.

20+ The demonic hosts are kept somewhat in line by powerful overlords known as demon lords. The exact number of demon lords is unknown, but many such creatures are revered on Golarion. Each demon lord has a portfolio, similar to that of a deity; however, most demon lords lack many of the powers a true god possesses.

The Announcement

As Act 1 nears completion, the Overseer GM should read the following transition text.

"Pathfinders, please get settled. I'd like to start in a few minutes."

This text warns Table GMs and players that they should be seated and to complete any in-game mingling. Table GMs should quiet their tables to ready them for Jorsal's announcement.

After the room is quiet and ready, the Overseer GM should conclude the act by reading the following transition text.

"Welcome one and all, to the city of Nerosyan. I am Jorsal, Venture-Captain of Starrise Spire. I know you all have questions about why you've been sent here, and I intend to spend the evening answering those questions.

"I shall start by telling you why the Society has sent so many skilled agents to Mendev. Intrepid agents recently uncovered information that points to a startling find in the old nation of Sarkoris, now known as the Worldwound. These agents have discovered that a dwarven Sky Citadel, one of the rarest sites on the planet, rests within the Worldwound. It is known to us as Jormurdun.

"It is the will of the Decemvirate that we should come together and find the exact site of thi—"

The transition text is cut short by the sounds of warning horns and a distant explosion—either described by the Overseer GM, or via a sound clip the Overseer GM plays. Once the transition text ends, Table GMs should move right into Act 2.

ACT 2: DEMONIC INCURSION

The distant explosion of Thurl's lodge and the sounding of war horns precede the demonic attack into Nerosyan. Teleporting into the city, the demons quickly split up to sow discord among the districts. In this act, the PCs are called upon to shore up the defenses of Nerosyan and assist in containing the demonic threat.

Getting Started

After listening to the transition text and allowing the PCs a moment to react, Table GMs should jump right into the second act. Have Jorsal approach the group and read the following aloud.

"My friends, it appears the city is under attack by a force of demons from the Worldwound! How such a thing is possible, I do not yet know, but I do know that this attack cannot stand. Our treaty with the crusaders of Mendev binds us to join the battle.

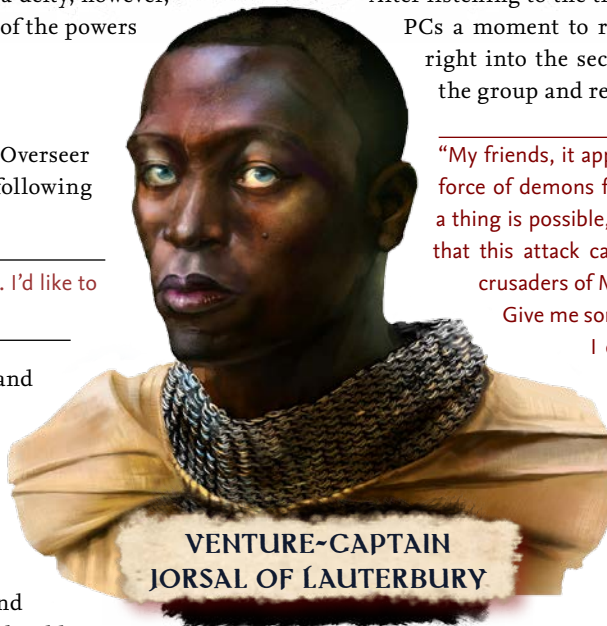
Give me some time to rally our agents as best

I can, and in the meantime I trust you to pick where your skills can best be put to use. Go forth into Nerosyan or hasten to the skirmishes outside its walls, and aid where you can. I shall summon you again when I know how to best combat this enemy."

He turns back before riding off,

adding, "Keep an eye out for Venture-Captain Thurl. If he is not already helping, ensure that he's not pinned down."

At this point Jorsal provides the PCs a map of Nerosyan—represented by the Overseer GM's large map—and departs. The PCs can now choose which area they wish to defend: Battle District, Confluence District, Egelsee District, Woundward District, or the Outer District (the areas just outside the walls, which count as their own district for the purposes of this scenario). This decision should take only a minute or 2, and Table GMs should remind the PCs of the dire nature of the attack should the PCs get bogged down in choosing. As the districts Threat Levels change over the course of Act 2, certain districts may require additional assistance, but at the start of the act, the PCs are needed everywhere.



VENTURE-CAPTAIN
JORSAL OF LAUTERBURY

THE STREETS OF NEROSYAN

Table GMs can run *Siege of the Diamond City* with a limited number of maps: *Pathfinder Flip-Mat: Pub Crawl*, *Pathfinder Map Pack: Army Camp*, and any blank flip-mat. Use the various buildings on *Flip-Mat: Pub Crawl* to represent different areas throughout Nerosyan. Table GMs are also welcome to substitute other map products for these locations. Useful maps from the Pathfinder Flip-Mat line include *City Market*, *City Square*, *City Streets*, *Town Square*, and *Urban Tavern*. Useful maps from the Pathfinder Map Packs line include *Inns*, *Marketplace*, *Shops*, *Towns*, and *Waterfront*.

Table GM Instructions

From this point, the PCs should choose to defend a particular district of the city. The Table GM then randomly determines an encounter that takes place in that district—either one of the encounters set in that district, or one of the encounters that can occur in any district (A1–A3).

Upon completing each encounter, if the PCs were successful, the table must send a Runner back to the HQ Staff to inform them of the success and its location, or the Table GM should flag down a Courier to relay that information. The table can then opt to continue assisting in the same district or travel to aid another district, and the Table GM selects a new encounter accordingly, either a district-specific encounter for that district, or one of the encounters that can occur in any district (A1–A3). Table GMs should try to include at least a few encounters that address their PCs' strengths and interests, and should encourage their PCs to visit Venture-Captain Thurl's lodge in Egelsee District at some point during the act. This process repeats until the Overseer GM calls an end to Act 2.

Duplicate Encounters: The Table GM should never run a duplicate encounter. If the table has completed all encounters within a district and all the encounters that can occur in any district and they don't want to change locations, the Table GM should simply run a location-specific encounter of her choice from one of the other parts of Nerosyan (a success still counts toward the total for the PCs' chosen district).

District Threat Level: The Threat Level of each district has a direct impact on encounters that take place within. Modify the die rolls of the PCs or their enemies according to the Threat Level of the area as follows.

Red: Every enemy in that district gains a +2 bonus on all d20 rolls, and the save DCs of all these enemies' spells and spell-like abilities increases by 1.

Orange: Every enemy in that district gains a +1 bonus on all d20 rolls, and the save DCs of all these enemies' spells and spell-like abilities increases by 1.

Yellow: There are no special effects at this Threat Level.

Green: PCs in this district gain a +1 bonus on all d20 rolls, and the save DC of all these PCs' spells and spell-like abilities increases by 1.

The final Threat Level for each district at the end of Act 2 helps determine the overall result for the House.

Pathfinder Supplies: Starrise Spire has limited supplies for healing and recovery in the face of so great a threat, but the Pathfinder Society does make its equipment available to its members. Depending on their table's subtier, the PCs may call on this aid a limited number of times before the Society's armory and infirmary are exhausted.

Subtiers 1–2 and 3–4: The Pathfinders may receive aid 3 times between scenes in Act 2. When receiving aid in Subtier 1–2, each PC may choose to receive 1d8+1 points of healing, a single nonmagical cold iron weapon, or 10 pieces of cold iron ammunition to use for the rest of the scenario. In Subtier 3–4, PCs may choose to receive 1d8+5 points of healing, a single masterwork cold iron weapon, or 10 pieces of cold iron ammunition to use for the rest of the scenario.

Subtiers 5–6 and 8–9: The Pathfinders may receive aid 2 times between scenes in Act 2. In Subtier 5–6, each PC may choose to receive one of the following: 2d8+5 points of magical healing, an *oil of align weapon (good)*, or the effects of a *lesser restoration* spell. In Subtier 7–8, each PC may choose to receive one of the following: 3d8+9 points of magical healing, an *oil of align weapon (good)*, the effects of a *lesser restoration* spell, or regaining a spell of 2nd level or lower (as if he had used a *pearl of power*).

Subtiers 10–11 and Above: The Pathfinders may receive aid 1 time between scenes in Act 2. When receiving aid, each PC may choose to receive one of the following: 4d8+15 points of magical healing, an *oil of align weapon (good)*, the effects of an empowered *lesser restoration* spell, regain a spell of 3rd level or lower (as if he had used a *pearl of power*), or 2 pieces of +1 *demon bane ammunition*.

Aid Tokens: Tables consisting entirely of seekers (characters of 12th level or higher) may take brief breaks between encounters to assist their fellow Pathfinders.

After an encounter, each player at a table of seekers receives one Aid Token that can be passed to any nearby non-seeker table. The players at that table can decide to use this token at any time during the remainder of the Act 2 to represent a nearby seeker's momentary assistance; when this occurs, Table GMs are encouraged to describe how a fellow Pathfinder contributes to the fight. This aid may be used in one of the following ways.

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Aid Another: A seeker performs the aid another action for a PC. In Subtiers 5–6 and 7–8, the bonus granted increases by 1. In Subtier 10–11, the bonus instead increases by 2.

Allied Offensive: A seeker strikes a creature at the same time as the PC, increasing the damage dealt by one attack by 1d8 points. In Subtiers 5–6 and 8–9, this amount increases to 2d8 points. In Subtier 10–11, this amount increases to 3d8 points.

Burst of Healing: A seeker heals all PCs of 1d6 points of damage. In Subtiers 5–6 and 8–9, this amount increases to 3d6 points of healing. In Subtier 10–11, this amount increases to 5d6.

Spellcasting Synergy: A seeker casts a spell at the same time, increasing the save DC of a PC's spell by 1. In Subtiers 5–6, 8–9, and 10–11, this increases to a +2 bonus. In Subtier 10–11, the spell also deals or heals an amount of additional damage equal to the spell's level.

All Aid Tokens must be used by the end of Act 2.

Overseer GM Instructions

The task of the Overseer GM is to relay information to the House regarding the state of Nerosyan as the demonic attack continues. During Act 2, the goal of the House is to defend the city and maintain order. Due to the abstract nature of such an event, the Overseer GM adheres to a simple set of rules when adjudicating the Threat Level of the city.

Threat Level: This is a measure of how the defenders are faring against the demons in each district. Depending on the actions of the House, this value will change as tables succeed or fail at their encounters. The Threat Level is measured by a simple color-coding system:

Red: Demons have overrun the district.

Orange: Heavy demonic influence.

Yellow: Demonic attacks are in progress.

Green: Sporadic attacks only.

Each of the five districts of Nerosyan begins with a Threat Level of Orange as the demonic incursion begins.

Threat Cycles: The Threat Level increases or decreases over the course of five 30-minute cycles (for a House with nine or fewer tables) or 10 15-minute cycles (for a House with 10 or more tables).

Fewer Than 10 Tables: Each cycle, a district must achieve a certain number of cumulative successes to reduce its Threat Level. The district earns one success every time a table of PCs active in that district reports a success to the HQ Staff. Once a district has achieved the required number of successes, the Overseer GM immediately makes an announcement indicating that the district's Threat Level has decreased by one step (e.g., Yellow to Green).

HOW TO MANAGE CHAOS

Act 2 can be summed up best as a “grab bag” event, as tables are randomly drawing encounters based on the districts they choose to defend. These mini-encounters are a mixture of skill-based, role-playing, and combat encounters that should challenge all manner of PCs. There may be situations in which encounters prove to be overwhelmingly difficult, causing the players to back out. In such cases, Table GMs should simply not report the encounter's success to a Runner or Courier.

This act aims to illustrate a city under attack and the myriad situations that might arise as a result. Table GMs are encouraged to make adjustments to these encounters' flavor or setup to fit their particular party, but they must adhere to the table variation guidelines in the *Guide to Pathfinder Society Organized Play*. Table GMs should also look at the “Nerosyan Gazetteer,” located in Appendix 3 on page 47, as a means of bringing the city to life and adding more flavorful elements to the encounters.

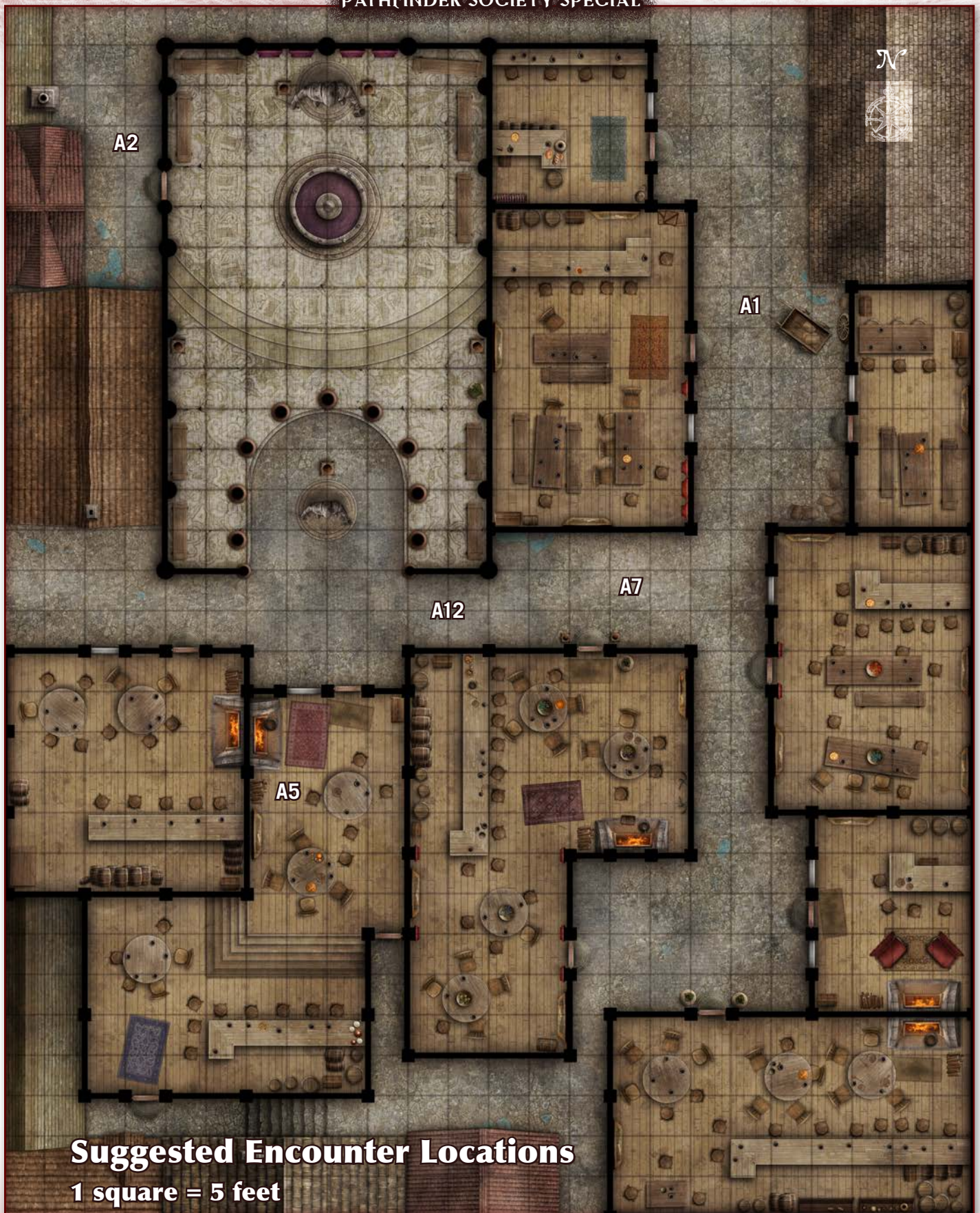
During the first cycle, the district needs one success to decrease the Threat Level. Every cycle thereafter, the number of successes required increases by $1.5 \times$ the cycle number (rounded down)—three successes for the second cycle, four successes for the third cycle, six successes for the fourth cycle, and so on. Because the number of successes needed is cumulative, achieving additional successes beyond the minimum necessary for a cycle makes achieving enough successes on future cycles easier. For example, if a district achieves two successes during the first cycle, it only needs one additional success to achieve the three total successes needed to decrease the Threat Level during the second cycle.

If a district fails to reduce its Threat Level for two consecutive cycles, its Threat Level instead increases by one step (e.g., Orange to Red)—the count for consecutive failures restarts whenever the Threat Level changes. For example, if a district fails to reduce its Threat Level during four consecutive cycles, its Threat Level increases after the second cycle, and then increases again two cycles later after the fourth cycle.

A district whose Threat Level is Green can slip to Yellow if it does not get sufficient victories in time, but it can never improve beyond Green.

Ten or More Tables: For a larger House, the Overseer GM should instead use 15-minute cycles. Although this requires slightly more bookkeeping, it allows the Overseer GM to change the map more frequently and build more excitement.

Each cycle, a district must achieve a certain number of cumulative successes to reduce its Threat Level. The



Suggested Encounter Locations

1 square = 5 feet



A9

A6

DEVILS HURT, SO DON'T HURT THEM!

Encounter **A1** isn't scaled; if low-level PCs are foolish enough to attack, Katrina simply commands her devils to knock the PCs unconscious. Higher-level PCs can easily defeat the devils and guards with violence, but doing so simply reduces the number of available defenders for Nerosyan. The PCs' goal here should be to avoid a fight.

district earns one success every time a table of PCs active in that district reports a success to the HQ Staff. During the first cycle, this number is equal to the number of tables divided by 10 (round to the nearest whole number). Every subsequent cycle, the number of successes needed increases by the initial number of successes needed. Thus, a House with 11 tables would need one success for the first cycle, two successes for the second cycle, three successes for the third cycle, and so on, while a House with 19 tables would need two successes the first cycle, four for the second cycle, six for the third cycle, and so on.

Because the number of successes needed is cumulative, achieving additional successes beyond the minimum necessary for a cycle makes achieving enough successes on future cycles easier. Suppose a district needs two successes for the first cycle and four successes for the second cycle, and it achieves three successes during the first cycle. That district needs to achieve only one more success during the second cycle to achieve the four total successes needed to decrease the Threat Level for that cycle.

At the end of each cycle, the Overseer GM determines whether a district achieved the necessary number of successes or not. If a district achieves enough successes twice in a row, its Threat Level decreases by one step (e.g., Orange to Yellow)—the count for consecutive successes restarts whenever the Threat Level changes. For example, if a district achieves the required number of successes during four consecutive cycles, its Threat Level decreases after the second cycle, and then decreases again two cycles later after the fourth cycle. If a district fails to achieve enough successes three times in a row, its Threat Level increases by one step (e.g., Yellow to Orange)—the count for consecutive failures restarts whenever the Threat Level changes.

A district that reaches Green Threat Level can still slip down to Yellow if it does not get sufficient victories, but it can never go beyond Green.

Ending the Event: The act ends after 2.5 hours. The Overseer GM should announce the results of the final cycle, and give Table GMs 10 minutes to wrap up their encounters. After this time has expired, the Overseer GM should read the transition text at the start of Act 3 (see page 31).

A1. ANY DISTRICT—DEVIL IN THE DETAILS

The PCs encounter a foreign spellcaster caught in the siege who is using summoned devils to defend an orphanage from demons. The problem is that the town guard can't tell the difference between the two kinds of fiends!

A fleeing citizen pauses for a moment upon spotting Pathfinders helping to defend the city. His face is a mix of fear and hope as he says, "By the gods, thank you for showing up! There's a woman down the street defending an orphanage, bless her heart, but I don't think she knows that all the children have already been evacuated... I'd tell her that her help would be more useful elsewhere, but her minions are terrifying. Maybe you can explain! I'll go get some of the crusaders to help out."

While traversing the district, the PCs come across an odd sight: Katrina Deckland, a young Chelish conjurer, directing a group of devils to defend a local orphanage. The PCs show up just as the devils dispatch a group of dretches that had been advancing on the building.

The orphanage is empty, the children and wardens having swiftly moved to the Cruciform Cathedral at the onset of violence. The street is wide and open, but the immediate surroundings are devoid of all but the occasional distant onlooker.

Once the PCs have had time to interact with Katrina and her devils, a group of local crusaders approaches, shouting angrily and protesting the presence of the fiends. These crusaders don't fully understand the difference between demons and devils, but they can tell the devils are under the Katrina's command.

The crusaders demand that the conjurer dismiss her summoned fiends—a demand which Katrina refuses, as she wants to use them to defend the orphanage. In Subtiers 1–2, 3–4, and 5–6, the crusaders have a starting attitude of Unfriendly. In all other subtiers, the crusaders have a starting attitude of Hostile.

PCs in Subtiers 1–2, 3–4, and 5–6 must succeed at a DC 20 Diplomacy check to calm the crusaders. In Subtiers 7–8 and 10–11, the DC increases to 25 because of their hostile attitude. In all other subtiers, the devils telepathically accost the guards for amusement, increasing the DC to 30. PCs who succeed at a DC 15 Knowledge (planes or religion) check can recall key differences between demons and devils, granting all PCs a +4 bonus on the Diplomacy check. If the PCs fail to resolve the situation in an expedient way, the conflict quickly escalates to a point where the two sides attack one another.

If the PCs fail to manage the situation in a reasonable time, the Nerosyan crusaders attack first. Katrina orders her devils to fight using nonlethal attacks, as she does not want to harm the crusaders.

SIEGE OF THE DIAMOND CITY

Creatures: Katrina Deckland is the coddled younger child of a minor noble house from distant Chelifax. After years of hearing about the exploits of her older siblings, Katrina decided to leave her pampered lifestyle and make a name for herself abroad. While she has some magical ability, her family has also provided her with emergency support in the form of contracted devils bound by a specialized form of *planar binding*. This contract was crafted during her childhood, and enacted by more powerful family members. When the siege broke out and her protectors appeared, Katrina decided to use them to aid others, not realizing the orphanage she'd been defending was abandoned.

Appearing at the beginning of the siege, the devils are obligated to obey Katrina's orders as best they can. If the PCs try to engage the devils in dialogue, the outsiders are gruff and do not reply unless ordered to by Katrina. If the PCs are unable to manage the situation quickly, the devils telepathically communicate with the PCs and inform them that a clause in their binding will release them if Katrina speaks out against her family (a fact she is not aware of). Getting Katrina to make such a comment requires a successful DC 20 Diplomacy check. If she is tricked into making such a comment, the devils depart.

All Subtiers

BEARDED DEVILS (3) CR 5

hp 57 each (*Pathfinder RPG Bestiary* 73)

TACTICS

During Combat Following Katrina's orders, the devils make nonlethal attacks against the crusaders and PCs (if the PCs join the combat on the crusaders' side). Consequently, the devils do not attack with their beards or use their infernal wound ability.

KATRINA DECKLAND CR 6

Conjurist* (*Pathfinder GameMastery Guide* 279)

hp 45

TACTICS

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

* Remove the quasit familiar and replace it with an imp.

NEROSYAN CRUSADERS (6) CR 1

Guard (*Pathfinder RPG NPC Codex* 267)

hp 22 each

TACTICS

During Combat The crusaders launch themselves en masse against one of the devils, hoping to overcome the creature's damage reduction with weight of numbers. Unlike Katrina and the devils, these soldiers use lethal attacks.

Development: If the PCs successfully avert the combat by succeeding at the appropriate skill checks, or by having Katrina break the devils' contract, the encounter is considered a success. In both cases, Katrina continues to defend the city, either with her devils in tow, or on her own if she was tricked into banishing them. If combat occurs and either results in a crusader's incapacitation or lasts for at least 1 combat round, the encounter is considered a failure as the situation causes further turmoil.

A2. ANY DISTRICT—OPPORTUNITY STRIKES

The crusaders placed a cache of holy weapons in a bank of Abadar, and the PCs need to retrieve them. The PCs arrive as a group of unscrupulous looters seek to steal the cache for themselves!

The demons have retreated from this portion of the district, but a crusader rushes out from one of the nearby buildings, gesturing to the PCs to join him. "You lot! In here, now!"

The ranking crusader introduces herself as **Lady Talira** (NG female half-elf cleric of Iomedae 3/fighter 3) and identifies a nearby building on a map as a bank of Abadar that contains a precious cache of blessed weapons desperately needed by crusaders throughout the city. Unable to go herself, Lady Talira asks the PCs to go on her behalf as she prepares to distribute the contents of the cache.

Once the PCs arrive, they discover that the front of the bank is guarded by two massive hezrou demons. Unbeknownst to the demons, the bank sustained collateral damage during an earlier skirmish that staved in part of a wall at the building's rear. An illusion now covers the opening.

Creatures: A band of looters noticed the damage and quickly entered to snatch as much wealth as they could, including the cache of blessed weapons that Lady Talira needs. One of the looters placed an illusion over the break to hide their presence (*silent image*, *minor image*, or *major image*—use the highest-level spell available to looters of the appropriate subtier), though the illusion fails to disguise all of the earlier damage and leaves telltale signs that the bank's wall was damaged. A PC can notice this damage with a successful Perception check (the DC is equal to the save DC of the illusion spell the looters used). Noticing this damage is enough evidence to allow the PCs to attempt Will saves against the illusion; if successful, they can follow the looters inside.

If discovered, the looters try to fight their way out of the church and reach a sewer access point. They refuse to be captured by the crusaders, knowing their fates at the

hands of the crusaders would be little better than if they were captured by demons.

Subtier 1–2 (CR 3)

LOOTER CUTPURSES (2) CR 1/2

Cutpurse (*Pathfinder RPG NPC Codex* 144)
hp 10 each

LOOTER ILLUSIONISTS (2) CR 1/2

Tavern singer* (*Pathfinder RPG NPC Codex* 26)
hp 9 each
* Replace *grease* with *silent image* on the looter's spell list.

Subtier 3–4 (CR 5)

LOOTER CUTPURSES (4) CR 1/2

Cutpurse (*Pathfinder RPG NPC Codex* 144)
hp 10 each

LOOTER TRICKSTER CR 3

Taunting comedian* (*Pathfinder RPG NPC Codex* 27)
hp 25
* Replace *tongues* with *minor image*, and *animate rope* with *silent image* on the looter's spell list.

Subtier 5–6 (CR 7)

LOOTER CHARLATANS (2) CR 4

Guild initiate (*Pathfinder RPG NPC Codex* 146)
hp 41 each

LOOTER TRICKSTERS (2) CR 3

Taunting comedian* (*Pathfinder RPG NPC Codex* 27)
hp 25 each
* Replace *tongues* with *minor image*, and *animate rope* with *silent image* on the looter's spell list.

Subtier 7–8 (CR 9)

LOOTER CHARLATANS (3) CR 4

Guild initiate (*Pathfinder RPG NPC Codex* 146)
hp 41 each

LOOTER CON ARTISTS (2) CR 5

Con artist (*Pathfinder RPG NPC Codex* 29)
hp 30 each

Subtier 10–11 (CR 12)

LOOTER DERVISHES (2) CR 9

Dancing dervish (*Pathfinder RPG NPC Codex* 149)
hp 68 each

LOOTER PILLAGER (2) CR 7

Street artist (*Pathfinder RPG NPC Codex* 31)
hp 43 each

Subtier 12–13 (CR 14)

LOOTER CHIEF CR 11

Courtesan* (*Pathfinder RPG NPC Codex* 35)
hp 81
* Replace *geas* with *major image*, *darkness* with *minor image*, and *unseen servant* with *silent image* on the looter chief's spell list.

LOOTER DERVISHES (4) CR 9

Dancing dervish (*Pathfinder RPG NPC Codex* 149)
hp 68 each

Subtier 14–15 (CR 16)

LOOTER DERVISHES (4) CR 9

Dancing dervish (*Pathfinder RPG NPC Codex* 149)
hp 68 each

LOOTER MASTERMIND CR 15

Spellsworn (*Pathfinder RPG NPC Codex* 39)
hp 91*
* Replace *scrying* with *major image*, and *pyrotechnics* with *minor image* on the looter's spell list.

Development: Successfully defeating the looters or preventing over half of them from escaping into the sewers results in a victory for the PCs.

A3. ANY DISTRICT—RALLYING CRY

Never expecting an assault to bypass their wardstone defenses, the majority of Nerosyan's defenders stand arrayed on the outer walls of the city. A group of Pathfinders are sent to rouse these defenders and bring them to join the fight on the inside walls, but some soldiers don't want to go.

The battlements of the Woundward are heavy with the smell of smoke from the city below. Crusaders run with vigor across the ramparts as they mobilize to strike at the demons attacking the city from within. A grizzled old soldier approaches from one of the massed units.

The PCs arrive at the Nerosyan battlements and are greeted by **Commander Neylan** (LG female human fighter 7), who is looking at what's going on inside the city. After the PCs inform the commander of the demonic incursion, she looks to gather her troops and move them into the city. She then asks the PCs to go find the four squads of her soldiers who are out patrolling the wall, and then

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to get them to comply. She warns the PCs that some of these aren't the strongest of recruits, and may take some convincing—but all hands are needed in this crisis.

Each of the squads can be found within a short distance of the commander's location, but the PCs still need to succeed at appropriate skill checks in order to convince them to join in the defense. The squads are detailed below, along with the DCs for convincing them to join the siege. The PCs may retry skill checks to convince the soldiers, but the DC of each additional attempt increases by 2 (cumulative).

CRUSADER ANTONICK'S SQUAD

Fearful soldiers

INTERACTION

Skill Checks Diplomacy 20

Defense Will +2

GROUP

Leader Crusader Antonick (LN male human fighter 4)

Leader's Personality Having grown up in Nerosyan, Antonick loves his homeland, but has always lived within sheltered walls. After seeing the chaos inside the city for themselves, Antonick and his squad are afraid to face the demonic invaders, unsure of their ability to survive the battle.

Quote "This isn't good, is it?"

Special PCs with class features that grant bonuses against fear effects can apply their bonus to any Diplomacy checks made to influence Antonick's squad. If a PC uses a spell that negates or inhibits fear effects (such as *remove fear*), influencing the squad becomes easier. Such a spell grants a +5 bonus on checks made to influence the squad.

Adjustments In Subtiers 7–8 and higher, Antonick's Squad is supposed to be defending one of the more contested sections of the city. As the area lacks support from other crusader squads, getting them into the fight counts as giving dangerous aid and adds 10 to the DC of the Diplomacy check.

CRUSADER IALYA'S SQUAD

Soldiers who're dutiful to the end

INTERACTION

Skill Checks Diplomacy 30

Defense Will +8

GROUP

Leader Crusader Ialya (LG female elf magus 8)

Leader's Personality Ialya, a long-lived elven woman, recently joined the Nerosyan guard after demons from Tanglebriar killed her family in distant Kyonin. She sees her commander's orders to move her troops off the walls as rash and disobeys out of a sense of duty to the city.

Quote "We can't just abandon the ramparts!"

Special The PCs can try to appeal to the good nature of Ialya and her troops by pleading with them to assist. Any PC giving a firsthand account of terrors within the city or

previous experiences against demons gains a +5 bonus on this check.

Adjustments Ialya believes that abandoning her post on the walls could result in a worse catastrophe if additional demons come from outside the city; however, she can be moved by pity. Reduce the Diplomacy check's DC by 5 in Subtiers 1–2 and 3–4, as she sees the PCs as being weaker and in need of the aid.

CRUSADER MONTVALE'S SQUAD

Soldiers following a lazy man's orders

INTERACTION

Skill Checks Diplomacy 26, Intimidate DC 14

Defense Will +2

GROUP

Leader Crusader Montvale (CN male rogue 3)

Leader's Personality Having joined the city guard under the premise that it was an easy job, Montvale is shocked that the demon hordes have actually attacked. He has no intention of putting himself in danger and refuses to enter the city.

Quote "There's way I'm going down there!"

Adjustments Montvale's troops are nowhere near as lazy as he is, but they are loyal to him. In Subtiers 5–6 and 7–8, Montvale's troops stand by their commander, and the DC needed for a successful Intimidate check increases by 5. In Subtiers 10–11, 12–13, and 14–15, Montvale's troops show astounding loyalty and balk at any attempts to undermine their commander's authority; this increases the DCs of both interaction checks by 10.

CRUSADER BARRES'S SQUAD

Unprepared soldiers

INTERACTION

Skill Checks Perception DC 20, Craft (armor or weapons) DC 15

Defense Will +2

GROUP

Leader Crusader Barres (LG female warrior 2)

Leader's Personality A younger woman from the streets of Nerosyan, crusader Barres genuinely wants to help her people but is an inexperienced commander still learning the value of preparedness. When the PCs find her, she is inside one of the guard towers with her squad. All of them are rushing around, frantically trying to find misplaced pieces of equipment.

Quote "We'll be ready in just a minute!"

Special Barres and her soldiers need no convincing when it comes to joining the fight, but they do need help finding missing equipment. The Perception check represents the PCs assisting in the search for the soldiers misplaced gear, while a Craft (armor or weapons) represents the PCs making temporary repairs to run-down and broken gear.

Adjustments In Subtiers 5–6, 7–8, and 10–11, the size of Barres's squad is larger (almost 50 soldiers), meaning the

NO SWORDS ALLOWED

The goal of this encounter is for the PCs to expose the possessed person without engaging in combat. Instead, the PCs' goal should be rooting out the shadow demon in a tense atmosphere. The Table GM should give the PCs enough clues to solve the mystery and allow the PCs to use magic or social skills inventively to overcome the deception.

PCs need to spend more time assisting them; this increases the DCs by 5 for all checks. In Subtiers 12–13 and 14–15, the squad is even larger (almost 100 soldiers), and the DCs instead increase by 10 for all checks.

Development: The PCs must convince at least three of the four wayward crusader squads to join the fight in order to achieve a victory in this mission.

A4. BATTLE DISTRICT—WHO'S THE FOULEST OF THEM ALL?

Sent to assist at a command bunker in Nerosyan, the PCs are interrupted when a squire comes in and informs the assembled group that a demon has infiltrated the leadership inside the building. The PCs now need to find out who is working with the demons.

Amidst the raging combats taking place throughout the Battle district, a lone junior Pathfinder approaches, identifiable as one of Jorsal's assistants from the Starrise Spire.

"Greetings! Venture-Captain Jorsal had me looking all over for some more experienced Pathfinders, and it looks like you'll have to do! There's a meeting of some senior crusader officials at a command bunker in the district. They'd like to have some Pathfinder advisors present, so that's who Jorsal had me looking for. Come on, I'll take you there right away!"

The assistant leads the PCs to a command bunker to represent the Society and assist with the coordination of the city's defense. A delegation of senior representatives from different groups in the city is in attendance, each member barking out orders to runners and guards.

After the PCs have had time to meet the attending representatives, a lowly squire rushes in to announce the capture of a group of demon sympathizers that were waiting for specific orders from the bunker. The squire goes on to suggest that someone inside the bunker is working with the demons. Indeed, one of them is possessed by a shadow demon!

As the PCs are recent arrivals and are not members of the command staff, the group agrees that they should be trusted to decide who should be put under watch. They grant the PCs authority to select one of the staff

to be taken away for interrogation by the crusaders who accompanied the squire.

The PCs need to determine which of the members in attendance is working with the demons—or, more accurately, which one the shadow demon has possessed. The PCs might use social skills such as Sense Motive opposed by the demon's Bluff checks, or they might attempt Diplomacy checks to identify non-possessed staff. Spells such as *detect lies* or *zone of truth* can also be used, but the PCs must be very specific with their questions; simply asking a person whether he is a demon will not work, as the demon could skirt the issue since it is not currently a demon because of its form.

The site of the command bunker is veiled by an effect that grants all within the benefits of a *nondetection* spell (caster level = DC 15 + APL), intended to prevent demons from spying on the meeting via magical means. The effect radiates throughout the building, and none of the councilors willingly exit the bunker for fear of being detected and ambushed. The spell makes it difficult to rely on divination spells alone, forcing the PCs to use less direct means of discovering the target of the *magic jar* if they suspect such a possession.

The shadow demon has possessed a random person in the command center. The Table GM should secretly roll on the table below to determine who is possessed before the PCs begin their investigation.

d4 Roll Possessed Person

1	Gudrun Mazrarad
2	Aline Valerys
3	Dermont Tabecland
4	Salantris

Creatures: There are four major attendees at the meeting. After each NPC's stat block is listed the type of Knowledge check the PCs can attempt to try to spot inconsistencies in the NPC's story.

Gudrun Mazrarad (LG female dwarf fighter 5; Knowledge [local]) is a dour dwarf who coordinates the local militia and town guard. She sits on a tall stool and, when not engaged in conversation, focuses on sharpening her many axes.

Aline Valerys (NG female Taldan cleric 3 of Sarenrae; Knowledge [local]) is a woman barely over 18 years of age, who keeps to herself. She stresses a desire to look after the downtrodden and defenseless citizens of Nerosyan, and while disturbed by news of the demon's presence, she believes the commanders should continue arranging the city's defenses.

Dermont Tabecland (LN male Taldan cavalier 7; Knowledge [religion]) is an imposing man garbed in full plate, sporting various icons of devotion to Iomedae. The

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seasoned warrior desires to make a strong push against the demons, but demands the creature be exorcised before the council is dismissed.

Salantris (N male elf wizard 7; Knowledge [arcana]) has brought together a ragged host of soldiers from the scattered magical academies of the district. He believes himself superior to all in attendance and scorns the idea of being possessed, as he believes he would have already overwhelmed any invader with his far superior powers.

The squire is a young boy by the name of **Jepheth** (NG male Taldan warrior 1), an earnest youth who only recently joined the ranks of the crusaders. He wishes nothing more than to be recognized and to have meaningfully contributed to the crusade.

The shadow demon always acts in the same manner as its current host body. If irrefutably discovered, it flees the body, but otherwise it remains. If the body is attacked, the shadow demon flees. In Subtiers 1–2, 3–4, and 5–6, the shadow demon has a Bluff score of +14. In all other subtiers, this score increases to +20. A PC who makes a successful DC 15 Knowledge of the type listed in the NPC's description gains a +5 circumstance bonus on her Sense Motive checks as she notices inconsistencies in the NPC's behavior. Beating this DC by 10 or more increases the circumstance bonus by 3.

Development: The council leaves the decision in the hands of the PCs. Unless the PCs reveal the demon by magical means, they must choose a member to have apprehended by the crusaders. If the PCs manage to oust the demon or correctly choose the possessed council member, the encounter is considered a success. If the PCs fail to identify the correct council member, the encounter is considered a failure as the shadow demon continues to use its council position to subtly wreck havoc within the city and pass on key information to the enemy.

A5. BATTLE DISTRICT—UNSAFE HOUSE

A group of citizens remains vulnerable in the street outside of a safe house. They tell the PCs that their crusader guide was slain by a horrific trap at the entrance, and they're unsure whether the interior is safe. Someone needs to go inside and check things out.

As the PCs move throughout the district, a huddled group of citizens comes into sight, eying a horribly mangled corpse at the front entrance of a large storehouse. As the PCs approach, one of the citizens approaches the PCs.

"Please, we need your help! This crusader was taking us into a safe house for protection from the demons, but he was slain by a trap. We know we're in danger out here on the street, but none of us are willing to go inside for fear of what else might be in there! And even if we go somewhere else, there may be other crusaders that try to shepherd people this way. Could you lot go inside and do a sweep?"

Demonic cultists within Nerosyan had trapped the safe house prior to the attack. A *glyph of blasting* killed the crusader who opened the door, though it is now expended, but there are two additional traps inside the safe house.

Traps: There are two traps within the structure (three in Subtier 12–13). The first is a summoning circle hidden underneath the entrance rug, while the second trap is positioned within the southwestern alcove. In Subtier 12–13, the second summoning circle is in the southeast corner of the room.

Subtier 1–2 (CR 3, CR 3)

SUMMONING CIRCLE	CR 3
Type magic; Perception DC 27; Disable Device DC 27	
EFFECTS	
Trigger proximity (<i>alarm</i>); Reset none	
Effect spell effect (<i>summon monster II</i> , summons 2 fiendish eagles)	

ACID ARROW TRAP	CR 3
Type magic; Perception DC 27; Disable Device DC 27	
EFFECTS	
Trigger proximity (<i>alarm</i>); Reset none	
Effect spell effect (<i>acid arrow</i> , Atk +2, ranged touch, 2d4 acid for 2 rounds)	

Subtier 3–4 (CR 5, CR 4)

SUMMONING CIRCLE	CR 5
Type magic; Perception DC 29; Disable Device DC 29	
EFFECTS	
Trigger proximity (<i>alarm</i>); Reset none	
Effect spell effect (<i>summon monster IV</i> , summons 2 dretches)	

FIREBALL TRAP	CR 5
Type magic; Perception DC 28; Disable Device DC 28	
EFFECTS	
Trigger proximity (<i>alarm</i>); Reset none	
Effect spell effect (<i>fireball</i> , 5d6 fire damage, Reflex DC 14 half); multiple targets (all targets in a 20-ft.-radius burst)	

Subtier 5–6 (CR 7, CR 6)

SUMMONING CIRCLE	CR 7
Type magic; Perception DC 31; Disable Device DC 31	
EFFECTS	
Trigger proximity (<i>alarm</i>); Reset none	
Effect spell effect (<i>summon monster VI</i> , summons 3 schir demons)	

FLAME STRIKE TRAP	CR 6
Type magic; Perception DC 30; Disable Device DC 30	
EFFECTS	

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (*flame strike*, 8d6 fire damage, Reflex DC 17 half); multiple targets (all targets in a 10-ft.-radius cylinder)

Subtier 7–8 (CR 9, CR 8)

SUMMONING CIRCLE CR 9

Type magic; **Perception** DC 31; **Disable Device** DC 31

EFFECTS

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (empowered *summon monster VI*, summons 5 schir demons)

INSANITY MIST TRAP CR 8

Type mechanical; **Perception** DC 25; **Disable Device** DC 25

EFFECTS

Trigger location (entering the western room); **Reset** repair

Effect poison gas (insanity mist); never miss; onset delay (1 round); multiple targets (all targets in a 10-ft.-by-10-ft. area)

Subtier 10–11 (CR 12, CR 11)

SUMMONING CIRCLE CR 10

Type magic; **Perception** DC 33; **Disable Device** DC 33

EFFECTS

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (*summon monster XI*, summons 1 hezrou)

Type magic; **Perception** DC 30; **Disable Device** DC 30

EFFECTS

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (*cone of cold*, 15d6 cold damage, Reflex DC 17 half); multiple targets (all targets in a 60-ft. cone)

Subtier 12–13 (CR 13, CR 13)

SUMMONING CIRCLES (2) CR 11

Type magic; **Perception** DC 33; **Disable Device** DC 33

EFFECTS

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (*summon monster VIII*, summons 1 hezrou); triggering 1 summoning circle triggers the other

MAXIMIZED FIREBALL TRAP CR 13

Type magic; **Perception** DC 31; **Disable Device** DC 31

EFFECTS

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (maximized, heightened *fireball*, 60 fire damage, Reflex DC 19 half); multiple targets (all targets in a 20-ft.-radius burst)

Subtier 14–15 (CR 15, CR 16)

SELF-DESTRUCTING SOUL GEM CR 15

Type magic; **Perception** DC 34; **Disable Device** DC 34

EFFECTS

Trigger proximity (*alarm*); **Reset** none

Effect adamantine spike breaks a gem containing an advanced nalfeshnee demon affected by *binding*

EMPOWERED DISINTEGRATE TRAP CR 16

Type magic; **Perception** DC 33; **Disable Device** DC 33

EFFECTS

Trigger sight (*true seeing*); **Reset** none

Effect spell effect (empowered *disintegrate*, +9 ranged touch, 30d6 damage plus 50%, Fort DC 19 reduces the damage to 5d6 plus 50%)

Development: The PCs must either disable or trigger both traps within the safe house (and defeat any summoned monsters) to earn a success.

A6. CONFLUENCE DISTRICT—AT THE FOOT OF STARRISE

Demons have moved against Starrise Spire, assaulting the remaining Pathfinders from without and within. The PCs have been sent to assist Master of Scrolls Kreighton Shaine as he enacts a ritual to prevent additional demons from teleporting inside.

The PCs move to the Starrise Spire upon returning to the Confluence District, or remain behind after the initial demonic attack (if this is their first encounter). As they witness demons attacking the lodge, **Kreighton Shaine** (CG male elf diviner 7/lore master 3), the Pathfinder Society's Master of Scrolls, approaches them.

"Friends, the demons have found their way into the Starrise Spire and show no signs of relenting. Even now, agents battle them within the lodge, and we cannot keep this up. Luckily, I have been researching some ancient rituals that should allow us to keep the demons outside of the Spire, and give us time to regroup. I know the rites, but I need protection while I enact them. I trust you will protect me while I do this dangerous deed, yes?"

Kreighton indicates the ritual is based on various texts discovered by other Pathfinders exploring the Darklands. While it has some unsavory components (such as the blood of a slain animal and bone fragments from certain creatures), the ritual is not an evil action. Furthermore, a PC who makes a successful DC 20 Knowledge (arcana) check realizes it has several similarities with elven warding magic.

When the PCs indicate they are ready, Kreighton begins his ritual. The ritual takes place in the streets outside of Starrise Spire, where Kreighton Shaine has set up

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the necessary ritual circles to enact his defensive ward. Each circle requires a specific rite be enacted, and only Kreighton knows the exact details involved with each particular incantation. The ritual itself take 10 rounds to complete, after which it expels the demons from the Starrise Spire and blocks any more from entering.

Creatures: Kreighton handles the ritual, but is unable to aid the PCs should they come under attack by demonic intruders. Kreighton is a powerful Pathfinder, but the ritual requires his complete attention, and he dares not stop in his work for fear of unleashing some unforeseen consequence. Table GMs should have him move from circle to circle every 3 rounds, though this is purely background for the PCs and has no bearing on the ritual's completion.

After the 2nd round of enacting his ritual, the first group of demonic creatures (the first stat block listed for each subtier) moves in to attack the PCs, thinking Kreighton is not a threat. These demons either teleport in or emerge from the main entrance; no matter their method of arrival, it is treated as their surprise round in which they move into range of the PCs. At the beginning of the 7th round of combat, the second group of demonic creatures (the second stat block listed for each subtier) moves into the area. These demons target the PCs, but it should be clear from their actions that they would attack the Master of Scrolls were it not for the PCs' protection.

Subtier 1–2 (CR 3, CR 2)

FIENDISH WOLVES (2) **CR 1**
hp 13 each (*Pathfinder RPG Bestiary* 278, 294)

DRECH **CR 2**
hp 18 (*Pathfinder RPG Bestiary* 60)

Subtier 3–4 (CR 5, CR 5)

VERMLEKS (2) **CR 3**
hp 30 each (*Pathfinder Chronicles: Lords of Chaos, Book of the Damned*, Vol. 2 54)

BRIMORAK **CR 5**
hp 57 (*Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned*, Vol. 2 56)

Subtier 5–6 (CR 7, CR 7)

VERMLEKS (3) **CR 3**
hp 30 each (*Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned*, Vol. 2 54)

BRIMORAKS (2) **CR 5**
hp 57 each (*Pathfinder Campaign Setting: Lords of Chaos, Book*

of the Damned, Vol. 2 56)

Subtier 7–8 (CR 8, CR 9)

INCUBI (2) **CR 6**
hp 76 each (*Pathfinder RPG Bestiary* 3 73)

BABAUS (3) **CR 6**
hp 73 each (*Pathfinder RPG Bestiary* 57)

Subtier 10–11 (CR 11, CR 12)

NABASUS (3) **CR 8**
hp 103 each (*Pathfinder RPG Bestiary* 64)

BAREGARA **CR 12**
hp 168 (*Pathfinder RPG Bestiary* 3 34)

Subtier 12–13 (CR 13, CR 14)

HEZROUS (2) **CR 11**
hp 145 each (*Pathfinder RPG Bestiary* 62)

BAREGARAS (2) **CR 12**
hp 168 (*Pathfinder RPG Bestiary* 3 34)

Subtier 14–15 (CR 15, CR 16)

BAREGARA JUGGERNAUTS (2) **CR 13**
Advanced baregaras (*Pathfinder RPG Bestiary* 3 34, 290)
hp 200

OMOXES (4) **CR 12**
hp 162 each (*Pathfinder RPG Bestiary* 2 79)

TACTICS

During Combat Recent rain has made the streets wet, making it possible for the omox demons to move about easily.

Development: Defeating the demons earns the PCs a success. If the battle continues into the 10th round of combat, the demons still count as being defeated once they are expelled by Kreighton's ritual. Prior to leaving the Starrise Spire, Kreighton gathers some other Pathfinders to heal the PCs, bringing the party back to full health for their next encounter. Kreighton remains behind to muster remaining Pathfinders to hold the entrance of the Spire against additional demonic attacks.

In Subtiers 1–2, 3–4, 5–6, and 7–8, should the demons manage to overwhelm the PCs—by incapacitating at least 60% of them or at the Table GM's discretion—Kreighton stops his work on the ritual and uses his powerful magic to expel the demons immediately, but sighs that he won't be able to establish permanent wards now. He then sends

for another group of Pathfinders to guard the Starrise Spire's entrances, and sends the PCs off to healers who restore them to full health. In such a circumstance, the encounter is considered a failure.

A7. CONFLUENCE DISTRICT—THE RISE OF OOZE

As the attack continues, a hezrou and its cultist followers have unleashed their foul creations upon the city. The crusaders are ill-equipped to fight such an exotic foe, and ask the PCs for their assistance in combating the threat.

A group of fleeing crusaders passes the PCs. One of their number stops to address them.

"By the gods, it's horrible! This big, fat, scaly reptile-demon let loose these awful monstrosities with the help of some cultists. They must have been raising them inside for who knows how long! The demon said they would herald in a new polluted dawn, whatever that means!"

"Look, we're not prepared to fight them—we're running, and you might be smart to flee as well."

The city streets are clear in this area, as the retreating crusaders had come to assess the threat after the civilians evacuated. Now there are simply empty buildings and open streets for the PCs to check. A PC who makes a successful DC 20 Knowledge (planes or religion) check identifies the demon mentioned by the running crusader as a hezrou, a demon often associated with pollution.

Creatures: Prior to the invasion, a hezrou sneaked close to Nerosyan and began breeding dangerous oozes to corrupt the area. As the invasion began, it released its creations to terrorize the city. The PCs encounter one or more of these oozes as the mindless creatures slither through—or in some cases roll over—Nerosyan's buildings in search of prey.

The oozes begin close enough to the PCs that they can approach and attack a PC in the 1st round of combat. For subtiers that have two oozes, the oozes approach the PCs from opposite directions.

Subtier 1–2 (CR 2)

SLIME MOLD CR 2

hp 28 (*Pathfinder RPG Bestiary* 2 249)

Subtier 3–4 (CR 4)

GRAY OOZE CR 4

hp 50 (*Pathfinder RPG Bestiary* 166)

Subtier 5–6 (CR 6)

SLITHERING TRACKERS (2) CR 4

hp 42 each (*Pathfinder RPG Bestiary* 2 250)

Subtier 7–8 (CR 8)

POISONOUS MAGMA OOZE CR 8

hp 85 (*Pathfinder RPG Bestiary* 2 184)

Subtier 10–11 (CR 11)

CARNIVOROUS CRYSTAL CR 11

hp 136 (*Pathfinder RPG Bestiary* 3 45)

Subtier 12–13 (CR 13)

CARNIVOROUS BLOB CR 13

hp 184 (*Pathfinder RPG Bestiary* 2 51)

Subtier 14–15 (CR 15)

CARNIVOROUS BLOBS (2) CR 13

hp 184 each (*Pathfinder RPG Bestiary* 2 51)

Development: The PCs need to defeat their targets in order to earn a success at this encounter. Retreating from the battleground gives the ooze or oozes time to escape and wreak havoc in other parts of the city, and thus counts as a loss.

A8. EGELSEE DISTRICT—THE SOVEREIGN OF PILGRIM'S REST

As Nerosyan fends off the demonic assault, the healers of the Cruciform Cathedral run low on medical supplies. Needing to requisition more, the crusaders ask the PCs to meet with a local merchant and arrange a trade.

The PCs find themselves inside the Cruciform Cathedral, when **Sister Amira** (LG female human cleric of Iomedae 4) approaches and asks for their assistance.

"Friends, this surprise attack by the servants of darkness has struck deeper than you know. Hundreds of wounded seek shelter here in the Cruciform, but our supplies are quickly dwindling; we never imagined the demons would penetrate the city walls in such a profound manner. As a result, I must ask a favor.

"Our fastest supplier of medical goods is a man in Pilgrim's Rest named Zuka. He runs a local inn called the Sovereign's Rest, and also has a small warehouse out back. The man is far from pious and prefers to be addressed as Sovereign, but he is our only option in such times of need. I can provide you with some money to pay for his latest shipment of medical goods, but the less you have to pay, the better. Sadly, for a man so well connected, he is unlikely to help out of the goodness of his heart."

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The gold provided by Sister Amira varies ($APL \times 1,000$ gp), consisting of gems and coin alike, and is provided in a sack entrusted to the PCs. Prior to departing, the PCs may have a few questions for Amira, which she does her best to answer.

What do you know about Zuka? “He’s a trader, formerly from somewhere to the south, though I don’t know where, exactly it. He believes himself to be a champion of merchants and foreigners alike, despite his somewhat aggrandized title. He is nice enough, but has an ego.”

The city is under attack! Why doesn’t he just give you the supplies? “Zuka has endured several sieges in his lifetime. He may not realize the severity of this incursion into the city and will likely need to be persuaded.”

What exactly is in this shipment of supplies? “The supplies range from bandages and splints to all variety of healing potions and ointments. All of these are needed to aid the wounded.”

The PCs can easily find Sovereign’s Rest after receiving directions from Amira. The building remains relatively unscathed from the demonic assault, with no obvious signs of damage to the structure. Inside, roughly two dozen patrons drink and mingle despite the ongoing siege outside. **Zuka** (N male Garundi rogue 6) sits on a makeshift wooden throne in the back of the inn, from which he looks down on the patrons. As the PCs enter, Zuka becomes curious about these new faces in Nerosyan and beckons for the PCs to approach and speak with him. Once a PC brings up the topic of medical supplies, the Sovereign quickly transitions to negotiating a price. His initial request is far in excess of what the PCs can afford ($APL \times 2,000$ gp), but he is open to bargaining.

Negotiation is broken down into 4 turns, during which time the PCs can use various skills to try and influence Zuka to lower his asking price. The Table GM should have the PCs roll initiative to determine how they interact with Zuka, despite there being no combat.

Each round, each PC can use one of the following skills to try and lower Zuka’s asking price.

- **Appraise:** The PC uses her knowledge of the supplies’ value in negotiations.
- **Bluff:** The PC attempts to swindle Zuka.
- **Diplomacy:** The PC attempts to impress Zuka with the seriousness of the situation.
- **Heal:** The PC demonstrates knowledge of the supplies, which impresses Zuka.
- **Intimidate:** The PC attempts to strong-arm Zuka into giving up the shipment for free.
- **Sense Motive:** The PC uses social cues to read Zuka.

Each attempt requires a DC 18 skill check. In Subtiers 1–2, 3–4, and 5–6, the DC increases by 2 after every success. For all other Subtiers, it increases by 3. These increases represent Zuka’s greed and reticence to sell, much less

give away, his supplies without making a tidy profit. After each PC has had four turns, Zuka makes a final offer that depends on the number of success the PCs accrued.

- **1–2 Successes:** Zuka lowers the price to $APL \times 1,500$ gp.
- **3–4 Successes:** Zuka lowers the price to $APL \times 1,000$ gp.
- **5–6 Successes:** Zuka lowers the price to $APL \times 500$ gp.
- **7+ Successes:** Zuka offers the medical supplies for free.

Development: The PCs need at least three successes to obtain the medical supplies for the amount provided by Sister Amira. Any result lower than this results in a failure unless the PCs are willing to part with some of their own gold (or gear of an appropriate value). Table GMs should mark such sacrifices on the PCs’ Chronicle sheets as appropriate.

If the PCs are successful in acquiring the supplies at the desired cost (or less), the clerics of the Cruciform offer to heal them, granting them one additional use of their Pathfinder supplies (see page 8).

A9. EGELSEE DISTRICT—THURL’S LODGE

Amid the chaos and confusion of the attack, the PCs are sent to Thurl’s lodge. Here, the PCs find clues about the venture-captain’s possible connection to the demons, and some hints of his future plans.

Getting Started: Table GMs should have the PCs interrupted by a servant who’s recognizable from the previous gala at the Starrise Spire. The servant quickly approaches the PCs after spotting them in the streets.

“Thank the gods I have found you! Venture-Captain Jorsal tasked me with finding some experienced agents, and it appears I am blessed with you. Jorsal is trying to mobilize as many Pathfinders as he can, and needs the assistance of Venture-Captain Thurl. I’ll direct you to his lodge, but please find him. Or at the very least, find out where he might be!”

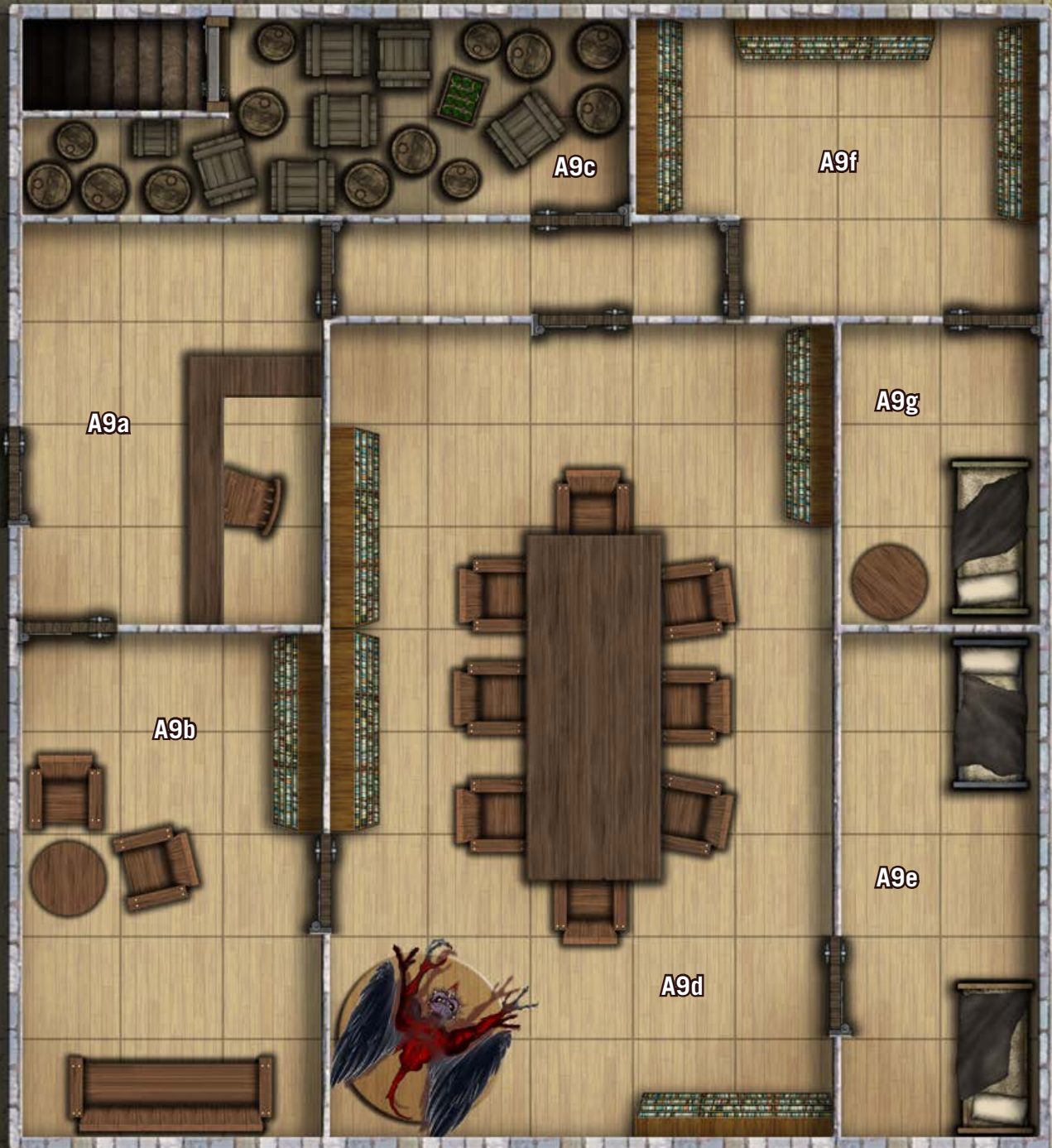
The agent can answer some basic questions, is able to give a brief recap of the politics between Thurl and Jorsal if the PCs failed to hear this information earlier in the adventure, and can direct them to Thurl’s lodge.

Thurl’s Lodge is a modest structure that lies in the Egelsee district of Nerosyan. Publicly touted as a contract site for cut-rate mercenaries, the building rarely sees visitors from the crusader host. A single front door allows for access to the structure, and no other doors or windows exist. The building is surrounded on both sides by other buildings—a blacksmith and a local brewery—preventing any other means of entry or view into the lodge.

Pathfinders who have a Chronicle sheet for *Pathfinder Society Scenario #02–08: The Sarkorian Prophecy* have been to this lodge and are familiar with areas **B1**, **B2**, and **B4**.

B. Thurl's Lodge

1 square = 5 feet



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A9a. RECEPTION

A clock rests against the western wall of this reception area. A desk covers the northeastern section of the room, behind which sits an empty chair. Doors exit to the east and north.

This was the reception area for Thurl's operations. Normally a hired local sits behind the desk and informs Thurl about any entrants after sending them to area B2 to wait, but Thurl dismissed him when he left town. There is nothing of interest in this room.

A9b. WAITING ROOM

Dominating the eastern edge of this room is a long bench. Two sturdy chairs stand beside a wooden table near the center of the room; a thin layer of dust covers them. A bookshelf lies on the northern edge, prominently displaying books on the history of Mendev and the Worldwound.

Guests who have business with Thurl—typically, waiting Pathfinders or Thurl's demonic contacts—were sent here to wait if the dwarf was occupied with other matters. The books are on common lore and are meant to allay any suspicions about Thurl's dangerous interests.

A9c. STORAGE

The entirety of this room is littered with barrels, chests, and crates. The doors to the room only open about halfway before bumping against sundry containers.

The containers left here are goods Thurl left behind when he departed. These goods are of no real use to the PCs, though Jorsal's agents will likely inspect them closely following the siege. Searching the containers in any meaningful way requires an hour of heavy lifting and prying open lids to inspect contents. PCs who spend at least 15 minutes shifting the containers from one side of the room to the other discover a heavy iron door etched with Abyssal iconography and sealed with magic. The area is inaccessible to the PCs at this time, and what lies beyond is outside the scope of this scenario.

A9d. MEETING CHAMBER

A great table fills the center of the chamber, surrounded by high-backed leather chairs. Bookshelves fill the walls, each with an eclectic assortment of tomes and papers, some bound in flesh and other unspeakable substances. Doors exit to the north, south and west, and in the southeast corner, a powerful vrock stands forever posed as if ready to attack—this demon did not survive its battle with the taxidermist.

This room served Thurl as a space for meeting Pathfinder agents. He assigned his agents their missions here, but never let them pass further into the lodge. The tomes on the wall offer a plethora of information relating to demons and demonic rituals, but the PCs don't have enough time to adequately go through the entries in any real detail.

The table is bare; the site has obviously been abandoned for days, and no one has been inside since.

Creatures: In Subtiers 3–4 and 5–6, Thurl left a special trap for intruders in the form of his stuffed vrock. After the PCs spend more than 3 rounds in the room, Thurl's vrock animates and attacks the PCs. In Subtier 7–8, a real vrock takes the place of its stuffed counterpart; in Subtier 10–11, an advanced vrock takes the stuffed vrock's place, and a second one waits just outside the room. In Subtiers 7–8 and 10–11, when the PCs enter the room, any PC who succeeds at a DC 24 Perception check (DC 27 in Subtier 10–11) sees through the outsider's ruse. In all other tiers, the vrock is simply a harmless but distasteful taxidermic object.

Subtier 3–4 (CR 5)

TAXIDERMIC VROCK

CR 5

Animated object

N Large construct

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception –5

DEFENSE

AC 14, touch 8, flat-footed 14 (–1 Dex, +6 natural, –1 size)

hp 52 (4d10+30)

Fort +1, **Ref** +0, **Will** –4

Defensive Abilities hardness 5; **Immune** construct traits

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy)

Melee bite +9 (1d8+6), 2 slams +9 (1d6+6 plus grab)

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

STATISTICS

Str 22, **Dex** 8, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +11 (+15 grapple); **CMD** 20 (can't be tripped)

SQ construction points (additional attack, additional movement, additional natural attack [bite], flammable, grab)

Subtier 5–6 (CR 7)

TAXIDERMIC VROCK

CR 7

Advanced animated object

N Large construct

Init –1; **Senses** darkvision 60 ft., low-light vision; Perception –5

DEFENSE

AC 16, touch 8, flat-footed 16 (–1 Dex, +8 natural, –1 size)

hp 68 (7d10+30)

THURL'S LODGE

In all but the highest subtiers, it's possible for the PCs to escape without ever fighting an enemy or triggering a trap. This is fine—the focus for the PCs is learning about Thurl's betrayal and escape from Nerosyan. Don't force the PCs to fight or trigger a trap if they manage to avoid all of the lodge's dangers, as there is plenty of combat left in the scenario.

Fort +2, **Ref** +1, **Will** –3

Defensive Abilities hardness 5; **Immune** construct traits

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy)

Melee bite +13 (1d8+7), 2 slams +13 (1d6+7 plus grab)

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

STATISTICS

Str 24, **Dex** 8, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +7; **CMB** +15 (+19 grapple); **CMD** 24 (can't be tripped)

SQ construction points (additional attack, additional movement additional natural attack [bite], grab)

Subtier 7–8 (CR 9)

VROCK

CR 9

hp 112 (Pathfinder RPG Bestiary 69)

Subtier 10–11 (CR 12)

ADVANCED VROCKS (2)

CR 10

Advanced vrock (Pathfinder RPG Bestiary 69, 294)

hp 130 each

TACTICS

Before Combat The second vrock waits nearby and listens for its ally's telepathic signal before using *greater teleport* to appear in the room and attack.

A9e. GUEST ROOM

Two beds lie opposite one another in this long, narrow chamber. An elaborate portrait of Iomedae hangs from the western wall. A single door exits to the south.

On the rare occasions when Thurl did not put his guests up in a local inn or send them to the Starrise Spire, he assigned them these quarters.

With a successful DC 20 Perception check, a PC notices that the portrait of Iomedae has been modified—the eyes of the goddess have been drilled out. By looking through the eyes, a PC can see part of area B7.

A9f. THURL'S STUDY

This room has a strong wooden door, which is locked with an average lock.

Bookshelves line three walls of the room, each filled with tomes of varying size and subject matter. A door exits to the south and east.

This room contained Thurl's private collection of demonic scripture. Thurl took many of his most important books when he departed, but some remain. A PC who succeeds at a DC 20 Knowledge (planes or religion) check recognizes that these books detail specific rituals and rites of those devoted to demon lords. This information alone is not enough to implicate Thurl, but it should give the PCs a reason to be suspicious of his actions.

Trap: In Subtier 1–2, Thurl had just enough time to trap his precious tomes in case someone tried to tamper with them. Anyone inspecting the bookshelves activates the deadly trap that blasts the room with a withering blast of cold.

Subtier 1–2 (CR 3)

SHARDS OF ICE

CR 4

Type magic; **Perception** DC 26; **Disable Device** DC 26

EFFECTS

Trigger location (*alarm*); **Reset** none

Effect spell effect (*burning hands* 3d4 cold damage, Reflex DC 11 half); multiple targets (all targets in a 15-ft. cone from the first bookshelf touched)

A9g. THURL'S BEDCHAMBER

This room has a strong wooden door, which is locked with an average lock.

A well-made bed lies against the eastern edge of this room. Beside the bed is a small table. A piece of parchment rests on the table, the edges of which are embedded in cooled wax. Above the table hangs a framed portrait of a howling minotaur depicted as floating above a labyrinth made of pure ivory.

Not certain that he would not be killed alongside the crusaders, Thurl made a hasty retreat when word came to him of the impending demonic assault. The parchment he left behind is easy to find, is still legible, and details his connection to Tancred Desimire (see Player Handout on page 25).

The portrait covers the same portion of wall as the painting in area B5, and looking through it allows the viewer to see into the adjacent chamber. Thurl would often stand on the nightstand and peer into the room when guests were present. Most were not admitted to this

PLAYER HANDOUT

Colleague in arms,

I send this letter in swiftness, hoping it reaches you in time. Our mutual overlords have informed me that they move to strike Mender in a war to eclipse any before. Your efforts in Nerosyan have not gone unnoticed and I think it time you leave the shackles of your Society. I shall dispatch a runner to follow this letter, and he will lead you to me. I look forward to finally meeting you face to face, so that we might better plan our next moves.

Make haste,

-T. D.

portion of the lodge, and had no idea they were being spied on by the venture-captain.

Creatures: In Subtiers 12–13 and 14–15, Thurl left behind a parting gift for intruders. He was able to leverage his influence to compel a few demons to guard his lodge for 1 day—a favor he called in only a few hours ago. The demons wait nearby and teleport into the center of the room as soon as a PC takes the note.

Subtier 12–13 (CR 14)

COLOXUSES (2)

CR 12

hp 171 (*Pathfinder RPG Bestiary* 3 72)

Subtier 14–15 (CR 16)

VILE SERAPTIS

CR 16

Advanced seraptis (*Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned*, Vol. 2 58)

hp 247

Development: In order to succeed at this encounter, the PCs need to obtain the letter resting on Thurl's nightstand. This implicates him as an ally of Tancred Desimire, with whom the PCs may already be acquainted. If not, other Pathfinders can inform the PCs of Tancred's meddling in Society affairs.

When the PCs return this information to Jorsal at Starrise Spire, he requests the PCs keep this information to themselves for now before sending them back into the fray to defend Nerosyan.

A10. OUTER DISTRICT—A GRAND OLD SHIP

At the onset of the demonic attack, the ships in the Nerosyan docks sailed away to safety—all except a single vessel. This damaged vessel is carrying important relics bound south to Absalom and the Grand Lodge; its captain is a staunch ally of the Society and needs protection while the crew makes final repairs to the ship.

Outside the walls of Nerosyan, crusaders and Pathfinders alike move with haste to support those caught unprepared by the demonic onslaught. A single messenger bearing the Glyph of the Open Road on his steed's barding approaches.

"Friends, we have one ship still in the docks. All the other vessels have all cast off, but this one needs to complete some last-minute repairs. Her captain is allied with the Pathfinder Society and has precious cargo bound for Absalom. Please go see to it that the ship is protected and gets out of port safely."

The PCs receive a special assignment from one of Jorsal's aides as they reach the outer walls of Nerosyan, sending them to defend the docked vessel *Sea Templar* as it finishes preparations. As they arrive, all the ships but the *Sea Templar* have cast off and are sailing down the Egelsee River away from the attacking demons. As the PCs approach the docks, the captain hails them, introducing himself as **Victor Protonicus** (NG male human expert 5), a ship captain allied with the Pathfinder Society. Protonicus informs the PCs that the *Sea Templar* carries relics acquired by the Starrise Spire Pathfinders, and Sir Jorsal wants them delivered to Absalom.

The ship's crew must finish minor repairs before the vessel can set sail. Protonicus asks the PCs to guard his vessel while these repairs are completed; however, it quickly becomes apparent that no demons are nearby to threaten the vessel, as the sounds of battle can be heard mostly from the walls of the city and scattered areas away from the docks.

Just as the repairs near completion, however, a huddled mass of roughly 60 frightened townsfolk approaches the docks. The townsfolk demand to be let aboard the *Sea Templar*, desperate to escape the madness within Nerosyan's walls. Protonicus, trusting their judgment, confides in the PCs that he wants to help these poor souls, as they were lucky to have made it this far. He suggests the PCs screen the refugees as they board to ensure none of them are demons, possessed, or otherwise a risk to have on board.

Creatures: Hidden within the crowd is a group of Aspis Consortium agents. Having heard of the *Sea Templar* and her cargo, these agents plan on boarding the vessel, murdering the captain and crew when away from Nerosyan, and then seizing the Pathfinder artifacts.

The Aspis agents are jittery, and upon finding Pathfinders guarding the vessel, they become even further agitated. If the PCs use spells like *detect evil*, it will not be enough to definitively prove any ill intent and deny boarding. The PCs should use more scrutinizing means to discern intention of the crowd members. Once discovered, the Aspis agents attack en masse as the refugees and crew seeks shelter in nearby buildings or aboard the vessel.

In higher subtiers, in which their equipment might attract undue suspicion (Subtiers 7–8, 10–11, 12–13, and 14–15), all of the Aspis agents are under the effect of a *seeming* spell to appear more mundane. PCs who see through this ruse immediately trigger the ire of the Aspis agents, who move to attack. Should the PCs refuse to allow the refugees onboard the vessel, the Aspis claim that the PCs have been tainted by demons and attack anyway.

Subtier 1–2 (CR 4)

ASPIS MAGES (2) CR 1/2

Cautious mages (*Pathfinder RPG NPC Codex* 178)
hp 9 each

ASPIS MERCENARIES (4) CR 1/2

Brigands (*Pathfinder RPG NPC Codex* 266)
hp 15 each

Subtier 3–4 (CR 6)

ASPIS BATTLE MAGES (2) CR 2

Battle mages (*Pathfinder RPG NPC Codex* 179)
hp 19 each

ASPIS BRIGANDS (2) CR 2

Traitorous brigands (*Pathfinder RPG NPC Codex* 81)
hp 30 each

Subtier 5–6 (CR 8)

ASPIS BRIGANDS (4) CR 2

Traitorous brigands (*Pathfinder RPG NPC Codex* 81)
hp 30 each

ASPIS SCOURERS (2) CR 4

Bramble sorcerers (*Pathfinder RPG NPC Codex* 162)
hp 30 each

Subtier 7–8 (CR 10)

ASPIS ENFORCERS (4) CR 5

Forest guardians (*Pathfinder RPG NPC Codex* 12)
hp 68 each

ASPIS SCOURERS (2) CR 4

Bramble sorcerers (*Pathfinder RPG NPC Codex* 162)
hp 30 each

Subtier 10–11 (CR 13)

ASPIS BRUTES (4) CR 7

Axe dancers (*Pathfinder RPG NPC Codex* 99)
hp 45 each

ASPIS DEVOTEES (2) CR 9

Mothers of beasts (*Pathfinder RPG NPC Codex* 51)
hp 78 each

Subtier 12–13 (CR 15)

ASPIS BREAKERS (2) CR 11

Shieldbreakers (*Pathfinder RPG NPC Codex* 87)
hp 134 each

ASPIS DIVINE INFILTRATORS (2) CR 11

Trickster priests (*Pathfinder RPG NPC Codex* 53)
hp 105 each

Subtier 14–15 (CR 17)

ASPIS BREAKERS (3) CR 11

Shieldbreakers (*Pathfinder RPG NPC Codex* 87)
hp 134 each

SIEGE OF THE DIAMOND CITY

ASPIS OVERLORD

CR 16

Death master (*Pathfinder RPG NPC Codex* 230)

hp 182

Development: If the PCs successfully defeat the Aspis agents, the remaining refugees board the ship and Protonicus sets sail east, away from Nerosyan, until he can safely return the refugees. The goods are eventually delivered to Absalom, the refugees are spared from death at the hands of the attacking demons, and the mission is a success. If somehow the Aspis agents managed to slip on-board, they eventually murder the captain and crew and claim the vessel as their prize, making the mission a failure.

A11. OUTER DISTRICT—CONVEYORS OF HOPE

Jorsal needs the PCs to bring news to Pathfinders scattered outside the city that they are needed back in Nerosyan to defend the Starrise Spire. He sends them on horseback to contact three groups of overdue agents in the field.

Venture-Captain Jorsal rides up to Nerosyan's northeastern gate, quickly assesses the conflict outside, and hands down a soot-stained parchment. "Friends, I'm glad you're here. There are still some Pathfinders nearby who weren't able to make it on time to our gathering. I've plotted out their positions on this map, but I need capable agents to go and retrieve them. I have enough mounts to spare. Waste no time."

Jorsal provides the PCs with appropriate combat-trained horses or ponies to make the journey. There are three groups indicated on Jorsal's map: the closest group is in the north-east, the middle group is to the north, and a third group is skirting the edge of the Worldwound to the northwest. The PCs can go in whichever order they prefer, though it is likely they will go northeast to north to northwest as it takes the least amount of time. It is assumed that the PCs slip through the enemy lines and don't run into any demonic forces.

NORTHEAST GROUP

Defiant Pathfinders

INTERACTION

Skill Checks None

Defense Will +4

GROUP

Leader Holter Ironaxe (LN male dwarf barbarian 2/fighter 3)

Leader's Personality Surviving a bout against the demons has got Holter's blood up, and he's eager to help the PCs out as best he can. He is obviously bloodthirsty and seeks vengeance for the attack on his fellow Pathfinders and the death of their mounts.

Quote "Can we borrow a horse or four?"

Special This group of four Pathfinders are on foot, making them easy to spot on the wide fields. The group's mounts were slain several hours ago by a group of demons the Pathfinders fought off. As the PCs bring word, these Pathfinders wish to move at a quicker pace to Nerosyan, but do not have the means. The PCs can opt to bring them along, perhaps riding two to a steed, or transport them to Nerosyan in some other inventive manner. If the PCs do not somehow assist this group in their travel, they do not make it to Nerosyan in time and do not count towards success of the mission.

NORTH GROUP

Enthralled Pathfinders

INTERACTION

Skill Checks Diplomacy 22

Defense Will +5

GROUP

Leader Erilin Boudreau (CN female human cleric of Desna 5)

Leader's Personality Erilin was the initial target of a *suggestion* spell, and now enjoys a lazy rest under a nearby tree. Her allies are spread about, but none are in a talkative mood. For the most part Erilin talks about how nice the day is, and the coming stars of the evening.

Quote "You should join us for a rest."

Special Maintaining a small campsite, this group of six Pathfinders has stopped moving, and lazily relaxes by a small forest. The PCs can make a DC 25 Sense Motive check to understand the group is under the influence of some form of magic compulsion, a *suggestion* (caster level 12th) spell in this case.

NORTHWEST GROUP

Defeated Pathfinders

INTERACTION

Skill Checks Perception 15 + Heal 15 or Knowledge (local) 15

Defense N/A

GROUP

Leader None

Special Unknown to the PCs, this group has already been slain by the denizens of the Worldwound. The PCs need to succeed at a Perception check to find the Pathfinders' charred remains. After finding the remains, the PCs must succeed at the Heal or Knowledge (local) check to identify the group as being the missing Pathfinders.

Adjustments In Subtiers 7-8 and above, the Pathfinders were dismembered and their parts scattered, so the DC to find the bodies increases by 10. The DC to identify the remains increases by 5.

Development: The PCs need to resolve encounters with two of the three groups in order to succeed at this mission; any other result is a failure. In order to resolve the encounter with the northeast group, the PCs must

provide them a means of transportation. For the north group, the PCs need to convince them to get moving or break the enchantment. Finding and identifying the remains of the northwest group resolves that encounter.

A12. OUTER DISTRICT—BESIEGED OUTPOST

Outside Nerosyan's walls, several entrenched outposts of crusaders have been struck by marauding demons. The PCs arrive at one such outpost just as another wave of demons launches an all-out assault against the crusaders.

During their time outside the walls of Nerosyan, the PCs meet with local crusader **Captain Kranell** (NG male halfling fighter 6). Tasked with keeping his troops ready in the event of an external demonic attack, the captain tells the PCs of his woes.

"Some of these thrice-damned demons have already got into the city? We're still holding them off here, but they've been hitting us ever since the attack started, and I'm not sure how much longer we hold this outpost. Maybe you could help us with a little extra muscle, eh? If we can beat 'em back now, we'll have time to make repairs and call in reinforcements!"

The PCs have about 10 minutes before the next wave of demons throws itself at the outpost, so they have an opportunity to prepare spells or make purchases from the local quartermaster, who offers most basic weapons and equipment as well as crusader-appropriate items such as *oils of align weapon* for the standard price.

Once the demons advance on the camp, Kranell asks the PCs to hold the western edge of the outpost while his troops cover the other avenues of attack. In Subtiers 10–11 and higher, Kranell knows his soldiers are completely outmatched and simply begs the PCs to keep the overwhelming demons at bay.

The area the PCs protect is covered with outward-facing defensive spikes, giving the PCs a distinct advantage against onrushing demons. These spikes count as difficult terrain for attackers approaching from the outside, but defenders can move in the opposite direction with no penalty.

Creatures: The demons initially move to attack the PCs from 100 feet away, opting not to use any *teleport* abilities, and instead delighting in the fear their advance instills. Once the demons cross the spike barricade or any of their number are slain, they switch to using teleportation magic as appropriate.

The demons seek to defeat the PCs and move into the camp, crushing the defenders in preparation for their main army's advance.

Subtier 1–2 (CR 4)

FIENDISH WOLVES (3)

CR 1

hp 13 each (*Pathfinder RPG Bestiary* 278, 294)

Subtier 3–4 (CR 6)

SCHIRS (2)

CR 4

hp 37 (*Pathfinder RPG Bestiary* 3 74)

Subtier 5–6 (CR 8)

BABAUS (2)

CR 6

hp 73 each (*Pathfinder RPG Bestiary* 57)

Subtier 7–8 (CR 10)

NABASUS (2)

CR 8

hp 103 (*Pathfinder RPG Bestiary* 64)

Subtier 10–11 (CR 13)

KALAVAKUSES (2)

CR 10

hp 125 each (*Pathfinder RPG Bestiary* 2 78)

SUCCUBI (2)

CR 7

hp 84 each (*Pathfinder RPG Bestiary* 68)

Subtier 12–13 (CR 15)

NALFESHNEE

CR 14

hp 203 (*Pathfinder RPG Bestiary* 65)

VROCKS (3)

CR 9

hp 112 each (*Pathfinder RPG Bestiary* 69)

Subtier 14–15 (CR 17)

ADVANCED HEZROUS (3)

CR 12

hp 165 each (*Pathfinder RPG Bestiary* 62, 294)

SERAPTIS

CR 15

hp 217 (*Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned, Vol. 2* 58)

Development: If the PCs manage to defeat the attacking demons, the outpost holds, and the remaining demons depart to attack weaker prey. Captain Kranell thanks the PCs for their timely intervention before leading his troops to reinforce the fortifications and prepare for another assault. Such a victory counts as a success for the encounter. If the PCs are defeated or retreat from the outpost, the encounter ends in a failure.

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A13. WOUNDWARD DISTRICT—TRAITOR'S RUN

When the PCs arrive at a makeshift barricade, a pinned-down group of city guards beg the PCs to break from cover and attack the advancing demonic threat while they provide support. If the PCs assist these “defenders,” they soon find themselves attacked from both sides when the guards reveal themselves to be in league with the demons!

The street is littered with bodies almost equally split between those of demons and those of crusaders. The sounds of battle intensify ahead, demonstrating that more fighting is happening nearby.

In this encounter, the PCs come across a group of crusaders taking cover behind the corners of buildings and improvised barricades. Beyond, demons stand ready for battle, mocking the crusaders and pretending to size up the crusaders’ defensive position. In Subtiers 7–8 and higher, PCs who make a successful DC 20 Knowledge (planes or religion) check know that the demons are capable of teleportation magic, so the barricades provide no real defense.

Creatures: The “crusaders” are actually devotees of the demons and have managed to avoid detection by Nerosyan’s other defenders thus far. Their plan is to send the PCs up ahead to engage the demons and then crush the Pathfinders in a pincer attack. They to speak as little as possible, aware of their lack of experience at bluffing. If the PCs are somehow able to see through the ruse, the false crusaders cry out to their demonic allies for assistance.

The demons are cavorting in the streets, enjoying the chaos of Nerosyan’s siege. When they see the PCs pass the barricades, they move to engage the threat, knowing that the false crusaders will soon join the attack. In Subtier 14–15, the crusaders are actually succubi gallivanting in the form of crusaders to lure the PCs into battle.

Subtier 1–2 (CR 3)

DRETCH CR 2
hp 18 (*Pathfinder RPG Bestiary* 60)

FALSE CRUSADERS (2) CR 1/2
Superstitious mercenaries (*Pathfinder RPG NPC Codex* 80)
hp 14 each

Subtier 3–4 (CR 5)

DRETCHES (2) CR 2
hp 18 each (*Pathfinder RPG Bestiary* 60)

FALSE CRUSADERS (2) CR 1/2

Guards (*Pathfinder RPG NPC Codex* 267)
hp 22 each

Subtier 5–6 (CR 7)

SCHIR CR 4
hp 37 (*Pathfinder RPG Bestiary* 3 74)

FALSE CRUSADERS (4) CR 1
Guards (*Pathfinder RPG NPC Codex* 267)
hp 22 each

Subtier 7–8 (CR 9)

INCUBUS CR 6
hp 76 (*Pathfinder RPG Bestiary* 3 73)

SCHIRS (2) CR 4
hp 37 each (*Pathfinder RPG Bestiary* 3 74)

FALSE CRUSADERS (4) CR 1
Guards (*Pathfinder RPG NPC Codex* 267)
hp 22 each

Subtier 10–11 (CR 12)

BABAUS (3) CR 6
hp 73 each (*Pathfinder RPG Bestiary* 57)

VROCK CR 9
hp 112 (*Pathfinder RPG Bestiary* 69)

FALSE CRUSADERS (4) CR 4
Grizzled mercenaries (*Pathfinder RPG NPC Codex* 268)
hp 51 each

Subtier 12–13 (CR 14)

ADVANCED VROCKS (3) CR 10
hp 112 each (*Pathfinder RPG Bestiary* 69)

KALAVAKUS CR 10
hp 125 (*Pathfinder RPG Bestiary* 2 78)

FALSE CRUSADERS (3) CR 6
Watch captains (*Pathfinder RPG GameMastery Guide* 261)
hp 57 each

Subtier 14–15 (CR 16)

GLABREZUS (2) CR 13
hp 186 each (*Pathfinder RPG Bestiary* 61)

FALSE CRUSADERS (6)

CR 8

Advanced succubi (*Pathfinder RPG Bestiary* 68, 294)

hp 100 each

Development: Successfully defeating the demons and false crusaders earns the PCs a victory in this encounter.

A14. WOUNDWARD DISTRICT—WOUNDWARD VIGIL

The PCs arrive at the famed Woundward tower of Nerosyan, where the defenders are hard at work trying to keep the skies above the city clear. Though primarily looking for additional troops to operate the ballistae atop the tower, the crusaders also need brave heroes to take the battle to the flying demons.

When the PCs arrive, they meet **Senior Gunner Todricanthus** (CN male gnome alchemist 3/rogue 2), a crusader and one of the foremost experts on the Woundward Tower's armaments.

Subtiers 1–2 and 3–4: Read the following aloud.

"Ah good, we've got some fresh meat to shoot down some of these fiendish bastards! I hope you lot have had some experience shooting a bow or crossbow, because that's what we need right now. That's right, get over to those walls and start shooting anything in the sky that comes our way. We need to keep Nerosyan's skies clear!"

Todricanthus provides each PC a masterwork crossbow or longbow with 20 shots of cold iron ammunition affected by *align weapon* (good). From there, he takes the PCs to an open section of the tower, where the PCs can begin assisting in the aerial defense of Nerosyan by loosing arrows on the flying demons around the city.

From this vantage point, the PCs are 200 feet away from their intended targets, but can begin firing immediately. Todricanthus instructs the PCs that their goal is to defeat their targets before they can terrorize the populace below. While provided with crusader weaponry, the PCs may use other abilities or equipment to down the demons.

Subtiers 5–6 and Higher: Todricanthus gives the following rousing speech.

"I can see you're tried and true soldiers! We can put you to a lot better use than simple archers. The Woundward Tower has stood for years in service of Nerosyan, keeping her skies safe, and we have a few tricks up our sleeves. Let's get you up there, fighting off these damned demons."

Todricanthus provides any PCs who don't already possess magical methods of flight with a *potion of fly*. He asks for their help in eliminating a group of demons that have been hampering the effectiveness of the Woundward Tower's archers.

Creatures: In the lower two subtiers, the targets are 200 feet away as they take time to assess potential civilian targets below. The PCs have 3 rounds to kill their targets before the demons launch themselves at the city streets below and begin harrying the inhabitants.

In all other subtiers, the targets fly within 100 feet of the tower to harass archers, sabotage siege weapons, and prevent the soldiers from adequately defending the citizenry. When the PCs emerge from the tower onto the walls, the demons immediately move to engage them.

Subtier 1–2 (CR 3)

FIENDISH GIANT FLIES (2)

CR 1

hp 15 each (*Pathfinder RPG Bestiary* 2 124, 292)

Subtier 3–4 (CR 5)

QUASITS (3)

CR 2

hp 16 each (*Pathfinder RPG Bestiary* 66)

TACTICS

During Combat The quasits were instructed to act as distractions and therefore do not become invisible.

Subtier 5–6 (CR 7)

FIENDISH GIANT WASPS (4)

CR 3

hp 34 each (*Pathfinder RPG Bestiary* 275, 294)

Subtier 7–8 (CR 9)

FIENDISH GIANT QUEEN BEES (3)

CR 6

hp 59 each (*Pathfinder RPG Bestiary* 2 43, 290)

Subtier 10–11 (CR 12)

ABYSSAL BEES (6)

CR 7

Advanced fiendish giant queen bees (*Pathfinder RPG Bestiary* 2 43, 290)

hp 73 each

Subtier 12–13 (CR 14)

ADVANCED VROCKS (4)

CR 10

hp 130 each (*Pathfinder RPG Bestiary* 69, 294)

Subtier 14–15 (CR 16)

WOUNDWASP SWARMS (3)

CR 9

Advanced hellwasp swarm (*Pathfinder RPG Bestiary* 3 146, 290)

hp 114 each

COLOXUSES (3)

CR 12

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hp 168 each (*Pathfinder RPG Bestiary* 3 72)

Development: The PCs need to defeat their targets in order to earn a success at this encounter. In Subtiers 1–2 and 3–4, the PCs fail if their targets manage to escape into the city before being slain. In higher subtiers, the PCs fail if they are defeated or unable to continue fighting their targets (such as having no means of flight).

ACT 3: THE SIEGE OF THE DIAMOND CITY

After the Overseer GM signals the start of Act 3, Table GMs can move right into the final act of the scenario. During this act, each level range (low, middle, and high) is given a separate task to accomplish. Unlike the encounters in the previous act, these are constructed to be continuous, and the House must work together to survive until time is called and the siege is broken.

GMs should read the box text at the beginning of each encounter to prepare PCs ready for their mission. Each level range is broken down as follows:

- **Low Levels (Subtiers 1–2 and 3–4):** The Teeth of Nerosyan.
- **Mid Levels (Subtiers 5–6 and 7–8):** In Defense of the Weak.
- **High Levels (Subtiers 10–11, 12–13, and 14–15):** From Mendev's Heart.

Subtiers 1–2 and 3–4: The Teeth of Nerosyan

Read the following to get the final encounter underway.

Venture-Captain Jorsal approaches on horseback at a gallop, stopping mere feet away. The captain is visibly worn from the siege, but he still gives a quick smile and a polite bow of his head as he steadies his mount.

"We've contained the demons within the city, but a new threat comes from the northwest. What we thought was the main army is merely the advance unit of a larger force that's now on our doorstep. There must be thousands of the vile

creatures in the host, but worst of all, they have brought siege weapons to their aid.

"The dreaded kakuen-taka, the swarm siege towers of the Abyss, now march on Nerosyan. As you've already proven yourselves quite capable, I need you to make your way to the northwestern ramparts and aid in putting Nerosyan's own siege weapons to use. The crusaders are sending most of their troops out to battle the demonic towers before they can damage the walls, so every boulder and ballista bolt we loose against this horde will be an invaluable boon for those taking the battle to the heart of this Abyssal cohort.

"I am sending our most experienced Pathfinders to engage the enemy commanders directly, and they will be relying on your support. Other agents will try to send you reinforcements, so stay alert." With that, Jorsal steers his horse away and charges off to bring word to other Pathfinders in the city.

After hearing Jorsal's orders, the PCs should make their way to the city walls, where only a small number of crusaders stand ready. The PCs have some time to cast spells and use items between the end of Act 2 and their arrival at the ramparts.

One senior officer approaches the PCs and directs them to a section of wall where there are not enough crusaders to properly operate the siege weapons. Four artilleryists prepare the weapons and offer to remain with the PCs to assist in their operation. The commander gives the PCs basic instructions on how to fire and aim the weapons, and tells them that the Huge siege engine is for firing at enemy towers and the Large siege engines are for firing at closer targets (such as demons on the ramparts). After this explanation, the commander departs to ready more Pathfinders arriving at the walls.

Siege Weapons: One Huge siege weapon and two Large siege weapons are located as indicated on the map. The Huge siege weapon is a heavy ballista loaded with penetrating bolts coated in cold iron and *oil of align weapon* (good). A pulley system assists in loading a new bolt after

STRIKE FORCES

SUBTIER 1–2

d6 Attackers

1	2 demonic devotees (CR 3)
2	2 fiendish giant flies (CR 3)
3	1 tainted cultist and 3 deranged cultists (CR 4)
4	1 dretch and 2 cultist initiates (CR 4)
5	Ladders!
6	1 savage vermlek (CR 4)

SUBTIER 3–4

d6 Attackers

1	2 advanced dretches (CR 5)
2	2 schirs (CR 6)
3	1 half-fiend minotaur (CR 6)
4	1 brimorak and 3 crusader turncoats (CR 7)
5	Ladders!
6	1 scourge of Deskari (CR 7)

every shot. The Huge siege weapon has hardness 5 and 100 hit points.

The Large siege weapons are light ballistae that fire multiple bolts in a single shot. Dozens of ammo packs are scattered at the base of the weapons and can be readily loaded into the weapon when needed. A Large siege weapon has hardness 5 and 50 hit points.

Siege Weapon Firing Mechanics: Each weapon requires a crew to operate. The Huge siege weapon requires a crew of four (it's currently crewed by four NPC artilleryists), while the Large siege weapons only require a crew of 1. Helping to load and fire a siege weapon takes a full-round action, and the character must be adjacent to the weapon. It takes 5 full rounds to load, aim, and fire a Huge siege engine, but because the weapon is already loaded when the PCs arrive, the first shot only takes 3 rounds to aim and fire. Each time the table successfully fires the Huge siege engine, the Table GM should signal a Courier or the HQ Staff by holding up one finger. As the lower subtier tables accumulate successes, the Overseer GM will announce their effects.

The Large siege engines are meant to engage nearby threats, and the PCs can employ them against enemies on the ramparts. These siege engines require 1 round to reload and can be fired as a standard action. Unlike with the Huge siege engine, which targets enemies beyond the ramparts, a PC firing a Large siege engine must make a ranged attack roll against a target. A successful hit deals 4d6 points of damage that overcomes damage reduction as a cold iron and good weapon.

Lucky Shot: As the PCs defend and operate the siege weapons, the enemy also fires at them. At the beginning of the 2nd round of combat, a lucky shot from the battlefield explodes near the Huge siege weapon, killing two of the artilleryists. The two survivors beckon for the PCs to assist them in reloading and firing the weapon. Because of the artilleryists' skill, a PC need to use only a standard action to help operate the weapon so long as one or both of the NPCs survive.

Creatures: The demons know that Nerosyan's weapons could do severe damage to their siege towers, so they send strike teams to assault the ramparts. These attackers aim to slay the artilleryists or hamper the PCs' ability to fire the weapons. For each subtier, the Table GM is provided a list of potential demonic strike forces to use (see the Strike Forces sidebar), and the should roll 1d6 to determine which strike force attacks. Each strike force arrives from a randomly determined side of the ramparts unless otherwise noted. Once the PCs have destroyed a strike force, they have 1d4+1 rounds before the next wave arrives. The first team arrives immediately after the lucky shot strikes the Huge siege engine.

Every time the table successfully fires the Huge siege engine, the Abyssal generals take notice. Add a cumulative +1 bonus to the die roll to determine what creatures show up next to assault the PCs. If the result is 6 or higher, a more powerful enemy arrives to end the PCs' meddling once and for all. When this happens, reset the modifier when rolling for encounters to +0.

If the PCs run away during an encounter, the demons slay any remaining artilleryists and deal 10d6 points of damage to each siege engine before attacking a different location. The PCs are then free to return and renew their attack.

Ladders!: The invaders set ladders against the wall and begin climbing up to attack the PCs. Roll for two more encounters. The first set of creatures attacks as normal. Randomly place a number of ladders along the wall equal to the number of creatures in the second group. A PC may knock down a ladder (hardness 5, 10 hp, CMD 18) by dealing enough damage to destroy it or by successfully bull rushing it. At the beginning of the 2nd round of combat, one of the second group's creatures arrives at the top of any ladder still standing.

In the event that the creatures on the ladders have a fly speed, reroll the die or select more appropriate attackers from the chart in the Strike Forces sidebar.

All Subtiers

ARTILLERISTS (4)

CR 3

Sapper* (*Pathfinder RPG NPC Codex* 262)

hp 27 each

* Remove all combat gear. Replace Point-Blank Shot with

SIEGE OF THE DIAMOND CITY

Weapon Proficiency (ballista).

Subtier 1–2

CULTIST INITIATE CR 1

Initiate (*Pathfinder RPG NPC Codex* 245)

hp 16

DEMONIC DEVOTEE CR 1

War priest (*Pathfinder RPG NPC Codex* 44)

hp 21

DERANGED CULTIST CR 1/2

Brigand (*Pathfinder RPG NPC Codex* 266)

hp 15

DRETCH CR 2

hp 18 (*Pathfinder RPG Bestiary* 60)

SAVAGE* VERMLEK CR 4/ MR 1

hp 40 (*Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned, Vol. 2* 54)

TAINTED CULTIST CR 2

Whiteclaw sorcerer* (*Pathfinder RPG NPC Codex* 161)

hp 19

* Remove the *scroll of fog cloud*.

Subtier 3–4 (CR 8)

BRIMORAK CR 5

hp 57 (*Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned, Vol. 2* 56)

CRUSADER TURNCOAT CR 1

Guard (*Pathfinder RPG NPC Codex* 267)

hp 22

ADVANCED DRETCH CR 3

hp 22 (*Pathfinder RPG Bestiary* 60, 294)

HALF-FIEND MINOTAUR CR 6

hp 57 (*Pathfinder RPG Bestiary* 171)

SCHIR CR 4

hp 37 (*Pathfinder RPG Bestiary* 3 74)

SCOURGE OF DESKARI CR 7/MR 1

Agile fiendish giant queen bee (*Pathfinder RPG Bestiary* 2 43, 290, *Pathfinder RPG Mythic Adventures* 224)

hp 75

Overseer GM Messages: As results are tabulated, there are two messages the Overseer GM might announce that affect the low-tier tables. If the Overseer GM calls out, “**The Society’s finest have dealt a great blow to the demonic generals,**” the high-tier PCs have dealt enough damage to the demonic host to weaken their offensive. Reset the modifier when determining the next strike force back to +0.

If the Overseer GM calls “**Supported by Pathfinders, hundreds of crusaders come to the ramparts,**” the mid-tier PCs have successfully rescued enough dying crusaders to reinforce the ramparts. Every time the overseer makes this announcement, a group of two additional artilleryists arrive to assist the PCs in operating the siege weapons.

Development: This encounter ends when the Overseer GM calls an end to the siege. There will be a short interlude as the demons begin to flee in which the PCs have time to rest and regroup before a final meeting at the Starrise Spire. Refer to the Conclusion for additional information (see page 38).

Subtiers 5–6 and 7–8: In Defense of the Weak

Read the following to get the final encounter underway.

Arriving at breakneck speed, Venture-Captain Jorsal gives a quick nod as he brings his steed to a sudden halt. “The demonic threat within the walls is relatively contained,” he announces, “but we’ve received word of additional demonic reinforcements coming from the Worldwound. We need every able-bodied man and woman on the walls to repel this attack; however, word has reached me that several patrols of crusaders outside of Nerosyan are making their way back to the city. We need some of our more experienced agents outside the walls to defend the crusaders as they return.

“No doubt the demons plan to run down these reinforcements before they can get back within the safety of the walls. We need these crusaders to supplement our own number on the walls, and I can think of none better suited to aid them. Make with all haste to the Woundward gates!”

As the PCs arrive at the gates, an injured commander of the crusade meets them and brings them up to speed. With the demonic surprise attack, many crusaders who were caught outside the walls are making fighting withdrawals toward the city, but advance units of the demonic army have moved ahead to intercept them. The commander asks the PCs to move out into the field of battle to find any wounded survivors and help them get back into the fight. Before the PCs depart, the commander tells them that the more troops they can save from this slaughter, the more support they can send to defend Nerosyan.

DEMONIC ASSAULT

SUBTIER 5–6

d6 Result

1–2	No reinforcements
3	1 Schir
4	3 cultist reavers
5	1 brimorak
6	1 babau
7+	Worldreaver

SUBTIER 7–8

d6 Result

1–2	No reinforcements
3	2 schirs
4	1 advanced babau
5	4 fiendish giant wasps
6	1 nabasu
7+	1 advanced savage vrock

The area is an open battlefield, away from the front lines that are forming between the crusaders and demons, but featuring skirmishers from both sides.

In the Middle of a War: It is assumed the PCs approach the thick of the fighting, with the main line of battle just beyond the edge of the battle-map. Hundreds of crusaders throw themselves at the demonic hordes, and the demons attack with equal fury. The area the PCs enter is still filled with sporadic battles, but all of them are contained and do not affect the PCs.

GMs should be sure to embellish the ongoing struggle around the PCs. Even though the map may not be filled with miniatures, there is fighting happening all around, with the demons venting their rage against the crusaders.

Wounded Crusaders: As the PCs arrive at the battlefield, the Table GM should mark three downed crusaders that the PCs can spot. Each of these crusaders cries out for help and is obviously still alive and in need of assistance. Every round a PC can attempt a DC 20 Perception check as a standard action to try and locate another wounded crusader nearby. The Table GM can mark these crusaders on the map as appropriate.

If there are no visible wounded crusaders on the table (they all have either been healed or succumbed to their wounds), the Table GM should randomly place 1d3 more for the PCs to interact with. When placing crusaders, they should be no closer than 30 feet from each other.

The PCs can use magical healing to restore a crusader's health and will to fight. Each wounded crusader begins with 0 hp and does not rejoin the battle until she's restored to 10 hp. Alternatively, a PC may attempt a DC

20 Heal check as a full-round action to try to assist a wounded crusader.

Once a crusader has benefitted from magical healing or a successful Heal check, she grants a minor boon to the PCs before heading toward the city. Roll 1d4 to determine what boon the crusader grants.

d4 Boon

- 1 The crusader casts *dispel magic* either on an enemy or to remove an effect on a PC (caster level 5th).
- 2 The crusader offers the nearest PC 1 unit of +1 *demon-bane* ammunition (GMs choice).
- 3 The crusader offers the nearest PC an *oil of align weapon*.
- 4 The crusader retrieves her holy symbol and channels positive energy on the PCs (excluding any nearby demons), healing them each of 3d6 points of damage.

After the PCs have healed three crusaders, the Table GM should signal a Courier by holding up three fingers to denote a mid-tier success.

Creatures: As the battle rages around the PCs, they quickly gain the attention of rampaging demons. At the beginning of each round, roll 1d6 and consult the Demonic Assault sidebar to determine what attacks the PCs. These creatures arrive from a random direction each round.

Every time the table successfully heals a crusader, the Abyssal generals take notice. Add a cumulative +1 bonus to the next die roll to determine what creatures show up next to assault the PCs. If the result is 7 or higher, a more powerful enemy arrives to end the PCs' meddling once and for all. Anticipating a bloodbath and eager to steer clear of the carnage, all other combatants flee when this enemy arrives. No other enemies appear until the PCs either defeat this champion or flee.

If the PCs run away during an encounter, the demons slay any crusaders on the map before leaving to fight elsewhere. Afterward, the PCs may return to the battlefield and rejoin the battle; however the Perception DC to find a wounded crusader increases by 2 every time the PCs retreat, and every time the PCs find more crusaders, the number of crusaders they find decreases by 1 for each time they've retreated (minimum 1).

Demons arriving in this manner only fight until they have been reduced below half their regular hit points. After being taken below this amount of hit points, these demons flee using the most expedient means available. This does not, however, apply to Worldreaver and the mythic vrock, which both fight to the death.

All Subtiers

RETREATING CRUSADER

CR 4

SIEGE OF THE DIAMOND CITY

Noble crusader

hp 41 (currently 0) (*Pathfinder RPG NPC Codex* 46)

Subtier 5–6

BRIMORAK **CR 5**

hp 57 (*Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned*, Vol. 2 56)

BABAU **CR 6**

hp 73 (*Pathfinder RPG Bestiary* 57)

CULTIST REAVER **CR 2**

Traitorous brigand (*Pathfinder RPG NPC Codex* 81)
hp 30

SCHIR **CR 4**

hp 37 (*Pathfinder RPG Bestiary* 3 74)

WORLDREAYER **CR 8/MR 1**

Agile wrath priest (*Pathfinder RPG NPC Codex* 49, *Pathfinder RPG Mythic Adventures* 224)
hp 87

Subtier 7–8 (CR 11)

ADVANCED BABAU **CR 7**

hp 87 (*Pathfinder RPG Bestiary* 57, 294)

FIENDISH GIANT WASP **CR 3**

hp 34 (*Pathfinder RPG Bestiary* 275, 294)

NABASU **CR 8**

hp 103 (*Pathfinder RPG Bestiary* 64)

SCHIR **CR 4**

hp 37 (*Pathfinder RPG Bestiary* 3 74)

MYTHIC VROCK **CR 11/MR 4**

hp 152 (*Pathfinder RPG Mythic Adventures* 184)

Overseer GM Messages: There is one message that the Overseer GM might announce that affects the mid-tier tables. If the Overseer GM calls out, “**The Society’s finest have dealt a great blow to the demonic generals,**” the high-tier PCs have dealt enough damage to the demonic host to weaken their offensive. When rolling for the next strike force, the Table GM should subtract 1 from the result. If the result would be 0, count this result as a roll of 1 (no reinforcements).

Development: This encounter ends when the Overseer GM calls an end to the siege. There will be a short interlude as the demons begin to flee in which the PCs

have time to rest and regroup before a final meeting at the Starrise Spire. Refer to the Conclusion for additional information (see page 38).

Subtiers 10–11, 12–13, and 14–15: From Mendev’s Heart

Read the following to get the final encounter underway.

Smoke rises across Nerosyan as the clamor of battle dies down. Venture-Captain Jorsal stands vigil over the Woundward ramparts of the city, looking out at a black cloud that descends from the northwest. He turns and speaking with grim resolve.

“The attack within Nerosyan is defeated, but the demons have led an army from the Worldwound to our doorstep. I must move swiftly to warn the others of what is happening.

“As for your mission... Look out to the fields below—you should be able to determine the greatest threats within the enemy army. You are the most experienced Pathfinders here in Nerosyan, so I trust you to make the best decisions about where your talents should be used.”

After Jorsal’s message and departure, the Table GM should take a moment to describe the oncoming forces of the demonic army. Thousands of lesser demons hoot and cavort, while larger demons confidently stride ahead, supported by their foul kakuen-taka siege towers. An army of Mendevian crusaders rushes out to meet the host, and the PCs can already see the lines of battle forming outside the city as the crusaders strive to keep the siege towers away from the walls.

The PCs get a glimpse of a radiant figure surrounded by elite knights leading the charge against the demon army. This is **Queen Galfrey** (LG female human paladin of Iomedae 15), and the crusaders on the wall can tell the PCs that she is the righteous queen of Mendev and has never shirked her duties on the battlefield.

Creatures: From their vantage point on the ramparts, the PCs should be able to identify key targets in the enemy army. Each subtier has a total of four targets they can choose to engage, though initially only three are present; a title and description for each target is presented below. Table GMs are encouraged to describe each potential target, such as how it tears through formations of crusaders or uses spells to deal great damage to the city walls. Crusaders on the wall might inform the PCs of a target’s title, or a Table GM can have the demons loudly announce their titles as they mock and try to intimidate their foes.

Once the PCs have picked a target, they can move out to meet them in battle, either by heading out the front gates or using magic such as *fly* or *teleport*. Each encounter assumes that the crusader and demonic armies do not get

involved in the PCs' combats, as they are too busy fighting their own opponents to aid or hinder the PCs.

Every time the PCs defeat a target, the Table GM should either fill out a victory slip and send a Runner to the HQ Staff or flag down a Courier and indicate the success by holding up five fingers. If the encounter is listed as a "Prime Target" or "Epic Target," the Table GM should be sure to let the Runner or Courier know by holding up both hands.

After the PCs defeat one strategic target, a truly powerful foe—an Epic Target—arrives on the battlefield. The PCs may now select this creature as their foe when choosing a strategic target.

Subtier 10–11

The Unnamable (2 Hezrous): A pair of hezrou demons tromps across the battlefield, mowing down enemies with long sweeps of their slimy claws and incapacitating entire units with their overwhelming stench.

Baroness Ajagnagarl (1 Glabrezu; Strategic Target): This enormous demon wears a double-stranded necklace strung with crusaders' helms, each a trophy of a virtuous warrior whom she corrupted. She delights in turning her enemies against one another.

Kakuen-Taka (1 Kakuen-Taka; Prime Target): One of the dreaded carrion swarm towers of the demonic hordes, this animated carcass writhes toward the walls of Nerosyan, intent on spreading death among the crusaders and Pathfinders defending the walls.

Sunderheart (1 Woundwyrms; Epic Target): Once a dragon who called Sarkoris her own, the beast now known as Sunderheart foolishly tried to bargain with Deskari's generals as an equal, only to fall before the Abyss's corrupting influence.

HEZROU CR 11
hp 145 (*Pathfinder RPG Bestiary* 62)

GLABREZU CR 13
hp 186 (*Pathfinder RPG Bestiary* 61)

KAKUEN-TAKA CR 14
hp 199 (*Pathfinder Campaign Setting: Inner Sea Bestiary* 20)

WOUNDWYRM CR 15
hp 225 (*Pathfinder Campaign Setting: Inner Sea Bestiary* 61)

Subtier 12–13

Kakuen-Taka (2 Kakuen-Takas; Strategic Target): Two of the dreaded carrion swarm towers of the demonic hordes, these animated carcasses writhe toward the walls of Nerosyan, intent on spreading death among the crusaders and Pathfinders manning the walls.

Hopebreaker (1 Advanced Woundwyrms; Strategic Target): This draconic entity was corrupted by the influence of the Worldwound. Hopebreaker is the name given by locals to the beast. It is said to have killed over a thousand troops during the Third Mendevian Crusade before it was beaten back into the Worldwound.

The Cavorting Court (3 Advanced Glabrezus; Prime Target): Bedecked in a dazzling array of fine jewelry, these massive demons are known around Mendev for their displays of "charity" in combat. To these demons such charity takes the form of slaying one of its opponents' allies and offering to wish that ally back to life—only to animate the fallen as a new foe.

The Whispering Valkyrie (1 Advanced Mythic Nalfeshnee; Epic Target): This corpulent demon does not take part in the battle so much as feast on the resulting destruction. She is able to smell the last gasps of a virtuous soul, whereupon she rushes to the dying crusader and drinks in his memories of his or another's sins.

KAKUEN-TAKA CR 14
hp 199 (*Pathfinder Campaign Setting: Inner Sea Bestiary* 20)

ADVANCED WOUNDWYRM CR 16
hp 261 (*Pathfinder Campaign Setting: Inner Sea Bestiary* 61)

ADVANCED GLABREZU CR 14
hp 210 (*Pathfinder RPG Bestiary* 61, 294)

ADVANCED MYTHIC NALFESHNEE CR 18/MR 7
hp 317 (*Pathfinder RPG Mythic Adventures* 183)

Subtier 14–15

Warlord Gal-Horvasch (Vavakia; Strategic Target): A massive demon that oversees troops across the battlefield, this renowned vavakia has fought in hundreds of battles against the crusaders. In past history, any time Gal-Horvasch has taken to the field, the crusaders have faltered. Not once has the beast retreated.

The Raging Ones (1 Shemhazian and 2 Nalfeshnees; Strategic Target): A pair of nalfeshnee demons trail in the destructive wake of an angered shemhazian. The larger demon has torn a deep wound into the Mendevian defense line, and now the nalfeshnees follow, attacking retreating crusaders with glee.

Sibilant Twins (2 Mariliths; Prime Target): Commanders of the ongoing siege, these two demons issue orders while battling at the forefront of the raging battle. One twin keeps the body parts of her enemies impaled on her blade, while the other twin demands lesser demons and cultists constantly clean her weapons. The two don't coordinate their attacks.

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Teremthal, the Ender of Worlds (1 Balor; Epic Target): Overseer of the assault on Nerosyan, this immense demon is responsible for immeasurable death and destruction throughout the past Mendevian crusades. Seeking to outdo his demonic rivals, Teremthal leads his army in the final assault on the crusader capital. Only the most experienced and powerful of Pathfinders can hope to stand against his might.

VAVAKIA CR 18

hp 297 (*Pathfinder Campaign Setting: Lords of Chaos, Book of the Damned*, Vol. 2 60)

SHEMHAZIAN CR 16

hp 246 (*Pathfinder RPG Bestiary* 2 80)

NALFESHNEE CR 14

hp 203 (*Pathfinder RPG Bestiary* 65)

MARILITH CR 17

hp 264 (*Pathfinder RPG Bestiary* 63)

BALOR CR 20

hp 370 (*Pathfinder RPG Bestiary* 58)

Overseer GM Messages: As results are tabulated, there is one message the Overseer GM can pass on to the House that will affect the high-tier tables. If the Overseer GM calls out, “**Pathfinders fire a volley of siege weapons from the ramparts,**” the low-tier PCs have successfully fired the siege weaponry at the demonic army enough to assist the table. All enemies must succeed at a DC 25 Fortitude check or be dazed for 1 round as they are struck by the volley; on a successful save, a creature is instead staggered for 1 round. An Epic Target is instead staggered for 1 round on a failed save and sickened for 1d4 rounds on a successful save.

If the PCs have finished an encounter but not yet begun another when the Overseer GM makes this announcement, the volley strikes the next enemy creatures that the PCs target at the very beginning of the next combat.

Development: This encounter ends when the Overseer GM calls an end to the siege. There will be a short interlude as the demons begin to flee in which the PCs have time to rest and regroup before a final meeting at the Starrise Spire. Refer to the Conclusion for additional information (see page 38).

OVERSEER GM INSTRUCTIONS

The role of the Overseer GM during the final Act is to work with the HQ Staff in tabulating the results of each level-range. As results are calculated, the Overseer GM

must make certain announcements. These summaries are described below.

Pathfinders fire a volley of siege weapons from the ramparts: A total number of low-tier successes equal to twice the number of low-tier tables is required to announce this success. Once the low-tier tables reach this threshold, the Overseer GM should make this announcement to the House. This represents the low-tier PCs firing off large volleys of siege weaponry into the demonic horde and temporarily stunning some of the high-tier targets.

Supported by Pathfinders, hundreds of crusaders come to the ramparts: A total number of mid-tier successes equal to twice the number of mid-tier tables are required to announce this success. Once the mid-tier tables reach this threshold, the Overseer GM should make this announcement to the House. This code indicates that a sufficient number of troops have made it back into Nerosyan from outside the walls and have come to the defense of the ramparts.

The Society’s finest have dealt a great blow to the demonic generals: A total number of high-tier successes equal to 1.5 × the number of high-tier tables is required to announce this success. Once the high-tier tables reach this threshold, the Overseer GM should make this announcement to the House. This code indicates that the most powerful demons in the attacking horde are being pushed back, reducing the demons’ resolve throughout the siege.

Ending the Act: The Overseer GM should call time for Act 3 10 minutes prior to the end of the Special. As the Table GMs wind their groups down, the Overseer GM should calculate the Special’s outcome (see below).

Calculating the Outcome

Based on its performance in Acts 2 and 3, the House can achieve varying degrees of success in the defense of Nerosyan. Determining the overall House ranking in defending Nerosyan is broken down into three steps.

Step 1—Point Total: The total number of successes in Act 3 grants the House a number of Victory Points toward determining how well it did. Depending on the tier, the House receives Victory Points as follows:

- *Each Low-Tier Success:* 1 Victory Point
- *Each Mid-Tier Success:* 2 Victory Points
- *Each High-Tier Success:* 3 Victory Points
- *Each High-Tier Prime or Epic Target Slain:* 5 Victory Points

Step 2—Determine Initial Degree of Success: Using the above system, the Overseer GM should determine the number of Victory Points accrued by the House. This number should then be compared to the number of tables in the House to determine the result of the battle for Nerosyan, as per the table below.

Victory Points	Battle Result
Fewer than (3 × [number of tables])	Near Defeat
3 × [number of tables]	Admirable Defense
4 × [number of tables]	Impressive Defense
5 × [number of tables]	Overwhelming Victory

Step 3—Final Adjustments: Upon determining the House's Battle Result, make two final adjustments (remember, the Outside District—the area just outside the walls—counts as a district for this purpose).

- For every district that ended Act 2 with a Red Threat Level, reduce the House's Battle Result by 1 (Admirable Defense becomes Near Defeat, Impressive Defense becomes Admirable Defense, etc.).
- For every 2 districts that ended Act 2 with a Green Threat Level, improve the House's Battle Result by one, rounding down (Near Defeat becomes Admirable Defense, Admirable Defense becomes Impressive Defense, etc.).

Once the Overseer GM determines the House's final outcome for the House, proceed to the Conclusion.

CONCLUSION

Once the Overseer GM calls the last 10-minute warning, Table GMs should have all combat cease, as the demons retreat or are cut down by other crusaders. Remaining time should be used to handle any ongoing effects or Chronicle-sheet-specific documentation that may need to be done.

When the Overseer GM has finished calculating the result of the House, that person reads the following.

The dust settles as surviving Pathfinders find their way back to the Starrise Citadel. Dozens lie wounded, some bearing injuries that may prove fatal. Smoke chokes the air as crusaders continue to douse still-burning buildings whose flames are now mercifully under control.

Venture-Captain Jorsal silently walks up and down the lines of Pathfinders. He rarely speaks, only giving an understanding nod or a comforting smile. The arrival of a squad of battered crusaders from the center of the city breaks the grim moment. At their head rides a stern woman bedecked in shining full plate engraved with intricate gold filigree. Her weapon is coated in what must be demonic ichor, and several of her helmet's once-beautiful blue plumes are charred. This can only be Queen Galfrey, crusader queen of Mendev and leader of Nerosyan.

She brings her entourage to a halt and addresses the assembled Pathfinders. "Words cannot express the gratitude of Mendev. What your Society has done here today goes well beyond what duty required. I have learned that this attack was just one of many in a coordinated assault against all of Mendev, and that our wardstones have failed us, disabled by some demonic treachery. Our city only stands thanks to the efforts of those such as yourselves. I have spoken with Venture-Captain Jorsal, and Mendev shall do whatever it can to aid you in reaching the Sky Citadel of Jormurdun—so long as doing so does not interfere with the new war.

"Now, I must depart for the city of Kenabres to inspect the damage done there. Woefully, it did not have the benefit of the Pathfinder Society's assistance when it was assaulted, and all reports indicate the city is now completely ruined."

She pauses, worry visible on her face before concluding, "Thank you, all of you for your efforts here today." Without another word, Queen Galfrey and her entourage turn and leave. The remaining Pathfinder survivors stand united, under the still-brilliant light of the Starrise Spire.

At this point, the Overseer GM should now read the descriptive text that matches the Battle Result.

Near Defeat:

The demons were mere moments from breaking Nerosyan, and the damage they have wrought was enormous. Thousands are dead, and many more are horribly injured and unable to contribute to future crusades.

Admirable Defense:

The demons were repelled, but at great cost. Much of the city was damaged, but the walls held. The crusaders need time to replenish their strength before venturing out once more.

Impressive Defense:

The demons were routed and the crusader defense held. Little damage was done to Nerosyan's walls, and reconstruction is already underway.

Overwhelming Victory:

Unable to breach the walls of the city with their primary army, the demons broke into a full retreat. The crusaders are ready to strike back against the demons.

The Overseer GM should now close the event by reading the following.

Congratulations Pathfinders in your **[[Battle Result Here]]**!

APPENDIX 1: SIMPLE MYTHIC TEMPLATES AND NEW UNIVERSAL MONSTER RULES

Several creatures in Act 3 rely on rules introduced in *Pathfinder RPG Mythic Adventures*. These rules are reprinted below. Several monsters in Act 3 make use of the following simple mythic templates.

Agile (CR +1)

Creatures with the agile template are quick and deadly, moving faster than their normal counterparts and striking with incredible speed and agility. An agile creature's quick and rebuild rules are the same.

Rebuild Rules: Init +20 bonus; AC +2 dodge bonus; **hp** mythic bonus hit points (already included); **Defensive Abilities** evasion (as the rogue class feature); **Speed** +30 feet for all movement types (up to double the creature's base movement speed); **Special Attacks** dual initiative (see below).

Savage (CR +1)

Creatures with the savage template are untamed, primordial versions of their non-mythic cousins. Their claws are sharper, their fangs larger, and their hides thicker. A savage creature's quick and rebuild rules are the same.

Rebuild Rules: AC increase natural armor bonus by 2; **hp** mythic bonus hit points (already included); **Defensive Abilities** gains DR and resistance to all types of energy as noted in the table below; **Special Attacks** all attacks gain bleed 1 (this stacks with itself), feral savagery (full attack) (see below).

Savage Template Defenses

Hit Dice		Energy Resistance	DR
1-4	5	—	
5-10	10	5/epic	
11+	15	10/epic	

Universal Monster Rules

The following rules are referenced in the agile and savage simple mythic templates, respectively.

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.

Format: +21/+1; *Location:* Initiative.

Feral Savagery (Su): Under the circumstances listed in the monster's stat block—such as when it makes a full attack or a rend attack—it can immediately attempt an additional attack against an opponent. This attack is made using the creature's full base attack bonus, plus any modifiers appropriate to the situation. This additional attack doesn't stack with similar means of gaining additional attacks, such as the *haste* spell or a *speed* weapon. This ability doesn't grant an extra action, so you can't use it to cast a second spell or otherwise take an extra action in the round.

Format: feral savagery (full attack); *Location:* special attacks.

APPENDIX 2: THREATS FROM THE WORLDWOUND

BRIMORAK

CR 5

Pathfinder Campaign Setting: Lords of Chaos 56

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

Burning Hooves (Su) A brimorak's hooves burn with fire, leaving scorched hoofprints on wood, stone, and most every other solid surface, yet this supernatural fire does not set alight surfaces the demon treads upon. It does make it easier to track a brimorak, though—Survival checks made to track a brimorak gain a +8 circumstance bonus. Brimoraks use their *air walk* ability to throw creatures off their trail, or to leave

their prints in strange places (like atop roofs) to spread fear and terror. Against a prone foe, a brimorak can make two hoof attacks rather than just one.

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

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

KAKUEN-TAKA

CR 14

Pathfinder Campaign Setting: Inner Sea Bestiary 20

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

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

DEFENSE

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

hp 199 (21d10+84)

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

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

OFFENSE

Speed 30 ft.

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

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

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

STATISTICS

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

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

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

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

Languages Abyssal

SPECIAL ABILITIES

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

Create Carrionstorm (Ex) As a full-round action at sunrise,

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

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

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

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

NALFESHNEE, MYTHIC

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

Init +12^M; **Senses** darkvision 60 ft., *true seeing*; Perception +32

Aura *unholy aura* (DC 25)

DEFENSE

AC 36, touch 13, flat-footed 35 (+4 deflection, +1 Dex, +23 natural, –2 size)

hp 287 (15d10+205); fast healing 5

Fort +22, **Ref** +10, **Will** +21

DR 10/epic and good; **Immune** fire, electricity, poison; **Resist** acid 10, cold 10; **SR** 28

OFFENSE

Speed 30 ft., fly 40 ft. (poor)

Melee bite +28 (3d8+15/19–20/x3), 2 claws +28 (2d6+15/19–20 plus steal)

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

Special Attacks demonic knowledge, mythic power (7/day, surge +1d10), touch of chaos, unholy nimbus

Spell-Like Abilities (CL 12th; concentration +19)

Constant—*detect thoughts* (DC 19), *true seeing*, *unholy aura* (DC 25)

At will—*call lightning* (DC 20), *feeblemind* (DC 22), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *move earth*, *slow* (DC 20), *stone shape*, *stone tell* 3/day—*scrying*

1/day—*contact other plane*, summon (level 5, 1 nalfeshnee 20%, 1d4 hezrous 40%, or 1d4 vrocks 50%)

STATISTICS

Str 40, **Dex** 13, **Con** 29, **Int** 23, **Wis** 22, **Cha** 24

Base Atk +15; **CMB** +32 (+34 bull rush); **CMD** 47 (49 vs. bull rush)

Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Critical (bite)^M, Improved Critical (claws), Improved Initiative^M,

Iron Will^M, Power Attack^M

Skills Bluff +25, Diplomacy +25,

Fly +11, Intimidate +22, Knowledge

(arcana) +24, Knowledge (planes) +24, Knowledge (any one other) +21,

Perception +32, Sense Motive +24,

Spellcraft +24, Stealth +11, Use Magic Device +25; **Racial**

Modifiers +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Demonic Knowledge (Su) By expending one use of mythic power as a free action, the demon learns one weakness, vulnerability, or special defense of an opponent within reach.

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.

Steal (Ex): The creature can attempt a steal combat maneuver (*Pathfinder RPG Advanced Player's Guide* 322) against its opponent as a free action without provoking attacks of

opportunity if it hits with a claw attack.

Surge (Su): A mythic nalfeshnee 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 1d10 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.

Touch of Chaos (Sp) This functions like the Chaos domain granted power (*Core Rulebook* 42), except the demon can expend one use of mythic power as a free action to use this ability when it hits with a natural attack.

Unholy Nimbus (Su) Three times per day as a free action, the demon can create writhing colored lights on its body. One round later, the light bursts in a 60-foot radius. Any non-demon caught within this area must succeed at a DC 24 Will save or be dazed for 1d10 rounds as visions of madness hound it. The save DC is Charisma-based.

The mythic nalfeshnee also makes use of several mythic feats. The benefits of these feats not already included in the stat block above are detailed below.

Mythic Improved Initiative: Instead of rolling initiative, you can expend one use of mythic power to treat your roll as a natural 20.

Mythic Iron Will: Whenever you roll a Will saving throw against a spell, spell-like ability, or supernatural ability from a non-mythic source, roll twice and take the higher result.

Mythic Power Attack: When you use Power Attack, you gain a +3 bonus on melee damage rolls instead of +2. When your base attack bonus reaches +4 and every 4 points thereafter, the amount of bonus damage increases by +3 instead of +2. In addition, the bonus damage from this feat is doubled on a critical hit, before it's multiplied by the weapon's critical multiplier.

You can expend one use of mythic power when you activate Power Attack to ignore the penalties on melee attack rolls and combat maneuver checks for 1 minute.

SERAPTIS

CR 15

Pathfinder Campaign Setting: Lords of Chaos 58

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

Init +10; **Senses** darkvision 60 ft., *deathwatch*, *true seeing*; Perception +30

Aura gaze of despair (30 ft., DC 22), *unholy aura* (DC 23)

DEFENSE

AC 30, touch 20, flat-footed 24 (+4 deflection, +6 Dex, +10 natural)
hp 217 (15d10+135)

Fort +18, **Ref** +11, **Will** +13

Defensive Abilities bloodless; **DR** 10/cold iron and good;

Immune bleed, electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 26

OFFENSE

Speed 50 ft.

Melee +1 *wounding scimitar* +22/+17/+12 (1d6+7/15–20), 3 claws +19 (1d6+3 plus grab), gore +19 (2d6+3)

Special Attacks compelling domination, ravenous embrace

Spell-like Abilities (CL 15th; concentration +20)

Constant—*deathwatch*, *true seeing*, *unholy aura* (DC 23)

At will—*crushing despair* (DC 18), *dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 20)

3/day—*confusion* (DC 19), *demand* (DC 23), *dominate person* (DC 19), *fly*

1/day—*symbol of insanity* (DC 23), *summon* (level 5, 1 seraptis 20% or 1 glabrezu 40%)

STATISTICS

Str 22, **Dex** 23, **Con** 28, **Int** 16, **Wis** 19, **Cha** 21

Base Atk +15; **CMB** +21 (+25 grapple); **CMD** 41

Feats Bleeding Critical, Combat Reflexes, Critical Focus, Improved Critical (scimitar), Improved Initiative, Multiattack, Power Attack, Vital Strike

Skills Acrobatics +24 (+32 jump), Bluff +23, Fly +24, Intimidate +23, Knowledge (planes) +21, Knowledge (religion) +21, Perception +30, Sense Motive +22, Stealth +24; **Racial**

Modifiers +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Bloodless (Ex) A seraptis's body is not completely bloodless, but what blood its body does contain is typically blood taken from its previous victims—the blood that flows through the demon's atrophied veins does nothing to give it life. Its wounds do not bleed, and it is immune to bleed effects and to attacks that utilize blood drain to function. Sneak attacks, critical hits, and similar attacks function normally on a seraptis, although if such effects would normally cause bleed damage, those additional effects do not work.

Compelling Domination (Su) When a seraptis uses *dominate person* (as a spell or spell-like ability), its victims do not actively resist the control and do not gain a new saving throw when ordered to take actions against their nature unless those actions are obviously self-destructive, in which case the victim does get a new saving throw with a +2 bonus to escape the effects of the domination.

Gaze of Despair (Su) A seraptis's gaze fills the minds of those within 30 feet with overwhelming and soul-crushing despair. Anyone who fails a DC 22 Will save upon being exposed to a seraptis's gaze immediately takes 1d6 points of Charisma drain and is staggered for 1d6 rounds. If the Charisma drain would normally reduce a creature's Charisma to 0, that creature instead succumbs to overwhelming suicidal urges and attempts to end its life by the most convenient method at hand, subject to GM discretion. (In most cases, this effect causes a creature to make a coup de grace attempt on itself, but if a more dramatic method of self-destruction is available, the creature takes that action.) Once a creature reaches this suicidal state

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of despair, it remains in that state until its Charisma score is restored to its normal maximum—if methods of restoring lost Charisma are not available, the suicidal victim must be restrained at all times to prevent attempts to kill itself. This is a mind-affecting effect. The save DC is Charisma-based.

Grab (Ex) A seraptis gains a cumulative +4 bonus on grapple attempts for each successive claw attack that hits in a single round, provided the claw attacks all hit the same target. If she grabs a foe, she can use her ravenous embrace.

Ravenous Embrace (Su) Once per round, a creature grappling or grappled by a seraptis can be attacked by the ravenous, toothed wounds that decorate a seraptis's arms. These teeth bite and chew, inflicting an automatic 4d6+12 points of damage each round—in addition, the wounds caused by the ravenous embrace cause 2d6 bleed and 1d4 points of Strength drain as the seraptis drinks away the victim's blood and other vital fluids. As long as the seraptis is within 30 feet of a foe suffering bleed damage from her ravenous embrace, the blood that flows from the victim writhes through the air into the seraptis's arm maws, healing the seraptis by an amount equal to the amount caused by that round's bleed effect.

VAVAKIA

CR 18

Pathfinder Campaign Setting: Lords of Chaos 60

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

Init +2; **Senses** darkvision 60 ft., *true seeing*; Perception +34

Aura frightful presence (60 ft., DC 25), *unholy aura* (DC 24)

DEFENSE

AC 35, touch 14, flat-footed 33 (+8 armor, +4 deflection, +2 Dex, +13 natural, –2 size)

hp 297 (18d10+198)

Fort +22, **Ref** +8, **Will** +18

DR 15/cold iron and good; **Immune** electricity, fire, poison;

Resist acid 10, cold 10; **SR** 29

OFFENSE

Speed 40 ft. (60 ft. without armor), fly 60 ft. (average)

Melee +1 *unholy ranseur* +28/+23/+18/+13 (3d6+17/x3) or bite +27 (3d6+11 plus smoking wound), 2 claws +27 (1d8+11), tail slap +27 (2d8+16 plus stun)

Space 15 ft.; **Reach** 15 ft.; 30 ft. with ranseur

Special Attacks breath weapon, trample (1d8+16, DC 30)

Spell-like Abilities (CL 18th; concentration +24)

Constant—*true seeing*, *unholy aura* (DC 24)

At will—*enervation*, *greater teleport* (self plus 50 lbs. of objects only), *telekinesis* (DC 21)

3/day—*blasphemy* (DC 23), quickened *enervation*, *power word stun* (DC 24)

1/day—*earthquake*, summon (level 6, 1 marilith, 40%, or 1d3 nalfeshnees, 60%)

STATISTICS

Str 32, **Dex** 14, **Con** 33, **Int** 18, **Wis** 21, **Cha** 23

Base Atk +18; **CMB** +31; **CMD** 47 (51 vs. trip)

Feats Awesome Blow, Greater Vital Strike, Improved Bull Rush, Improved Iron Will, Improved Vital Strike, Iron Will, Power Attack, Quicken Spell-Like Ability (*enervation*), Vital Strike

Skills Bluff +27, Fly +16, Intimidate +27, Knowledge (arcana) +25, Knowledge (planes) +25, Perception +34, Sense Motive +26, Spellcraft +25, Stealth +20, Swim +26; **Racial Modifiers** +8 Perception, +8 Stealth

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds, a vavakia can breathe out a 60-foot cone of green fire that seems to writhe and coil with the tortured shapes of a thousand screaming ghosts. This green fire is akin to vomiting up the countless souls the vavakia has consumed, and these souls consume flesh as surely as they consume sanity. A creature struck by this breath weapon takes 20d6 points of damage (DC 30 Reflex half)—this damage manifests as blackened, melted flesh and skin but is treated as raw profane power. Evil creatures take half damage from the breath weapon, but good creatures who take any damage from a vavakia's breath weapon are automatically staggered for 1 round by the hideous sensation. In addition, any living creature that takes damage from a vavakia's breath weapon must also make a DC 30 Fortitude save to avoid suffering 1d8 points of Wisdom drain as her sanity slips away into madness. Immediately after the vavakia expels this green "soulfire," the wailing flames flow in reverse back into the demon's gullet through its open maw. This heals the vavakia 1d8 points of damage for each creature that was damaged by its breath weapon. The Wisdom drain element of this breath weapon is a mind-affecting effect. The save DC is Constitution-based.

Smoking Wound (Su) The wounds caused by a vavakia's fangs result in tremendous and eerie wounds. Rather than blood, wisps of green smoke constantly weep from a vavakia's bite wound—a grim manifestation of the demon's effect on a mortal soul. Each time a vavakia bites a creature, it bestows two negative levels—the wounds continue to smoke as long as the victim suffers those negative levels. The smoking wounds cause the victim to become sickened because of the hideous sensation and rank smell of the vapors. An effect that removes this sickened condition only temporarily causes the wounds to stop smoking—they begin smoking again in 1d6 rounds and persist as long as the victim suffers from the associated negative levels. Nonliving creatures bitten by a vavakia are immune to its energy-draining bite and do not exhibit smoking wounds. The Fortitude save to remove these negative levels is DC 25. The save DC is Charisma-based.

Stun (Ex) A creature struck by a vavakia's tail slap must make a DC 30 Fortitude save or be stunned for 1 round. On a critical hit, the stun effect lasts for 1d4 rounds on a failed save, and 1 round on a successful save. The save DC is Constitution-based.

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 bits of gristle. In so doing, it absorbs much of the body's flesh to heal itself, restoring 2d6+3 hit points. A vermlek cannot later reclaim this body with its inhabit body ability.

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

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

loses its own burrow speed while inhabiting a body, but gains the ability to wield weapons or wear armor shaped for humanoids (although note that the armor bonus granted by wearing armor does not stack with the bonus granted by the vermlek's flesh armor ability).

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

VROCK, MYTHIC

Pathfinder RPG Mythic Adventures 184

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^M, Combat Reflexes^M, Improved Initiative, Lightning Reflexes, Power Attack, Stand Still^B

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

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 *bleed* 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-

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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.

WOUNDWYRM

CR 15

CE Huge dragon (chaotic, evil)

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

DEFENSE

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

hp 225 (18d12+108)

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

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

polymorph, visual effects; **SR** 26

OFFENSE

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

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

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

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

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

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

1/day—*polymorph any object* (DC 23)

STATISTICS

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

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

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

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

Languages Abyssal, Common, Draconic

SPECIAL ABILITIES

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

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



APPENDIX 3: NEROSYAN GAZETTEER

BY JONATHAN H. KEITH

NEROSYAN

LG Metropolis

Corruption +5; **Crime** +4; **Economy** +5; **Law** +3; **Lore** +3;
Society +6

Qualities holy site (Iomedae), pious (Iomedae), prosperous, rumormongering citizens, strategic location, tourist attraction

Danger +20; **Disadvantages** other (frequent demonic attacks)

DEMOGRAPHICS

Government council

Population 64,700 (62,000 humans, 1,000 half-elves, 500 dwarves, 500 halflings, 700 other)

Notable NPCs

Captain Jaspur of the Crusader Heralds (LG male human paladin 11)

Lord Inquisitor Casori (LN male human inquisitor of Iomedae 8)

Queen Galfrey (LG female human paladin 15)

Venture-Captain Jorsal of Lauterbury (LG male human fighter 8)

MARKETPLACE

Base Value 25,600 gp; **Purchase Limit** 150,000 gp;

Spellcasting 9th

Minor Items all available; **Medium Items** 4d4; **Major Items** 3d4

Nerosyan is the capital of the crusader nation of Mendev, gracing the confluence of the West Sellen and Egelsee rivers, which hug its western and southern walls, respectively. The land rises gently from the rivers to the northeastern part of the city before falling again just past the northeastern wall, where it subsides into the plains surrounding the city in a decline sculpted into breastworks and earthen fortifications. Few other obstructions more than a few feet in height stand within sight of the city, having either been cut back by soldiers or been razed by those demons who reach the city's walls.

Nerosyan's 20-foot-thick walls form a straight-edged diamond, in part the reason the city holds the title "the Diamond of the North." Lance-straight avenues and a set of interior walls help support the outer walls in the case of a concerted attack. The Cruciform Cathedral sits at the heart of the system, and the inner walls that compartmentalize the city into four easily defendable districts are wide enough for whole companies of knights to ride across them to relieve the massive fortifications at the city's corners.

Queen Galfrey rules all of Mendev by right but is the real final word only in Nerosyan and its hinterlands. Most of her attention is directed at broader issues of the

crusade and the kingdom at large, so day-to-day matters of civic governance fall to her council, riven into two subtly warring camps headed by Lord Inquisitor Casori and Captain Jaspur of the Crusader Heralds. Lord Casori would like to see more effort put towards rooting out corruption and heterodoxy in the city, whereas Captain Jaspur grants the residents comparable leniency as long as they are working against the common Abyssal adversary.

Nerosyan's principle business is war. As a result, it relies on supplies and materiel in the same way most cities would rely on more prosaic trade. The city has little in the way of supporting hinterlands because of the danger of Abyssal incursions, but that lack is more than made up for by the fairly regular shipments from countries far from the Worldwound but supportive of the crusade. Any shortfalls are filled by profiteers eager to make some money from a city with such long supply lines that any hiccup in southern charity threatens a food shortage.

History

Nerosyan is an old city put to a new use. Before the Worldwound erupted, the Diamond of the North was very much a diamond in the rough, a wild river town with twisting, narrow streets and ramshackle buildings. With the First Crusade came an influx of law and a grander purpose as the city expanded its walls to accommodate the rush of armed immigrants. Now the city has been rebuilt for war and defense, with broad avenues punched through the old blocks to enable the movement of troops. Any parts of the old city that were outside the new walls have long since been razed by demons, and the unsettled land that fell within the walls has been built up to house the swollen population of crusaders as well as the large population of merchants, artisans, and camp followers who support their efforts.

Nerosyan's Districts

Each of the four crusader-ordained districts that make up Nerosyan is itself composed of three or four smaller neighborhoods that function as the social and economic building blocks of the city.

The Battle District to the northeast is the only district made up entirely of construction dating back to the First Crusade. Battle Row is a neighborhood largely occupied by the city's defenders, while Crusader Row is the domain of many of the chapter houses for the various knightly orders that take the fight to the demons. Low Row is known as a refuge for fighters who're more down-at-heels, not to mention more suspect in their religious zeal.

The Egelsee District to the southeast contains the First Crusade-era neighborhood of Egelsee, home to many of the city's cavalry and to the engineers who maintain and expand the city's fortifications. It also encompasses

Pilgrim's Rest, a district of inns and temporary lodgings for the steady flow of Iomedaeen devotees visiting the Cathedral, and Rustwell, a shabby industrial district full of loud noises, strong smells, and necessary but distasteful industries.

The Confluence district to the southwest is entirely old city. The Windings neighborhood is full of streets that are confusing even by the standards of old cities. Two Cs is named after Cayden Cailean, the patron deity of this raucous neighborhood. Coopertown is home to mostly staid and respectable businesses as well as the famous Starrise Spire, and Riverside is halfway between slum and supply depot, having transformed over time from a thriving hub of river trade to a military port that services few boats except those needed to ferry crusaders across the rivers.

The Woundward District to the northwest contains Bitterwind, a middle class district of artisans and professionals. Highside is the haunt of the city's old money and boasts the best pre-crusade architecture. Tumbletown is a sprawling den of iniquity catering to those crusaders and low templars who want to get further away from their barracks before indulging their vices. Bannerbright is the home of the most well-respected knightly orders and clerics who serve Iomedae and her allies. Unlike the crusader neighborhoods of the Battle District, Bannerbright is policed and occupied solely by military forces, and civilians are only tolerated when on some official business.

Sites of Interest

The following are important sites for Nerosyan's defense.

Battle Tower: The northernmost point of the city is the most likely to weather an assault by land. Earthen revetments surround three layers of nested towers, making the tower the most heavily fortified site in Mendev.

Confluence Tower: Confluence Tower is geared towards defending Nerosyan from attacks across the two rivers that meet at its base. The tower has held its own through several riparian attacks from Dread Barges and other Abyssal craft that periodically swarm up from the Sarkora River. At its base is the Crusader's Quay, a set of military wharves that offer shelter for the small crusader navy in ingenious covered slips.

Cruciform Cathedral: The Cruciform Cathedral is both the bright heart of Iomedaeen worship in Nerosyan as well as an integral part of its defensive systems. The entire city is laid out to allow crusaders from the Cathedral to access any part of the city without obstruction, and a sizeable portion of the gargantuan construction is given over to barracks, training yards, stables and other military installations. Much of the remaining area is given over to the offices of the church, but there are still many parts

of the Cathedral dedicated to worship and the devotions of the pilgrims who pour into Nerosyan specifically to visit the site.

Egelsee Tower: Located at the eastern point of the Nerosyan diamond, Egelsee tower serves a second purpose as a rapid-response staging area for Nerosyan's cavalry, which can ride out at a moment's notice through special large-scale sally ports built into its outer walls.

Sellen Docks: While constant demonic incursions make structures outside the walls extremely difficult to maintain, the city still needs access to the river for trade. The city's answer is the Sellen Docks, stone quays carved right into the bedrock along the riverside. Everything necessary to load and unload ships, from steps to moorings, is carved into the stone and is thus resistant to all but the most determined demonic depredations. When crusaders spot demons, they close the gates, and any docked ships cast off and flee downriver or up the Egelsee to avoid attack.

Starrise Spire: Constructed just before the outbreak of the Second Crusade, Starrise Spire is built into Nerosyan's curtain wall near the Woundward Tower. A large sphere of light floats just about the tower, acting as a beacon of hope to crusaders and a final warning to any demons foolish enough to assault the city. Common legend states that so long as the fortress houses at least one defender, the beacon will never fade. Crusaders once kept vigil here, but when the Pathfinder Society requested permission to operate out of Nerosyan, Queen Galfrey offered them Starrise Spire so long as they never allow its light to fade.

Woundward Tower: Almost completely surrounded by the West Sellen river, the Woundward Tower defends the city against aerial assaults. The tower bristles with spyglasses that scan the skies, as well as the most advanced siege engines and the best archers in Nerosyan. The city's *wardstone* is housed in this tower, as close to the border as possible.

SIEGE OF THE DIAMOND CITY

Pathfinder Society Special Siege of the Diamond City

Event	Date
GM #	GM Character #
GM Name	GM Prestige Earned
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni <input type="checkbox"/> A <input type="checkbox"/> B	<input type="checkbox"/> Grand Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor <input type="checkbox"/> C <input type="checkbox"/> D
Character #	<div style="border: 1px solid black; width: 50px; height: 50px; margin: 0 auto;"></div> Prestige Points
Character Name	
<input type="checkbox"/> Andoran <input type="checkbox"/> Cheliah <input type="checkbox"/> Qadira <input type="checkbox"/> Sczarni	<input type="checkbox"/> Grand Lodge <input type="checkbox"/> Osirion <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Taldor
Character #	<div style="border: 1px solid black; width: 50px; height: 50px; margin: 0 auto;"></div> Prestige Points
Character Name	
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Character #	<div style="border: 1px solid black; width: 50px; height: 50px; margin: 0 auto;"></div> Prestige Points
Character Name	
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Character #	<div style="border: 1px solid black; width: 50px; height: 50px; margin: 0 auto;"></div> Prestige Points

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Seeker Aid Token

You may use this token to:

**Benefit from
aid another**

or

**Increase an
attack's damage**

or

Heal all PCs

or

Increase a spell's save DC

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Pathfinder Society Special: Siege of the Diamond City

Character Chronicle #

Player Name A.K.A. Character Name Pathfinder Society # Faction

Items Found During This Scenario

All subtiers

Siege-Hardened: You survived the Siege of Nerosyan, and you have learned some impressive tricks for fighting demons. You gain a +1 bonus on weapon damage rolls against creatures with the demon subtype. Before rolling a caster level check to overcome a demon's spell resistance, you may cross this boon off your Chronicle sheet to gain a +3 bonus on the roll.

You earn one of the following boons, depending upon the result of the siege. Cross out the rest.

Defender of Nerosyan (Near Defeat): The city of Nerosyan still stands in part because of your actions, but all of its resources will be dedicated to rebuilding and preparing for the next offensive. You gain no additional benefit.

Defender of Nerosyan (Admirable Defense): The city of Nerosyan stands in part because of your actions, and Queen Galfrey herself has taken note. While in Mendev or the Worldwound, reduce the cost of purchasing a Prestige Award while outside of a settlement of 5,000 residents or more by 2.

Defender of Nerosyan (Impressive Defense): The city of Nerosyan stands in part because of your actions, and Queen Galfrey herself has taken note. While in Mendev or the Worldwound, reduce the cost of purchasing a Prestige Award while outside of a settlement of 5,000 residents or more by 3. You gain a 5% discount on any magical items that require a spell with the Good descriptor as a spell prerequisite. This discount does not stack with other discounts.

Defender of Nerosyan (Overwhelming Victory): The city of Nerosyan stands in part because of your actions, and Queen Galfrey herself has taken note. While in Mendev or the Worldwound, reduce the cost of purchasing a Prestige Award while outside of a settlement of 5,000 residents or more by 4. You gain a 10% discount on any magical items that require a spell with the Good descriptor as a spell prerequisite. This discount does not stack with other discounts.

Notes

MAX GOLD	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	1-2	250	500
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	3-4	625	1,250
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	5-6	1,250	2,500
EXPERIENCE	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	7-8	2,667	5,334
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	10-11	3,833	7,667
	SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
	12+	7,500	15,000
FAME	Starting XP		
	+	GM's Initials	
	XP Gained (GM ONLY)		
	=		
	Final XP Total		
	Initial Fame Initial Prestige		
GOLD	+	GM's Initials	
	Prestige Gained (GM ONLY)		
	-		
	Prestige Spent		
	Final Fame	Current Prestige	
	Starting GP		
GOLD	+	GM's Initials	
	GP Gained (GM ONLY)		
	+	GM's Initials	
	Day Job (GM ONLY)		
	-		
	Gold Spent		
=			
Total			

For GM Only

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Pathfinder Society #