



“Swamp Witch” © Giovanni Lazzari, accessed at his artStation page [here](#)

[The diakkas are all but forgotten in the D&D bestiary, having appeared twice, once in the 1e *Monster Manual II*, and once in the 2e *Planes of Conflict* boxed set. But I fell in love with them during my read of the first edition books, and converted them to 3.5. This is a revision/update of that conversion. In the original, the diakka dance of weakness just acted as a ray of enfeeblement, which is awfully weak tea for something that takes multiple rounds and multiple diakkas to pull off. I’ve altered it to make it work more that Pathfinder’s version of the vrock dance, and changed it to the rather nastier negative levels.]

Diakk, Carcene
CR 8 NE Outsider

This hunched, avian biped has a broad bill and multicolored feathers. Its arms are not wings, but instead end in overgrown, curving claws.

The diakka are horrific bird-like creatures native to the wasted lands of Abaddon. The carcenés are also known as “broad diakka”, as they are the squatter and more muscular of the two species. Carcenés are smaller and slower than their varath cousins, but are stronger and more magically gifted. The two different diakka live in mixed-species flocks, making the distinction between them primarily academic (although carcenés usually have dominant positions in these groups).

A carcene’s feathers are relatively muted in color, mostly being in browns, blacks, and grays. Their faces have large wattles and pouches of naked skin in more garish colors, however. They have a variety of bird-like features, and there are carcenés that resemble pelicans, cassowaries, turkeys, vultures, and combinations thereof. Their beaks are too weak to be used as weapons, but their talons are sharp and strong. Worse, a carcene can channel its spells through these talons, infusing them with harmful magic. Carcenés enjoy drawing out the suffering of their enemies, and often leave a single survivor alive, cursed and enfeebled, to tell the tale. In groups, they exaggerate their numbers with illusion magic, using the distraction as an opportunity to perform their dance of weakness.

Carcenés are more ambitious than their varath cousins, and a diakka clan with a large numbers of carcenés may become especially ambitious and dangerous. They hate daemons, but know that they would lose direct conflicts with many of their number. They therefore work on sabotaging their activities, slaying petitioners and visitors to deny the daemons the pleasure, and otherwise act as irritants and disruptions. The Horsemen do not do anything to suppress carcene terrorism out of a desire to test their minions—if a daemon cannot outsmart or outfight a spiteful bird, what use is it? Carcenés are obsessed with and collect magical items, although they may not fully understand their functions.

A carcene stands six feet tall and weighs about two hundred pounds.

Carcene CR 8

XP 4,800

NE Medium outsider (evil, extraplanar)

Init +5; **Senses** darkvision 60 ft., Perception +12

Defense

AC 21, touch 16, flat-footed 15 (+5 Dex, +1 dodge, +5 natural)

hp 108 (8d10+64)

Fort +10, **Ref** +11, **Will** +9

Immune curses, disease, poison; **Resist** acid 10, cold 10, electricity 10; **SR** 19

Offense

Speed 30 ft.

Melee 2 claws +14 (2d4+6)

Special Attacks dance of weakness, rend (2 claws, 2d4+9), spellstrike

Spell-like Abilities CL 8th, concentration +11 (+14 casting defensively)

At will—*chill touch* (DC 14), *ghost sound* (DC 13), *ray of enfeeblement* (DC 14)

3/day—*inflict moderate wounds* (DC 15), *major image* (DC 16)

1/day—*bestow curse* (DC 16), *ray of exhaustion* (DC 16), *vampiric touch*

Statistics

Str 22, **Dex** 21, **Con** 26, **Int** 12, **Wis** 13, **Cha** 17

Base Atk +8; **CMB** +14; **CMD** 30

Feats Combat Casting, Dodge, Iron Will, Power Attack

Skills Acrobatics +26, Climb +17, Intimidate +14, Knowledge (planes) +12, Perception +12, Stealth +16, Use Magic Device +14; **Racial Modifiers** +10 Acrobatics

Languages Abyssal, Draconic, Infernal

Ecology

Environment any land or underground (Abaddon)

Organization solitary, flock (2-8 mixed carcene and varath) or clan (9-24 mixed carcene and varath)

Treasure standard

Special Abilities

Dance of Weakness (Su) A carcene can dance and chant as a full-round action—at the end of three rounds, a wave of enervating energy is emitted, dealing one negative level to all non-diakka in a 30 foot radius (Fortitude DC 17 negates). For each additional diakk that joins the dance, the save DC increases by 1 and the number of negative levels increases by one, to a maximum of four negative levels when four or more diakka are dancing (the save DC continues to increase for additional diakka). The dance immediately ends and must be started anew if any participating diakk is slain, stunned or otherwise prevented from dancing. The save DC is Charisma based.

Spellstrike (Su) Whenever a carcene uses a spell-like ability with a range of “touch”, it can deliver the spell through its claws. Instead of the free melee touch attack normally allowed to deliver the spell, a carcene can make a claw attack as part of casting the spell. If successful, this melee attack deals its normal damage as well as the effects of the spell.