

# Of Kirin and Kraken

## Subtier 7-8

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## Contents

<b>A2. THE MEETING CHAMBER.....</b>	<b>3</b>
BOGGARD SAVAGE (2)            CR 4	3
SERVANTS OF THE DEEP (2)        CR 6	5
<b>A3. HALLS OF THE HONORED.....</b>	<b>7</b>
KING, GATEKEEPER OF SHEN-SHU        CR 10	7
<b>A6. THE OVERSEER'S OFFICE.....</b>	<b>9</b>
<b>A9. THE KIRIN VAULT .....</b>	<b>10</b>
ADVANCED LARGE LIGHTNING ELEMENTALS (4)        CR 6	10
<b>A10. STORAGE ROOM.....</b>	<b>12</b>
BOGGARD SCARRED ONE        CR 6	12
MARSH GIANT                    CR 8	14
<b>A11. THE FLOODED ARCHIVES .....</b>	<b>15</b>
LORD RYBOS                    CR 10	15
SERVANTS OF THE DEEP (3)        CR 6	16

## A2. The Meeting Chamber

### BOGGARD SAVAGE (2)

CR 4

Boggard barbarian 2

CE Medium humanoid (boggard)

**Init** +0; **Senses** darkvision 60 ft., low-light vision; Perception +10

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#### DEFENSE

**AC** 15, touch 8, flat-footed 15 (+4 armor, +3 natural, –2 rage)**hp** 61 (5 HD; 3d8+2d12+30)**Fort** +12, **Ref** +3, **Will** +4**Defensive Abilities** uncanny dodge

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#### OFFENSE

**Speed** 30 ft., swim 30 ft.**Melee** mwk greatclub +12 (1d10+9), tongue +5 touch (sticky tongue)**w/ Power Attack** mwk greatclub +10 (1d10+15), tongue +3 touch (sticky tongue)**Ranged** javelin +4 (1d6+6)**Special Attacks** rage (10 rounds/day), rage powers (no escape), terrifying croak (DC 12)

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#### TACTICS

**During Combat** The boggards fight ferociously, buying time for the Servants of the Deep to work their strange magic.**Morale** The boggards fight to the death so long as a Servant of the Deep is still present and conscious. Otherwise, a boggard flees into the swamp once reduced to 11 hit points or fewer.**Base Statistics** When not raging, the barbarian's statistics are **AC** 17, touch 10, flat-footed 17; **hp** 51; **Fort** +10, **Will** +2; **Melee** mwk greatclub +10 (1d10+6), tongue +3 touch (sticky tongue); **Str** 19, **Con** 18; **CMB** +8; **Skills** Climb +9, Swim +17.

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#### STATISTICS

**Str** 23, **Dex** 11, **Con** 22, **Int** 8, **Wis** 13, **Cha** 8**Base Atk** +4; **CMB** +10; **CMD** 18**Feats** Lightning Reflexes, Power Attack, Weapon Focus (greatclub)**Skills** Acrobatics +6 (+22 when jumping), Climb +11, Intimidate +4, Perception +10, Stealth +0 (+8 in swamps), Swim +19**Languages** Boggard**SQ** fast movement, hold breath, swamp stride**Combat Gear** *oil of magic weapon, potions of cure moderate wounds (2)*; **Other Gear** +1 studded leather, javelins (3), mwk greatclub, 269 gp

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#### SPECIAL ABILITIES

**Hold Breath (Ex)** A boggard can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning or suffocating.**No Escape (Ex)** The barbarian can move up to double her normal speed as an immediate action but she can only use this ability when an adjacent foe uses a withdraw action to move away from her. She must end her movement adjacent to the enemy that used the withdraw action. The barbarian provokes attacks of opportunity as normal during this movement. This power can only be used once per rage.**Sticky Tongue (Ex)** A creature hit by a boggard's tongue attack cannot move more than 10 feet away from the boggard and takes a –2 penalty to AC as long as the tongue is attached (this penalty does not stack if multiple tongues are attached). The tongue can be removed by making an opposed Strength check as a standard action or by dealing 2 points of slashing damage to the tongue (AC 11, damage does not

deplete the boggard's actual hit points). The boggard cannot move more than 10 feet away from the target, but the boggard can release its tongue as a free action. Unlike a giant frog, a boggard cannot pull targets toward it with its tongue.

**Swamp Stride (Ex)** A boggard can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a boggard normally.

**Terrifying Croak (Su)** Once per hour, a boggard can, as a standard action, emit a loud and horrifying croak. Any non-boggard creature within 30 feet of the boggard must make a DC 13 Will save or become shaken for 1d4 rounds. Creatures that succeed at this save cannot be affected again by the same boggard's croak for 24 hours. Creatures that are already shaken become frightened for 1d4 rounds instead. The save DC is Charisma-based and includes a +2 racial bonus.

**Uncanny Dodge (Ex)** At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to armor class if immobilized. A barbarian with this ability can still lose her Dexterity bonus to armor class if an opponent successfully uses the feint action against her.

#### **OIL OF MAGIC WEAPON**

CL 1, Aura faint transmutation, Identify DC 16, Weight - ; Price 50 gp  
A weapon gains a +1 enhancement bonus for 1 minute.

#### **POTION OF CURE MODERATE WOUNDS**

CL 3, Aura faint conjuration, Identify DC 18, Weight - ; Price 150 gp  
Heal 2d8+3 hit points.

#### **POTION OF CURE MODERATE WOUNDS**

CL 3, Aura faint conjuration, Identify DC 18, Weight - ; Price 150 gp  
Heal 2d8+3 hit points.

#### **+1 STUDED LEATHER**

CL 3, Aura faint abjuration, Identify DC 18, Weight 20 lbs; Price 1,175 gp  
+4 armor bonus, light armor, +5 max dex, -0 ACP, 15% ASF

**SERVANTS OF THE DEEP (2)****CR 6**Human barbarian (savage barbarian) 4/witch 3 (*Pathfinder RPG Advanced Player's Guide* 79, 65)

NE Medium humanoid (human)

**Init** +2; **Senses** Perception +9**DEFENSE****AC** 17, touch 13, flat-footed 13 (+4 armor, +1 deflection, +2 Dex, +2 dodge, –2 rage)**hp** 80 (4d12+3d6+39)**Fort** +9, **Ref** +4, **Will** +5; +1 vs. fear**Defensive Abilities** naked courage +1, uncanny dodge**OFFENSE****Speed** 40 ft.**Melee** mwk trident +11 (1d8+6)**w/ Power Attack** mwk trident +9 (1d8+12)**Ranged** mwk trident +9 (1d8+4) or javelin +7 (1d6+4)**Special Attacks** rage (12 rounds/day), rage powers (intimidating glare, moment of clarity), hexes (evil eye [–2, 5 rounds], flight [*feather fall* at will, *levitate* 1/day])**Witch Spells Prepared** (CL 3rd; concentration +5)2nd—*cure moderate wounds*, *touch of idiocy*1st—*enlarge person* (DC 13), *mage armor*, *ray of enfeeblement* (DC 13)0 (at will)—*arcane mark*, *detect magic*, *detect poison*, *light***Patron** water**TACTICS****Before Combat** At the first sign of possible trouble, a Servant of the Deep casts *mage armor*.**During Combat** Servants of the Deep prefer to use spells to weaken foes before casting any necessary spells to improve their own combat abilities, using their rage ability, and wading into melee. They often use the Power Attack feat for more damage, and they employ their evil eye hex against opponents who are particularly hard to hit.**Morale** Servants of the Deep are fanatical in their beliefs and fight to the death in the name of their god-king, Zhanagorr.**Base Statistics** Without *mage armor* and when not raging, the servant's statistics are **AC** 15, touch 15, flat-footed 11; **hp** 66; **Fort** +7, **Will** +3; **Melee** mwk trident +9 (1d8+3); **Ranged** mwk trident +9 (1d8+2) or javelin +7 (1d6+2); **Str** 15, **Con** 14; **CMB** +7, **CMD** 21; **Skills** Intimidate +12, Swim +16.**STATISTICS****Str** 19, **Dex** 14, **Con** 18, **Int** 14, **Wis** 8, **Cha** 10**Base Atk** +5; **CMB** +9; **CMD** 21**Feats** Dodge, Intimidating Prowess, Power Attack, Toughness, Weapon Focus (trident)**Skills** Acrobatics +12 (+16 when jumping), Bluff +3, Disguise +7, Intimidate +14, Knowledge (religion) +3, Perception +9, Spellcraft +12, Swim +18**Languages** Aquan, Boggard, Common, Tien**SQ** fast movement, witch's familiar (viper)**Combat Gear** *potion of water walk*; **Other Gear** mwk trident, javelin (5), *amulet of natural armor +1*, *ring of protection +1*, spell component pouch**SPECIAL ABILITIES****Evil Eye (Su)** The target takes a –2 penalty on one of the following (witch's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for a number of rounds equal to 3 + the witch's Intelligence modifier. A Will save reduces this to just 1 round. This is a mind-affecting effect.

**Intimidating Glare (Ex)** The barbarian can make an Intimidate check against one adjacent foe as a move action. If the barbarian successfully demoralizes her opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which the barbarian's check exceeds the DC.

**Moment of Clarity (Ex)** The barbarian does not gain any benefits or take any of the penalties from rage for 1 round. Activating this power is a swift action. This includes the penalty to Armor Class and the restriction on what actions can be performed. This round still counts against her total number of rounds of rage per day. This power can only be used once per rage.

**Uncanny Dodge (Ex)** At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to armor class if immobilized. A barbarian with this ability can still lose her Dexterity bonus to armor class if an opponent successfully uses the feint action against her.

### Servant of the Deep Cheat Sheet

#### 2<sup>nd</sup> level

**Cure Moderate Wounds** (conjuration (healing), VS) – creature touched heals 2d8+lvl (max +10)

**Touch of Idiocy** (enchantment(compulsion)[mind-affecting], VS, living creature touched, 10min/lvl, SRyes) – Target takes 1d6 penalty to INT, WIS, CHA.

#### 1<sup>st</sup> level

**Enlarge Person** (Transmutation, VSM, close, one humanoid creature, 1 min/lvl, SRyes) - +2STR, -2 DEX, -1 attack, AC. Damage dice go up one step.

**Mage Armor** (conjuration(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus

**Ray of Enfeeblement** (necromancy, VS, close, ray, 1rd/lvl, SRyes) – Target takes 1d6+1/2lvl STR penalty (max 1d6+5, FORT half)

### **POTION OF WATER WALK**

CL 5, Aura faint transmutation, Identify DC 20 Weight - ; Price 750 gp

You can walk on water for 50 minutes. If you are underwater you rise up 60 ft. per round until you can walk on water.

### **AMULET OF NATURAL ARMOR +1**

CL 5, Aura faint transmutation, Identify DC 20, Weight - , Slot neck; Price 2,000 gp

+1 enhancement bonus to your natural armor bonus to AC

### **RING OF PROTECTION +1**

CL 5, Aura faint abjuration, Identify DC 20, Weight - , Slot ring; Price 2,000 gp

+1 deflection bonus to AC

## A3. Halls of the Honored

### KING, GATEKEEPER OF SHEN-SHU

CR 10

Male giant kappa monk 8 (*Pathfinder RPG Bestiary 3* 291, 166)

LN Medium monstrous humanoid (aquatic)

**Init** +4; **Senses** darkvision 60 ft.; Perception +20

#### DEFENSE

**AC** 26, touch 20, flat-footed 21 (+2 armor, +1 deflection, +4 Dex, +1 dodge, +2 monk, +2 Wis, +4 natural)

**hp** 107 (3d10+8d8+55)

**Fort** +12, **Ref** +13, **Will** +11; +2 vs. enchantments

**Defensive Abilities** evasion; **Immune** disease; **Resist** acid 5, cold 5

**Weaknesses** head bowl

#### OFFENSE

**Speed** 40 ft., swim 40 ft.

**Melee** unarmed strike +14/+9 (1d10+5) or

Large +1 *ki focus nine-ring broadsword* +14/+9 (2d6+8/×3) or

Large +1 *ki focus nine-ring broadsword flurry of blows* +14/+14/+9/+9 (2d6+6/×3) or

2 claws +14 (1d4+5 plus grab)

**w/ Power Attack** unarmed strike +11/+6 (1d10+11) or

Large +1 *ki focus nine-ring broadsword* +11/+6 (2d6+17/×3) or

Large +1 *ki focus nine-ring broadsword flurry of blows* +11/+11/+6/+6 (2d6+12/×3) or

2 claws +11 (1d4+11 plus grab)

**Special Attacks** flurry of blows, grab (Large), rake (2 claws +14, 1d4+5), stunning fist (8/day, DC 16)

#### TACTICS

**During Combat** King attempts to reason with his foes while disarming warriors and grappling spellcasters.

If certain nonlethal methods are insufficient, he uses his massive weapon to stun and hew apart his enemies.

**Morale** King if reduced to 25 hit points or fewer, he flees. However, he fights to the death if he believes the PCs will steal his artwork or despoil Shen-Shu.

#### STATISTICS

**Str** 20, **Dex** 19, **Con** 20, **Int** 10, **Wis** 14, **Cha** 10

**Base Atk** +9; **CMB** +16 (+18 disarm, +20 grapple); **CMD** 34 (36 vs. disarm)

**Feats** Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Disarm, Improved Unarmed Strike, Nimble Moves, Power Attack, Stunning Fist, Weapon Focus (nine-ring broadsword)

**Skills** Acrobatics +18 (+30 when jumping), Appraise +8, Climb +19, Escape Artist +8, Perception +20, Sense Motive +20, Swim +13; **Racial Modifiers** +4 Escape Artist

**Languages** Aquan, Common

**SQ** amphibious, fast movement, high jump, ki pool (6 points, cold iron, magic, silver), maneuver training, slow fall 40 ft., wholeness of body (8 hit points)

**Combat Gear** flasks of water (5); **Other Gear** Large +1 *ki focus nine-ring broadsword*<sup>UE</sup>, *bracers of armor +2*, *ring of protection +1*, 20 gp

#### SPECIAL ABILITIES

**Head Bowl (Su)** The basin atop a kappa's head contains water from its home river or lake. The water is emptied only if the kappa willingly tips its head or a creature pinning the kappa forces it to do so (requiring a grapple check while pinned). If the water is emptied, the kappa becomes immobile and staggered. It can still take its own actions, but it can't move from the spot on its own. If the emptied head bowl is refilled with water, the kappa recovers from this condition immediately. This replacement

water doesn't have to be from the kappa's home, but the kappa refills its head bowl from there at his first opportunity.

**Ki Pool (Su)** At 4th level, a monk gains a pool of *ki* points, supernatural energy he can use to accomplish amazing feats. The number of points in a monk's *ki* pool is equal to 1/2 his monk level + his Wisdom modifier. As long as he has at least 1 point in his *ki* pool, he can make a *ki* strike.

At 4th level, *ki* strike allows his unarmed attacks to be treated as magic weapons for the purpose of overcoming damage reduction.

At 7th level, his unarmed attacks are also treated as cold iron and silver for the purpose of overcoming damage reduction.

As a swift action, he can spend a *ki* point to do one of the following things:

Make one additional attack at his highest attack bonus when making a flurry of blows attack, or

Increase his speed by 20 feet for 1 round, or

Give himself a +4 dodge bonus to AC for 1 round, or

Give himself a +20 bonus on Acrobatics checks made to jump for 1 round.

As a standard action, he can spend 2 *ki* points to regain 8 hit points.

**Nimble Moves** Every round, you may ignore 5 feet of difficult terrain. (This allows you to 5 foot step into difficult terrain.)

**Rake (Ex)** A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two free claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in the creature's description. A monster with the rake ability must begin its turn already grappling to use its rake—it can't begin a grapple and rake in the same turn.

#### **LARGE +1 KI FOCUS NINE-RING BROADSWORD**

CL 8, Aura moderate transmutation, Identify DC 23, Weight 8 lbs; Price 8,330 gp

2d6 damage, martial one-handed, x3 crit, S, monk

This special ability can be placed only on melee weapons. The magic weapon serves as a channel for the wielder's *ki*, allowing her to use her special *ki* attacks through the weapon as if they were unarmed attacks. These attacks include the monk's *ki* strike, quivering palm, and the Stunning Fist feat (including any condition that the monk can apply using this feat).

#### **BRACERS OF ARMOR +2**

CL 7, Aura moderate conjuration, Identify DC 22, Weight 1 lb, Slot wrists; Price 4,000 gp

+2 armor bonus from force

#### **RING OF PROTECTION +1**

CL 5, Aura faint abjuration, Identify DC 20, Weight - , Slot ring; Price 2,000 gp

+1 deflection bonus to AC

## A6. The Overseer's Office

### WAND OF RESIST ENERGY (10 charges)

CL 7, Aura moderate abjuration, Identify DC 22, Weight - ; Price 2,100 gp

**School** abjuration; **Level** alchemist 2, bloodrager 2, cleric/oracle 2, druid 2, inquisitor 2, occultist 2, paladin 2, psychic 2, ranger 1, shaman 2, sorcerer/wizard 2, spiritualist 2, summoner/unchained summoner 2;

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** creature touched

**Duration** 10 min./level

**Saving Throw** Fortitude negates (harmless); **Spell Resistance** yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

*Resist energy* absorbs only damage. The subject could still suffer unfortunate side effects.

*Resist energy* overlaps (and does not stack with) *protection from energy*. If a character is warded by *protection from energy* and *resist energy*, the *protection* spell absorbs damage until its power is exhausted.

## A9. The Kirin Vault

### ADVANCED LARGE LIGHTNING ELEMENTALS (4)

CR 6

[Red = 4-player adjustment]

N Large outsider (air, elemental, extraplanar; *Pathfinder RPG Bestiary 2* 292, 116)**Init** +12 [+10]; **Senses** darkvision 60 ft.; **Perception** +13 [+11]

#### DEFENSE

**AC** 22 [18], **touch** 18 [16], **flat-footed** 13 [11] (+10 [+8] **Dex**, +1 **dodge**, +6 [+4] **natural**, –1 **size**)**hp** 76 [60] (8d10+32)**Fort** +10 [+8], **Ref** +14 [+12], **Will** +4 [+2]**DR** 5/—; **Immune** electricity, elemental traits

#### OFFENSE

**Speed** fly 100 ft. (perfect)**Melee** 2 slams +15 [+13] (1d8+5 plus 1d6 electricity) [1d8+3 plus 1d6 electricity]**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** metal mastery, spark leap

#### TACTICS

**During Combat** The elementals prioritize attacking anyone inside the treasury—especially anyone who is in possession of its contents. They follow targets into area **A8** but pursue no farther if their targets continue to flee.

**Morale** The elementals are bound to serve for many more years, and they fight until slain.

#### STATISTICS

**Str** 20 [16], **Dex** 27 [23], **Con** 18 [14], **Int** 10 [6], **Wis** 15 [11], **Cha** 15 [11]**Base Atk** +8; **CMB** +14 [+12]; **CMD** 33 [29]**Feats** Dodge, Flyby Attack, Improved Initiative, Mobility, Weapon Finesse**Skills** Acrobatics +19 [+17], Escape Artist +19 [+17], Fly +25 [+12], Knowledge (planes) +11 [+9], Perception +13 [+11], Stealth +15 [+6]**Languages** Auran, Minkaian, Tien

#### SPECIAL ABILITIES

**Elemental Traits** Immunity to bleed, paralysis, poison, sleep effects, and stunning.

Not subject to critical hits or flanking. Does not take additional damage from precision-based attacks, such as sneak attack.

Proficient with natural weapons only, unless generally humanoid in form, in which case proficient with all simple weapons and any weapons mentioned in its entry.

Proficient with whatever type of armor (light, medium, or heavy) it is described as wearing, as well as all lighter types. Elementals not indicated as wearing armor are not proficient with armor. Elementals are proficient with shields if they are proficient with any form of armor.

Elementals do not breathe, eat, or sleep.

**Metal Mastery (Ex)** A lightning elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

**Spark Leap (Ex)** A lightning elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.

### **+1 LIGHT FORTIFICATION O-YOROI**

CL 13, Aura strong abjuration, Identify DC 28, Weight 45 lbs; Price 5,850 gp

+9 armor, heavy armor, +2 max dex, -5 ACP, 35% ASF

This suit of armor or shield produces a magical force that protects vital areas of the wearer more effectively. When a critical hit or sneak attack is scored on the wearer, there is a chance that the critical hit or sneak attack is negated and damage is instead rolled normally. The chance is 25% for *light fortification*, 50% for *moderate fortification*, and 75% for *heavy fortification*.

### **+1 SHOCK KATANA**

CL 8, Aura moderate evocation, Identify DC 23, Weight 6 lbs; Price 8,350 gp

1d8 damage, exotic one-handed, 18-20 crit, S, deadly

Upon command, a *shock* weapon is sheathed in crackling electricity that deals an extra 1d6 points of electricity damage on a successful hit. The electricity does not harm the wielder. The effect remains until another command is given.

### **SHOCKING ROBE**

CL 10, Aura moderate abjuration and evocation, Identify DC 25, Weight 1 lb, Slot body; Price 11,000 gp

This violet and yellow silk robe gives the impression of electricity crackling over its surface. The robe grants the wearer electricity resistance 5 and increases the wearer's caster level for all spells with the electricity descriptor by +1. Once per day on command, the wearer of the robe can emit a 20-foot-radius burst of electricity. Creatures other than the wearer within the area take 2d6 points of electricity damage (Reflex DC 16 half).

## A10. Storage Room

### BOGGARD SCARRED ONE

**CR 6**

Boggard barbarian 4

CE Medium humanoid (boggard)

**Init** –1; **Senses** darkvision 60 ft., low-light vision; Perception +12

#### DEFENSE

**AC** 14, touch 7, flat-footed 14 (+4 armor, –1 Dex, +3 natural, –2 rage)

**hp** 86 (7 HD; 3d8+4d12+42)

**Fort** +13, **Ref** +3, **Will** +5; +3 vs. magic

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

#### OFFENSE

**Speed** 30 ft., swim 30 ft.

**Melee** +1 *spear* +15/+10 (1d8+11/×3), tongue +8 touch (sticky tongue)

 w/ **Power Attack** +1 *spear* +13/+8 (1d8+17/×3), tongue +6 touch (sticky tongue)

**Ranged** javelin +5 (1d6+7)

**Special Attacks** rage (14 rounds/day), rage powers (knockback, superstition +3), terrifying croak (DC 14)

#### TACTICS

**Morale** The boggard is within Lord Rybos's lair and fights to the death rather than flee and suffer his master's wrath.

**Base Statistics** When not raging, the barbarian's statistics are **AC** 16, touch 9, flat-footed 16; **hp** 72; **Fort** +11, **Will** +3; **Melee** +1 *spear* +13/+8 (1d8+8/×3), tongue +6 touch (sticky tongue); **Str** 20, **Con** 18; **CMB** +11; **Skills** Climb +10, Swim +18.

#### STATISTICS

**Str** 24, **Dex** 9, **Con** 22, **Int** 6, **Wis** 13, **Cha** 12

**Base Atk** +6; **CMB** +13; **CMD** 20

**Feats** Endurance, Lightning Reflexes, Power Attack, Weapon Focus (spear)

**Skills** Acrobatics +5 (+21 when jumping), Climb +12, Intimidate +8, Perception +12, Stealth +0 (+8 in swamps), Swim +20

**Languages** Boggard

**SQ** fast movement, hold breath, swamp stride

**Combat Gear** *potions of cure serious wounds* (2), *potion of shield of faith*; **Other Gear** +1 studded leather, +1 *spear*, javelins (3), 70 gp

#### SPECIAL ABILITIES

**Hold Breath (Ex)** A boggard can hold its breath for a number of rounds equal to four times its Constitution score before it risks drowning or suffocating.

**Knockback (Ex)** Once per round, the barbarian can make a bull rush attempt against one target in place of a melee attack. If successful, the target takes damage equal to the barbarian's Strength modifier and is moved back as normal. The barbarian does not need to move with the target if successful. This does not provoke an attack of opportunity.

**Sticky Tongue (Ex)** A creature hit by a boggard's tongue attack cannot move more than 10 feet away from the boggard and takes a –2 penalty to AC as long as the tongue is attached (this penalty does not stack if multiple tongues are attached). The tongue can be removed by making an opposed Strength check as a standard action or by dealing 2 points of slashing damage to the tongue (AC 11, damage does not deplete the boggard's actual hit points). The boggard cannot move more than 10 feet away from the

target, but the boggard can release its tongue as a free action. Unlike a giant frog, a boggard cannot pull targets toward it with its tongue.

**Swamp Stride (Ex)** A boggard can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects a boggard normally.

**Terrifying Croak (Su)** Once per hour, a boggard can, as a standard action, emit a loud and horrifying croak. Any non-boggard creature within 30 feet of the boggard must make a DC 13 Will save or become shaken for 1d4 rounds. Creatures that succeed at this save cannot be affected again by the same boggard's croak for 24 hours. Creatures that are already shaken become frightened for 1d4 rounds instead. The save DC is Charisma-based and includes a +2 racial bonus.

**Uncanny Dodge (Ex)** At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to armor class if immobilized. A barbarian with this ability can still lose her Dexterity bonus to armor class if an opponent successfully uses the feint action against her.

#### **POTION OF CURE SERIOUS WOUNDS**

CL 5, Aura faint conjuration, Identify DC 20, Weight - ; Price 750 gp  
Heal 3d8+5 hit points.

#### **POTION OF CURE SERIOUS WOUNDS**

CL 5, Aura faint conjuration, Identify DC 20, Weight - ; Price 750 gp  
Heal 3d8+5 hit points.

#### **POTION OF SHIELD OF FAITH**

CL 1, Aura faint conjuration, Identify DC 16, Weight - ; Price 50 gp  
Gain a +2 deflection bonus to AC for 1 minute.

#### **+1 STUDED LEATHER**

CL 3, Aura faint abjuration, Identify DC 18, Weight 20 lbs; Price 1,175 gp  
+4 armor bonus, light armor, +5 max dex, -0 ACP, 15% ASF

#### **+1 SPEAR**

CL 3, Aura faint transmutation, Identify DC 18, Weight 6 lbs; Price 2,350 gp  
1d8 damage, simple 2-handed, x3 crit, P, brace

**MARSH GIANT****CR 8**

CE Large humanoid (giant)

**Init** +3; **Senses** low-light vision; Perception +11**DEFENSE****AC** 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, –1 size)**hp** 102 (12d8+48)**Fort** +12, **Ref** +7, **Will** +8**Defensive Abilities** rock catching**OFFENSE****Speed** 40 ft., swim 20 ft.**Melee** gaff +16/+11 (2d6+12) or

2 slams +16 (1d6+8)

**w/ Power Attack** gaff +13/+8 (2d6+21) or

2 slams +13 (1d6+14)

**Ranged** rock +12 (2d6+9)**Space** 10 ft.; **Reach** 10 ft.**Special Attacks** rock throwing (120 ft.)**Spell-Like Abilities** (CL 12th; concentration +13)3/day—*augury*, *bestow curse* (DC 15), *fog cloud***TACTICS****Morale** The marsh giant fights to the death.**STATISTICS****Str** 27, **Dex** 17, **Con** 19, **Int** 8, **Wis** 15, **Cha** 12**Base Atk** +9; **CMB** +18 (+20 sunder); **CMD** 31**Feats** Combat Reflexes, **Improved Iron Will**, Improved Sunder, Iron Will, Power Attack, **Vital Strike****Skills** Perception +11, Stealth +5 (+13 in swamps), Swim +16; **Racial Modifiers** +8 Stealth in swamps**Languages** Boggard, GiantSpell-Like Abilities**Augury** – not casting in combat**Bestow Curse** (necromancy[curse], VS, touch, permanent, SRyes) – WILL or cursed. Either -6 to an ability; -4 on att, saves, ability checks, skills; or 50% chance to do nothing each turn**Fog Cloud** (conjuration (creation), VS, medium, 20ft radius, 10min/lvl) – Within 5ft is concealed. Past that is totally concealed. Winds remove it.

## A11. The Flooded Archives

### LORD RYBOS

CR 10

Male awakened giant squid wizard 1 (*Pathfinder RPG Bestiary* 259)

NE Huge magical beast (aquatic, augmented animal)

**Init** +6; **Senses** low-light vision; **Perception** +26

### DEFENSE

**AC** 23, touch 10, flat-footed 21 (+4 armor, +2 Dex, +9 natural, –2 size)

**hp** 141 (14d8+1d6+75)

**Fort** +16, **Ref** +13, **Will** +8

**Defensive Abilities** ink cloud (20-ft. radius)

### OFFENSE

**Speed** swim 60 ft., jet 260 ft.

**Melee** +1 *quarterstaff* +16/+11 (2d6+11/19–20), bite +13 (2d6+3), tentacles +13 (4d6+3/19–20 plus grab) or bite +15 (2d6+7), 2 arms +15 (1d6+7), tentacles +13 (4d6+3/19–20 plus grab)

**Ranged** *wand of enervation* +10 touch (1d4 negative levels)

**Space** 15 ft.; **Reach** 15 ft. (30 ft. with arms and tentacles)

**Special Attacks** constrict (4d6+10), hand of the apprentice (5/day)

**Wizard Spells Prepared** (CL 1st; concentration +3)

1st—*alarm*, *mage armor*

0 (at will)—*detect magic*, *light*, *read magic*

### TACTICS

**Before Combat** Lord Rybos casts a mental *alarm* spell above the south door in area **A10** to warn him of intruders before he begins any sacrificial ritual. If warned of intruders, he casts *mage armor* and hides beneath the water.

**During Combat** Lord Rybos activates his *scroll of shield* and strikes weapon-wielding foes at a distance with his *wand of enervation*. If attacked in melee, he fends off nearby threats with his staff and focuses his tentacle attacks on spellcasting foes to utilize his constrict ability.

**Morale** Lord Rybos attempts to flee using a *scroll of fly* or *scroll of alter self* if reduced to 30 hit points or fewer.

**Base Statistics** Without *mage armor*, Lord Rybos's statistics are **AC** 19, touch 10, flat-footed 17.

### STATISTICS

**Str** 25, **Dex** 15, **Con** 21, **Int** 14, **Wis** 14, **Cha** 7

**Base Atk** +10; **CMB** +19 (+23 grapple); **CMD** 31

**Feats** Combat Reflexes, Great Fortitude, Improved Critical (quarterstaff, tentacles), Improved Initiative, Lightning Reflexes, Magical Aptitude, Multiattack<sup>B</sup>, Scribe Scroll, Skill Focus (Perception)

**Skills** Knowledge (arcana) +15, Linguistics +6, Perception +26, Spellcraft +19, Stealth +7, Swim +15, Use Magic Device +17

**Languages** Aquan, Common, Minkaian

**SQ** arcane bond (+1 *quarterstaff*)

**Combat Gear** *scrolls of alarm* (3), *scroll of alter self*, *scrolls of fly*, *scrolls of mage armor* (3), *scrolls of shield* (3), *wand of enervation* (4 charges); **Other Gear** +1 *quarterstaff*, spell component pouch, spellbook

### SPECIAL ABILITIES

**Ink Cloud (Ex)** A squid can emit a 20-foot-radius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink persists for 1 minute.

**Jet (Ex)** A squid can jet in a straight line as a full-round action. It does not provoke attacks of opportunity while jetting.

**SERVANTS OF THE DEEP (3)****CR 6**Human barbarian (savage barbarian) 4/witch 3 (*Pathfinder RPG Advanced Player's Guide* 79, 65)

NE Medium humanoid (human)

**Init** +2; **Senses** Perception +9**DEFENSE****AC** 17, touch 13, flat-footed 13 (+4 armor, +1 deflection, +2 Dex, +2 dodge, –2 rage)**hp** 80 (4d12+3d6+39)**Fort** +9, **Ref** +4, **Will** +5; +1 vs. fear**Defensive Abilities** naked courage +1, uncanny dodge**OFFENSE****Speed** 40 ft.**Melee** mwk trident +11 (1d8+6)**w/ Power Attack** mwk trident +9 (1d8+12)**Ranged** mwk trident +9 (1d8+4) or javelin +7 (1d6+4)**Special Attacks** rage (12 rounds/day), rage powers (intimidating glare, moment of clarity), hexes (evil eye [–2, 5 rounds], flight [*feather fall* at will, *levitate* 1/day])**Witch Spells Prepared** (CL 3rd; concentration +5)2nd—*cure moderate wounds*, *touch of idiocy*1st—*enlarge person* (DC 13), *mage armor*, *ray of enfeeblement* (DC 13)0 (at will)—*arcane mark*, *detect magic*, *detect poison*, *light***Patron** water**TACTICS****Before Combat** At the first sign of possible trouble, a Servant of the Deep casts *mage armor*.**During Combat** Servants of the Deep prefer to use spells to weaken foes before casting any necessary spells to improve their own combat abilities, using their rage ability, and wading into melee. They often use the Power Attack feat for more damage, and they employ their evil eye hex against opponents who are particularly hard to hit.**Morale** Servants of the Deep are fanatical in their beliefs and fight to the death in the name of their god-king, Zhanagorr.**Base Statistics** Without *mage armor* and when not raging, the servant's statistics are **AC** 15, touch 15, flat-footed 11; **hp** 66; **Fort** +7, **Will** +3; **Melee** mwk trident +9 (1d8+3); **Ranged** mwk trident +9 (1d8+2) or javelin +7 (1d6+2); **Str** 15, **Con** 14; **CMB** +7, **CMD** 21; **Skills** Intimidate +12, Swim +16.**STATISTICS****Str** 19, **Dex** 14, **Con** 18, **Int** 14, **Wis** 8, **Cha** 10**Base Atk** +5; **CMB** +9; **CMD** 21**Feats** Dodge, Intimidating Prowess, Power Attack, Toughness, Weapon Focus (trident)**Skills** Acrobatics +12 (+16 when jumping), Bluff +3, Disguise +7, Intimidate +14, Knowledge (religion) +3, Perception +9, Spellcraft +12, Swim +18**Languages** Aquan, Boggard, Common, Tien**SQ** fast movement, witch's familiar (viper)**Combat Gear** *potion of water walk*; **Other Gear** mwk trident, javelin (5), *amulet of natural armor +1*, *ring of protection +1*, spell component pouch**SPECIAL ABILITIES****Evil Eye (Su)** The target takes a –2 penalty on one of the following (witch's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This hex lasts for a number of rounds equal to 3 + the witch's Intelligence modifier. A Will save reduces this to just 1 round. This is a mind-affecting effect.

**Intimidating Glare (Ex)** The barbarian can make an Intimidate check against one adjacent foe as a move action. If the barbarian successfully demoralizes her opponent, the foe is shaken for 1d4 rounds + 1 round for every 5 points by which the barbarian's check exceeds the DC.

**Moment of Clarity (Ex)** The barbarian does not gain any benefits or take any of the penalties from rage for 1 round. Activating this power is a swift action. This includes the penalty to Armor Class and the restriction on what actions can be performed. This round still counts against her total number of rounds of rage per day. This power can only be used once per rage.

**Uncanny Dodge (Ex)** At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, nor does she lose her Dex bonus to AC if the attacker is invisible. She still loses her Dexterity bonus to armor class if immobilized. A barbarian with this ability can still lose her Dexterity bonus to armor class if an opponent successfully uses the feint action against her.

### Servant of the Deep Cheat Sheet

#### 2<sup>nd</sup> level

**Cure Moderate Wounds** (conjuration (healing), VS) – creature touched heals 2d8+lvl (max +10)

**Touch of Idiocy** (enchantment(compulsion)[mind-affecting], VS, living creature touched, 10min/lvl, SRyes) – Target takes 1d6 penalty to INT, WIS, CHA.

#### 1<sup>st</sup> level

**Enlarge Person** (Transmutation, VSM, close, one humanoid creature, 1 min/lvl, SRyes) - +2STR, -2 DEX, -1 attack, AC. Damage dice go up one step.

**Mage Armor** (conjuration(creation)[force], creature touched, 1hr/lvl) - +4 armor bonus

**Ray of Enfeeblement** (necromancy, VS, close, ray, 1rd/lvl, SRyes) – Target takes 1d6+1/2lvl STR penalty (max 1d6+5, FORT half)

### **POTION OF WATER WALK**

CL 5, Aura faint transmutation, Identify DC 20 Weight - ; Price 750 gp

You can walk on water for 50 minutes. If you are underwater you rise up 60 ft. per round until you can walk on water.

### **AMULET OF NATURAL ARMOR +1**

CL 5, Aura faint transmutation, Identify DC 20, Weight - , Slot neck; Price 2,000 gp

+1 enhancement bonus to your natural armor bonus to AC

### **RING OF PROTECTION +1**

CL 5, Aura faint abjuration, Identify DC 20, Weight - , Slot ring; Price 2,000 gp

+1 deflection bonus to AC