

Of Kirin and Kraken

Subtier 10-11

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A2. The Meeting Chamber

BOGGARD SCARRED ONE (3)

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

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 21 hit points or fewer.**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

SERVANTS OF THE DEEP (2)**CR 9**Human barbarian (savage barbarian) 5/witch 5 (*Pathfinder RPG Advanced Player's Guide* 79, 65)

NE Medium humanoid (human)

Init +2; **Senses** Perception +14**DEFENSE****AC** 17, touch 13, flat-footed 13 (+4 armor, +1 deflection, +2 Dex, +2 dodge, –2 rage)**hp** 110 (10 HD; 5d12+5d6+55)**Fort** +11, **Ref** +6, **Will** +8; +1 vs. fear**Defensive Abilities** improved uncanny dodge, naked courage +1**OFFENSE****Speed** 40 ft., fly 60 ft. (good)**Melee** +1 trident +16/+11 (1d8+8) (+2 w/ Arcane Strike)**w/ Power Attack** +1 trident +14/+9 (1d8+14) (+2 w/ Arcane Strike)**Ranged** +1 trident +13 (1d8+6) or javelin +11 (1d6+5)**Special Attacks** rage (14 rounds/day), rage powers (intimidating glare, moment of clarity), hexes (cackle, evil eye [–2, 5 rounds], flight [*feather fall* at will, *levitate* 1/day, *fly* 5 minutes/day])**Witch Spells Prepared** (CL 5th; concentration +7)3rd—*heroism*2nd—*cure moderate wounds*, *slipstream*^{APG} (DC 14), *touch of idiocy*1st—*enlarge person* (DC 13), *mage armor*, *ray of enfeeblement* (2, 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* and *heroism* and activates the flight hex.**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 and Arcane Strike feats 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 the flight hex, *heroism*, or *mage armor* and when not raging, the servant's statistics are **AC** 15, touch 15, flat-footed 11; **hp** 90; **Fort** +7, **Will** +4; **Speed** 40 ft.; **Melee** +1 trident +12/+7 (1d8+5); **Ranged** +1 trident +11 (1d8+4) or javelin +9 (1d6+3); **Str** 16, **Con** 14; **CMB** +10, **CMD** 25; **Skills** Acrobatics +14 (+18 when jumping), Disguise +10, Fly +6, Intimidate +16, Knowledge (religion) +3, Perception +12, Spellcraft +15, Swim +20.**STATISTICS****Str** 20, **Dex** 14, **Con** 18, **Int** 14, **Wis** 8, **Cha** 10**Base Atk** +7; **CMB** +14; **CMD** 25**Feats** Arcane Strike (+2 damage), Dodge, Intimidating Prowess, Power Attack, Toughness, Weapon Focus (trident)**Skills** Acrobatics +16 (+20 when jumping), Disguise +12, Fly +8, Intimidate +20, Knowledge (religion) +5, Perception +14, Spellcraft +17, Swim +24; **Racial Modifiers** +4 Acrobatics when jumping**Languages** Aquan, Boggard, Common, Tien**SQ** fast movement, witch's familiar (viper)**Combat Gear** *potion of water walk*; **Other Gear** +1 trident, javelin (5), *amulet of natural armor +1*, *ring of protection +1*, spell component pouch

SPECIAL ABILITIES

Cackle (Su) A witch can cackle madly as a move action. Any creature that is within 30 feet that is under the effects of an agony hex, charm hex, evil eye hex, fortune hex, or misfortune hex caused by the witch has the duration of that hex extended by 1 round.

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.

Improved Uncanny Dodge (Ex) At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels.

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 Sheet3rd level

Heroism (enchantment (compulsion)[mind-affecting], VS, creature touched, 10min/lvl, SRyes) – Creature gains a +2 morale to attacks, saves, skill checks

2nd level

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

Slipstream (conjuration (creation)[water], VSMDF, creature touched, 10min/lvl) – Targets speed increases by 10ft (20ft downhill, none uphill). Gain a swim speed of 20 ft (or increase your already existing speed by 20ft)

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

1st 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 (2) (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

+1 TRIDENT

CL 3, Aura faint transmutation, Identify DC 18, Weight 4 lbs; Price 2,315 gp

1d8 damage, martial one-handed, x2 crit, 10ft. throwing range, P, brace

A3. Halls of the Honored

KING, GATEKEEPER OF SHEN-SHU

CR 13

Male giant kappa monk 11 (*Pathfinder RPG Bestiary 3* 291, 166)

LN Medium monstrous humanoid (aquatic)

Init +5; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 29, touch 21, flat-footed 23 (+3 armor, +1 deflection, +5 Dex, +1 dodge, +2 monk, +2 Wis, +5 natural)**hp** 135 (14 HD; 3d10+11d8+70)**Fort** +14, **Ref** +16, **Will** +13; +2 vs. enchantments**Defensive Abilities** improved evasion; **Immune** disease, poison; **Resist** acid 5, cold 5**Weaknesses** head bowl

OFFENSE

Speed 50 ft., swim 40 ft.**Melee** unarmed strike +16/+11/+6 (1d10+5) orLarge +2 *ki focus nine-ring broadsword* +17/+12/+7 (2d6+9/19–20/x3) orLarge +2 *ki focus nine-ring broadsword* flurry of blows +18/+18/+13/+13/+8 (2d6+7/19–20/x3) or

2 claws +16 (1d4+5 plus grab)

w/ Power Attack unarmed strike +13/+8/+3 (1d10+11) orLarge +2 *ki focus nine-ring broadsword* +14/+9/+4 (2d6+18/19–20/x3) orLarge +2 *ki focus nine-ring broadsword* flurry of blows +15/+15/+10/+10/+5 (2d6+13/19–20/x3) or

2 claws +16 (1d4+5 plus grab)

Special Attacks flurry of blows, stunning fist (11/day, DC 17), grab (Large), rake (2 claws +16, 1d4+5)

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 35 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** 20, **Con** 20, **Int** 10, **Wis** 14, **Cha** 10**Base Atk** +11; **CMB** +19 (+21 disarm, +27 grapple); **CMD** 37 (39 vs. disarm)**Feats** Acrobatic Steps, Alertness, Cleave, Combat Reflexes, Dodge, Great Cleave, Improved Critical (nine-ring broadsword), Improved Disarm, Improved Unarmed Strike, Nimble Moves, Power Attack, Stunning Fist, Weapon Focus (nine-ring broadsword)**Skills** Acrobatics +22 (+41 when jumping), Appraise +11, Climb +22, Escape Artist +9, Perception +23, Sense Motive +23, Swim +13; **Racial Modifiers** +4 Escape Artist**Languages** Aquan, Common**SQ** amphibious, fast movement, high jump, maneuver training, ki pool (7 points, cold iron, lawful, magic, silver), slow fall 50 ft., wholeness of body (11 hit points)**Combat Gear** flasks of water (5); **Other Gear** Large +2 *ki focus nine-ring broadsword*^{JUE}, *amulet of natural armor* +1, *bracers of armor* +3, *cloak of resistance* +1, *ring of protection* +1, 470 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.

At 10th level, his unarmed attacks are also treated as lawful weapons 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 11 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 +2 KI FOCUS NINE-RING BROADSWORD

CL 8, Aura moderate transmutation, Identify DC 23, Weight 8 lbs; Price 18,330 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 +3

CL 7, Aura moderate conjuration, Identify DC 22, Weight 1 lb, Slot wrists; Price 4,000 gp
+3 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

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

CLOAK OF RESISTANCE +1

CL 5, Aura faint transmutation, Identify DC 20, Weight -, Slot shoulders; Price 1,000 gp
+1 enhancement bonus to your natural armor bonus to AC

A6. The Overseer's Office

WAND OF RESIST ENERGY (10 charges)

CL 11, Aura moderate abjuration, Identify DC 26, Weight - ; Price 3,300 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

ELDER LIGHTNING ELEMENTAL (2)

CR 11

N Huge outsider (air, elemental, extraplanar)

Init +14; **Senses** darkvision 60 ft.; **Perception** +19

DEFENSE

AC 25, **touch** 19, **flat-footed** 14 (+10 Dex, +1 dodge, +6 natural, –2 size)

hp 136 (16d10+48)

Fort +13, **Ref** +20, **Will** +7

DR 10/–; **Immune** electricity, elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +24 (2d8+8 plus 2d8 electricity)

w/ Power Attack 2 slams +19 (2d8+18 plus 2d8 electricity)

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

Special Attacks metal mastery, spark leap

STATISTICS

Str 26, **Dex** 31, **Con** 16, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +26; **CMD** 47

Feats Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Weapon Finesse^B

Skills Acrobatics +29, Escape Artist +29, Fly +14, Intimidate +19, Knowledge (planes) +19, Perception +19, Stealth +21

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.

GREATER LIGHTNING ELEMENTAL (3)**CR 9**

N Huge outsider (air, elemental, extraplanar)

Init +13; **Senses** darkvision 60 ft.; **Perception** +16**DEFENSE****AC** 22, touch 18, flat-footed 12 (+9 Dex, +1 dodge, +4 natural, –2 size)**hp** 110 (13d10+39)**Fort** +11, **Ref** +17, **Will** +6**DR** 10/—; **Immune** electricity, elemental traits**OFFENSE****Speed** fly 100 ft. (perfect)**Melee** 2 slams +20 (2d8+6 plus 2d6 electricity)**w/ Power Attack** 2 slams +16 (2d8+14 plus 2d6 electricity)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** metal mastery, spark leap**STATISTICS****Str** 22, **Dex** 29, **Con** 16, **Int** 8, **Wis** 11, **Cha** 11**Base Atk** +13; **CMB** +21; **CMD** 41**Feats** Blind-Fight, Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Weapon Finesse^B**Skills** Acrobatics +25, Escape Artist +25, Fly +13, Intimidate +16, Knowledge (planes) +15, Perception +16**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.

+2 LIGHT FORTIFICATION O-YOROI

CL 13, Aura strong abjuration, Identify DC 28, Weight 45 lbs; Price 10,850 gp

+10 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 SHOCKING BURST KATANA

CL 10, Aura moderate evocation, Identify DC 25, Weight 6 lbs; Price 18,350 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.

In addition to the extra electricity damage from the shock ability, a *shocking burst* weapon deals an extra 1d10 points of electricity damage on a successful critical hit. If the weapon's critical multiplier is $\times 3$, add an extra 2d10 points of electricity damage instead, and if the multiplier is $\times 4$, add an extra 3d10 points. Even if the *shock* ability is not active, the weapon still deals its extra electricity damage on a successful critical hit.

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

A10. Storage Room

BOGGARD STALKER
CR 9

Boggard ranger 7

CE Medium humanoid (boggard)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +18

DEFENSE
AC 19, touch 12, flat-footed 18 (+4 armor, +1 deflection, +1 Dex, +3 natural)

hp 95 (10 HD; 3d8+7d10+44)

Fort +12, **Ref** +8, **Will** +5

OFFENSE
Speed 20 ft., swim 30 ft.

Melee +1 *handaxe* +14/+9 (1d6+6/19–20/×3), +1 *handaxe* +14/+9 (1d6+6/19–20/×3), tongue +9 touch (sticky tongue) or

 +1 *handaxe* +16/+11 (1d6+6/19–20/×3), tongue +9 touch (sticky tongue)

Ranged javelin +10 (1d6+5)

Special Attacks combat style (two-weapon), favored enemy (dragons +2, humans +4), terrifying croak (DC 12)

Ranger Spells Prepared (CL 4th; concentration +5)

 1st—*longstrider*, *resist energy*
STATISTICS
Str 20, **Dex** 13, **Con** 16, **Int** 8, **Wis** 13, **Cha** 8

Base Atk +9; **CMB** +14; **CMD** 26

Feats Double Slice, Endurance, Improved Critical (handaxe), Improved Initiative, Improved Two-Weapon Fighting, Toughness, Two-Weapon Fighting, Weapon Focus (handaxe)

Skills Acrobatics +5 (+21 when jumping), Climb +9, Handle Animal +4, Knowledge (nature) +5, Perception +18, Stealth +14 (+22 in swamps), Survival +14, Swim +17

Languages Boggard

SQ favored terrain (swamp +2), hold breath, hunter's bond (companions), swamp stride, track +3, wild empathy +6, woodland stride

Combat Gear *potion of barkskin*, *potion of cure moderate wounds*, *potion of invisibility*; **Other Gear** +1 *studded leather*, +1 *handaxes* (2), *javelins* (3), *cloak of resistance* +1, *ring of protection* +1, 360 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.

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.

POTION OF BARKSKIN

CL 3, Aura faint transmutation, Identify DC 28, Weight - ; Price 150 gp
Gain a +2 enhancement bonus to your natural armor for 30 minutes.

POTION OF CURE SERIOUS WOUNDS

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

POTION OF INVISIBILITY

CL 3, Aura faint illusion, Identify DC 18, Weight - ; Price 150 gp
Turn invisible for 3 minutes or until you attack.

+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 HANDAXE

CL 3, Aura faint transmutation, Identify DC 18, Weight 6 lbs; Price 2,306 gp
1d6 damage, martial light, x3 crit, S

+1 HANDAXE

CL 3, Aura faint transmutation, Identify DC 18, Weight 6 lbs; Price 2,306 gp
1d6 damage, martial light, x3 crit, S

CLOAK OF RESISTANCE +1

CL 5, Aura faint transmutation, Identify DC 20, Weight - , Slot shoulders; Price 1,000 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

MARSH GIANT (3)**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 13

 Male awakened giant squid wizard 7 (*Pathfinder RPG Bestiary* 259)

NE Huge magical beast (aquatic, augmented animal)

Init +6; **Senses** low-light vision; Perception +32

DEFENSE

AC 27, touch 10, flat-footed 25 (+4 armor, +4 shield, +2 Dex, +9 natural, –2 size)

hp 213 (14d8+7d6+126)

Fort +19, **Ref** +15, **Will** +13

Defensive Abilities ink cloud (20-ft. radius); **DR** 10/adamantine (70 points); **Resist** cold 20, electricity 20

OFFENSE

Speed fly 60 ft. (good), swim 60 ft., jet 260 ft.

Melee +1 frost quarterstaff +22/+17/+12 (2d6+16/19–20 plus 1d6 cold), bite +19 (2d6+5), tentacles +19 (4d6+5/19–20 plus grab) or

bite +21 (2d6+10), 2 arms +21 (1d6+10), tentacles +19 (4d6+5/19–20 plus grab)

Ranged wand of enervation +13 touch (1d4 negative levels)

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

Special Attacks constrict (4d6+15), hand of the apprentice (5/day)

Wizard Spells Prepared (CL 7th; concentration +9)

 4th—*stoneskin*

 3rd—*extended bull's strength, fly*

 2nd—*blur, resist energy* (2), *extended shield*

 1st—*alarm, comprehend languages, mage armor, ray of enfeeblement* (2, DC 13)

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

TACTICS

Before Combat Lord Rybos casts *mage armor* and 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 *stoneskin*, *resist energy* (cold), *resist energy* (electricity), *extended bull's strength*, *extended shield, fly*, and *blur* in that order while hiding beneath the water.

During Combat Lord Rybos 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 If reduced to 90 hit points or fewer, Lord Rybos attempts to activate his *scroll of heal*. If reduced to 45 hit points or fewer, he tries to flee using his *scroll of dimension door*.

Base Statistics Without *bull's strength, fly, mage armor, resist energy, shield*, and *stoneskin*, Lord Rybos's statistics are **AC** 21, touch 12, flat-footed 19; **DR** none, **Resist** none; **Speed** swim 60 ft., jet 260 ft.; **Melee** +1 frost quarterstaff +20/+15/+10 (2d6+13/19–20 plus 1d6 cold), bite +17 (2d6+4), tentacles +17 (4d6+4/19–20 plus grab) or bite +19 (2d6+8), 2 arms +19 (1d6+8), tentacles +17 (4d6+4/19–20 plus grab); **Special Attacks** constrict (4d6+12); **Str** 26; **CMB** +23 (+27 grapple); **CMD** 35; **Skills** Swim +16.

STATISTICS

Str 30, **Dex** 15, **Con** 22, **Int** 14, **Wis** 14, **Cha** 7

Base Atk +13; **CMB** +25 (+29 grapple); **CMD** 37

Feats Combat Casting, Combat Reflexes, Extend Spell, Great Fortitude, Improved Critical (quarterstaff, tentacles), Improved Initiative, Iron Will, Lightning Reflexes, Magical Aptitude, Multiattack^B, Scribe Scroll, Skill Focus (Perception, Use Magic Device)

Skills Fly +5, Knowledge (arcana) +21, Linguistics +12, Perception +32, Spellcraft +25, Stealth +7, Swim +18, Use Magic Device +29

Languages Abyssal, Aklo, Aquan, Boggard, Celestial, Common, Infernal, Minkaian, Tien

SQ arcane bond (+1 frost quarterstaff)

Combat Gear scrolls of alarm (3), scroll of cone of cold (1), scroll of dimension door (1), scrolls of fly (3), scroll of heal (1), scrolls of lightning bolt (3), scrolls of mage armor (3), scrolls of shield (3), wand of enervation (10 charges); **Other Gear** +1 frost quarterstaff, spell component pouch, spellbook, diamond dust worth 1000 gp

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.

Lord Rybos' Cheat Sheet

4th level spells

Stoneskin (abjuration, VSM, creature touched, 10min/lvl, SRyes) – DR 10/adamantine. Discharged when it prevents 10*lvl dmg (max 150).

3rd level spells

Extended Bull's Strength (transmutation, VSMDf, creature touched, 1min/lvl, SRyes) – +4 STR enhancement

Fly (transmutation, VSF, creature touched, 1min/lvl, SRyes) – Creature gains fly speed of 60ft, +1/2 lvl to Fly checks.

2nd level spells

Blur (illusion[glamer], V, creature touched, 1min/lvl, SRyes) – 20% miss chance

Resist Energy (2) (abjuration, VSDF, 10min/lvl) – Resist 30 (acid, cold, electric, fire or sonic)

Extended Shield (abjuration[force], VS, personal, 2min/lvl) – +4 force shield, blocks magic missiles

1st level spells

Alarm (abjuration, VSF, close, 20ft. radius, 2hrs/lvl) – Put an alarm in a point in space

Comprehend Languages (divination, Personal, 10min/lvl) – Understand other languages

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

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

Scrolls

Alarm (abjuration, VSF, close, 20ft. radius, 2hrs/lvl) – Put an alarm in a point in space

Cone of Cold (evocation[cold], VSM, 60ft. cone, SRyes) – 1d6/lvl cold dmg (max 15d6). REF for half

Dimension Door (conjuration[teleportation], V, long, you and touched objects) – teleport anywhere w/in range

Fly (transmutation, VSF, creature touched, 1min/lvl, SRyes) – Creature gains fly speed of 60ft, +1/2 lvl to Fly checks.

Heal (conjuration[healing], VS, creature touched, SRyes) – Heal 10hp/lvl (max 150), cure ability damage, blinded, confused, dazed, dazzled, deafened, diseased, exhausted, fatigued, feebleminded, insanity, nauseated, poisoned, sickened, stunned

Lightning Bolt (evocation [electricity], VSM, 120ft. line, SRyes) – 1d6/lvl (max 10d6) electricity, REF half.

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

Shield (abjuration[force], VS, personal, 1min/lvl) – +4 force shield, blocks magic missiles

Wands

Enervation (necromancy, VS, close, ray of negative energy, SRyes) – Ranged touch attack deals 1d4 negative levels for 1 hour/lvl. Undead gain 1d4*5 temps.

SERVANTS OF THE DEEP (2)**CR 9**Human barbarian (savage barbarian) 5/witch 5 (*Pathfinder RPG Advanced Player's Guide* 79, 65)

NE Medium humanoid (human)

Init +2; **Senses** Perception +14**DEFENSE****AC** 17, touch 13, flat-footed 13 (+4 armor, +1 deflection, +2 Dex, +2 dodge, –2 rage)**hp** 110 (10 HD; 5d12+5d6+55)**Fort** +11, **Ref** +6, **Will** +8; +1 vs. fear**Defensive Abilities** improved uncanny dodge, naked courage +1**OFFENSE****Speed** 40 ft., fly 60 ft. (good)**Melee** +1 trident +16/+11 (1d8+8) (+2 w/ Arcane Strike)**w/ Power Attack** +1 trident +14/+9 (1d8+14) (+2 w/ Arcane Strike)**Ranged** +1 trident +13 (1d8+6) or javelin +11 (1d6+5)**Special Attacks** rage (14 rounds/day), rage powers (intimidating glare, moment of clarity), hexes (cackle, evil eye [–2, 5 rounds], flight [*feather fall* at will, *levitate* 1/day, *fly* 5 minutes/day])**Witch Spells Prepared** (CL 5th; concentration +7)3rd—*heroism*2nd—*cure moderate wounds*, *slipstream*^{APG} (DC 14), *touch of idiocy*1st—*enlarge person* (DC 13), *mage armor*, *ray of enfeeblement* (2, 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* and *heroism* and activates the flight hex.**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 and Arcane Strike feats 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 the flight hex, *heroism*, or *mage armor* and when not raging, the servant's statistics are **AC** 15, touch 15, flat-footed 11; **hp** 90; **Fort** +7, **Will** +4; **Speed** 40 ft.; **Melee** +1 trident +12/+7 (1d8+5); **Ranged** +1 trident +11 (1d8+4) or javelin +9 (1d6+3); **Str** 16, **Con** 14; **CMB** +10, **CMD** 25; **Skills** Acrobatics +14 (+18 when jumping), Disguise +10, Fly +6, Intimidate +16, Knowledge (religion) +3, Perception +12, Spellcraft +15, Swim +20.**STATISTICS****Str** 20, **Dex** 14, **Con** 18, **Int** 14, **Wis** 8, **Cha** 10**Base Atk** +7; **CMB** +14; **CMD** 25**Feats** Arcane Strike (+2 damage), Dodge, Intimidating Prowess, Power Attack, Toughness, Weapon Focus (trident)**Skills** Acrobatics +16 (+20 when jumping), Disguise +12, Fly +8, Intimidate +20, Knowledge (religion) +5, Perception +14, Spellcraft +17, Swim +24; **Racial Modifiers** +4 Acrobatics when jumping**Languages** Aquan, Boggard, Common, Tien**SQ** fast movement, witch's familiar (viper)**Combat Gear** *potion of water walk*; **Other Gear** +1 trident, javelin (5), *amulet of natural armor* +1, *ring of protection* +1, spell component pouch

SPECIAL ABILITIES

Cackle (Su) A witch can cackle madly as a move action. Any creature that is within 30 feet that is under the effects of an agony hex, charm hex, evil eye hex, fortune hex, or misfortune hex caused by the witch has the duration of that hex extended by 1 round.

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.

Improved Uncanny Dodge (Ex) At 5th level and higher, a barbarian can no longer be flanked. This defense denies a rogue the ability to sneak attack the barbarian by flanking her, unless the attacker has at least four more rogue levels than the target has barbarian levels.

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 Sheet3rd level

Heroism (enchantment (compulsion)[mind-affecting], VS, creature touched, 10min/lvl, SRyes) – Creature gains a +2 morale to attacks, saves, skill checks

2nd level

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

Slipstream (conjuration (creation)[water], VSMDf, creature touched, 10min/lvl) – Targets speed increases by 10ft (20ft downhill, none uphill). Gain a swim speed of 20 ft (or increase your already existing speed by 20ft)

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

1st 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 (2) (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

+1 TRIDENT

CL 3, Aura faint transmutation, Identify DC 18, Weight 4 lbs; Price 2,315 gp

1d8 damage, martial one-handed, x2 crit, 10ft. throwing range, P, brace