

**Boggard Scarred One**

CR 6

**XP 2,400**Boggard barbarian 4 ( *Pathfinder RPG Bestiary* 37)

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 untyped penalty)**hp** 86 (7 HD; 3d8+4d12+42)**Fort** +13, **Ref** +3, **Will** +5; +3 morale bonus vs. spells, supernatural abilities, and spell-like abilities but must resist all spells, even allies'**Defensive Abilities** trap sense +1, uncanny dodge**Offense****Speed** 30 ft., swim 30 ft.**Melee** +1 *spear* +15/+10 (1d8+11/×3), sticky tongue (2 HP) +8 Touch touch (sticky tongue)**Ranged** javelin +5 (1d6+7)**Special Attacks** rage (14 rounds/day), rage powers (knockback, superstition +3), sticky tongue (2 HP)**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.**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 to jump), Climb +12, Intimidate +8, Perception +12, Stealth -1 (+7 in Swamps),Swim +20; **Racial Modifiers** +4 Perception, +8 Stealth in Swamps**Languages** Boggard**SQ** fast movement, hold breath, swamp stride, terrifying croak**Combat Gear** *potion of cure serious wounds* (2), *potion of shield of faith* +2 ; **Other Gear** +1 *studded**leather*, +1 *spear* , javelin (3)**Special Abilities****Darkvision (60 feet)** You can see in the dark (black and white vision only).**Endurance** +4 to a variety of fort saves, skill and ability checks. Sleep in L/M armor with no fatigue.**Hold Breath (x4) (Ex)** You can stay under water longer than normal.**Knockback (1/round) (Ex)** While raging, can bull rush in place of an att, dealing a little dam.**Low-Light Vision** See twice as far as a human in low light, distinguishing color and detail.**Power Attack -2/+4** You can subtract from your attack roll to add to your damage.**Rage (14 rounds/day) (Ex)** +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.**Sticky Tongue (2 HP) (Ex)** Tongue attack entangles and keeps target from moving more than 10 ft away.**Superstition +3 (Ex)** While raging, gain bonus to save vs magic, but must resist all spells, even allies'.**Swamp Stride (Ex)** Move normally through difficult terrain in a swamp and gain +8 Stealth in a swamp.**Terrifying Croak (1/hour, DC 14) (Su)** Foes in 30 ft who hear croak are shaken for 1d4 rds (Will neg).**Trap Sense +1 (Ex)** +1 bonus on reflex saves and AC against traps.**Uncanny Dodge (Ex)** Retain Dex bonus to AC when flat-footed.

**Servants of the Deep (CR 9)**

CR 9

**XP 6,400**Human (tian-shu) barbarian (savage barbarian) 5/witch 5 (*Pathfinder RPG Advanced Player's Guide* 65, 79)

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 untyped penalty)**hp** 110 (10 HD; 5d6+5d12+55)**Fort** +11, **Ref** +6, **Will** +6; +1 morale bonus vs. fear**Defensive Abilities** improved uncanny dodge; **Resist** naked courage**Offense****Speed** 40 ft.**Melee** mwk trident +16/+11 (1d8+7)**Ranged** javelin +11 (1d6+5)**Special Attacks** hexes (cackle, evil eye, flight), rage (14 rounds/day), rage powers (intimidating glare, moment of clarity)**Witch Spell-Like Abilities** (CL 5th; concentration +7)At will— *feather fall (self only)* , *fly (self only)*1/day—*levitate (self only)***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** Alertness, Arcane Strike, Dodge, Intimidating Prowess, Power Attack, Toughness, Weapon Focus (trident)**Skills** Acrobatics +16 (+20 to jump), Appraise +4, Bluff +5, Climb +7, Diplomacy +2, Disguise +12, Escape Artist +4, Fly +8, Heal +1, Intimidate +20, Knowledge (religion) +5, Perception +14, Ride +4, Sense Motive +3, Spellcraft +17, Stealth +4, Survival +1, Swim +24**Languages** Aquan, Boggard, Common, Tien**SQ** fast movement, witch's familiar (snake, viper named Arcane Familiar)**Combat Gear** *potion of water walk* ; **Other Gear** javelin (5), mwk trident, *amulet of natural armor +1* , *ring of protection +1* , spell component pouch**Special Abilities****Arcane Strike** As a swift action, add +1 damage, +1 per 5 caster levels and your weapons are treated as magic for the purpose of overcoming damage reduction.**Cackle (Su)** As a move action, extend the duration of other hexes by 1 rd.**Evil Eye -2 (5 rounds, DC 14) (Su)** Foe in 30 ft takes penalty to your choice of AC, attacks, saves, ability or skill checks (Will part).**Fast Movement +10 (Ex)** +10 feet to speed, unless heavily loaded.**Improved Uncanny Dodge (Lv >=9) (Ex)** Retain DEX bonus to AC when flat-footed. You cannot be flanked unless the attacker is Level 9+.**Intimidating Glare (Ex)** As a move action while raging, demoralize vs. adj foe with extended duration.**Moment of Clarity (1/rage) (Ex)** Remove the benefits and penalties of a rage for 1 round without ending the rage.**Naked Courage +1 (Ex)** +1 AC and save vs. fear when not wearing armor.**Power Attack -2/+4** You can subtract from your attack roll to add to your damage.**Rage (14 rounds/day) (Ex)** +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

## 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) or

Large +2 *ki focus nine-ring broadsword*

+17/+12/+7 (2d6+9/19–20/x3) or

Large +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)

**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** abundant step, 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*UE, *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.

## Elder Lightning Elemental

CR 11

**XP 12,800**

Lightning, elder elemental (*Pathfinder RPG Bestiary 2* 116)

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** elemental traits, electricity

### Offense

**Speed** fly 100 ft. (perfect)

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

**Space** 15 ft.; **Reach** 15 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 server for many more years, and they fight until slain.

### 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

### Special Abilities

**Blind-Fight** Re-roll misses because of concealment, other benefits.

**Combat Reflexes (11 AoO/round)** Can make extra attacks of opportunity/rd, and even when flat-footed.

**Damage Reduction (10/-)** You have Damage Reduction against all attacks.

**Darkvision (60 feet)** You can see in the dark (black and white vision only).

**Energy Damage: Slam (+2d8 electricity) (Ex)** The creature's attack or attacks deal the specified amount of energy damage in addition to their normal damage.

**Flight (100 feet, Perfect)** You can fly!

**Flyby Attack** You can take a standard action during your move action while flying.

**Immunity to Bleeds**

**Immunity to Critical Hits**

**Immunity to Electricity**

**Immunity to Flanking**

**Immunity to Paralysis**

**Immunity to Poison Immunity to Precision Damage**

**Immunity to Sleep**

**Immunity to Stunning**

**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).

**Mobility** +4 to AC vs. AoO provoked by moving out of or through a threatened area.

**Power Attack -5/+10** You can subtract from your attack roll to add to your damage.

**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.

**Boggard Stalker**

CR 9

**XP 6,400**Boggard ranger 7 ( *Pathfinder RPG Bestiary* 37)

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+40)**Fort** +12, **Ref** +8, **Will** +5**Offense****Speed** 20 ft., swim 30 ft.**Melee** +1 *handaxe* +14/+9 (1d6+6/19-20/x3), +1 *handaxe* +14/+9 (1d6+6/19-20/x3), sticky tongue (2 HP) +9 Touch touch (sticky tongue)**Special Attacks** combat style (two-weapon combat), favored enemies (dragons +2, humans +4), sticky tongue (2 HP)**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 (+17 to jump), Climb +9, Handle Animal +4, Knowledge (nature) +5, Perception +18, Stealth +14 (+22 in Swamps), Survival +14, Swim +17; **Racial Modifiers** +4 Perception, +8 Stealth in

Swamps

**Languages** Boggard**SQ** favored terrain (swamp +2), hold breath, hunter's bond (companions), swamp stride, terrifying croak, track +3, wild empathy +6, woodland stride**Combat Gear** *potion of barkskin* +2, *potion of cure moderate wounds*, *potion of invisibility*;**Other Gear** +1*studded leather*, +1 *handaxe*, +1 *handaxe*, *cloak of resistance* +1, *ring of protection* +1**Special Abilities****Darkvision (60 feet)** You can see in the dark (black and white vision only).**Endurance** +4 to a variety of fort saves, skill and ability checks. Sleep in L/M armor with no fatigue.**Favored Enemy (Dragons +2) (Ex)** +2 to rolls vs. Favored Enemy (Dragons) foes.**Favored Enemy (Humans +4) (Ex)** +4 to rolls vs. Favored Enemy (Humans) foes.**Favored Terrain (Swamp +2) (Ex)** +2 to rolls when in Favored Terrain (Swamp).**Hold Breath (x4) (Ex)** You can stay under water longer than normal.**Hunting Companions (1 rounds) (Ex)** Grant half favored enemy bonus to allies in 30' as move action.**Low-Light Vision** See twice as far as a human in low light, distinguishing color and detail.**Sticky Tongue (2 HP) (Ex)** Tongue attack entangles and keeps target from moving more than 10 ft away.**Swamp Stride (Ex)** Move normally through difficult terrain in a swamp and gain +8 Stealth in a swamp.**Swimming (30 feet)** You have a Swim speed.**Terrifying Croak (1/hour, DC 12) (Su)** Foes in 30 ft who hear croak are shaken for 1d4 rds (Will neg).**Track +3** Add the listed bonus to survival checks made to track.**Wild Empathy +6 (Ex)** Improve the attitude of an animal, as if using Diplomacy.**Woodland Stride (Ex)** Move through undergrowth at normal speed.

**Marsh Giant**

CR 8

**XP 4,800**Marsh giant (*Pathfinder RPG Bestiary 2* 129)

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** 2 slams +16 (1d6+8)**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 14), *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 (33 vs. sunder)**Feats** Combat Reflexes, Improved Iron Will, Improved Sunder, Iron Will, Power Attack, Vital Strike**Skills** Acrobatics +3 (+7 to jump), Perception +11, Stealth +5 (+13 in swamps), Swim +16; **Racial****Modifiers** +8 Stealth in swamps**Languages** Boggard, Giant**Special Abilities****Combat Reflexes (4 AoO/round)** Can make extra attacks of opportunity/rd, and even when flat-footed.**Improved Iron Will (1/day)** Can re-roll a Will save, but must take the second result.**Improved Sunder** You don't provoke attacks of opportunity when sundering.**Low-Light Vision** See twice as far as a human in low light, distinguishing color and detail.**Power Attack -3/+6** You can subtract from your attack roll to add to your damage.**Rock Catching (Ex)** You can catch rocks that are thrown at you with a successful Reflex save.**Rock Throwing (120 feet) (Ex)** You can throw big rocks. They hurt.**Swimming (20 feet)** You have a Swim speed.**Vital Strike** Standard action: x2 weapon damage dice.

**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)

**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, MultiattackB, 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.