

PATHFINDER SOCIETY

YEAR OF THE SKY KEY



OF KIRIN AND KRAKEN

By Kris Leonard



Of Kirin and Kraken

Pathfinder Society Scenario #6–13

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OF KIRIN AND KRAKEN

By KRIS LEONARD



For centuries, Imperial Lung Wa dominated a huge stretch of Tian Xia, governing by means of an extensive system of aristocrats and administrators that grew increasingly corrupt over time. Partly as a response to this corruption, a mercantile consortium known as the Way of the Kirin formed and dedicated itself to social justice and the empowerment of the lower classes, acting as advocates for the over-taxed, nurturing economic development, and gradually establishing bases in nearly every corner of the continent.

The empire's collapse in 7106 IC (4606 AR) shattered the Way of the Kirin, whose enemies struck quickly and relentlessly, seeking the order's rich treasuries and revenge for past wrongs. When the region now known as Amanandar—and its capital, Kamikobu, in particular—fell prey to powerful bandit warlords, the administrators fled east toward the relative safety of Wanshou, and several of the Way's agents departed with them, bringing with them some of the organization's more powerful relics. Even after Taldor's Eighth Army of Exploration defeated the bandits, the surviving Kirin agents remained in Wanshou rather than return to a destabilized region, fortifying the Way's stronghold of Shen-Shu and awaiting further orders that never came. Only a few years later, a series of terrible storms popularly attributed to the elder kraken Zhanagorr ravaged Wanshou's coast, killed the remaining agents, flooded the base, and buried many of the structures under salt and silt.

For more than a century, the Way of the Kirin has survived as a secret society scattered throughout Lung Wa's successor states, though the continued threat of powerful enemies and the loss of many members have limited the organization's influence. About 3 years ago, Pathfinder Society Venture-Captain Amara Li began tracking down members of the Way in order to secure like-minded Tian allies as the Society expanded its operations on the vast continent. More than a year later, the Society and the Way of the Kirin entered an ongoing alliance, providing the Way with agents and giving the Society local knowledge and access to financial resources.

WHERE ON GOLARION?

Of Kirin and Kraken takes place in the nation of Wanshou, a swampy region in northern Tian Xia. Although Imperial Lung Wa was once the single largest rice producer on the continent, its collapse allowed the nation to fall into the sinister grasp of the elder kraken Zhanagorr, who rules as its god-king. For more information on Wanshou, see *Pathfinder Campaign Setting: Dragon Empires Gazetteer* and *Pathfinder Player Companion: Dragon Empires Primer*, available in bookstores and game stores everywhere, and online at paizo.com.



The Decemvirate has largely left operations in Amara Li's hands—a duty she has performed admirably ever since with Kirin coin.

When studying recovered records in Amanandar, Way of the Kirin scholars uncovered evidence that one of their relics, the *flute of the fallen emperor*, very well might be buried in the order's abandoned stronghold of Shen-Shu in Wanshou. The records describe a magnificent flute carved from a horn of the fallen Emperor Kirin Raikajjin, which when played by a master of the art could calm the mightiest storms or bring an end to even the longest droughts. As the Society grows increasingly distracted by its projects in the Inner Sea, Shiyo Takarak, a tengu samurai from Kwanlai and a representative from the Way

GM RESOURCES

This adventure makes use of the following Pathfinder Roleplaying Game products: the *Pathfinder RPG Core Rulebook*, *Pathfinder RPG Advanced Player's Guide (APG)*, *Pathfinder RPG Bestiary*, *Pathfinder Bestiary 2*, *Pathfinder Bestiary 3*, *Pathfinder RPG Ultimate Equipment (UE)*. These rules can be found online for free as part of the Pathfinder Roleplaying Game Reference Document at paizo.com/prd.

of the Kirin, has confronted Amara Li and asked that her organization be allowed to demonstrate its continued dependability by spearheading the recovery of the flute and other relics. Doing so may be the only way to keep Kwanlai safe if the kraken god-king Zhanagorr begins eying his neighbor's lands.

Shen-Shu lies buried, though one of Zhanagorr's lieutenants, a wizard known as Lord Rybos, recently ordered the site's excavation. At his command are a cadre of Servants of the Deep, a cult of masked extremists that likens the elder kraken to a living god and has turned against its own people to serve the organization's vile master.

SUMMARY

In Hisuikirasu, the capital of Kwanlai, Amara Li introduces the player characters to their contact from the Way of the Kirin, Shiyo Takarak. Shiyo requests the PCs reclaim the *flute of the fallen emperor* from the Way's lost stronghold of Shen-Shu. Rather than risk encountering spies by traveling the main roads, she recommends approaching through the swamps. Before leaving, the PCs receive a purse of platinum to procure any supplies they might need for the trip, though the coins and pouch also bear a latent enchantment that allows a Way of the Kirin representative to monitor the PCs' actions and judge their merit.

The PCs arrive in the Sunken Valley, a small floating settlement atop a swamp that has buried what was once Shen-Shu. Minions of the kraken Zhanagorr busily excavate part of the valley ruins, providing the PCs an opportunity to sneak past most of the human slaves, boggard taskmasters, and eerie masked cultists known as the Servants of the Deep. Even then they must fight their way past a small group to reach the old Way of the Kirin stronghold.



Amara Li

A kappa named King guards the structure's entrance, yet the PCs can pander to his love of artwork and entertainment to earn safe passage, gain information about several of the defenses within, and learn of King's disciple, a human bard named Ryoto Ryo whom Lord Rybos recently abducted.

After dealing with King, the PCs find the treasure vault of the Way, which the cultists have crudely barricaded from the outside. Within lies what remains of Shen-Shu's defenses: a group of bound lightning elementals that take the form of giant kirin. Signs of past combat mar the chamber's entrance, but beyond lies a massive hall filled with heaps of coins—many of them fused into large sheets of precious metal.

Deeper in the stronghold, the PCs may run afoul of a boggard and marsh giant patrol before arriving at the flooded archives of Shen-Shu. There, the Servants of the Deep are busily preparing to sacrifice the recently captured Ryoto Ryu to Lord Rybos. The *flute of the fallen emperor* lies within, but the PCs' only chance to recover it requires they first defeat the monstrous wizard who calls this fortress home.

GETTING STARTED

Read or paraphrase the following to get the adventure underway.

Venture Captain Amara Li patiently waits in a private room of the Gilded Lotus teahouse in Hisuikirasu, the capital of Kwanlai. Beside her sits a tengu woman wearing a rich green-and-gold kimono and an elaborate beaded headpiece, her possessions and feathers immaculate. Her regal appearance is overshadowed only by the sheathed katana at her side and the stern look of an experienced warrior upon her face. Amara Li speaks once everyone has arrived and had an opportunity to enjoy tea.

"Some time has passed since I have been able to enjoy the company of distinguished Pathfinders such as you. Nearly two years ago, I expanded the Society's operations in Tian Xia with the assistance of honored friends, and from there the Society has unearthed many discoveries once lost to this age. It is because of this matter that I would introduce you to my companion." She motions to the tengu woman beside her. "This is Shiyo Takarak, a samurai of the Way of the Kirin, a noble organization we have worked with often and are sure to work with much more in the future. Shiyo has made a request of the Society, and it is our duty to oblige."

Amara once again returns to her tea, as Shiyo begins to speak with a smooth and melodious voice. “Just north beyond the borders of fair Kwanlai lies the monstrous nation of Wanshou, a swamp-filled wasteland ruled by a vile elder kraken named Zhanagorr. Twice has he tried to expand his territories into Kwanlai alone!” She stares into her tea and regains her calm. “In the time of Lung Wa, our agents operated out of Shen-Shu, a once-grand structure now buried beneath a muddy swamp in Wanshou. Our records indicate a vault deep within contained the *flute of the fallen emperor*, Wise Zijao’s seal, and the second Shu coronation crown. The flute is your priority, but retrieve the other two relics if you can.”

The samurai reaches into her kimono and produces a scroll tube and a small purse, which she places on the table. “My agents report a mysterious wizard known only as Lord Rybos has begun excavating the Sunken Valley where Shen-Shu lies, most likely to unearth whatever riches were lost when Zhanagorr’s storms swallowed the region. I am told that Zhanagorr has eyes everywhere, so I suggest you avoid any settlements along your journey and travel through the swamps. I am providing you with maps to help guide you through Wanshou undetected”—the tengu’s clawed hand slides the items forward—“and with coin so you might procure any supplies you need for your travels. I trust you will represent both your Society and the Way of the Kirin in a way that would make our patrons proud.”

Amara Li looks up from her tea before adding, “Remember Pathfinders, you are heading deep into unfriendly territory. I suggest you use discretion while making preparations.”

If the PCs have any questions for Shiyo Takarak, they may ask them now. Below are some likely questions and their responses.

What is the Way of the Kirin? “We are an order of like-minded individuals who aim to embody the virtues of the noble kirin. We seek wealth only so that all may benefit, act in the defense of those who have no defense, take only that which we need to combat injustice, hold our agents to the highest standards at all times, and act covertly so that we don’t endanger others’ sense of autonomy and self-determination. Until 2 years ago, our order had been in hiding since the fall of Imperial Lung Wa. With the agents of the Pathfinder Society at our side, we have accomplished much since our alliance began, recovering a great number of relics from our past, and reclaiming some of the once-vast wealth we once used to bring peace to common folk and country.” A PC who succeeds at a DC 20 Sense Motive

check discerns that Shiyo’s recitation of the Way of the Kirin’s moral standards was not idly didactic; she expects the PCs to pay heed and internalize these virtues.

What is the flute of the fallen emperor? “Carved from the horn of the fallen emperor kirin Raikajin, the flute is a powerful artifact that supposedly bestows control over storm and sky to any who can play its mystical tune. Stories of the flute claim that its music can end the mightiest typhoon, calm a raging volcano, and even sate the bloodlust in one’s heart. Our records indicate that only a master musician can summon the magic of the flute’s music, which is likely why it saw use so infrequently. Zhanagorr laid claim to Wanshou by using his dark magic to end the supernatural storms that nearly consumed its shores, but we believe that it was Zhanagorr who originally conjured those storms. I don’t want to see Kwanlai fall as Wanshou did; in the hands of a master, the flute—if it’s as powerful as we believe—might end any storm the foul kraken conjures. Although I don’t know of anyone in Kwanlai skilled enough to summon the flute’s magic, that’s something we will worry about after it’s recovered.”

What is Wise Zijao’s seal? “The honored Zijao was one of the first of our order, and his seal stamped our founding charter among other foundational documents. It should be in the Way’s possession once more, so that none might impersonate the visionary and dishonor his memory.”

What is the second Shu coronation crown? “The piece crowned only one ruler of the great and fallen Shu Empire millennia ago. You would know it by its mithral construction and nine large emeralds that adorn it. It plays a role in the Way’s plans, but I’m not at liberty to discuss it further.”

How far away is the Sunken Valley? “Traveling to the border won’t take long, but once you’re there, more than 100 miles of sodden terrain lies between our lands and Shen-Shu. The marshes are rife with danger and disease. I certainly don’t envy you, Pathfinder, but I do honor your commitment.”

Who are the Servants of the Deep? “A group of masked extremists who worship the elder kraken Zhanagorr as a god. Though Zhanagorr is clearly not divine, his religious sect seems capable of conjuring some form of magic, and its members are easily recognizable by the bizarre, unusually tall, narrow, featureless masks they



Shiyo Takarak

wear. Exclusively human, they are traitors to their people, serve their vile master without fail, commit all manner of atrocities in their false god's name, and often masquerade among the common folk as spies."

Who is Lord Rybos? "Little is known about this mysterious wizard beyond what I've already said. He surfaced about ten years ago and has gained much influence over the Servants of the Deep since then. Lord Rybos controls not only the Sunken Valley, but also much of southeastern Wanshou. He's focused his attention on excavating the Sunken Valley, but for what reasons I can't say.

What about any other treasure in Shen-Shu? "The point of your mission isn't to fill your pockets by plundering our lost vaults; it's to reclaim the *flute of the fallen emperor*. What reward is greater than saving all of Kwanlai? The Way may eventually reclaim the riches from the vault, but Lord Rybos's presence in the region makes a large-scale expedition and excavation difficult. If you wrest control of Shen-Shu from the wizard, you may claim whatever relics you find within the vault as compensation. But remember, the flute is vital above all else. We will be watching."

Shiyo provides the PCs with a map of Wanshou that emphasizes elevated areas that serve as improvised trails through the worst of the swampy terrain. She also gives the PCs an ornate silk pouch containing 75 platinum pieces (150 pp in Subtier 10–11) minted in Kwanlai—the Way of the Kirin's means of ensuring the PCs are properly equipped. Any equipment purchased with this currency still belongs to the Way of the Kirin but is for the PCs to use and expend as needed during the adventure without recompense; this is not part of the PCs' permanent wealth, and any portion of this money used to purchase a more valuable item must be repaid at the end of the adventure.

The coins and bag radiate a moderate aura of divination magic. This is a latent enchantment triggered whenever the PCs spend the money or come within 10 feet of at least 10,000 gp worth of precious metals not already in their possession (such as those found in area **A9**), creating a scrying sensor through which a Way of the Kirin agent can observe the PCs' actions. This acts in all ways as the spell *greater scrying* (CL 13th, Will DC 20 negates), and the magic fades after activating three times. Treat the PCs' purchasing supplies in Hisuikarasu as a single activation.

Faction Notes: The Sovereign Court faction is on the lookout for charismatic, noble-hearted aristocrats and high-minded sister organizations, and the Way of the Kirin admirably fits the latter. Performing a heroic service is an ideal means to court the Way's favor and establish formal ties to the Sovereign Court. Even so,

completing the primary mission is not sufficient; Sovereign Court PCs must demonstrate they can respect and follow the Way of the Kirin's high moral standards (as Shiyo describes in her "What is the Way of the Kirin" response above), which an agent monitors through the scrying effect tied to Shiyo's moneybag. Spending this money frivolously in the capital disappoints the agent. In addition, behaving in an excessively boorish way during the PCs' meeting with Shiyo also signals that the Sovereign Court is not an organization worth speaking with further.

Both of these goals require a degree of GM judgment, and while the PCs might make a few simple social slips because the players are having fun, the Way of the Kirin only considers particularly obnoxious behavior (like direct insults, threats, or a gross disregard for table manners) and frivolous purchases (such as buying cosmetics or hiring servants to carry the PCs through the swamp) worthy of failure.

Diplomacy (gather information) or Knowledge (local)

Although Lord Rybos takes care to conceal his identity, the PCs may be able to find fugitives from Wanshou or other informants who know something of the wizard's identity and goals.

15+ Known for his frequent dealings with Zhanagorr's heretical minions, the Servants of the Deep, Lord Rybos is a favorite of the elder kraken and often works on secret projects for him.

20+ Although completely unheard of until 10 years ago, Lord Rybos quickly rose to power within Zhanagorr's ranks, a feat only accomplished by those who have committed treasonous or particularly ruthless acts in the elder kraken's name.

25+ A native to the western waters of Minkai, Lord Rybos battled alongside Xidao warriors against the minions of Zhanagorr for nearly 20 years before suddenly defecting to join the elder kraken.

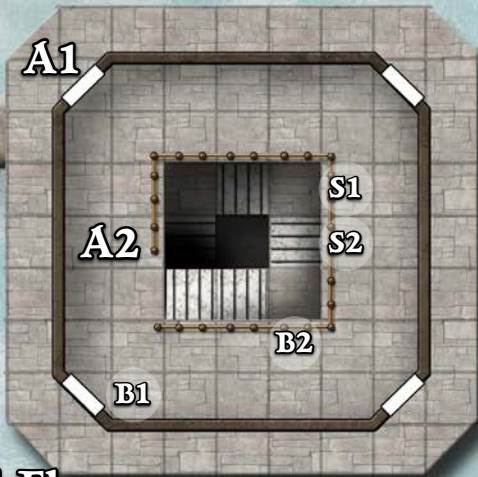
40+ Originally the war-beast of a storm-worshipping Minkaian druid, Lord Rybos is actually an immense squid awakened by magic only to consume his master's mind in a vile ritual taught to him by Zhanagorr. Having developed a tolerance for brackish water, he exploits his magic and seasonal floods to traverse the broad salt marshes in the southeast.

Knowledge (geography)

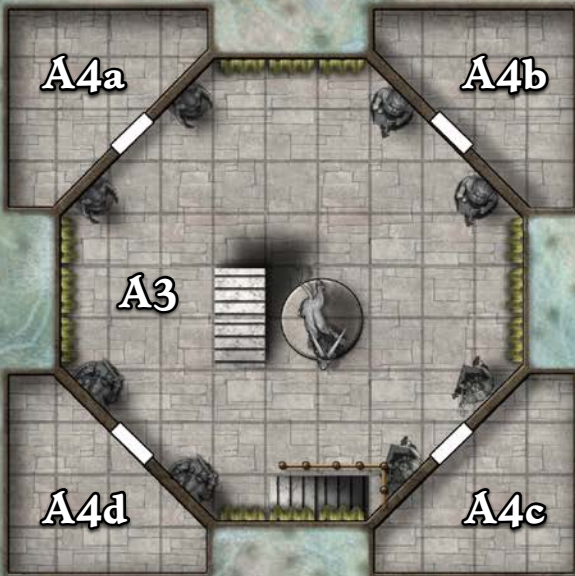
Thanks to Wanshou's hostile inhabitants and treacherous environment, few beyond scholars and military scouts know much of its terrain.

10+ Much of Wanshou is now under varying amounts of water, whether its submerged coastline, sodden swamps,

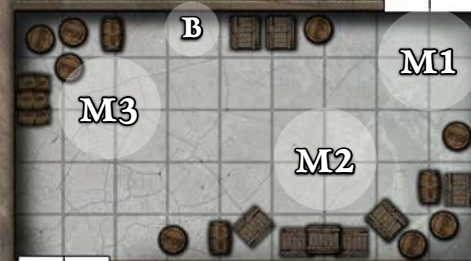
A. The Sunken Stronghold of Shen-Shu



Third Floor



Second Floor



First Floor



Basement



- S : Servant of the deep M : Marsh Giant L : Lord Rybos
- B : Boggard H : Hamade Sora

1 square = 5 feet

or fields subjected to consistently heavy rainfall. The moisture allows the country to continue producing immense amounts of rice.

15+ The storms that the elder kraken Zhanagorr stopped not only flooded the country; they also heaped colossal amounts of silt and sediment into valleys and lowlands, burying once-prosperous settlements beneath many feet of earth.

20+ Over the decades, much of the sediment caused by the storms has compacted and settled in such a way that one can excavate it easily with only moderate risk of cave-ins. The absorbent soil tends to retain much of its water, yet long-term excavations often flood over time. Anyone exploring such a site should be prepared for the possibility of underwater exploration.

Overland Travel

Shiyo's maps depict numerous trails through Wanshou's back country, allowing the PCs to avoid most of the locals, avoid the deepest quagmires, and find the Sunken Valley without extraordinary difficulty, yet flooded land remains treacherous. The PCs do not encounter hostile inhabitants along the way, but even a good map cannot protect them from twisted ankles, damp campsites, perpetually wet clothes, and numerous diseases. Rather than force the PCs to roll dozens of checks and saving throws over the course of a week or more of travel, it is sufficient to have each PC attempt one Survival check to determine how well she endures the rigors of travel (and any damage she has taken) upon arriving in area **A**.

A PC can choose to accept a -2 penalty on this check in order to allow another character to use her result, and each additional character she aids imposes an additional -2 penalty on her check. Alternatively, a PC can attempt a Fortitude saving throw using the same DC below, though she cannot assist any other PCs in this manner. Spells such as *phantom steed* and *shadow walk*, or items such as a *carpet of flying* or *figurine of wondrous power (bronze griffon)* allow rapid travel through the swamps, granting its user a $+10$ bonus to her check for the purposes of determining the results of affected creatures (but not those of any other PCs not affected). These afflictions are treated as disease effects.

14 or lower: 1d4 Con damage, 1 Cha damage, afflicted with bubonic plague (Fortitude DC 17 negates).

15–19: 1d4 Con damage and 1 Cha damage.

20–24: 1d2 Con damage and 1 Cha damage.

25–29: 1 Con damage and 1 Cha damage.

30 or higher: No negative effects.

A. THE SUNKEN STRONGHOLD OF SHEN-SHU

Lush farmland once filled what is now the Sunken Valley, a swampy expanse of salt-rich mud and stagnant water.

A floating settlement of boats, docks, and deep wooden retaining walls surrounds a large excavation at the northern edge of the swamp. To the east past this bustling area lies a lone dock that leads to the sunken stronghold of Shen-Shu, whose once-lofty balcony now rests just feet above the waterline. The rest is buried beneath dozens of feet of compacted sediment. Due to its distance from the noisy digging operations nearby and the library in its basement, Shen-Shu has served as Lord Rybos's favored haunt as he pores through the Way of the Kirin's lost archives. Due to his need for magic and assistance to travel between the submerged reading room and the surface he is often found here, relying on servants to bring him everything he needs to continue his research.

The typical patch of swamp has approximately 5 feet of standing water atop a thick layer of sticky mud and decaying organic matter.

A1. Balcony Entrance

A lone dock leads to the west side of the once-elaborate balcony of Shen-Shu, whose algae-covered walls and moldering rooftop rise only a short distance above the stagnant waters of the mucky swamp. The covered balcony rises two feet above the waterline and connects to the dock via a wooden staircase accessible through an opening in the railing.

The balcony serves well as a lookout spot, providing a commanding view of the excavation site and the dockside approach.

Creatures: The balcony is not occupied as the PCs approach, but the guards in area **A2** have an opportunity to hear the PCs approach. The boggard at the southwest door steps out to investigate anyone it hears approaching, calling for allies as necessary.

A2. The Meeting Chamber (CR 10 or CR 13)

A wide stairway at the center of the room descends deeper into the stronghold and is surrounded by a fine wooden railing. Mold crawls along the walls from the doors on each corner of the room, yet a large ceiling mural of a vibrantly colored sky remains untouched by decay.

The most prominent feature of this 20-foot-tall chamber is the large winding stairway that leads down to area **A3**. The kappa known as King (see area **A3**) frequents this room on a regular basis, mostly to meditate below the awe-inspiring mural on the ceiling.

Creatures: A group of Servants of the Deep, elite cultists dedicated to the elder kraken Zhanagorr, maintains a close eye on King from here. Their boggard minions stay nearby in case the recently disgruntled kappa decides to

confront them. They are all focused on watching King and take a –5 penalty on Perception checks to notice the PCs approach.

Subtier 7–8 (CR 9)

BOGGARD SAVAGES (2) CR 4

hp 61 each (*Pathfinder RPG Monster Codex* 12; see page 22)

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.

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)

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.

SCALING ENCOUNTER A2

To accommodate a group of only four PCs, remove one Servant of the Deep from the encounter.

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.



Servant of the Deep

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

Subtier 10–11 (CR 12)

BOGGARD SCARRED ONES (3) CR 6

hp 86 each (*Pathfinder RPG Monster Codex* 12; see page 22)

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.

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)

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, 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

Development: After hearing the sounds of battle from area A3, King prepares to approach the PCs after they head downstairs. He has no fondness for the servants of Lord Rybos and sees little reason to ascend the stairs to assist them or the invaders.

Rewards: If the PCs fail to defeat the boggards and servants, reduce each PC's gold earned as follows.

Subtier 7–8: Reduce each PC's gold earned by 1,097 gp.

Out of Subtier: Reduce each PC's gold earned by 1,695 gp.

Subtier 10–11: Reduce each PC's gold earned by 2,293 gp.

A3. Halls of the Honored (CR 10 or CR 13)

An open, winding stairway encircles the fifteen-foot-tall statue of a staglike creature with backward-facing horns and fiery hooves, sculpted as though it was ascending skyward through the opening to the floor above. Rich tapestries adorn the walls, and a pair of statues depicting noble samurai flank each of the

four doors found at each corner of the room. Against the south wall, a railed stairway heads down.

Depicting eight of the most renowned members of the Way of the Kirin, the artfully crafted, lifelike statues in this room are carved of polished stone and were constructed to serve as monuments to the fallen. This chamber is almost completely untouched by the filth of the swamp thanks to its occupant, an exceptional kappa named King. The central stairway ascends to area **A2**, while the southern stairway descends to area **A5**. A PC who succeeds at a DC 17 Knowledge (arcana) check can identify the statue as that of a kirin, a supernatural creature known for its benevolence and command of magic.

Creatures: The turtle-like creatures known as kappa are relatively common in Wanshou, yet the one who inhabits Shen-Shu is exceptional in many ways. Having felt out of place among his kind, the kappa left his extended family in search of infamy and fortune. Instead he stumbled across the Sunken Valley and its partially buried stronghold. The images of bravery and heroism and the inscriptions he found here inspired him to revere Irori and pursue self-perfection. As his martial arts mastery grows, so too does his body, and he is now considerably larger than most of his kind.

King is confident in his fighting skills, but his first priority is keeping his chambers in good condition; he tries to avoid fighting anyone who might damage the surroundings. He loves art, music, and any kind of performance or fighting style that clearly requires extensive practice. He disdains flattery, dishonesty, and disrespect for the arts. Like other kappas, King is still prone to moments of whimsy, finds time for fun, enjoys fighting duels with worthy adversaries, and has a taste for cucumbers and horseflesh.

After the arrival of Lord Rybos, many boggards perished while trying to remove King from his home before the wizard proposed a truce through an emissary: both would leave each other alone in exchange for being able to come and go as they pleased. An uneasy peace has ensued for several months, broken only recently when King overheard Hamade Sora, one of Lord Rybos's human slaves, playing a beautiful tune on a simple flute. Having never heard such perfection before, the kappa interpreted the music as a gift from Irori, liberated the musician under cover of night, and had him play music on a strange flute King had recovered in exchange for the kappa's protection. Neither knows that this flute is in fact the *flute of the fallen emperor*, much less realized the power it has.

Only yesterday, the Servants of the Deep abducted Hamade Sora while King had departed to feed, and the human is now in area **A11** being prepared as a sacrifice to Lord Rybos. The kappa

strongly suspects Lord Rybos is to blame but dares not leave his domain unguarded once more to investigate the matter further. What's more, King believes that admitting defeat over the loss of a friend may only impede his own goal of self-perfection and risk the full wrath of the kraken cult.

When King hears the confrontation in area **A2**, he climbs a few steps to observe what he can of the Pathfinders' combat prowess and then returns to prepare for their arrival. He congratulates the PCs on a battle well fought, welcomes them to Shen-Shu, and introduces himself as its custodian. So long as the PCs don't make any serious threats, the kappa perceives the new arrivals as curiosities, a source of information about the world beyond Wanshou, and a possible means of evicting Lord Rybos without breaking any oaths. King doesn't object to the PCs traveling down the stairs, but he does try to delay them with questions about their intentions, origins, and skills while keeping them out of area **A4**. PCs who are especially humble or boastful invite King's jesting ridicule, but he quickly apologizes to those who politely chide him and escalates his taunts to those who respond in anger.

The kappa is a valuable source of information about the rest of Shen-Shu and its inhabitants, but he rations out the intelligence to coax the PCs into returning the favor with news of the outside world, demonstrations of



skill, or entertaining performances. A PC who succeeds at a DC 20 Acrobatics, Diplomacy, or Perform check (DC 24 in Subtier 10–11) can convince King to share an important feature of Shen-Shu. At the GM's discretion, a PC might attempt a different check to impress the kappa or appeal to his monastic interests. Each additional fact requires an additional performance, and each subsequent success increases the check DC by 2 as the kappa yearns to see ever more spectacular feats. Failing three consecutive checks causes King to lose interest and conclude the conversation.

King knows the following facts and reveals them in any order. First, boggards, the masked servants, and enormous, blubbery people (actually marsh giants) regularly enter and leave Shen-Shu. Second, one of the largest rooms below is a vast sea of gold that burns like fire (King's interpretation of the electric charge in area A9). The boggards recently broke in but fled from something within. Third, several doors and barricades keep the swamp beyond at bay, and opening them invites trouble (he provides basic descriptions of the eastern door in area A5 and the southern barricade in area A8). Fourth, in Subtier 7–8, he knows that the masked ones sometimes carry a giant serpent up or down the stairs, but he has not seen it for 5 days since it last descended; what King has seen was actually Lord Rybos under the effects of the *disguise self* spell, and in Subtier 10–11, Lord Rybos typically enters or leaves while disguised as a boggard using *alter self*.

Finally, King knows something of each of the three relics the PCs seek, treating information about each as a separate fact for the purpose of attempting skill checks. The kappa recognizes the *flute of the fallen emperor* from the PCs' description and can explain that his ward, Hamade Sora, had it before he disappeared—likely captured by Lord Rybos's thralls and taken below. King remembers seeing something like the coronation crown in the golden treasury below.

Wise Zijao's seal resides in area A4a, and the kappa considers it a priceless component of his home's art collection. Any questions regarding the seal quickly dampen King's jovial mood, and he insists on knowing why the PCs seek it. Reassurances that philanthropists wish to use it to further a noble agenda set him somewhat at ease, but the PCs must succeed at a DC 28 Diplomacy check (DC 32 in Subtier 10–11) to convince him to part with it willingly. Alternatively, a PC can goad King into a test of might to see who deserves to keep the seal, and the kappa eagerly proposes a wrestling match to test one of the Pathfinder's conviction. The first to pin his opponent wins. King graciously acknowledges a PC's victory by stating it's Irori's way of telling the kappa to train harder, and he insistently stands by the results of

the first contest, even if the PCs demand a rematch. Of course, the PCs can simply attack King and slay him in order to take what they want.

Subtier 7–8 (CR 10)

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)

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*^{UE}, 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.

Subtier 10–11 (CR 13)

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,

SCALING ENCOUNTER A3

Make the following changes to the encounter to accommodate parties of four PCs.

Subtier 7-8: King has expended all of his ki points for the day and doesn't wear his *bracers of armor* +2. This changes his statistics to **AC** 24; touch 20; flat-footed 19.

Subtier 10-11: King has expended all of his ki points for the day and doesn't wear his *bracers of armor* +3. This changes his statistics to **AC** 26; touch 21; flat-footed 20.

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) See Subtier 7–8.

Rewards: If the PCs fail to complete at least two of the following three goals reduce their gold earned as noted below: defeat King in combat, recover Wise Zijao's seal in area **A4a**, or convince King to share at least three facts about Shen-Shu. If the PCs accomplish exactly one of these goals, only reduce their gold earned by half the listed amount.

Subtier 7–8: Reduce each PC's gold earned by 866 gp.

Out of Subtier: Reduce each PC's gold earned by 1,104 gp.

Subtier 10–11: Reduce each PC's gold earned by 1,342 gp.

A4. Art Rooms

Statues, tapestries, and all manner of artwork occupy these clean rooms. Among the treasures is a carefully illuminated set of 100 scrolls in area **A4c** containing excerpts from Irori's holy text *Unbinding the Fetters*, worth 1,000 gp total. A life-sized statue of a contemplative sage holds Wise Zijao's seal in his open hands. The seal is not magical, but the image it creates is an extraordinarily intricate pattern of dots and curving lines that depict a kirin's in mid-leap.

Rewards: The value of the treasure in these rooms is incorporated into the rewards in area **A3**.

A5. Stairway

A trickle of water seeps through the closed door on the east side of this small, fifteen-foot-high antechamber. A moldering

tapestry hangs from floor to ceiling along the south wall, while to the north a closed wooden door remains relatively dry despite the dampness. A heavy stone hatch rests open against the southwest wall, revealing a slick staircase carved from the bedrock that descends into the darkness below.

This was once the stairway that led from the ground floor of Shen-Shu to its upper levels. Nearly all of this floor remains buried, the stronghold's windows having long since shattered under the pressure of the sediment outside. Both Lord Rybos's servants and King found the secret hatch leading down the area **A7** below. The door to the east is under the effects of *arcane lock* (Disable Device DC 20, hardness 5, 15 hp, Strength DC 28), and only the magical effect is keeping the swamp beyond at bay. If the PCs break the door or dispel the *arcane lock*, a large amount of thick mud floods into the room and fills it to a depth of 1 foot before the flow slows to an seeping crawl. Any PC within 10 feet of the door when it breaks open takes 4d6 bludgeoning damage (Reflex DC 15 half). The mud gradually oozes into the stronghold, but the rate is so slow there's no risk of the PCs flooding the basement below.

A6. The Overseer's Office

The slave camp's overseer, who is currently busy at the excavation site, uses this small office. On the desk to the northwest is a small pile of scrolls and maps that track the excavation's progress, as well as several old maps from before the valley was flooded. A cabinet stands against the east wall, its doors ajar.

Treasure: Within the open cabinet is a *wand of resist energy* with 10 charges remaining (CL 7th). In Subtier 10–11, the wand is instead caster level 11th.

Rewards: If the PCs fail to recover the *wand of resist energy*, reduce each PC's gold earned as follows.

Subtier 7–8: Reduce each PC's gold earned by 175 gp.

Out of Subtier: Reduce each PC's gold earned by 225 gp.

Subtier 10–11: Reduce each PC's gold earned by 275 gp.

A7. The Secret Stair

A series of short flights of stairs switchback downward along 10-foot-high corridors. Each landing bears a soggy tapestry whose designs are no longer discernible. Gradual seepage of moisture through the walls has resulted in the fabric's gradual decay. At the bottom of the stairs is an unlocked wooden door.

A8. Barricaded Crossroads

A twenty-foot-tall hallway seems to have once been a major intersection with passageways to the north, south, east, and west. A heavy pile of wood and debris partially barricades

a ceiling-high set of stone doors that lies to the east, and shattered chunks of rock and dried mud block the way south. A wide flight of stairs rises to the north, terminating in a set of double doors.

The south hall has long-since caved-in, and excavating it would take a large work team at least several week. The boggards hastily barricaded the stone doors to the east after being attacked by the lightning elementals in area **A9**, but the PCs can clear the debris with 3d4 minutes of work. The stairs to the north ascend for 30 feet.

A9. The Kirin Vault (CR 10 or CR 13)

Eerie blue light plays across murals on the north, south, and east walls, each portraying a kirin flying through a raging storm. Coins of many shapes, materials, and origins form low heaps throughout this treasury, though in many places the coins have fused together or melted slightly to form extensive sheets of precious metals. A golden skeleton lies sprawled near the room's entrance.

This massive vault contains the wealth of Shen-Shu, a horde lost to the Way of the Kirin since the fall of Imperial Lung Wa. Many of the coins are now fused together after exposure to its elemental guardians' electrified touch and several fiery traps that Lord Rybos's boggard minions triggered. One boggard wasn't blown clear by the explosions and died as the terrified humanoid closed and barricaded the doors, and the briefly molten gold and silver has coated its remains.

The metal-covered floor conducts some of the lighting elemental's energy, resulting in an uncomfortable but harmless buzzing sensation that causes the PCs' hair to stand on end.

Creatures: The Way of the Kirin bound several lightning elementals within this chamber, and the outsiders are capable of melding with the murals when not compelled to defend the treasury. When a creature enters the room, electricity begins dancing across the murals as the elementals observe the intruder. Taking any of the wealth within causes the kirin in the murals to transform into bolts of electricity that lash out into the room and coalesce as lightning elementals shaped like vengeful kirin.

Only the highest-ranking agents in Shen-Shu knew the password (an obscure Minkaian couplet) to access this wealth without reprisal, and they are long since dead. It's possible for a creature to sneak into the room undetected, though the electricity permeating the air gives the elementals greater ability to spot invisible creatures; a creature gains only half the normal bonus on Stealth checks for being invisible.

Subtier 7–8 (CR 10)

ADVANCED LARGE LIGHTNING ELEMENTALS (4) CR 6

N Large outsider (air, elemental, extraplanar; *Pathfinder RPG Bestiary* 2 292, 116; see page 24)

Init +10; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 18, touch 16, flat-footed 11 (+8 Dex, +1 dodge, +4 natural, –1 size)

hp 76 (8d10+32)

Fort +8, **Ref** +12, **Will** +2

DR 5/–; **Immune** electricity, elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +15 (1d8+5 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, **Dex** 27, **Con** 18, **Int** 10, **Wis** 15, **Cha** 15

Base Atk +8; **CMB** +14; **CMD** 33

Feats Dodge, Flyby Attack, Improved Initiative, Mobility, Weapon Finesse

Skills Acrobatics +19, Escape Artist +19, Fly +25, Knowledge (planes) +11, Perception +13, Stealth +15

Languages Auran, Minkaian, Tien

SPECIAL ABILITIES

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.

Subtier 10–11 (CR 13)

ELDER LIGHTNING ELEMENTALS (2) CR 11

hp 136 each (*Pathfinder RPG Bestiary* 2 117; see page 25)

TACTICS

Use the tactics in Subtier 7–8.

STATISTICS

Languages Auran, Minkaian, Tien

Development: Approaching within 10 feet of this room while carrying Shiyō's moneybag or coins activates the scrying effect. A PC can notice the scrying sensor with

SCALING ENCOUNTER A9

Make the following changes to the encounter to accommodate a group of four PCs.

Subtier 7-8: Remove the advanced simple template from the lightning elementals.

Subtier 10-11: Replace the two elder lightning elementals with three greater lightning elementals.

a DC 27 Perception check, and the sensor watches the room's entrance.

Treasure: Tens of thousands of coins cover the floor, though most are fused together or melted into sheets of many different materials; the sheets are too large to extract without hacking the mass into smaller pieces. Collectively, there is 18,000 gp worth of precious metals, mostly composed of copper, silver, and misshapen jewelry that has lost much of its value. Of this only 1,200 gp worth includes loose coins easily extracted from the treasury. In addition, several magic items are partly sealed in the metal, requiring a standard action and a successful DC 16 Strength check to extract them. In the northeast quadrant is a +1 *light fortification o-yoroi* (*Pathfinder RPG Ultimate Equipment* 13), in the southeast quadrant is a +1 *shock katana* (*Ultimate Equipment* 30), and a charred, lacquered case near the room's center contains a *shocking robe* (*Ultimate Equipment* 219). In Subtier 10–11, these are instead a +2 *light fortification o-yoroi*, a +1 *shocking burst katana*, and a *thundering robe* (a variant *shocking robe* that instead grants sonic resistance, augments spells with the sonic descriptor, and deals sonic damage).

One of the few metal art objects in this room to survive the intense energies is a mithral crown, the second Shu coronation crown.

Faction Notes: The scrying sensor scrutinizes members of the Sovereign Court, and the agent observing the PCs carefully watches to see how well they uphold the tenets of the Way of the Kirin—specifically taking only what wealth is necessary to combat injustice. The magic items and the second Shu coronation crown all contribute to the Pathfinders' mission or assist them in imminent encounters, but taking time to collect more than a handful of coins or pry sheets of metal from the floor demonstrates the Sovereign Court's greed. Attempting to harvest this wealth or failing to rebuke non-faction PCs who attempt to do so reflects poorly upon Lady Morilla's organization.

A10. Storage Room (CR 9 or CR 12)

Sets of heavy double doors sit in the north and south walls of this musty room. Crates and barrels are piled against the walls, and a lone table sits in the southeastern corner.

OPTIONAL ENCOUNTER

The Storage Room is an optional encounter. If fewer than 90 minutes remain in which to complete the scenario, skip the encounter; the occupants of the room are busy laying their plans elsewhere.

SCALING ENCOUNTER A10

Make the following changes to the encounter to accommodate a group of four PCs.

Subtier 7-8: The marsh giant is alone. Remove the boggard scarred one from the encounter.

Subtier 10-11: Remove the boggard stalker from the encounter.

The crates and barrels are filled with moldering foodstuffs stored long ago by the Way in order to supply its armies.

Trap: Lord Rybos has a mental *alarm* spell cast above the south door in this room to alert him of intruders. The creatures in this room know the password and do not trigger the alarm.

Creatures: The boggards and marsh giants in this room are laying plans on how to best claim the treasures of the vault in area **A9**. Despite being focused on their plans, they are otherwise alert.

Subtier 7–8 (CR 9)

BOGGARD SCARRED ONE **CR 6**
hp 86 (*Pathfinder RPG Monster Codex* 12; see page 22)
TACTICS

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

MARSH GIANT **CR 8**
hp 102 (*Pathfinder RPG Bestiary* 2 129; see page 26)
TACTICS

Morale The marsh giant fights to the death.

Subtier 10–11 (CR 12)

BOGGARD STALKER **CR 9**
hp 95 (*Pathfinder RPG Monster Codex* 14; see page 23)
TACTICS

Morale Same as Subtier 7-8.

MARSH GIANTS (3) **CR 8**
hp 102 each (*Pathfinder RPG Bestiary* 2 129; see page 26)
TACTICS

Morale The marsh giant fights to the death.

A11. The Flooded Archives (CR 11 or CR 14)

Water seeps through a thin, vertical crack that runs from the waterline of the north wall to the center of the ceiling in this tall flooded chamber. A stairway leads from the south door down into the dark waters that nearly fill this large library. Tall bookcases rise only inches above the waterline as they trace the edge of the room, and a second set of wider shelves spiral about the room’s interior. Four algae-covered pillars support the ceiling above.

The once-grand chamber is largely flooded and little remains above the water beyond the slick tops of the bookshelves. Traversing the perimeter bookshelves requires a successful DC 7 Acrobatics check, and traveling along the wider inner shelves requires only a DC 2 Acrobatics check. Increase the DC by 5 if the PC attempts to step around any of the pillars to an adjoining shelf.

The water in the room is 15 feet deep and leaves only a little over 5 feet of clearance between the waterline and ceiling. The improvised pool is murky enough to provide concealment against any attacks that travel through 20 feet or more of water, and a PC must succeed at a DC

In addition to supporting the ceiling, the pillars are the foci for a magical ward that protects the scrolls and books in this room from water damage, though because the enchantment was intended to defend against humidity and mildew, the room’s constant submersion has nearly overpowered the spell. Moderate water damage has struck many of the texts, and the ward has no effect on any spells that would otherwise damage the archives.

Creatures: Once the war beast of a storm-worshipping druid, Lord Rybos is a giant squid who acquired superior intellect as the result of an *awaken* spell. Once truly awakened, he began to hear the distant summons of the elder kraken Zhanagorr, who taught him a ritual that would grant the awakened squid greater power and influence by sacrificing humanoid victims—beginning with the same druid that awakened him. Lord Rybos has continued to perform the vile ritual and grows more powerful with each ceremony. After a decade of service to Zhanagorr, he commands great respect among the Servants of the Deep and has hundreds of boggards and slaves to further his ambitions in southeastern Wanshou.

The awakened cephalopod makes this water-filled chamber his lair, lurking below the murk of the dark swamp water to study the massive collection of the Way of the Kirin looking for lost secrets, ancient lore, and insights into a higher understanding of the world itself. Entering and leaving is a chore, requiring the use of transmutation magic and often his servants’ help, so Lord Rybos has spent weeks at a time here, relying on his boggard minions to refresh the water several bucketfuls

at a time and bring him meals while he reads about the world he might one day rule.

Several Servants of the Deep stand upon the wide bookcase to the north, preparing a chemically numbered yet full conscious Hamade Sora as a sacrifice. Lord Rybos hides below the dark water, awaiting the victim's proper preparation. Hamade is helpless due to Dexterity-damaging poison, has 10 hit points remaining, has a Constitution score of 11.

Subtier 7–8 (CR 11)

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)

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[®], 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.

SERVANT OF THE DEEP (3) CR 6

hp 80 each (see page 9)

TACTICS

Before Combat The Servant of the Deep drinks her *potion of water walk* and casts *mage armor* at Lord Rybos's command.

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 to deal more damage, and they employ their evil eye hex against opponents that 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.

Subtier 10–11 (CR 14)

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)

SCALING ENCOUNTER A11

Make the following changes to the encounter to accommodate a group of four PCs.

Subtier 7-8: Lord Rybos has expended his spells for the day, is not under the effect of his *mage armor* spell, and has already used his arcane bond. Remove the Servant of the Deep from the encounter.

Subtier 10-11: Lord Rybos has already cast *mage armor*, *resist energy*, and *stoneskin* today, all of which have since expired; he doesn't have any *scrolls of mage armor* and has already used his arcane bond spell for the day. Remove one Servant of the Deep from the encounter.

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, Multiattack⁸, 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.

SERVANTS OF THE DEEP (2)

CR 9

hp 110 each (see page 10)

Treasure: The *flute of the fallen emperor* rests on one of the underwater shelves along the north wall, where Lord Rybos placed it for further study after discerning its strong aura of transmutation magic.

Development: Once the PCs defeat Lord Rybos, they can rescue the paralyzed Ryoto Ryu and resuscitate him by healing at least point of Dexterity damage. The prospect of freedom excites him, and even the idea of continuing to live with King—whom he considers a curious and rather disconcerting patron—is a vast improvement to any other fate he could wish for in Wanshou. The only possession he owns with which he can repay the PCs is the *flute of the fallen emperor*. If pressed, he reveals that he believes his music once caused the swamp water to churn and clouds to part, but when he revealed his suspicions to King, the kappa simply laughed at the absurd notion. Hamate Sora is not yet accomplished enough to activate the instrument's power, but with further training he may one day be able to wield it to counter Zhanagorr's magic.

CONCLUSION

Escaping from the Sunken Valley is simpler than entering it—especially once the boggards discover that Lord Rybos is dead and begin to fight among themselves—and the PCs set out on their long journey back to Kwanlai. Without the leadership of Lord Rybos, interest in the Sunken Valley wanes and the excavations cease. King gradually

reestablishes himself as the custodian of the area, and he begins adopting runaway slaves as his disciples.

Amara Li and Shiyo Takarak welcome the Pathfinders back to Kwanlai and listen intently to their report. The tengu is particularly excited when the PCs deliver any of the relics they might have recovered, and she handles each with care and respect before placing them in silk-lined boxes. If the PCs actively looted the stronghold (particularly if the scrying sensor activated in area **A9** observed them taking gold from the treasury), Shiyo cautiously asks about their actions and prompts them to admit what they did, but doesn't reveal her own espionage. Amara Li is embarrassed by any confirmation that the PCs acted like looters, quoting a Tian-Shu saying: "When a neighbor invites you to enter her home and retrieve a spoon, one does not also rearrange her furniture." Despite any acts of greed, Shiyo voices her appreciation of the PCs actions and announces that they have the Way of the Kirin's thanks.

Reporting Notes

If the PCs successfully recover Wise Zijao's seal, check box A on the reporting sheet. If the PCs recover the second Shu coronation crown, check box B. If the Sovereign Court faction fulfills its mission objectives, check box C.

Primary Success Condition

The PCs complete their primary mission if they recover the *flute of the fallen emperor* in area **A11** and return it to Shiyo Takarak in Kwanlai. Doing so earns each PC 1 Prestige Point.

Secondary Success Condition

The PCs complete their secondary mission if they recover both Wise Zijao's seal (in area **A4a**) and the second Shu coronation crown (in area **A9**). Doing so earns each PC 1 additional Prestige Point.

Faction Notes

The Way of the Kirin has heard of the Sovereign Court, Lady Morilla's new faction, and the Way's agents are vigilant in studying the faction's representatives to determine if they might serve as strategic partners in spreading an agenda of respectful rulership, economical responsibility, and honorable action. These agents do not follow the PCs into Wanshou, but they do use Shiyo's moneybag and coins to monitor how Sovereign Court PCs behave in the presence of wealth. Impressing the Way of the Kirin requires the Sovereign Court PCs to fulfill three objectives: avoid egregiously dishonorable or unbecoming acts while meeting with Shiyo; avoid spending any of Shiyo's money on frivolous expenditures; and avoid looting the precious metals in area **A9**. Saving against the scrying effect prevents the agents from observing the PCs' actions, and the Way of the Kirin assumes some form of deception and waits several more months before testing the Sovereign Court again; this counts as a failure.

Completing all three of these objectives earns each Sovereign Court PC the Eyes of the Kirin boon on her Chronicle sheet. All members of the faction succeed or fail together.

Pathfinder Society Scenario #6-13: Of Kirin and Kraken

Event _____	Date _____
GM # _____	GM Character # _____
GM Name _____	GM Prestige Earned _____
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court <input type="checkbox"/> A <input type="checkbox"/> B <input type="checkbox"/> C <input type="checkbox"/> D	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div> Prestige Points
Character # _____	Character Name _____
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div> Prestige Points
Character # _____	Character Name _____
<input type="checkbox"/> Dark Archive <input type="checkbox"/> The Exchange <input type="checkbox"/> Grand Lodge <input type="checkbox"/> Liberty's Edge <input type="checkbox"/> Scarab Sages <input type="checkbox"/> Silver Crusade <input type="checkbox"/> Sovereign Court	<div style="border: 1px solid black; width: 30px; height: 30px; margin: 0 auto;"></div> Prestige Points
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Character # _____	Character Name _____
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BOGGARD BARBARIANS

Boggard barbarians are terrifying and unpredictable.

BOGGARD SAVAGE

CR 4

XP 1,200

Boggard barbarian 2

CE Medium humanoid (boggard)

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

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

OFFENSE

Speed 30 ft., swim 30 ft.

Melee mwk greatclub +12 (1d10+9), tongue +5 touch (sticky tongue)

Ranged javelin +4 (1d6+6)

Special Attacks rage (10 rounds/day), rage powers (no escape), terrifying croak (DC 12)

TACTICS

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.

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

BOGGARD SCARRED ONE

CR 6

XP 2,400

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)

Ranged javelin +5 (1d6+7)

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

TACTICS

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



BOGGARD RANGERS

Boggard rangers stalk silently through the swamps.

BOGGARD HUNTER

CR 5

XP 1,600

Boggard ranger 3

CE Medium humanoid (boggard)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSE

AC 18, touch 11, flat-footed 17 (+4 armor, +1 Dex, +3 natural)

hp 53 (6 HD; 3d8+3d10+24)

Fort +10, **Ref** +6, **Will** +4

OFFENSE

Speed 20 ft., swim 30 ft.

Melee morningstar +9 (1d8+4), tongue +4 touch (sticky tongue)

Ranged mwk composite longbow +8 (1d8+4/×3)



Special Attacks combat style (archery), favored enemy (reptilian humanoids +2), terrifying croak (DC 12)

STATISTICS

Str 19, **Dex** 13, **Con** 16, **Int** 8, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +9; **CMD** 20

Feats Endurance, Point-Blank Shot, Precise Shot, Toughness, Weapon Focus (composite longbow)

Skills Acrobatics +5 (+21 when jumping), Knowledge (nature) +5, Perception +14, Stealth +8 (+16 in swamps), Survival +8, Swim +12

Languages Boggard

SQ favored terrain (swamp +2), hold breath, swamp stride, track +1, wild empathy +2

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 studded leather, morningstar, mwk composite longbow (+4 Str), *cloak of resistance* +1, 267 gp

BOGGARD STALKER

CR 9

XP 6,400

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)

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

ELEMENTAL, LIGHTNING

This creature looks like a dark storm cloud, with sparks suggesting eyes and long sweeping arms charged with bolts of lightning.

LIGHTNING ELEMENTAL



Languages Auran

ECOLOGY

Environment any (Plane of Air)

Organization solitary, pair, or gang (3–8)

Treasure none

SPECIAL ABILITIES

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.

SMALL LIGHTNING ELEMENTAL

CR 1

XP 400

N Small outsider (air, elemental, extraplanar)

Init +6; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 14, touch 13, flat-footed 12 (+2 Dex, +1 natural, +1 size)

hp 11 (2d10)

Fort +3, **Ref** +5, **Will** +0

Immune electricity, elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +5 (1d4 plus 1d3 electricity)

Special Attacks metal mastery, spark leap

STATISTICS

Str 10, **Dex** 15, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +1; **CMD** 13

Feats Improved Initiative, Weapon Finesse[®]

Skills Acrobatics +7, Escape Artist +6, Fly +12, Knowledge (planes) +1, Perception +5

MEDIUM LIGHTNING ELEMENTAL

CR 3

XP 800

N Medium outsider (air, elemental, extraplanar)

Init +8; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

AC 16, touch 15, flat-footed 11 (+4 Dex, +1 dodge, +1 natural)

hp 26 (4d10+4)

Fort +5, **Ref** +8, **Will** +1

Immune electricity, elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee slam +8 (1d6+3 plus 1d4 electricity)

Special Attacks metal mastery, spark leap

STATISTICS

Str 14, **Dex** 19, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 21

Feats Dodge, Improved Initiative, Weapon Finesse[®]

Skills Acrobatics +11, Escape Artist +9, Fly +12, Knowledge (planes) +2, Perception +7

LARGE LIGHTNING ELEMENTAL

CR 5

XP 1,600

N Large outsider (air, elemental, extraplanar)

Init +10; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 18, touch 16, flat-footed 11 (+6 Dex, +1 dodge, +2 natural, –1 size)

hp 60 (8d10+16)

Fort +8, **Ref** +12, **Will** +2

DR 5/–; **Immune** electricity, elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +13 (1d8+3 plus 1d6 electricity)

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

Special Attacks metal mastery, spark leap

STATISTICS

Str 16, **Dex** 23, **Con** 14, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +8; **CMB** +12; **CMD** 29

Feats Dodge, Flyby Attack, Improved Initiative, Mobility, Weapon Finesse[®]

Skills Acrobatics +17, Escape Artist +17, Fly +12, Knowledge (planes) +9, Perception +11

HUGE LIGHTNING ELEMENTAL

CR 7

XP 3,200

N Huge outsider (air, elemental, extraplanar)

Init +12; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 19, touch 17, flat-footed 10 (+8 Dex, +1 dodge, +2 natural, –2 size)

hp 85 (10d10+30)

Fort +10, **Ref** +15, **Will** +5

DR 5/–; **Immune** electricity, elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +16 (2d6+5 plus 1d8 electricity)

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

Special Attacks metal mastery, spark leap

STATISTICS

Str 20, **Dex** 27, **Con** 16, **Int** 6, **Wis** 11, **Cha** 11

Base Atk +10; **CMB** +17; **CMD** 36

Feats Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Weapon Finesse[®]

Skills Acrobatics +21, Escape Artist +21, Fly +12, Knowledge (planes) +11, Perception +13

GREATER LIGHTNING ELEMENTAL CR 9

XP 6,400

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)

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

ELDER LIGHTNING ELEMENTAL CR 11

XP 12,800

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)

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

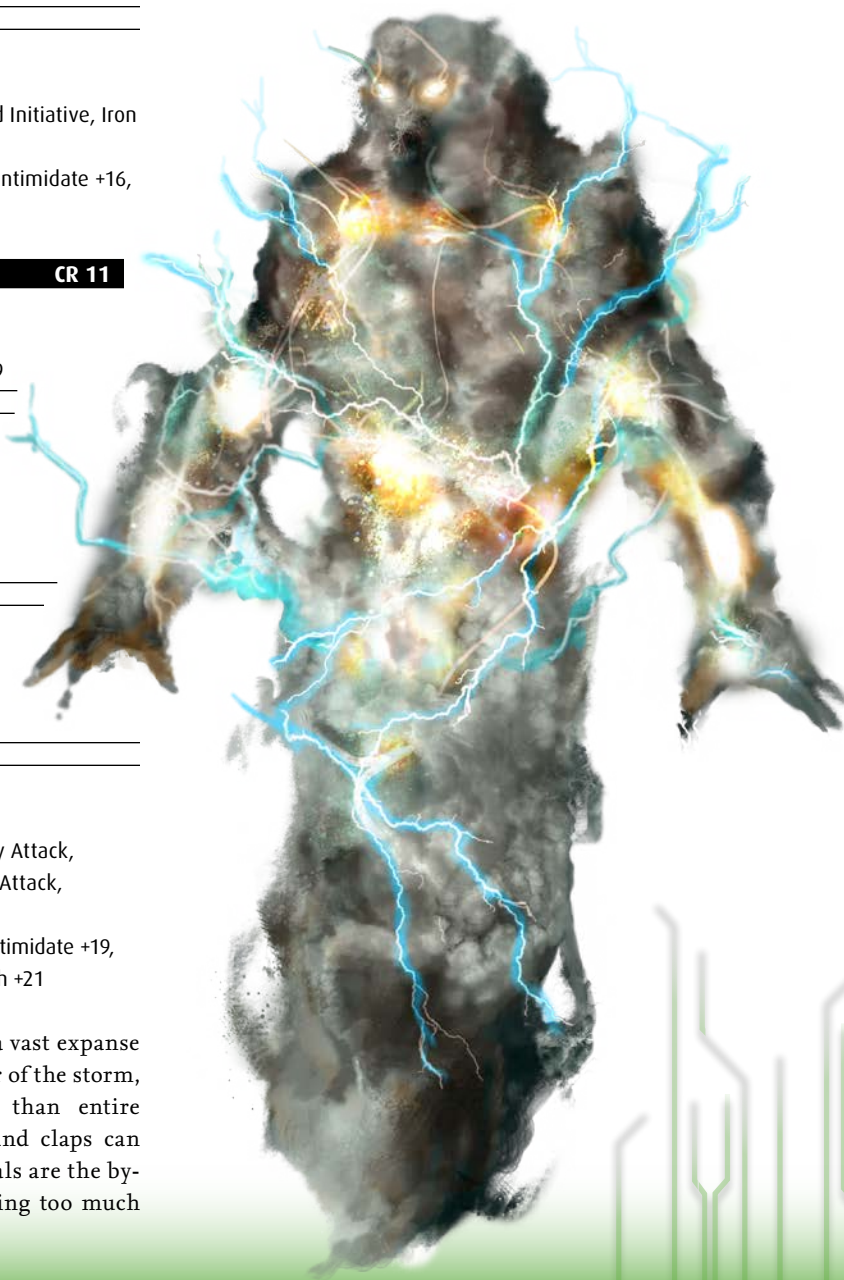
Feats Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Iron Will, Mobility, Power Attack, Weapon Finesse^B

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

Though most think of the Plane of Air as a vast expanse of clear sky, that plane also holds the power of the storm, including monstrous hurricanes larger than entire worlds and thunderstorms whose peals and claps can shatter stone. Whether lightning elementals are the by-product of common air elementals spending too much

time near these electrically charged storms or are merely calved off like forgotten flurries, they are aggressive and almost suicidal in their willingness to leap into battle. They particularly enjoy attacking creatures that are made of metal and creatures that wear metal armor or wield metal weapons.

Many lightning elementals have a roughly humanoid shape, but some prefer animalistic shapes (particularly birds and dragons), and a few appear to be nothing more than large disembodied heads made of dark clouds with flickering lightning tongues. Regardless of the shape a lightning elemental takes, the air around the creature hums and throbs with the promise of electrocution and the tangy stink of ozone.



GIANT, MARSH

Cold, black eyes stare out from the fish-like face of this hideous green-skinned, web-fingered, and obese giant.

MARSH GIANT

CR 8



XP 4,800

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)

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*

STATISTICS

Str 27, **Dex** 17, **Con** 19, **Int** 8, **Wis** 15, **Cha** 12

Base Atk +9; **CMB** +18; **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, Giant

ECOLOGY

Environment temperate marshes

Organization solitary, gang (2-6), or tribe (7-22, plus

20% noncombatants plus 1 cleric or witch leader

of 4th-8th level, 1-3 barbarian or fighter

champions of 2nd-5th level, 2-12 merrows,

10-20 boggards, and 6-12 giant frogs)

Treasure standard (gaff, other treasure)

Hideously ugly, marsh giants dwell in the most desolate of swamps—preferably those that share a sodden border with the sea. Marsh giants typically use a hooked club called a gaff (wielded in both hands) in combat—treat these weapons as flails, save that they do piercing damage.

Marsh giants are hateful thugs bound together by a common zealotry. Powerful opponents and beasts are the most prized of meals, though many marsh giants are also cannibals—they often attack fellow tribe members just to gorge on a particularly fearsome or delicious-looking relative.

Some marsh giants mingle with abominations from the deepest seas, creatures they believe are sent by their god. This has further contributed to their racial degradation, but the immediate offspring of these unholy unions are powerful. Deformed with tentacles, scales, and other aquatic traits, these marsh giants are known as “brineborn.” They are advanced marsh giants with the aquatic subtype, a swim speed of 40 feet, the amphibious special quality, and the following additional spell-like abilities:

Constant—*speak with animals*; 3/day—*contagion* (DC 15), *confusion* (DC 14), *quench* (DC 14).





Pathfinder Society Scenario #6-13: Of Kirin and Kraken

Character Chronicle #

Core Campaign

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

This Chronicle sheet grants access to the following:

Eyes of the Kirin (Sovereign Court faction): You have demonstrated the righteousness determination of the Sovereign Court to the Way of the Kirin, a covert organization active in Tian Xia that is dedicated to justice. As a free action, you can cross this boon off your Chronicle sheet in order to channel the infallibility of the kirin for 5 rounds, during which time you gain electricity resistance 10, spell resistance 20 against spells cast by evil creatures, and a +5 sacred bonus on any one Diplomacy check you attempt before the effect ends. Alternatively, you can cross this boon off to earn Lady Morilla's accolades, restoring 2 Prestige Points you had already expended.

All Subtiers

Subtier 10-11

- +1 *ki focus nine-ring broadsword* (8,315 gp; *Pathfinder RPG Ultimate Equipment 33*)
- +1 *light fortification o-yoroi* (5,850 gp; *Ultimate Equipment 13*)
- +1 *shock katana* (8,350 gp; *Ultimate Equipment 30*)
- ring of protection +1* (2,000 gp)
- shocking robe* (11,000 gp; *Ultimate Equipment 219*)
- wand of enervation* (4 charges; 1,680 gp, limit 1)
- wand of resist energy* (CL 7th, 10 charges; 2,100 gp, limit 1)

- +1 *shocking burst katana* (18,350 gp; *Ultimate Equipment 30*)
- +2 *ki focus nine-ring broadsword* (18,315 gp; *Ultimate Equipment 33*)
- +2 *light fortification o-yoroi* (10,850 gp; *Ultimate Equipment 13*)
- thundering robe* (variant *shocking robe* that grants sonic resistance, deals sonic damage, and augments spells with the sonic descriptor; 11,000 gp; *Ultimate Equipment 219*)
- wand of enervation* (10 charges; 4,200 gp, limit 1)
- wand of resist energy* (CL 11th, 10 charges; 3,300 gp, limit 1)

SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
7-8	2,231	4,461
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
Out of Subtier	3,045	6,089
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
10-11	3,858	7,716
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
-	-	-
SUBTIER	<input type="checkbox"/> Slow	<input type="checkbox"/> Normal
-	-	-

MAX GOLD		
Starting XP		
+	<small>GM's Initials</small>	
XP Gained (GM ONLY)		
=		
Final XP Total		
Initial Prestige Initial Fame		
+	<small>GM's Initials</small>	
Prestige Gained (GM ONLY)		
-		
Prestige Spent		
Current Prestige Final Fame		
EXPERIENCE		
Starting GP		
+	<small>GM's Initials</small>	
GP Gained (GM ONLY)		
+	<small>GM's Initials</small>	
Day Job (GM ONLY)		
-		
Gold Spent		
=		
Total		

For GM Only

EVENT	EVENT CODE	DATE	Game Master's Signature	GM Pathfinder Society #
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