

**Giant Gar (2) CR 6**

**XP 2,400**

N Huge animal (aquatic)

**Init** +4; **Senses** low-light vision; Perception +11

**Defense**

**AC** 19, touch 8, flat-footed 19 (+11 natural, -2 size)

**hp** 73 (7d8+42)

**Fort** +11, **Ref** +7, **Will** +5

**Offense**

**Speed** swim 60 ft.

**Melee** bite +13 (2d6+15 plus grab)

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

**Special Attacks** swallow whole (2d6+10 bludgeoning damage, AC 15, hp 7)

**Statistics**

**Str** 30, **Dex** 10, **Con** 23, **Int** 1, **Wis** 13, **Cha** 2

**Base Atk** +5; **CMB** +17 (+21 grapple); **CMD** 27 (can't be tripped)

**Feats** Improved Initiative, Iron Will, Lightning Reflexes, Power Attack

**Skills** Perception +11, Swim +18

## Sisters of the Broken Path CR 8

**XP 4,800 each**

Female hobgoblin monk (hungry ghost monk) 9

LE Medium humanoid (goblinoid)

**Init** +7; **Senses** darkvision 60 ft.; Perception +14

### DEFENSE

**AC** 21, touch 18, flat-footed 17 (+2 armor, +3 Dex, +1 dodge, +2 monk, +2 Wis, +1 natural)

**hp** 80 each (9d8+36)

**Fort** +8, **Ref** +11, **Will** +8; +2 vs. enchantment

**Defensive Abilities** improved evasion

### OFFENSE

**Speed** 60 ft.

**Melee** mwk nunchaku +10/+5 (1d6+3) or unarmed strike +9/+4 (1d10+3) or

mwk nunchaku flurry of blows +11/+11/+6/+6 (1d6+3) or

unarmed strike flurry of blows +10/+10/+5/+5 (1d10+3)

**Ranged** dagger +9 (1d4+3/19–20)

**Special Attacks** flurry of blows, life funnel\*, punishing kick\* (9/day, DC 16), steal *ki*\*

### TACTICS

**Before Combat** The Sisters drink their *potions of blur* before combat ensues.

**During Combat** The monks work together, attacking as a single group flanking one or two opponents if the opportunity presents itself. They attempt to push enemies into the pit in area **C9** using their Punishing Kick feat, or make flurry of blows attacks, using their nunchaku to disarm opponents. If fighting on the Lattice (area **C9**), the monks use their superior acrobatics skills to maneuver around and outflank foes. The Sisters think nothing of leaping the 10 feet between the iron bars.

**Morale** Devoted followers of Munasukaru, the Sisters of the Broken Path do not surrender, defending their living god to the death. When a monk reaches 10 hit points or fewer, she screams an oath to Munasukaru's glory and commits seppuku (ritual suicide by performing a self-inflicted coup de grace with her dagger).

### STATISTICS

**Str** 16, **Dex** 16, **Con** 14, **Int** 10, **Wis** 14, **Cha** 8

**Base Atk** +6; **CMB** +12; **CMD** 27

**Feats** Combat Reflexes, Deflect Arrows, Dodge, Improved Disarm, Improved Initiative, Improved Unarmed Strike, Lightning Reflexes, Punishing Kick\*, Skill Focus (Acrobatics), Toughness

**Skills** Acrobatics +18 (+39 jump), Climb +15, Intimidate +10, Perception +14, Stealth +11

**Languages** Goblin, Tien

**SQ** fast movement, high jump, *ki* pool (6 points, magic), maneuver training, slow fall 40 ft., still mind

**Combat Gear** *potion of blur*; **Other Gear** daggers (4), masterwork nunchaku, *amulet of natural armor* +1, *bracers of armor* +2, 100 gp worth of jeweled studs for piercings

## Ryosanjin, Munasukaru's Chosen

Male ogre mage samurai 1 (*Pathfinder RPG Bestiary* 221, *Pathfinder RPG Ultimate Combat* 18)

LE Large outsider (giant, native, oni, shapechanger)

**Init** +6; **Senses** darkvision 60 ft., low-light vision; Perception +16

### DEFENSE

**AC** 23, touch 11, flat-footed 21 (+7 armor, +2 Dex, +5 natural, -1 size)

**hp** 113 (9d10+64); regeneration 5 (acid or fire)

**Fort** +15, **Ref** +6, **Will** +12

**SR** 19

### OFFENSE

**Speed** 30 ft., fly 40 ft. (average)

**Melee** mwk katana\* +18/+13 (2d6+9/18-20) or mwk silver wakizashi\* +18/+13 (1d8+13/18-20)

**Ranged** mwk composite longbow +11/+6 (2d6+9/x3)

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

**Special Attacks** challenge (+1, 1/day)

**Spell-Like Abilities** (CL 9th; concentration +12)

Constant—*fly*

At will—*darkness*, *invisibility*

1/day—*charm monster* (DC 18), *cone of cold* (DC 19), *gaseous form*, *deep slumber* (DC 17)

### TACTICS

**During Combat** Ryosanjin forgoes using his *invisibility* and enters combat mounted on Jiaogu. On the first round of combat, Ryosanjin issues a challenge to an honorable opponent—preferably another warrior—and charges. He reserves his spells for spellcasters or rogues, rather than sully his honor by fighting such lowly opponents. If Jiaogu is killed, Ryosanjin uses *gaseous form* to honorably withdraw if the odds are greatly against him (when he is outflanked or reduced to half his hit points) so that he can take up a better position.

**Morale** a haughty combatant, Ryosanjin fights with honor. He would rather die than dishonor Munasukaru, so he does not surrender.

### STATISTICS

**Str** 28, **Dex** 15, **Con** 25, **Int** 14, **Wis** 18, **Cha** 19

**Base Atk** +9; **CMB** +19; **CMD** 31

**Feats** Combat Reflexes, Critical Focus, Improved Initiative, Iron Will, Lightning Reflexes

**Skills** Bluff +16, Disguise +14, Fly +7, Intimidate +16, Perception +16, Ride +9, Sense Motive +16, Spellcraft +14

**Languages** Common, Giant, Goblin, Tien

**SQ** change shape (Small, Medium, or Large humanoid; *alter self* or *giant form I*), flight, mount, order of the warrior\*, resolve\* 1/day

**Gear** Large masterwork tatami-do\*, Large masterwork katana\*, Large masterwork composite longbow (+9 Str) with 20 arrows, Large masterwork silver wakizashi\*, lacquer opium box set with pearls (worth 40 gp) containing 2 doses of opium (see page 29)

### SPECIAL ABILITIES

**Challenge (Ex)** This functions as the cavalier ability of the same name (*Advanced Player's Guide* 32).

**Order (Ex)** Fujai belongs to the order of the warrior. Whenever Fujai declares a challenge, he receives damage reduction 1/— against attacks made by the target of his challenge.

**Resolve (Ex)** Once per day, Fujai can call upon his resolve to endure wounds and afflictions in a number of ways.

*Determined:* As a standard action, Fujai can use his resolve to remove the fatigued, shaken, or sickened condition.

*Resolute:* Whenever Fujai is required to make a Fortitude or Will save, he can use his resolve as an immediate action to roll twice and take the better result. He must decide to use this ability before he rolls the saving throw.

*Unstoppable:* When Fujai is reduced to fewer than 0 hit points but not slain, he can use his resolve as an immediate action to instantly stabilize and remain conscious. He is staggered, but he does not fall unconscious and begin dying if he takes a standard action. He does fall unconscious if he takes additional damage from any source.

## **Giant Gorgon CR 9**

**XP 4,800**

N Huge magical beast

**Init** +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +17

### **Defense**

**AC** 21, touch 7, flat-footed 21 (+14 natural, -2 size, -1 DEX)

**hp** 116 (8d10+56)

**Fort** +15, **Ref** +5, **Will** +7

### **Offense**

**Speed** 30 ft.

**Melee** gore +16 (3d6+9), 2 hooves +11 (1d8+5)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** breath weapon (60-foot cone, turn to stone, Fortitude DC 21 negates), trample (2d8+10, DC 23)

### **Statistics**

**Str** 28, **Dex** 8, **Con** 28, **Int** 2, **Wis** 16, **Cha** 9

**Base Atk** +8; **CMB** +16; **CMD** 26

**Feats** Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception)

**Skills** Perception +17

### **Special Abilities**

**Breath Weapon** A gorgon can use its breath weapon once every 1d4+1 rounds to create a 60-foot cone of green gas. Those caught in the area of the gas can attempt a DC 23 Fortitude save to resist the effects, but those who fail the save are immediately petrified. This petrification is temporary—each round, a petrified creature can attempt a new DC 23 Fortitude save to recover from the petrification as long as it is not caught within the area of effect of the gorgon's breath weapon a second time while petrified. A creature exposed to the gorgon's breath a second time while already petrified becomes permanently petrified, and can no longer attempt to make additional Fortitude saves to recover naturally. The save DC is Constitution-based.

## **Destrachan CR 8**

**XP 4,800**

NE Large aberration

**Init** +5; **Senses** blindsight 100 ft.; **Perception** +27

### **Defense**

**AC** 19, touch 11, flat-footed 17 (+1 Dex, +1 dodge, +8 natural, -1 size)

**hp** 90 (12d8+36)

**Fort** +9, **Ref** +7, **Will** +12

**Defensive Abilities** protection from sonics; **Immune** gaze attacks, visual effects, illusions, and attacks relying on sight; **Resist** sonic 30

### **Offense**

**Speed** 30 ft.

**Melee** bite +12 (2d6+4), 2 claws +12 (1d8+4)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** destructive harmonics

### **Statistics**

**Str** 18, **Dex** 13, **Con** 16, **Int** 13, **Wis** 18, **Cha** 13

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

**Feats** Dodge, Great Fortitude, Improved Initiative, Lightning Reflexes, Mobility, Vital Strike

**Skills** Climb +19, Perception +27, Sense Motive +16, Stealth +12, Survival +19; **Racial Modifiers** +8 Perception (hearing only)

**Languages** Common (cannot speak)

**Treasure** incidental

### **Special Abilities**

**Destructive Harmonics (Su)** A destrachan can project a blast of sonic energy in a cone up to 80 feet long or in a 30-foot-radius burst centered on itself as a standard action. It can adjust the harmonics of its sonic cry to generate one of two different effects on targets within the area of effect, but can only create one of these effects with each use of this ability. The save DCs are Constitution-based.

*Destruction:* All creatures within the area of effect of the destructive harmonics take 8d6 points of sonic damage—a DC 19 Reflex save halves this damage. If the destrachan wishes, this damage can instead deal nonlethal damage rather than sonic damage. Alternatively, the destrachan can target a single crystal, metal, stone, or wooden object within 80 feet with this attack—that object takes 8d6 points of damage. This damage is not halved when applied to the object's hit points, but is reduced by the object's hardness. A magical or attended object can attempt a DC 19 Reflex save to halve the damage.

*Pain:* Rather than deal damage, the destrachan can cause intense pain and overwhelming sound to affect all creatures within the area. Targets in the area must succeed on a DC 19 Fortitude save to avoid being stunned for 1 round and deafened for 1d6 rounds.

**Protection from Sonics (Ex)** A destrachan gains a +4 racial bonus on all saves against sonic attacks. It is immune to the effects of its own destructive harmonics. A destrachan whose sense of hearing is impaired is effectively blinded, treating all targets as if they had total concealment.