

## PART 1 INVESTIGATION

**LANKESH Rakshasa CR 10** LE Medium [outsider](#) ([native](#), [shapechanger](#))  
**Init** +9; **Senses** darkvision 60 ft.; [Perception](#) +14, Speed 40

**AC** 29, touch 16, flat-footed 23 (+5 Dex, +1 dodge, +9 natural +4 armour)  
**hp** 115 (10d10+60)  
**Fort** +9, **Ref** +12, **Will** +8     **DR** 15/good and piercing; **SR** 25

**Melee** +1 *kukri* +16/+11 (1d4+4/15–20), claw +10 (1d4+1), bite +10 (1d6+1)

### Spells Known (CL 7th)

3rd (5/day)—[lightning bolt](#) (DC 16), [suggestion](#) (DC 16)

2nd (7/day)—[acid arrow](#), [invisibility](#), [minor image](#)

1st (7/day)—[charm person](#) (DC 14), [mage armor](#), [magic missile](#), [shield](#), [silent image](#)

0—[dancing lights](#), [detect magic](#), [ghost sound](#) (DC 13), [mage hand](#), [mending](#), [message](#),  
[prestidigitation](#)

**Str** 16, **Dex** 20, **Con** 22, **Int** 13, **Wis** 13, **Cha** 17  
**Base Atk** +10; **CMB** +13; **CMD** 29

**Feats** [Combat Expertise](#), [Dodge](#), [Improved Critical](#) (*kukri*), [Improved Initiative](#), [Weapon Finesse](#)

**Skills** [Bluff](#) +20, [Diplomacy](#) +16, [Disguise](#) +24, [Perception](#) +14, [Perform](#) +16, [Sense Motive](#) +14, [Stealth](#) +18; **Racial Modifiers** +4 [Bluff](#), +8 [Disguise](#)

**Languages** Common, Infernal, Undercommon

**SQ** [change shape](#) (any humanoid, [alter self](#))

**Detect Thoughts (Su)** A rakshasa can detect thoughts as per the spell of the same name (CL 18th). It can suppress or resume this ability as a free action. When a rakshasa uses this ability, it always functions as if it had spent three rounds concentrating and thus gains the maximum amount of information possible. A creature can resist this effect with a DC 18 Will save. The save DC is Charisma-based.

**MILL WORKERS Human rogue 5 LE Medium humanoid (human)**

**Init** +4; **Senses** Perception +9, Speed 30

**AC** 18, touch 15, flat-footed 13 (+3 armor, +4 Dex, +1 dodge)

**hp** 46 each (5d8+20)

**Fort** +3, **Ref** +8, **Will** +2

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

**Melee** mwk punching dagger +7 (1d4+1/×3), mwk punching dagger +7 (1d4/×3) or mwk punching dagger +9 (1d4+1/×3)

**Ranged** mwk composite shortbow +8 (1d6+1/×3 plus poison [dhat-gunchi paste; DC 14; 1/rd. for 4 rds.; 1 Con and 1d2 Wis, 1 save])

**Special Attacks** sneak attack +3d6

**Str** 12, **Dex** 18, **Con** 14, **Int** 10, **Wis** 13, **Cha** 8 **Base Atk** +3; **CMB** +4; **CMD** 19

**Feats** Dodge, Nimble Moves

**Skills** Acrobatics +12, Bluff +7, Climb +9, Sense Motive +9, Sleight +12, Stealth +12

**Languages** Vudrani

**Combat Gear** *potion of cure moderate wounds*, *potion of invisibility*, dhat-gunchi paste (3 doses); **Other Gear** masterwork studded leather, masterwork punching daggers (2), masterwork composite shortbow (+1 Str) with 20 arrows, masterwork thieves' tools, 25 gp

**ACOLYTES Human monk 4 LE Medium humanoid (human)**

**Init** +1; **Senses** Perception +9, Speed 40

**AC** 19, touch 15, flat-footed 17 (+4 armor, +1 Dex, +1 dodge, +1 monk, +2 Wis)

**hp** 33 (4d8+12)

**Fort** +6, **Ref** +6, **Will** +7; +2 vs. enchantment **Defensive Abilities** evasion

**Melee** unarmed strike +8 (1d8+4) or flurry of blows +7/+7 (1d8+4)

**Special Attacks** stunning fist (4/day, DC 14, fatigued)

**Str** 18, **Dex** 13, **Con** 12, **Int** 10, **Wis** 14, **Cha** 8

**Base Atk** +3; **CMB** +8 (+10 grapple); **CMD** 22 (24 vs. grapple)

**Feats** Deflect Arrows, Dodge, Improved Grapple, Stunning Fist

**Skills** Acrobatics +8 (+12 jump), Climb +11, Perception +9, Sense Motive +9, Stealth +8

**Languages** Vudrani

**SQ** fast movement, *ki* pool (4 points, magic), maneuver training

**Combat Gear** *potion of cure light wounds*, *potion of mage armor*; **Other Gear** ritual dagger

**SARPINI Dark Naga CR 8 LE Large [aberration](#)**

**Init** +7; **Senses** darkvision 60 ft., detect thoughts; [Perception](#) +19, Speed 40

**AC** 28, touch 17, flat-footed 20 (+7 Dex, +4 shield, +1 dodge, +7 natural, -1 size)

**hp** 85 (10d8+40)

**Fort** +7, **Ref** +12, **Will** +9 (+11 vs. charm effects)

**Defensive Abilities** guarded thoughts; **Immune** poison

**Melee** bite +8 (1d4+2), sting +8 (2d4+2 plus [poison](#))

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

**Spells Known** (CL 7th)

3rd (5/day)—[displacement](#), [lightning bolt](#) (DC 16)

2nd (56/day)—[cat's grace](#), [invisibility](#), [scorching ray](#)

1st (6/day)—[expeditious retreat](#), [magic missile](#), [ray of enfeeblement](#) (DC 14), [shield](#), [silent image](#)

0 (at will)—[daze](#), [detect magic](#), [light](#), [mage hand](#), [open/close](#), [ray of frost](#), [read magic](#)

**BUFFS:** Cat's Grace, Shield and Invisibility cast

**Str** 14, **Dex** 25, **Con** 18, **Int** 16, **Wis** 15, **Cha** 17

**Base Atk** +7; **CMB** +10; **CMD** 28 (can't be tripped)

**Feats** [Alertness](#), [Combat Casting](#), [Dodge](#), [Eschew Materials](#)<sup>B</sup>, [Lightning Reflexes](#), [Stealthy](#)

**Skills** [Bluff](#) +13, [Diplomacy](#) +9, [Disguise](#) +9, [Escape Artist](#) +15, [Intimidate](#) +12, [Knowledge](#) (arcana) +13, [Perception](#) +19, [Sense Motive](#) +10, [Spellcraft](#) +12, [Stealth](#) +20

**Languages** Common, Infernal

**Detect Thoughts (Su)** A dark naga can continuously use [detect thoughts](#) as per the spell (caster level 9th; Will DC 18 negates). The save DC is Charisma-based.

**Guarded Thoughts (Ex)** Dark nagas are immune to any form of mind reading, such as that granted by [detect thoughts](#). This ability also grants a +2 racial bonus on all saves against charm effects.

**Poison (Ex)** Sting—injury; save Fort DC 19; *frequency* 1 round; *effect* sleep for 2d4 minutes; *cure* 1 save.

**UTKROZA**, CG Medium outsider (native)

**Init** +5; **Senses** darkvision 60 ft., low-light vision; Perception +20, Speed fly 80

**AC** 29, touch 17, flat-footed 22 (+4 armour +7 Dex, +4 natural +4 shield)

**hp** 115 (11d10+55)

**Fort** +8, **Ref** +14, **Will** +9 **DR** 10/evil or magic; **SR** 21

**Melee** bite +16 (1d6+3), 2 claws +16 (1d4+3), 2 talons +16 (1d4+3), 2 wings +11 (1d4+1)

**Ranged** +1 *shock composite longbow* +19/+14/+9

OR +17/17/12/7 (1d8+4/×3 plus 1d6 electricity)

**Spells Known** (CL 7th; concentration +10)

3rd (5/day)—*displacement, haste*

2nd (5/day)—*cat's grace, protection from arrows, see invisibility*

1st (5/day)—*comprehend languages, disguise self, mage armor, shield, true strike*

0 (at will)—*detect magic, detect poison, light, message, mage hand, prestidigitation, read magic*

**BUFFS:** Cat's Grace, Shield, Protection from Arrows, Mage Armour

**Str** 16, **Dex** 25, **Con** 20, **Int** 15, **Wis** 14, **Cha** 17

**Base Atk** +11; **CMB** +14; **CMD** 31

**Feats** Deadly Aim, Manyshot, Point-Blank Shot, Power Attack, Precise Shot, Rapid Shot

**Skills** Acrobatics +21, Fly +25, Intimidate +21, Perception +20, Sense Motive +20, Spellcraft +13, Stealth +21, Survival +16;

**Languages** Common, Garuda, Vudrani

**Swooping Pounce (Ex)** When a garuda makes a diving aerial charge, it can make a full attack with its natural weapons.

**Talon or Wing (Ex)** A garuda cannot use its wing attacks while flying, and cannot use its talon attacks while using its legs to stand.

**SITRAKAH CR 8 Male natural weretiger ranger 7/rogue 1 NE M (human, shapechanger)**

**Init** +6; **Senses** low-light vision, scent; Perception +13, Speed 40

**AC** 22, touch 18, flat-footed 15 (+2 armor, +1 deflection, +6 Dex, +1 dodge, +2 natural)

**hp** 95 (8 HD; 7d10+1d8+47)

**Fort** +9, **Ref** +13, **Will** +4 **DR** 10/silver

**Melee** bite +13 (2d6+5 plus curse of lycanthropy), 2 claws +12 (2d6+5, +1d6 if both hit)

**Special Attacks** favored enemy (humans +4, animals +2), sneak attack +1d6

**Ranger Spells Prepared** (CL 4th; concentration +6)

2nd—*cat's grace* (already cast)

1st—*entangle* (DC 13), *longstrider* (already cast)

**Str** 21, **Dex** 22, **Con** 18, **Int** 8, **Wis** 14, **Cha** 8

**Base Atk** +7; **CMB** +12; **CMD** 30

**Feats** Dodge, Endurance, Power Attack, Step Up, Rending Claws\*

**Skills** Acrobatics +21 (+29 jump), Bluff +10, Climb +16, Linguistics +4, Perception +13 (+15 in jungles), Stealth +26 (+28 in jungles), Survival +13 (+15 in jungles)

**Languages** Common, Sylvan, Vudrani

**SQ** change shape (human, hybrid, and tiger; *polymorph*), lycanthropic empathy (tigers and great cats), track +3, wild empathy +6, woodland stride, trapfinding +1

**Combat Gear** *potion of fly*, *wand of cure light wounds* (15 charges); **Other Gear** leather armor, masterwork kukri (2), masterwork composite longbow (+3 Str) with 20 arrows, *cloak of elvenkind*, *ring of protection* +1

**VILLAGE CULTISTS Human commoner 2/warrior 1 LE Medium humanoid (human)**

**Init** +5; **Senses** Perception –1, Speed 30

**AC** 11, touch 11, flat-footed 10 (+1 Dex)

**hp** 14 each (2d6+1d10+2)

**Fort** +2, **Ref** +1, **Will** –1

**Melee** mwk club +4 (1d6+2) or unarmed strike +4 (1d3+2)

**Str** 14, **Dex** 13, **Con** 11, **Int** 9, **Wis** 8, **Cha** 10

**Base Atk** +2; **CMB** +4 (+6 grapple); **CMD** 15 (17 vs. grapple)

**Feats** Improved Grapple, Improved Initiative, Improved Unarmed Strike

**Skills** Bluff +3, Stealth +4

**Languages** Vudrani

**Gear** masterwork club

**VETALA** Human variant ghost expert 8 CE Medium undead  
**Init** +5; **Senses** darkvision 60 ft.; Perception +8, Speed 30 fly

**AC** 17, touch 17, flat-footed 15 (+5 deflection, +1 Dex, +1 dodge)  
**hp** 84 (8d8+48)

**Fort** +7, **Ref** +5, **Will** +8

**Defensive Abilities** channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

**Melee** corrupting touch +7 (8d6, Fort DC 19 half )

**Spell-Like Abilities** (CL 8th; concentration +13)

1/day—*animate dead*

**Str** —, **Dex** 13, **Con** —, **Int** 10, **Wis** 11, **Cha** 20 **Base Atk** +6; **CMB** +7; **CMD** 23

**Skills** Fly +9, Intimidate +16, Perception +8, Sense Motive +8, Stealth +9

**Corpse Possession (Su)** This functions as the malevolence ghost ability, except a vetala can only possess a corpse or zombie of the vetala's size or smaller. A mindless zombie receives no saving throw against this ability. The possessed body functions as a zombie, except that it doesn't have the staggered special quality. When the host body takes damage, the vetala also takes half damage. While possessing a body, the vetala takes damage as if it were still incorporeal: it's immune to nonmagical attacks, and damage that is neither a force effect nor from an incorporeal creature is halved again (one-quarter damage). The vetala cannot use its corrupting touch while possessing a body. The host body is under the effect of a *gentle repose* spell while the vetala possesses it.

**Human Zombie** CR ½ NE Medium [undead](#)

**Init** +0; **Senses** darkvision 60 ft.; [Perception](#) +0, Speed 30

**AC** 12, touch 10, flat-footed 12 (+2 natural)

**hp** 12 (2d8+3)

**Fort** +0, **Ref** +0, **Will** +3 **DR** 5/slashing; **Immune** [undead traits](#)

**Melee** slam +4 (1d6+4)

**Str** 17, **Dex** 10, **Con** —, **Int** —, **Wis** 10, **Cha** 10 **Base Atk** +1; **CMB** +4; **CMD** 14

**Special Qualities** staggered

## THE TEMPLE

**B7: BEATIFIC ONE** LE Medium outsider (asura, evil, extraplanar, lawful)  
**Init** +7; **Senses** darkvision 60 ft.; **Perception** +21, Speed 60

**AC** 26, **touch** 20, **flat-footed** 18 (+7 Dex, +1 dodge, +2 monk, +6 natural) **BLUR**  
**hp** 93 (11d10+33)  
**Fort** +6, **Ref** +14, **Will** +14; +2 vs. enchantment **IMPROVED EVASION**, **DR** 10/good;  
**Immune** curses, disease, poison; **Resist** acid 10, electricity 10; **SR** 20

**Melee** mwk spear +19/+14/+9 (1d8+10/×3), mwk kukri +19 (1d4+4/18–20), mwk temple sword +18 (1d8+4) or unarmed strike +18/+13/+8 (1d10+6) or flurry of blows +16/+16/+11/+11/+6 (1d10+6)

**Special Attacks** continuous barrage, stunning fist (11/day, DC 22, fatigued, sickened)

**Spell-Like Abilities** (CL 6th; concentration +10)

At will—*disguise self*, *feather fall*, *see invisibility*, *ventriloquism*

3/day—*blindness/deafness* (DC 16), *blur*, *hypnotic pattern* (DC 16), *levitate*, *magic weapon*

1/day—*dimension door*, *hold person* (DC 17), *summon* (level 3, 1 beatific one, 40%)

**Str** 22, **Dex** 24, **Con** 16, **Int** 16, **Wis** 24, **Cha** 19

**Base Atk** +11; **CMB** +17 (+19 disarm, grapple, trip); **CMD** 37 (39 vs. disarm, grapple, trip)

**Feats** **Deflect Arrows**, **Dodge**, **Improved Disarm**, **Improved Grapple**, **Improved Trip**, **Mobility**, **Power Attack**, **Snatch Arrows**, **Spring Attack**, **Stunning Fist**

**Skills** Acrobatics +21 (+33 jump), Climb +20, Escape Artist +21, Sense Motive +21, Stealth +21 **Languages** Celestial, Common, Infernal, Vudrani; telepathy 100 ft.

**Gear** masterwork kukri, masterwork spear, masterwork temple sword

**Continuous Barrage (Ex)** If a beatific one hits with the last attack of its flurry of blows, it may make an additional attack at a –2 penalty. If this attack hits, the beatific one may continue to make additional attacks, with a cumulative –2 penalty for each subsequent attack (–4 for the second attack, –6 for the third, and so on). If any attack misses, the barrage ends.

**B9 CENTER OF THE WEB: IKRIMAH** Male human monk 1/transmuter 11 LE  
**Init** +6; **Senses** darkvision 60 ft., see *invisibility*; Perception +21, Speed Fly 70

**AC** 31, touch 19, flat-footed 28 (+4 armor, +2 deflection, +2 Dex, +1 dodge, +4 natural, +4 shield, +4 Wis)

**hp** 121 (12 HD; 1d8+11d6+74)

**Fort** +17, **Ref** +12, **Will** +17

**Defensive Abilities** *displacement* (50% miss chance), *mirror image* (5 images); **DR** 10/adamantine (110 points), 10/magic vs. ranged weapons (100 points); **Immune** fire (*protection from energy*, 120 points); **Resist** electricity 30 (*resist energy*)

**Melee** unarmed strike +21/+21/+16/+11 (1d6+6) or flurry +19/+19/+19/+16/+11 (1d6+6)

**Special Attacks** stunning fist (3/day, DC 20), **POWER ATTACK -4/+8**

**Transmuter Spells Prepared** (CL 11th; concentration +17/21)

6th—*disintegrate*, *globe of invulnerability*

5th—*telekinesis*, *teleport*, *wall of force*

4th—*dimension door*, *lesser globe of invulnerability*, *mnemonic enhancer*, *resilient sphere*

1st—*chill touch* (DC 17), *obscuring mist*, *ray of enfeeblement*

0 (at will)—*detect magic*, *light*, *mage hand*, *message*

**Before Combat** Ikrimah casts *false life*, *greater magic weapon* (unarmed strike), *mage armor*, *overland flight*, and *prot from arrows*. When an *alarm* triggers, he casts spells on *prot energy* (fire), *resist* (electricity), *heroism*, *stoneskin*, *blur*, *alter self*, *mirror image*, *owl's wisdom*, *expeditious retreat*, *prot good*, *shield*, *displacement*, *haste*, and *transformation*.

**Morale** Ikrimah's *contingency* spell triggers if he drops below 30 hit points, turning him invisible.

**Str** 19, **Dex** 14, **Con** 16, **Int** 22, **Wis** 18, **Cha** 8 **Base Atk** +12; **CMB** +19; **CMD** 35

**Feats** Blind-Fight, Combat Casting, Deflect Arrows, Power Attack, Stunning Fist

**Skills** Acrobatics +19 (+31 jump), Escape Artist +19, Fly +24, Spellcraft +23, Stealth +19.

**SQ** arcane bond (*ring of protection* +2), *contingency*, physical enhancement +3

**Combat Gear** *potion of bear's endurance*, *potions of bull's strength* (2), *potions of cat's grace* (2), *potions of cure moderate wounds* (2), *scroll of greater dispel magic*, *scroll of teleport*, *wand of scorching ray* (15 charges), 4 smokesticks; **Other Gear** *cloak of resistance* +2, *headband of vast intelligence* +2 (Escape Artist), *ring of counterspells* (*dispel magic*), *ring of protection* +2 (bonded item, nonfunctional for anyone but Ikrimah), *contingency statue* (worth 1,500 gp), *diamond dust* worth 750 gp (for *stoneskin* spells), *spell component pouch*, *spellbook* (contains all prepared spells plus: 0—all; 1st—*alarm*, *disguise self*; 2nd—*bear's endurance*, *bull's strength*, *cat's grace*, *continual flame*, *darkvision*, *eagle's splendor*, *fox's cunning*, *invisibility*, *knock*, *magic mouth*, *scorching ray*, *see invisibility*, *spider climb*; 3rd—*dispel magic*, *fireball*, *gaseous form*, 5th—*permanency*, *symbol of pain*; 6th—*greater dispel magic*, *permanent image*)

**DEEPTI** Female human fighter 5/monk 6/shadowdancer 1 LE Medium humanoid (human)  
**Init** +6; **Senses** darkvision 60 ft., Perception +16, Speed 50. climb 20

**AC** 24, touch 19, flat-footed 17 (+4 armor, +1 def, +6 Dex, +1 dodge, +1 monk, +1 Wis)  
**hp** 118 (5d10+7d8+54)

**Fort** +13, **Ref** +14, **Will** +8; +2 vs. enchantment, +1 vs. fear

**Defensive Abilities** bravery +1, evasion; **Immune** disease

**Melee** unarmed strike +16/+11 (1d8+3) or flurry of blows +16/+16/+11/+6 (1d8+3)

**Ranged** +1 *flaming bracelet chakram* +18/+13 (1d2+6 plus 1d6 fire) or

flurry of +1 *flaming bracelet chakram* +18/+18/+13/+8 (1d2+6 plus 1d6 fire)

**Special Attacks** stunning fist (7/day, DC 17, fatigued)

**Str** 14, **Dex** 22, **Con** 16, **Int** 10, **Wis** 13, **Cha** 8

**Base Atk** +9; **CMB** +13; **CMD** 31

**Feats** Combat Reflexes, Deadly Aim, Deflect Arrows, Dodge, Far Shot, Mobility, Point-Blank Shot, Shot on the Run, Spring Attack, Stunning Fist

**Skills** Acrobatics +21 (+35 jump), Climb +25, Perception +16, Perform (dance) +6, Stealth +21 **Languages** Vudrani

**SQ** armor training 1, fast movement, hide in plain sight, high jump, *ki* pool (4 points, magic), maneuver training, purity of body, slow fall 30 ft., still mind, weapon training (monk +1)

**Combat Gear** *potion of bear's endurance*, *potions of cure moderate wounds* (2), *potions of mage armor* (2), tanglefoot bags (3); **Other Gear** +1 *flaming bracelet chakrams* (40), masterwork cold iron bracelet chakrams (20), *belt of incredible dexterity* +2, *ring of protection* +1, *slippers of spider climbing*, *third eye of midnight* (the gem of inky blackness on Deepti's brow, functions as *goggles of night*)

**Bracelet Chakrams** These are flat metal rings with a highly sharpened outer edge, small enough to wear or carry on the forearm. They have the same statistics as shuriken.

**ZAFIRA** Female human monk 2/oracle 9 LE Medium humanoid (human), LARGE  
**Init** +0; **Senses** Perception +18, Speed 30

**AC** 22, touch 17, flat-footed 22 (+4 armor, +3 deflection, +0 Dex, +1 dodge, +1 natural, +4 Wis, -1 size)

**hp** 106 (11 HD; 11d8+53) plus 1d8+9 temp

**Fort** +10, **Ref** +7, **Will** +14 **EVASION**

**Melee** +2 *temple sword*\* +20/+15 (2d6+15/17–20) or flurry +19/+19/+14 (2d6+12/17–20)

**Special Attacks** flurry of blows, stunning fist (4/day, DC 19, can use with monk weapons)

**Oracle Spells Known** (CL 9th; concentration +11)

4th (2)—*air walk, ccw, inflict critical wounds* (DC 16), *freedom of movement, wall of fire*

3rd (2)—*cure serious wounds, deeper darkness, inflict serious wounds* (DC 15), *invisibility purge, magic circle against good, magic vestment*

2nd (6)—*aid, align weapon, bear's endurance, bull's strength, cure moderate wounds, fog cloud, inflict moderate wounds* (DC 14), *owl's wisdom*

1st (7/day)—*bless, cure light wounds, divine favor, endure elements, enlarge person, inflict light wounds* (DC 13), *protection from good, shield of faith*

0 (at will)—*create water, detect magic, detect poison, ghost sound* (DC 12), *guidance, light, mage hand, read magic, resistance, stabilize*

**BUFFS:** Mage Armour, Magic Vestment, Air Walk, Freedom of Movement, Magic Circle vs Good, possible extended Shield of Faith, Bulls Str, Bear's Endurance. Divine Favour, Aid and Enlarge Person (all included)

**Str** 24, **Dex** 20, **Con** 16, **Int** 8, **Wis** 18, **Cha** 14

**Base Atk** +7; **CMB** +19 (+24 trip); **CMD** 33 (35 vs. trip)

**Feats** Deflect Arrows, Dodge, Improved Trip, Lunge, Power Attack, Step Up, Stunning Fist

**Skills** Acrobatics +15, Knowledge (religion) +13, Perception +18, Spellcraft +13

**Languages** Common, Vudrani

**SQ** oracle's curse (haunted), revelations (maneuver mastery, surprising charge 2/day, weapon mastery)

**Combat Gear** *potions of mage armor* (2), *wand of cure light wounds* (40 charges); **Other Gear** +2 *temple sword*, *amulet of natural armor* +1, *belt of incredible dexterity* +2, jeweled nose ring worth 250 gp