

Ward Asunder

Subtier 3-4

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Tanbaru

SPIRIT ONI
CR 2

LE Tiny outsider (native, oni)

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

DEFENSE
AC 17, touch 16, flat-footed 13 (+4 Dex, +1 natural, +2 size)

hp 19 (3d10+3); fast healing 2

Fort +2, **Ref** +7, **Will** +4

OFFENSE
Speed 10 ft., fly 30 ft. (good)

Melee bite +9 (1d4–2), gore +9 (1d4–2 plus poison)

Special Attacks poison

Spell-Like Abilities (CL 6th; concentration +8)

 Constant—*detect magic*

 At will—*invisibility* (self only), *mage hand*

 1/day—*command* (DC 13), *sleep* (DC 13)

 1/week—*commune* (CL 12th, 6 questions)

STATISTICS
Str 6, **Dex** 19, **Con** 12, **Int** 13, **Wis** 12, **Cha** 15

Base Atk +3; **CMB** +5; **CMD** 13 (can't be tripped)

Feats Improved Initiative, Weapon Finesse

Skills Acrobatics +7, Bluff +8, Fly +16, Knowledge (arcana) +7, Perception +7, Sense Motive +7, Spellcraft +4, Stealth +17

Languages Common

SQ mask symbiosis

SPECIAL ABILITIES

Mask Symbiosis (Ex) A spirit oni can be worn as a mask by a willing Small or Medium creature. While worn in this way, the wearer can see through the oni's eyes and speak through its mouth, although the wearer retains its own senses and voice. The spirit oni remains a separate creature, and must detach from its host's face (as a move action) if it wishes to take any action of its own (including attacking or using a spell-like ability). While a spirit oni is worn as a mask, it grants a +2 insight bonus on its host's Perception checks.

Poison (Ex) Gore—injury; *save* Fort DC 12; *frequency* 1/round for 6 rounds; *effect* 1d2 Cha; *cure* 2 consecutive saves.

B1. The Lost Path

CONSTRUCTOR SNAKE (4 or 2)

CR 2

N Medium animal

Init +3; **Senses** scent; Perception +12

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)**hp** 19 (3d8+6)**Fort** +4, **Ref** +6, **Will** +2

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.**Melee** bite +5 (1d4+4 plus grab)**Special Attacks** constrict (1d4+4)

STATISTICS

Str 17, **Dex** 17, **Con** 12, **Int** 1, **Wis** 12, **Cha** 2**Base Atk** +2; **CMB** +5 (+9 grapple); **CMD** 18 (can't be tripped)**Feats** Skill Focus (Perception), Toughness**Skills** Acrobatics +15, Climb +11, Perception +12, Stealth +11, Swim +11; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics

VENOMOUS SNAKE (2)

CR 1

(for 4-player adjustment)

N Medium animal

Init +5; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 14, touch 11, flat-footed 13 (+1 Dex, +3 natural)**hp** 13 (2d8+4)**Fort** +5, **Ref** +4, **Will** +1

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.**Melee** bite +2 (1d4–1 plus poison)

STATISTICS

Str 8, **Dex** 13, **Con** 14, **Int** 1, **Wis** 13, **Cha** 2**Base Atk** +1; **CMB** +0; **CMD** 11 (can't be tripped)**Feats** Improved Initiative, Weapon Finesse^B**Skills** Acrobatics +9, Climb +9, Perception +9, Stealth +9, Swim +9; **Racial Modifiers** +4 Perception, +4 Stealth, +8 Acrobatics; modifies Climb and Swim with Dexterity

SPECIAL ABILITIES

Poison (Ex) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

B5. Library

SCROLL OF CURE MODERATE WOUNDS

School conjuration (healing); **Level** alchemist 2, bard 2, cleric/oracle 2, druid 3, inquisitor 2, occultist 2, paladin 3, ranger 3, shaman 2, spiritualist 2, witch 2

Casting Time 1 standard action

Caster Level 3rd

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will half (harmless); see text; **Spell Resistance** yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 2d8 points of damage + 1 point per caster level (maximum +10). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

SCROLL OF EXPEDITIOUS RETREAT (CL 5)

School transmutation; **Level** alchemist 1, bard 1, bloodrager 1, inquisitor 1, magus 1, medium 1, mesmerist 1, occultist 1, psychic 1, sorcerer/wizard 1, spiritualist 1, summoner 1, unchained summoner 1

Casting Time 1 standard action

Caster Level 5th

Range personal

Target you

Duration 1 min./level (D)

This spell increases your base land speed by 30 feet. This adjustment is treated as an enhancement bonus. There is no effect on other modes of movement, such as burrow, climb, fly, or swim. As with any effect that increases your speed, this spell affects your jumping distance (see the Acrobatics skill).

SCROLL OF LESSER RESTORATION

School conjuration (healing); **Level** alchemist 2, cleric 2, druid 2, inquisitor 2, mesmerist 2, paladin 1, shaman 2, spiritualist 2

Casting Time 3 rounds

Caster Level 3rd

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

Lesser restoration dispels any magical effects reducing one of the subject's ability scores or cures 1d4 points of temporary ability damage to one of the subject's ability scores. It also eliminates any fatigue suffered by the character, and improves an exhausted condition to fatigued. It does not restore permanent ability drain.

SCROLL OF SPIDER CLIMB

School transmutation; **Level** alchemist 2, bloodrager 2, druid 2, magus 2, medium 2, occultist 2, psychic 2, sorcerer/wizard 2, summoner 2, unchained summoner 2

Casting Time 1 standard action

Caster Level 3rd

Range touch

Target creature touched

Duration 10 min./level

Saving Throw Will negates (harmless); **Spell Resistance** yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A *spider climbing* creature retains its Dexterity bonus to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

B6. Sacristy

OIL OF BARSKIN (CL 6)

Aura moderate transmutation; **CL** 6th; **Slot** —; **Identify DC** 21; **Price** 600 gp; **Weight** —

The target gets a +3 enhancement bonus to natural armor for 60 minutes.

OIL OF BULL'S STRENGTH

Aura faint transmutation; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The target gets a +4 enhancement bonus to Strength for 3 minutes.

OIL OF CURE LIGHT WOUNDS

Aura faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The target regains 1d8+1 hit points.

OIL OF CURE LIGHT WOUNDS

Aura faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The target regains 1d8+1 hit points.

OIL OF CURE LIGHT WOUNDS

Aura faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The target regains 1d8+1 hit points.

OIL OF CURE LIGHT WOUNDS

Aura faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The target regains 1d8+1 hit points.

OIL OF CURE LIGHT WOUNDS

Aura faint conjuration; **CL** 1st; **Slot** —; **Identify DC** 16; **Price** 50 gp; **Weight** —

The target regains 1d8+1 hit points.

OIL OF ENLARGE PERSON (CL 5)

Aura faint transmutation; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 250 gp; **Weight** —

The target grows 1 size category for 5 minutes. During this time they gain reach, their weapon die grows one size, they get a +2 size bonus to Strength and a -2 size penalty to Dexterity.

OIL OF JUMP (CL 5)

Aura faint transmutation; **CL** 5th; **Slot** —; **Identify DC** 20; **Price** 250 gp; **Weight** —

The target gets a +20 enhancement bonus on checks made to jump for 5 minutes.

OIL OF RESIST ENERGY (FIRE)

Aura faint abjuration; **CL** 3rd; **Slot** —; **Identify DC** 18; **Price** 300 gp; **Weight** —

The target gains resist fire 10 for 30 minutes.

Nagaji Ambush

XUYAN
CR 3

Nagaji monk (qinggong monk) 4 [Red = Shaken]

LE Medium humanoid (reptilian)

Init +1 [-1]; **Senses** low-light vision; **Perception** +11 [+9]

DEFENSE
AC 16, touch 15, flat-footed 14 (+1 Dex, +1 dodge, +1 monk, +1 natural, +2 Wis) (+4 dodge vs. AoOs)

hp 29 (4d8+8)

Fort +4 [+2], **Ref** +5 [+3], **Will** +6 [+4]; +2 vs. enchantments, +2 vs. mind-affecting effects and poison

Defensive Abilities evasion

OFFENSE
Speed 40 ft.

Melee unarmed strike +7 [+5] (1d8+4) or

+1 spear +8 [+6] (1d8+7/x3)

unarmed strike flurry of blows +6/+6 [+4/+4] (1d8+4)

Special Attacks flurry of blows, stunning fist (4/day, DC 14)

TACTICS

During Combat The nagaji use their ki powers whenever it is prudent. Fast and mobile, they move and attack each round, trying to end their movement behind cover or in a position that makes it difficult for the PCs to counterattack. After 4 rounds (or if cornered), a nagaji changes her tactics; she closes into melee range and makes full attacks with unarmed strikes, using any remaining ki to make additional attacks.

Morale The last nagaji standing attempts to flee if reduced to 25 or fewer hit points.

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

Base Atk +3; **CMB** +8 [+6]; **CMD** 22

Feats Combat Reflexes, Dodge, Improved Unarmed Strike, Mobility, Stunning Fist, Toughness

Skills Acrobatics +8 [+6] (+12 [+10] to jump), Climb +11 [+9], Perception +11 [+9], Stealth +8 [+6]; **Racial**
Modifiers +2 Perception

Languages Nagaji, Tien

SQ fast movement, ki pool (4 points, magic), ki power (Spring Attack), maneuver training, slow fall 20 ft.

Gear +1 spear

SPECIAL ABILITIES

Spring Attack (Su) Xuyan's specialize training allows her to select the Spring Attack ki power before 6th level, but until she reaches 6th level, each use costs her 2 ki points to activate the power instead of 1.

MUITA**CR 3**

Nagaji monk (qinggong monk) 4 [Red = Shaken]

LE Medium humanoid (reptilian)

Init +1 [-1]; **Senses** low-light vision; **Perception** +11 [+9]**DEFENSE****AC** 16, touch 15, flat-footed 14 (+1 Dex, +1 dodge, +1 monk, +1 natural, +2 Wis)**hp** 25 (4d8+4)**Fort** +4 [+2], **Ref** +5 [+3], **Will** +6 [+4]; +2 vs. enchantments, +2 vs. mind-affecting effects and poison**Defensive Abilities** evasion**OFFENSE****Speed** 40 ft.**Melee** unarmed strike +7 [+5] (1d8+4) or

unarmed strike flurry of blows +6/+6 [+4/+4] (1d8+4)

Ranged +1 composite longbow +5 [+3] (1d8+5/x3)w/ **Deadly Aim** +1 composite longbow +4 [+2] (1d8+7/x3)**Monk Spell-Like Abilities** (CL 4th, concentration +6)1 ki—**true strike** (self only)**Special Attacks** flurry of blows, stunning fist (4/day, DC 14)**TACTICS**

During Combat The nagaji use their ki powers whenever it is prudent. Fast and mobile, they move and attack each round, trying to end their movement behind cover or in a position that makes it difficult for the PCs to counterattack. After 4 rounds (or if cornered), a nagaji changes her tactics; she closes into melee range and makes full attacks with unarmed strikes, using any remaining ki to make additional attacks.

Morale The last nagaji standing attempts to flee if reduced to 25 or fewer hit points.

STATISTICS**Str** 18, **Dex** 13, **Con** 10, **Int** 10, **Wis** 14, **Cha** 10**Base Atk** +3; **CMB** +8 [+6]; **CMD** 22**Feats** Deadly Aim, Dodge, **Improved Grapple**, Improved Unarmed Strike, Martial Weapon Proficiency (longbow), Stunning Fist**Skills** Acrobatics +8 [+6] (+12 [+10] to jump), Climb +11 [+9], Perception +11 [+9], Stealth +8 [+6]; **Racial****Modifiers** +2 Perception**Languages** Nagaji, Tien**SQ** fast movement, ki pool (4 points, magic), ki power (*true strike*), maneuver training, slow fall 20 ft.**Gear** +1 composite longbow (+4 Str) with 20 arrows

NGON LE**CR 3**

Nagaji monk (qinggong monk) 4 [Red = Shaken]

LE Medium humanoid (reptilian)

Init +1 [-1]; **Senses** low-light vision; **Perception** +11 [+9]**DEFENSE****AC** 16, touch 15, flat-footed 14 (+1 Dex, +1 dodge, +1 monk, +1 natural, +2 Wis)**hp** 25 (4d8+4)**Fort** +4 [+2], **Ref** +5 [+3], **Will** +6 [+4]; +2 vs. enchantments, +2 vs. mind-affecting effects and poison**Defensive Abilities** evasion**OFFENSE****Speed** 40 ft.**Melee** unarmed strike +7 [+5] (1d8+4) or
unarmed strike flurry of blows +6/+6 [+4/+4] (1d8+4)Ranged *scorching ray* +4 [+2] touch (4d6 fire)**Monk Spell-Like Abilities** (CL 4th, concentration +6)2 ki—*scorching ray***Special Attacks** flurry of blows, stunning fist (4/day, DC 14)**TACTICS****During Combat** The nagaji use their ki powers whenever it is prudent. Fast and mobile, they move and attack each round, trying to end their movement behind cover or in a position that makes it difficult for the PCs to counterattack. After 4 rounds (or if cornered), a nagaji changes her tactics; she closes into melee range and makes full attacks with unarmed strikes, using any remaining ki to make additional attacks.**Morale** The last nagaji standing attempts to flee if reduced to 25 or fewer hit points.**STATISTICS****Str** 18, **Dex** 13, **Con** 10, **Int** 10, **Wis** 14, **Cha** 10**Base Atk** +3; **CMB** +8 [+6]; **CMD** 22**Feats** *Deflect Arrows*, Dodge, Extra Ki (2), Improved Unarmed Strike, Stunning Fist**Skills** Acrobatics +8 [+6] (+12 [+10] to jump), Climb +11 [+9], Perception +11 [+9], Stealth +8 [+6]; **Racial Modifiers** +2 Perception**Languages** Nagaji, Tien**SQ** fast movement, ki pool (8 points, magic), ki power (*scorching ray*), maneuver training, slow fall 20 ft.**Items****+1 SPEAR**Two-handed simple melee weapon, 1d8 damage; **Crit** ×3; **Type** P; **Price** 2,302 gp; **Weight** 6 lbs.**Aura** faint transmutation; **CL** 3rd; **Identify** DC 18**Brace:** If you ready an action against a charge with a brace weapon, you deal double damage.**+1 COMPOSITE LONGBOW (+4 STR)**Martial ranged weapon, 1d8 damage; **Crit** ×3; **Type** P; **Price** 2,800 gp; **Weight** 3 lbs.**Aura** faint transmutation; **CL** 3rd; **Identify** DC 18

Kami Asunder

JIRAKU (KAMI FORM)

CR 6

Female variant dosojin kami [Red = Sickened]

NG Medium outsider (kami, native)

Init +6 [+4]; **Senses** darkvision 60 ft.; Perception +4 [+2]

DEFENSE

AC 19, touch 12, flat-footed 17 (+2 Dex, +7 natural)**hp** 67 (9d10+18); fast healing 3**Fort** +8 [+6], **Ref** +5 [+3], **Will** +8 [+6]**DR** 5/cold iron; **Immune** bleed, mind-affecting effects, petrification, polymorph; **Resist** acid 10, electricity 10, fire 10

OFFENSE

Speed 40 ft.**Melee** +1 *adamantine tetsubo* +13/+8 [+11/+6] (1d10+4 [1d10+2]/×4) or
2 slams +11 [+9] (1d6+2 [1d6])**w/ Power Attack** +1 *adamantine tetsubo* +10/+5 [+8/+3] (1d10+13 [1d10+11]/×4) or
2 slams +8 [+6] (1d6+8 [1d6+6])**Spell-Like Abilities** (CL 9th; concentration +12 [+10])Constant—*call magma* (DC 16), *know direction*, *misdirection* (DC 15)3/day—*dispel magic*, *invisibility*, *longstrider*, *pass without trace*, *stone shape*, *wind wall*1/day—*locate object*, *mirage arcana* (DC 18), *nondetection*

TACTICS

Before Combat Jiraku casts *longstrider* and *pass without trace*. By the time combat begins, assume that only 3 rounds remain of her *wind wall*'s duration.**During Combat** Jiraku casts *dispel magic* on any PCs whom she saw resist Ngon Le's *scorching ray* during the Nagaji Ambush encounter. She then barrages the PCs with her *call magma* ability until a PC comes close enough for her to make a full attack with her tetsubo.**Morale** When Jiraku is incapacitated (for example, paralyzed or pinned) or reduced to 22 hp or less, her stony form crumbles and she immediately transforms into her oni form (see below). As part of her transformation, she may teleport up to 30 feet as an immediate action. Unless she has been disarmed, her tetsubo teleports with her.**Base Statistics** Without *longstrider*, Jiraku's speed is 30 ft.

STATISTICS

Str 15, **Dex** 15, **Con** 14, **Int** 12, **Wis** 14, **Cha** 17**Base Atk** +9; **CMB** +11 [+9]; **CMD** 23**Feats** Alertness, Exotic Weapon Proficiency (tetsubo), Improved Initiative, Power Attack, Weapon Focus (tetsubo)**Skills** Acrobatics +14 [+12] (+18 [+16] to jump), Bluff +15 [+13], Disguise +15 [+13], Handle Animal +15 [+13], Knowledge (nature) +13 [+11], Perception +4 [+2], Sense Motive +16 [+14], Survival +11 [+9]**Languages** Common, Tien; telepathy 100 ft.**SQ** merge with ward, ward (roads or trails)**Other Gear** +1 *adamantine tetsubo*^{UE}

SPECIAL ABILITIES

Call Magma (Sp) This ability functions as per *call lightning*, except the damage it deals is half bludgeoning damage, half fire damage.

JIRAKU (ONI FORM)**CR 6**

NE Medium outsider (native, oni, reptilian, shapechanger)

Init +7 [+5]; **Senses** darkvision 60 ft., low-light vision; **Perception** +12 [+10]**DEFENSE****AC** 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)**hp** 66 (7d10+28); regeneration 5 (acid or fire)**Fort** +9 [+7], **Ref** +5 [+3], **Will** +7 [+5]**SR** 17**OFFENSE****Speed** 40 ft.**Melee** +1 *adamantine tetsubo* +12/+7 [+10/+5] (1d10+7 [1d10+5]/x4), tongue +6 [+4] touch (1d4 Cha damage) or

2 claws +11 [+9] (1d6+4 [1d6+2]), tongue +6 [+4] touch (1d4 Cha damage)

Melee +1 *adamantine tetsubo* +10/+5 [+8/+5] (1d10+13 [1d10+11]/x4), tongue +4 [+2] touch (1d4 Cha damage) or

2 claws +9 [+7] (1d6+8 [1d6+6]), tongue +4 [+2] touch (1d4 Cha damage)

Spell-Like Abilities (CL 7th; concentration +11 [+9])At will—*murderous command*^{UM} (DC 15)3/day—*dimension door* (self only)1/day—*hold person* (DC 16), *hypnotic pattern* (DC 16), *mirror image* (1d4+2 images)**TACTICS****Before Combat** Jiraku's transformation fully heals her and removes all conditions and ongoing spells affecting her. She still counts as the same creature for purposes of effects that can affect a creature only once per day.**During Combat** Jiraku casts *mirror image*. She aggressively attacks with her tetsubo and spell-like abilities, using whichever option seems most effective.**Morale** If reduced to 22 hp or below, Jiraku attempts to flee by using *dimension door*. Failing that, she surrenders.**STATISTICS****Str** 18, **Dex** 17, **Con** 18, **Int** 12, **Wis** 15, **Cha** 18**Base Atk** +7; **CMB** +11 [+9]; **CMD** 24**Feats** Exotic Weapon Proficiency (tetsubo), Improved Initiative, Lunge, Power Attack**Skills** Acrobatics +13 [+11], Bluff +14 [+12], Disguise +14 [+12], Knowledge (arcana) +5 [+3], Perception +12 [+10], Sense Motive +12 [+10], Spellcraft +10 [+8], Stealth +13 [+11]**Languages** Common, Nagaji, Tien**SQ** change shape (any nagaji or Medium snake, *alter self* or *beast shape I*)**Gear** +1 *adamantine tetsubo*^{UE}