

Kami

Kami are ancient, mystical, and otherworldly spirits created eons ago by the gods. Originally intended as guardians of those parts of nature that could not protect themselves, kami have proven remarkably adaptive. As the nature of reality changes, so do the kami.

There are countless species of kami—in theory, every type of animal, plant, object, and location could be served by its own type of kami. These are collectively called "wards" by kami, who often think of them similar to how a human might think of a young child placed into his or her care. In practice, there are far more wards in creation than there are kami. As such, all kami seek to reproduce and thus expand their influence—the more kami, the more wards what benefit from their protection. Accordingly, kami influence is usually regional in nature—the kami simply aren't numerous enough yet to protect all of creation.

Further complicating attempts to catalog and categorize kami is the fact that there seems to be no rhyme or reason as to what sorts of wards get specific types of kami. The jinushigami, for example, are a race of kami that associate with all manner of regions, while the kodama concern themselves narrowly with the protection of specific trees. To the kami, these apparently arbitrary classifications make perfect sense, and their attempts to explain the reasoning to others generally result in confused listeners and frustrated kami. One thing that does remain constant, though, is the relationship between a kami's size and the import of its ward. A kami associated with a knife, frog, or single pebble in a stream would generally be quite small and unimposing, while a kami associated with a mountain, redwood tree, or elephant would be proportionally larger and more powerful. Of course, even here there seem to be exceptions, and frustrated scholars often wonder only half-jokingly whether the gods themselves vary these rules only to cause scholastic arguments and frustration.

Jinushigami

Guardians of significant natural wonders like mountains, large lakes, forests, and so on, jinushigami (known also as land kami) are the most powerful and revered of all kami, commanding the very forces of nature itself to ensure the safety and security of their wards. These potent spirits garner the most respect among other kami, wielding great influence over both them and the native creatures that dwell within their territories. Jinushigami tend to stay hidden amongst their land, however, knowing that their intimate tie with the environment makes them highly desirable targets among those who would seek to do harm to nature.

Strangers to lands protected by jinushigami are well-advised to take the utmost care to not offend the powerful spirit creatures. When displeased, jinushigami can eradicate trails and warp the contours of their terrain, forcing travelers to endure unreasonable hardship in travel. These goliaths have little patience for those who would defile their efforts, and offenders who fail to listen to a jinushigami's initial hints quickly discover how devastating the kami's powers can be as they are forced from the land either by the lesser kami who serve their superior or by the towering jinushigami itself. Of course, those who respect and honor the jinushigami see the kami's other side, as the kami eases their travel by lessening undergrowth, shifting rivers, and otherwise providing subtle but incredible aid to travelers.

Jinushigami are ancient and wise, and while they are no fools, they prefer to give visitors to their domains the benefit of the doubt. Only when an individual makes known his disruptive intentions toward the structure and cohesion of nature does a jinushigami react with violence. Of course, those who align themselves with naturally opposing forces of the kami, such as the oni, do not receive this friendly grace period, and a jinushigami can perceive most treacherous thoughts, sensing a suspicious visitor through its connection with the land, then tracking it down to stealthily observe it more closely.

BULLS OF HEAVEN (2) CR 7

Hiracapaths (*Pathfinder Adventure Path #104: Wrath of Thrune 88*)

LG Large outsider (extraplanar, good, lawful)

Init +1; **Senses** darkvision 60 ft., scent; Perception +12

Aura glorious nimbus (20 ft.)

DEFENSE

AC 18, touch 10, flat-footed 17 (+1 Dex, +8 natural, -1 size)

hp 94 each (9d10+45)

Fort +11, **Ref** +6, **Will** +9

DR 5/evil; **Resist** electricity 5, fire 5

OFFENSE

Speed 40 ft.

Melee gore +14 (1d8+6), 2 hooves +12 (1d6+3)

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

Special Attacks nonlethal mastery, powerful charge (gore, 2d8+9)

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

Constant—*air walk*

1/day—*plane shift* (self only)

TACTICS

During Combat The hiracapaths engage the PCs using nonlethal tactics, pacifying the PCs and then depositing them at the edge of the valley.

Morale When Old Man Mountain arrives, the hiracapaths become spooked and *plane shift* away.

STATISTICS

Str 22, **Dex** 12, **Con** 21, **Int** 3, **Wis** 16, **Cha** 17

Base Atk +9; **CMB** +16 (+20 bull rush); **CMD** 27 (29 vs. bull rush, 31 vs. trip)

Feats Greater Bull Rush, Improved Bull Rush, Lightning Reflexes, Multiattack, Power Attack

Skills Intimidate +12, Perception +12, Survival +12

Languages Celestial (can't speak)

SQ glorious nimbus

SPECIAL ABILITIES

Glorious Nimbus (Su) A hiracapath sheds the blinding light of righteous loyalty, which burns betrayers and staggers deceivers. Their radiance increases the light level within the area of the aura by one step and counts as magical light equivalent to a continual *light* spell for the purposes of dispelling magical darkness. Chaotic- or evil-aligned creatures that make a successful melee attack against a hiracapath take 1d6 points of nonlethal damage. Chaotic evil creatures suffer 2d6 points of nonlethal damage from striking the hiracapath while within the aura.

Nonlethal Mastery (Ex) A hiracapath can deal nonlethal damage with any of its natural attacks without taking a penalty on the attack roll. When making nonlethal attacks, the hiracapath increases the critical threat range on all natural attacks to 19–20.

SINGE BRIGHTKIN CR 8

Female azer oracle 6 (*Pathfinder RPG Bestiary 2* 39, *Pathfinder RPG Advanced Player's Guide* 42)
LN Medium outsider (extraplanar, fire)

Init +6; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 23, touch 13, flat-footed 21 (+6 armor, +1 deflection, +2 Dex, +2 natural, +2 shield)

hp 60 (8 HD; 6d8+2d10+22)

Fort +7, **Ref** +4, **Will** +10

Immune fatigue, fire; **SR** 13

Weaknesses vulnerable to cold

OFFENSE

Speed 15 ft.

Melee shortspear +8/+3 (1d6+2 plus 1d6 fire)

Special Attacks heat (1d6 fire)

Oracle Spells Known (CL 6th; concentration +9)

3rd (4/day)—cure serious wounds(3d8 + 6), dispel magic, fireball (6d6, reflex DC 18)

2nd (6/day)—bull's strength, cure moderate wounds (2d8+6), hold person (6 rounds, will DC 15), resist energy (10 points)

1st (7/day)—burning hands (5d4 DC 16), cause fear (DC 14), command (DC 14), cure light wounds, divine favor, entropic shield (20% miss chance against arrows, rays, and other ranged attacks)

0 (at will)—detect magic, guidance, read magic, resistance, sparkAPG (DC 14), stabilize, vigor

Mystery flame

TACTICS

Before Combat Singe casts *resist energy*, specifying cold. If the PCs make any noise as they approach (such as removing the gemstones in area **B1**), then Singe also casts *entropic shield* on herself, and *bull's strength* on her two bodyguards. These spells are not included in the above statistics.

During Combat Singe opens combat casting *boiling blood* on any obvious non-orc spell caster. Singe stays close to her bodyguards, positioning them between herself and the bulk of her enemies. She regularly casts *fireball* to catch as many foes as she can, capitalizing on her bodyguards' immunity to fire.

Morale Singe fights until reduced below 10 hit points, at which time she surrenders.

STATISTICS

Str 15, **Dex** 14, **Con** 15, **Int** 10, **Wis** 14, **Cha** 16

Base Atk +6; **CMB** +8; **CMD** 21

Feats Elemental FocusAPG, Improved Initiative, Power Attack, Spell Focus (evocation)

Skills Appraise +5, Bluff +9, Climb +1, Craft (armor) +5, Craft (blacksmithing) +5, Intimidate +9, Knowledge (nobility) +5, Perception +11, Sense Motive +11, Spellcraft +9

Languages Common, Ignan

SQ oracle's curse (lame), revelations (burning magic, fire breath)

Combat Gear *jingasa of the fortunate soldier*UE;

Other Gear breastplate, heavy steel shield, shortspear

BRIGHTKIN BODYGUARDS (2) CR 6

Azer fighter (phalanx soldier) 4 (*Pathfinder RPG Bestiary 2* 39, *Pathfinder RPG Advanced Player's Guide* 105)

LN Medium outsider (extraplanar, fire)

Init +2; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 22, touch 12, flat-footed 20 (+6 armor, +2 Dex, +2 natural, +2 shield)

hp 61 each (6d10+28)

Fort +11, **Ref** +3, **Will** +6; +1 vs. trample

Immune fire; **SR** 13

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft.

Melee bill +10/+5 (1d8+4/x3 plus 1d6 fire) or shield bash +10/+5 (1d4+4 plus 1d6 fire)

Ranged javelin +8 (1d6+4 plus 1d6 fire)

Space 5 ft.; **Reach** 5 ft. (10 ft. with bill)

Special Attacks heat (1d6 fire)

TACTICS

During Combat The bodyguards attempt to keep their foes at reach and disarm them with their bills if possible. If forced into close quarters, the bodyguards use shield bashes. As much as possible they stay adjacent to each other to best gain

benefits of their feats (the benefits of their teamwork feats are not included in this stat block).

Furthermore, the bodyguards keep themselves between Singe and the majority of their enemies.

They use Power Attack only if they are easily hitting their foes.

Morale While Singe Brightkin lives, these bodyguards fight until destroyed. They immediately surrender if Singe is slain and they're reduced below 5 hit points. Finally, if Singe surrenders, they do as well.

STATISTICS

Str 18, **Dex** 14, **Con** 19, **Int** 10, **Wis** 14, **Cha** 9

Base Atk +6; **CMB** +10; **CMD** 22 (23 vs. bull rush, dragAPG, overrun, trip)

Feats Coordinated ManeuversAPG, Improved Shield Bash, Power Attack, Saving ShieldAPG, Shake It OffUC, Shield WallAPG

Skills Appraise +6, Climb +3, Craft (blacksmithing) +5, Craft (weapons) +5, Intimidate +3, Knowledge (nobility) +5, Perception +10, Sense Motive +6

Languages Common, Ignan

SQ: Stand Firm (Ex): At 2nd level, a phalanx soldier gains a +1 bonus to CMD against bull rush, drag, overrun, and trip attempts. This bonus also applies on saves against trample attacks. The bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

Phalanx Fighting (Ex): At 3rd level, when a phalanx soldier wields a shield, he can use any polearm or spear of his size as a one-handed weapon. This ability replaces armor training 1. phalanx fighting

Gear breastplate, heavy steel shield, billUE, javelins (4)

Coordinated Maneuvers (Combat, Teamwork)

Benefit: Whenever you are adjacent to an ally who also has this feat, you receive a +2 competence bonus on all combat maneuver checks. This bonus increases to +4 when attempting to break free from a grapple.

Saving Shield (Combat)

Benefits: Whenever an adjacent ally is the target of an attack, you can, as an immediate action, grant that adjacent ally a +2 shield bonus to AC. You must be wielding a light shield, heavy shield, or tower shield to use this feat.

Shake It Off (Teamwork)

Benefit: When you are adjacent to one or more allies who also have this feat, you gain a +1 bonus on saving throws per such ally (maximum +4).

Shield Wall (Combat, Teamwork)

Benefit: Whenever you are wielding a shield and are adjacent to an ally wielding a shield who also has this feat, the AC bonus from your shield increases, depending on the shield wielded by your ally. If your ally is wielding a buckler or a light shield, your shield bonus increases by +1. If your ally is wielding a heavy shield or a tower shield, your shield bonus increases by +2. You keep these bonuses even if your ally loses his shield bonus due to making a shield bash attack. If an adjacent ally with this feat uses a tower shield to grant total cover, you also benefit if an attack targeting you passes through the edge of the shield (*Core Rulebook* 153).

JUGGERNAUT CR 11

Juggernaut (*Pathfinder RPG Bestiary 4* 162)

N Gargantuan construct

Init +0; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +4

DEFENSE

AC 26, touch 6, flat-footed 26 (+20 natural, -4 size)

hp 142 (currently 110; 15d10+60); fast healing 10

Fort +5, **Ref** +5, **Will** +9

DR 10/adamantine; **Immune** construct traits; **SR** 22

Weaknesses faith-bound

OFFENSE

Speed 30 ft.

Melee slam +24 (4d6+19)

Space 20 ft.; **Reach** 5 ft.

Special Attacks soul-powered, trample (8d6+38, DC 30)

TACTICS

Before Combat The juggernaut lays dormant under a layer of slag, pinned in place by *Fossilblight*. While in this torpor, under a protective shell of slag, the juggernaut cannot affect the PCs, nor can they affect it.

During Combat The juggernaut favors trample attacks over its slam attacks. It can roll over the cliff faces, allowing it to escape area **B4** and into the rest of the dome, if necessary.

Morale The mindless juggernaut fights until destroyed, pursuing the PCs throughout the area, and beyond. Unless destroyed, the juggernaut travels all the way down the Hero's Trail to the Broken Temple.

STATISTICS

Str 36, **Dex** 11, **Con** —, **Int** —, **Wis** 18, **Cha** 1

Base Atk +15; **CMB** +32; **CMD** 42 (can't be tripped)

SQ keyed domains (Artifice, Earth), shrine

SPECIAL ABILITIES

Faith-Bound (Su) A juggernaut cannot attack any creature that openly wears or displays the holy symbol or unholy symbol of the deity to which the juggernaut is dedicated unless that creature first attacks the juggernaut.

Shrine (Ex) A juggernaut counts as a movable shrine for the deity or religion it is dedicated to.

Soul-Powered (Su) When a juggernaut kills a creature with at least 5 Hit Dice and an alignment two or more steps away from the juggernaut's alignment, it gains a kill point. Add its current total kill points as a bonus on its attack rolls, combat maneuver checks, caster level checks, and skill checks. Add half its current total kill points as a bonus to its natural armor and spell resistance. The juggernaut loses 1 kill point every 24 hours.

Vicious Trample (Ex) A juggernaut's massive rollers deal 8d6+38 points of damage on a successful trample attack.

Keyed Domains

A juggernaut gain special abilities from two domains granted by the deity to which the juggernaut is dedicated. If an ability requires a saving throw, the save DC is Wisdom-based (DC 19 for most juggernauts). The caster level is equal to the juggernaut's Hit Dice (CL 15th for most juggernauts).

Artifice: *Repair (Ex)*—The juggernaut's fast healing increases to 10.

Earth: *Tremorsense (Su)*—The juggernaut gains tremorsense 60 feet.

Trample (Ex) As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + 1-1/2 times its Str modifier. Targets of a trample can make an attack of opportunity, but at a -4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. The save DC against a creature's trample attack is 10 + 1/2 creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.