

XP 76,800

Unique forge kami

N Huge outsider (elemental, kami, native)

Init -1; **Senses** darkvision 120 ft., low-light vision, *true seeing*;
Perception +4

Aura fire (10 ft., 2d6 fire)

DEFENSE

AC 29, touch 7, flat-footed 29 (-1 Dex, +22 natural, -2 size)

hp 210 (20d10+100); fast healing 10

Fort +16, **Ref** +11, **Will** +12

DR 10/—; **Immune** elemental traits, fire; **SR** 27

OFFENSE

Speed 30 ft.

Melee 2 slams +29 (3d6+11)

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

Special Attacks breath weapon (30-foot cone of molten slag, 10d6 fire damage plus special, Reflex DC 24 for half)

Spell-Like Abilities (CL 20th)

Constant—*true seeing*

At will—*animate object*, *heat metal* (DC 16), *mending*, *greater teleport* (self only within territory)

3/day—*fabricate*, *make whole*

STATISTICS

Str 32, **Dex** 8, **Con** 18, **Int** 10, **Wis** 18, **Cha** 11

Base Atk +20; **CMB** +33; **CMD** 42 (46 vs. bull rush and trip)

Feats Awesome Blow, Diehard, Endurance, Greater Bull Rush, Improved Bull Rush, Iron Will, Power Attack, Step Up, Toughness, Weapon Focus (slam)

Skills Craft (armorsmith) +27, Craft (fabricant) +23, Craft (weaponsmith) +27, Climb +34, Intimidate +23, Sense Motive +23; **Racial Modifiers** +4 Craft (any smithing)

Languages telepathy 100 ft.

SQ create construct, command construct, empathic, manifestation, stability, territory

SPECIAL ABILITIES