

The Book of Kami



Justin Holloway,
Alex Riggs, Joshua Zaback

The Book of
Kami



Credits

Monster Design

Justin Holloway

Development

Alex Riggs, Joshua Zaback, Justin Holloway

Ecologies

Alex Riggs, Joshua Zaback, Justin Holloway

Layout

Alex Riggs



Necromancers of the Northwest, LLC
9111 242nd St SW
Edmonds, WA, 98026
www.necromancers-online.com

Product Identity: The following terms are hereby defined as product identity, as defined in the Open Gaming License version 1.0a, Section 1(E), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc) dialogue, plot, storylines, location, characters and trade dress.

Artwork: All art in this book is property of its respective artist, and Necromancers of the Northwest, LLC claims no rights or privileges to any art presented herein other than having recieved the artist's permission to include it.

Open Game Content: Except for material designated as Product Identity or Artwork (see above), the game mechanics of this Necromancers of the Northwest game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than Open Game Content may be reproduced in any form without written permission.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Table of Contents:

Introduction

Foreword.....	5
Kami Traits.....	6

Kami

Battlefield Kami.....	8
Cavern Kami.....	10
Farm Kami.....	12
Forest Kami.....	14
Forge Kami.....	16
Graveyard Kami.....	18
Library Kami.....	20
Marketplace Kami.....	23
Temple Kami.....	25
Water Kami.....	27



For legal reasons, this book will refer to the person running the game as the “Dungeon Maestro,” or “DM” for short. This term reflects the fact that a Dungeon Maestro runs the game in a fashion similar to a maestro directing an orchestra: weaving together diverse and unrelated pieces to form a cohesive story. It acknowledges the complexity of the job without adding an unnecessary sense of the grandiose. Similar titles would set the person running the game above the players, minimizing their importance in the game’s story and conclusion. This change is in name only, and in no way indicates a change in the responsibilities of the DM.



Foreword

In the real world, kami is the Japanese word for spirits, natural forces, or essence in the Shinto faith. In the Shinto world view, everything: places, objects, and natural formations has a spirit, or kami. These invisible spirits are often turned to in prayer or ritual for blessings or guidance, and the Shinto religion encourages its followers to pay the utmost respect to these austere beings, which it places in high regard: kami is often considered a synonym for "god" or "deity."

In this book, kami are spirits of the land. Most of the time, they exist in a nebulous, quasi-ethereal state, acting more as a large-scale magical effect, similar to hallow than an actual creature. Different areas will give rise to different kinds of kami: certain kami appear in forests while others appear in lakes and other still appear only in marketplaces. The ten kami here are only the most common types, and other types of kami may exist, including kami that are tied to specific objects rather than large areas. Each type of kami has its own special concerns and agendas, and will interact with PCs in different ways, both mechanically and flavorfully.

In a sense, kami are like a new kind of elemental: they represent more complex elements than fire, air, earth, and water, instead representing "elements" and concepts such as the pursuit of knowledge, the hatred of battlefields, and the stillness of the grave, or are embodiments of the land, for example, serving as the "elemental" of the forest, or of caverns, or of lakes, rivers, and oceans. Because they are not tied to the kinds of elements found on the elemental planes, these kami are instead associated with the natural world, which is why they have the native subtype.

In order to properly convey this rich flavor in their statistics, kami needed a variety of special and somewhat complex rules. As such, we strongly recommend that you take a moment to review the traits of the kami subtype, found on the next two pages, before continuing on to the kami themselves. As creatures which spend most of their time acting more like spell effects, kami do not function quite the same as your average monster.

Thank you for taking the time to download this book, and we hope that the kami provided here will give you and your group hours of entertainment.

Sincerely,
The Necromancers of the Northwest Team

Kami Traits:

All of the kami included in this book are incorporeal spirit beings which are tied to a specific location. In addition to low-light vision, all kami possess the following traits:

Blessing (Su): While in spirit form, a kami can grant a variety of benefits to creatures in its territory (see below). The exact nature of the blessing varies depending on the kami. A kami cannot grant blessings while manifested. For the purposes of blessings which replicate spell effects, a kami's caster level is equal to its hit dice, and any DCs are based on the kami's Wisdom modifier.

Blessings tend to take two forms: benefits which are granted to each creature in an area (such as the skill bonuses all kami provide), and benefits which cover an entire area (such as the *magic circle against evil* effect the temple kami provides). Kami can revoke any or all of these benefits at any time as a free action. If the benefit is applied to each creature separately, the kami may grant or revoke it by individual, allowing some to benefit while others do not. If the benefit is applied to the entire territory, the kami can still revoke or resume it, but must do so for the entire territory.

Unless otherwise specified, any blessings granted by a kami end immediately if the creature leaves the kami's territory.

Empathic (Sp): All kami can understand every spoken language, though they cannot typically speak. Kami who possess telepathy can communicate telepathically with any creature that has a language, though they typically do so with images, emotions, and concepts rather than words.

Low-Light Vision (Ex): All kami have low-light vision.

Manifestation (Su): As a full-round action, a kami can manifest a physical form, allowing it to interact with those in its territory. Each kind of kami manifests a different type of physical body, based on the type of territory it inhabits. While manifested, all kami have fast healing equal to $\frac{1}{2}$ their hit dice (rounded down) and spell resistance equal to $11 +$ their CR. A kami can end this ability as a swift action, returning to its natural state (see below). A kami may use this ability a number of times per day equal to $1 +$ the kami's wisdom modifier (if any).

When a kami who has manifested is reduced to 0 hit points, the manifestation ability immediately ends, and

the kami retreats into its spirit dwelling (see below), where it heals at a rate of 1 hit point per hour until it is fully healed. While resting in this fashion, the kami cannot manifest again, nor can it use its blessings.

Spirit Dwelling (Su): A kami's spirit dwelling is a physical object which anchors it to the physical world. The type of object varies depending on the kami's type: forest kami typically choose trees, graveyard kami typically choose tombstones, and temple kami often choose statues or altars. The kami's spirit dwelling, along with its hit dice, determines the maximum boundaries of its territory. Regardless of the nature of the item, a kami's spirit dwelling always has hardness equal to $5 +$ the kami's hit dice, and 2 hit points per hit die the kami possesses.

Because the kami's spirit dwelling is what anchors it to the world, it is the kami's only true vulnerability. Destroying the kami's spirit dwelling destroys the kami, as does successfully casting *dispel magic* or a similar spell on the spirit dwelling while the kami is recovering from being reduced to 0 hit points. For the purposes of this effect, treat the spirit dwelling as a spell with caster level equal to the kami's hit dice. Severing the kami's bond with its spirit dwelling is the only way to permanently destroy it. For this reason, most kami are very protective of their spirit dwellings.

If a kami's spirit dwelling is inside an anti-magic zone, the kami is immediately suppressed for as long as its spirit dwelling remains within an anti-magic zone. In this state, the kami cannot see or hear anything, nor can it take any actions. It is not even aware of the passage of time, though once the effect ends and the kami is no longer suppressed, it has a vague idea of how long it was suppressed for.

Spiritual Body (Su): In their natural state, kami have no bodies, existing instead as a nebulous aura or enchantment which covers a particular area. While in this form, the kami cannot be attacked or damaged directly, and are invisible to the naked eye. Characters who can see magical auras view kami in this state as large clouds of magical energy which cover the kami's entire territory. This magic aura is of all schools, and the strength of the aura is based on the kami's hit dice.

While in this state, a kami exists simultaneously throughout the entirety of its territory. It can see and hear everything that goes on within its territory, unless a magical effect, or similar, prevents it from doing so. In this form, the kami cannot attack, use its spell-like abilities, or interact with the world in any way, with the

exception of its blessing. In order to interact with the world in any other way, the kami must manifest a physical body.

Similarly there are very few ways for corporeal creatures to interact with a kami while it is in this form. It cannot be attacked, damaged, or targeted with spells.

While in this form, kami lose their fast healing ability, instead regaining hit points at a rate equal to their hit dice each hour. They cannot move, but are simultaneously in every part of their territory. They can see and hear, and if they have telepathy they can communicate telepathically.

Regardless of their form, kami do not need to eat, sleep, or breathe.

Territory (Su): As spirits of the land, each kami has a specific location to which it is bound. While in spiritual form, a kami exists everywhere within this area, and whether in spiritual form or while manifested the kami is unable to leave its territory.

A kami's territory is limited by both its type and its hit dice. A kami's territory can extend only so far as the terrain of the area matches the kami's type (for example, a forest kami's territory cannot extend beyond the edge of the forest it inhabits). Additionally, each kami's territory cannot extend beyond 100 feet per racial hit die the kami possesses from the kami's spirit dwelling.

Battlefield Kami

This large, brutish creature is made up of various tools of war. Its right hand is an enormous greataxe, its left is a battering ram, and a ballista is mounted upon its back. Several ornate swords float around this kami, circling it like vultures.

LESSER BATTLEFIELD KAMI

CR 10

XP 9,600

N Large outsider (elemental, kami, native)

Init +4; Senses darkvision 60 ft., low-light vision;

Perception +8

DEFENSE

AC 23, touch 13, flat-footed 19; (+4 Dex, +10 natural, -1 size)

hp 136 (13d10+65); fast healing 6

Fort +15, Ref +12, Will +4

DR 5/magic; Immune construct traits, elemental traits;

SR 21

OFFENSE

Speed 30 ft.

Melee greataxe +19 (3d6+9/x3), battering ram +19 (3d6+9 plus push)

Ranged ballista +17/+12/+7 (3d8+4/19-20) or ballista +15/+10/+5 (3d8+4/19-20)

Space 10 ft.; Reach 10 ft.

Special Attacks arms of war (DC 22), ballista master, push (slam, 10 feet)

STATISTICS

Str 22, Dex 18, Con 20, Int 4, Wis 11, Cha 11

Base Atk +15; CMB +20; CMD 34

Feats Blind-Fight^B, Great Fortitude, Intimidating Prowess^B, Point Blank Shot, Power Attack, Rapid Shot, Weapon Focus (ballista, battering ram, and greataxe)

Skills Acrobatics +11, Climb +13, Knowledge (engineering) +12, Intimidate +22, Perception +8

SQ empathic, manifestation, territory

GREATER BATTLEFIELD KAMI

CR 15

XP 51,200

N Huge outsider (elemental, kami, native)

Init +5; Senses darkvision 60 ft., low-light vision;

Perception +25

DEFENSE

AC 29, touch 13, flat-footed 24; (+5 Dex, +16 natural, -2 size)

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

Fort +20, Ref +17, Will +8

DR 5/—; Immune construct traits, elemental traits; SR 26

OFFENSE

Speed 30 ft.

Melee greataxe +27 (4d6+12/x3), battering ram +27 (4d6+12 plus push)

Ranged ballista +24/+19/+14/+9 (4d8+5/19-20) or ballista +22/+22/+17/+12/+7 (4d8+5/19-20)

Space 15 ft.; Reach 15 ft.

Special Attacks arms of war (DC 28), ballista master, push (slam, 15 feet)

STATISTICS

Str 26, Dex 20, Con 22, Int 8, Wis 14, Cha 12

Base Atk +20; CMB +30; CMD 45

Feats Blind-Fight^B, Cleave, Great Fortitude,

Intimidating Prowess^B, Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Step Up, Weapon Focus

(ballista, battering ram, and greataxe)

Skills Acrobatics +28, Climb +31, Knowledge

(engineering) +19, Intimidate +32, Perception +25

Languages telepathy 100 ft.

SQ empathic, manifestation, territory

ELDER BATTLEFIELD KAMI

CR 20

XP 307,200

N Gargantuan outsider (elemental, kami, native)

Init +11; Senses darkvision 120 ft., low-light vision, true seeing; Perception +33

DEFENSE

AC 34, touch 13, flat-footed 27; (+7 Dex, +21 natural, -4 size)

hp 378 (28d10+224); fast healing 14

Fort +26, Ref +23, Will +13

DR 10/—; Immune construct traits, elemental traits; SR 31

OFFENSE

Speed 30 ft.

Melee greataxe +36 (6d6+16/x3), battering ram +36 (6d6+16 plus push)

Ranged ballista +32/+27/+22/+17 (6d8+7/19-20) or ballista +30/+30/+25/+20/+15 (6d8+7/19-20)

Space 20 ft.; Reach 20 ft.

Special Attacks arms of war (DC 35), ballista master, push (slam, 20 feet)

Spell-like Abilities (CL 20)

Constant—true seeing

At will—expeditious retreat, greater teleport (self only within territory), whispering winds (only within territory)

3/day—animate object, move earth

1/week—dalen's unassailable fortress*

STATISTICS

Str 32, Dex 24, Con 26, Int 10, Wis 18, Cha 14
Base Atk +28; CMB +50; CMD 60
Feats Blind-Fight[®], Cleave, Combat Reflexes, Far Shot, Great Cleave, Great Fortitude, Improved Initiative, Intimidating Prowess[®], Point Blank Shot, Power Attack, Precise Shot, Rapid Shot, Step Up, Weapon Focus (ballista, battering ram, and greataxe)
Skills Acrobatics +36, Climb +40, Knowledge (engineering) +29, Intimidate +42, Sense Motive +33, Perception +33
Languages telepathy 100 ft.
SQ empathic, manifestation, territory

Special Abilities:

Arms of War (Ex): A battlefield kami's natural weapons are treated as adamantine for the purposes of overcoming damage reduction and hardness, and it inflicts 1.5 times its Strength modifier with all of its natural attacks. Further, both its battering ram and its greataxe are treated as primary natural attacks. Finally, creatures which are successfully pushed by its battering ram attack must succeed on a Reflex save or fall prone at their destination. The save DC is Strength-based.

Ballista Master (Su): The battlefield kami does not take a penalty on attack rolls while wielding its ballista. Additionally, it adds its Dexterity modifier to damage dealt by the ballista. Finally, as long as it remains a part of the battlefield kami and the battlefield kami is alive, the ballista has limitless ammunition, and can be reloaded as a free action, allowing the battlefield kami to make multiple attacks with it in a single round.

Blessings:

While in spiritual form, battlefield kami grant the following beneficial effects:

- ♦ Each creature within the battlefield kami's territory gains a bonus to all Knowledge (engineering) and Profession (siege engineer) checks equal to 1/2 the battlefield kami's hit dice.
- ♦ Each creature within the battlefield kami's territory gain the benefits of the *heroism* spell for as long as they remain within its territory.
- ♦ Once per day, as a full-round action, a battlefield kami in spiritual form can empower two opposing warriors, turning them into champions of their respective armies. These creatures gain the advanced template and the benefits of the *rage* spell for a number of minutes

equal to the kami's hit dice. While this blessing is in effect, the two creatures instinctively know each other's location, and feel a strong urge to seek each other out and do battle.

Ecology:

Battlefield kami are among the most shortlived of the kami, for they exist only on active battlefields, at the site of particularly large or fierce battles. Some scholars theorize that the battlefield kami are actually manifestations of the rage and hatred that each side of the battle holds for the other, and this certainly seems to have some basis in fact, as battlefield kami are amongst the most malevolent and destructive of their kind. Unlike most kami, the battlefield kami seems to live purely to cause as much carnage and bloodshed as possible during its brief life, escalating the scale of the battle.

It is uncertain exactly what the requirements are to create a battlefield kami, for they have been known to appear at minor skirmishes as often as at large-scale battles, and at strategically unimportant locations as often as key positions. Typically speaking, though, the larger the battle, the more powerful a battlefield kami will be if it is created.

Battlefield kami typically favor weapons or armor as their spirit dwelling, though occasionally they will instead take refuge in a command tent or a fortification. Ultimately, it is rarely of any importance where the kami's spirit dwelling is, as they tend to live very brief lives, only able to maintain their presence as long as the battle continues. Rumors maintain that certain contested sites which see regular battle, such as disputed borders or a mine claimed by many different warlords, are able to create long-term homes for these kami, but there are no confirmed records of this.

If a battlefield kami feels that the existing level of combat isn't enough, it will manifest physical form, silently declaring war on *both* sides of the conflict. Formidable combatants, the battlefield kami will then proceed to hunt down and slaughter as many commanding officers as it can, from both sides of the conflict. In some cases, the two sides join forces to vanquish the kami, which seems to be precisely what it wants them to do. In other cases, battlefield kami have been known to completely destroy both armies, effectively killing themselves as they bring an end to the battle with their own deadly weapons. This blind rage lends further credence to the theory that these kami are manifestations of soldiers' hatred for one another.

Cavern Kami

This hunch-backed creature appears to be a primitive humanoid made of various different types of stone, studded with gems and metals. Two wicked-looking stalagmites jut up from its shoulders. Several spheres of unrefined ore float around its head.

LESSER CAVERN KAMI

CR 6

XP 2,400

N Medium outsider (elemental, kami, native)

Init +2; Senses darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +8

DEFENSE

AC 18, touch 13, flat-footed 15; (+2 Dex, +1 dodge, +5 natural)

hp 76 (8d10+32); fast healing 4

Fort +12, Ref +8, Will +2

Defensive Abilities rock catching; DR 5/magic;

Immune elemental traits; SR 17

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +13 (1d6+7 plus grab)

Ranged rock +11 (1d6+7)

Special Attacks earthen imprisonment (DC 19), rock throwing (60 ft.)

STATISTICS

Str 20, Dex 15, Con 19, Int 4, Wis 11, Cha 11

Base Atk +8; CMB +14 (+18 grapple); CMD 26

Feats Dodge, Endurance, Great Fortitude, Intimidating Prowess

Skills Climb +10, Intimidate +15, Knowledge (dungeoneering) +8, Perception +8, Stealth +6 (+14 in rocky terrain); Racial Modifiers +8 Stealth in rocky terrain

SQ empathic, manifestation, powerful build, territory

GREATER CAVERN KAMI

CR 11

XP 12,800

N Large outsider (elemental, kami, native)

Init +2; Senses darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +19

DEFENSE

AC 24, touch 12, flat-footed 21; (+2 Dex, +1 dodge, +12 natural, -1 size)

hp 147 (14d10+70); fast healing 7

Fort +16, Ref +11, Will +8

Defensive Abilities rock catching; DR 5/—; Immune elemental traits; SR 22

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +20 (1d8+10 plus grab)

Ranged rock +16 (1d8+10)

Space 10 ft.; Reach 10 ft.

Special Attacks earthen imprisonment (DC 24), rock throwing (90 ft.)

STATISTICS

Str 24, Dex 15, Con 19, Int 8, Wis 14, Cha 11

Base Atk +14; CMB +23 (+27 grapple); CMD 36

Feats Dodge, Endurance, Great Fortitude, Intimidating Prowess, Iron Will, Power Attack, Toughness

Skills Climb +24, Intimidate +24, Knowledge (dungeoneering) +16, Perception +19, Stealth +15 (+23 in rocky terrain); Racial Modifiers +8 Stealth in rocky terrain

Languages telepathy 100 ft.

SQ empathic, manifestation, powerful build, territory

ELDER CAVERN KAMI

CR 16

XP 76,800

N Huge outsider (elemental, kami, native)

Init +3; Senses darkvision 120 ft., low-light vision, tremorsense 120 ft., true seeing; Perception +28

DEFENSE

AC 30, touch 12, flat-footed 26; (+3 Dex, +1 dodge, +18 natural, -2 size)

hp 241 (21d10+126); fast healing 10

Fort +18, Ref +15, Will +15

Defensive Abilities rock catching; DR 10/—; Immune elemental traits; SR 27

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee 2 slams +29 (3d6+13 plus grab)

Ranged rock +23 (3d6+13)

Space 15 ft.; Reach 15 ft.

Special Attacks earthen imprisonment (DC 29), rock throwing (120 ft.)

Spell-like Abilities (CL 20)

Constant—*stone tell*, *true seeing*

At will—*greater teleport* (self only within territory), *soften earth and stone*, *stone shape*

3/day—*hungry pit*^{SR} (DC 19), *transmute mud to rock*, *transmute rock to mud*

1/week—*earthquake* (DC 22)

STATISTICS

Str 28, Dex 16, Con 20, Int 10, Wis 18, Cha 11

Base Atk +21; CMB +34 (+38 grapple); CMD 46

Feats Dodge, Endurance, Great Fortitude, Improved

Natural Attack (slam), Intimidating Prowess, Iron Will, Lunge, Mobility, Power Attack, Toughness, Weapon Focus (slam)

Skills Climb +33, Intimidate +33, Knowledge (dungeoneering) +24, Perception +28, Stealth +19 (+27 in rocky terrain); Racial Modifiers +8 Stealth in rocky terrain

Languages telepathy 100 ft.

SQ empathic, manifestation, powerful build, territory

Special Abilities:

Earthen Imprisonment (Su): A cavern kami that is grappling an opponent can attempt to withdraw into the ground with a successful grapple check, dragging the opponent it's grappling into the ground with it. If successful, the cavern kami moves through the ground up to its burrow speed, and the target is forced into the stone, trapped just beneath the surface. This functions as the spell *meld into stone*, except that the target is unable to exit the stone unless it succeeds on a Fortitude save as a full-round action which it can make once per round while imprisoned in this way. The save DC is Strength-based. A cavern kami who uses earthen imprisonment is no longer grappling, and free to act as it pleases.

Powerful Build (Ex): A cavern kami's bulk allows it to act in many ways as though it were one size category larger than it actually is, though its space and reach remain unchanged. For the purposes of its CMB, CMD, and any special attacks which care about the cavern kami's size (such as if a creature tries to swallow it whole), the cavern kami is treated as one size category larger than it actually is. Additionally, a cavern kami always inflicts 1.5 times its Strength modifier with its slam attacks. These benefits stack with any effect which would change the cavern kami's size category.

Blessings:

While in spiritual form, a cavern kami grants the following beneficial effects:

- ♦ Each creature within the cavern kami's territory gains a bonus to all Climb and Knowledge (dungeoneering) checks equal to $\frac{1}{2}$ the cavern kami's hit dice.
- ♦ Each creature within the cavern kami's territory gains darkvision to a range of 60 feet. If the creature already possesses darkvision, its existing darkvision extends an additional 60 feet.
- ♦ Each creature within the cavern kami's territory gains

the stonemasonry trait of dwarves. Creatures which already possess stonemasonry gain an additional +2 bonus to any Perception checks involving stonework.

Ecology:

Cavern kami are typically found in particularly large or extensive cave systems, especially those that run very deep underground. Cavern kami are also typically found in caves with particularly unique or unusual rock formations, though some scholars argue that it is in fact the cavern kami who cause the formations, rather than the other way around. On the other hand, some scholars believe that cavern kami come into being from the sense of awe and mystery which caves instill in people, which could explain why they would be more common in unusual or interesting caverns.

Another potential indicator of cavern kami is an abundance of rare metals or gems within a cavern, and this is the most common reason for cavern kami to become dangerous. Typically quite slow and ponderous creatures, they very rarely attack creatures which enter their territory. When large numbers of outsiders suddenly flood their home with lights and begin chipping away at the walls of their caverns, and stealing all of the kami's precious jewels and gems, however, the kami responds with a vengeance, manifesting physical form and driving the miners out by force. Tragically, this typically ends with the miners hiring adventurers to destroy the cavern kami once and for all.

Cavern kami almost always choose a rock or crystal formation for their spirit dwelling. Typically it is a particularly noticable formation, and so they are hard to miss (though depending on the cavern in question, it may still be difficult to find). Cavern kami are less protective of their spirit dwelling than most kami, and will usually allow curious passerby to approach and even touch their spirit dwelling without manifesting and driving them off. If they have any reason to believe that the creature intends to destroy or steal their spirit dwelling, however, the cavern kami acts immediately, and with lethal force.

Some cavern kami become particularly jaded after repelling numerous attempts to mine their home, and are much less friendly to visitors. Instead of providing blessings, these kami are able to strip creatures in their territory of darkvision, and can supposedly make navigating their caverns more difficult, disrupting a creature's sense of direction until they are lost and forced to wander aimlessly through a maze of tunnels.

Farm Kami

This creature appears to be a faceless humanoid, dressed like a peasant. Its body is made up of wet soil, and small seedlings sprout from its body. Where its hands would be are instead a pair of wicked-looking sickles. Several potatoes, ears of corn, and other crops float around this kami, circling it lazily.

LESSER FARM KAMI CR 1

XP 400

N Small outsider (elemental, kami, native)

Init +1; Senses darkvision 60 ft., low-light vision;

Perception +5

DEFENSE

AC 14, touch 12, flat-footed 13; (+1 Dex, +2 natural, +1 size)

hp 15 (2d10+4); fast healing 1

Fort +5, Ref +4, Will +0

DR 5/magic; Immune elemental traits; SR 12

OFFENSE

Speed 20 ft.

Melee sickle +4 (1d6+1 plus trip)

Special Attacks sickle hands

STATISTICS

Str 13, Dex 12, Con 14, Int 4, Wis 11, Cha 11

Base Atk +2; CMB +2 (+4 on trip); CMD 12 (14 vs. trip)

Feats Endurance, Improved Trip⁸

Skills Climb +6, Perception +5, Profession (farmer) +5

SQ empathic, manifestation, territory, tilling the fields

GREATER FARM KAMI CR 6

XP 2,400

N Medium outsider (elemental, kami, native)

Init +1; Senses darkvision 60 ft., low-light vision;

Perception +13

DEFENSE

AC 19, touch 11, flat-footed 18; (+1 Dex, +8 natural)

hp 68 (8d10+24); fast healing 4

Fort +9, Ref +7, Will +6

DR 5/—; Immune elemental traits; SR 17

OFFENSE

Speed 30 ft.

Melee 2 sickles +13 (1d8+4 plus trip)

Special Attacks sickle hands

STATISTICS

Str 18, Dex 13, Con 16, Int 8, Wis 14, Cha 11

Base Atk +8; CMB +12 (+14 on trip attempts); CMD 25

(25 vs. trip)

Feats Endurance, Improved Trip⁸, Iron Will, Weapon Focus (sickle)

Skills Climb +14, Handle Animal +11, Perception +13,

Profession (farmer) +11, Sense Motive +13

Languages telepathy 100 ft.

SQ empathic, manifestation, territory, tilling the fields

ELDER FARM KAMI CR 11

XP 12,800

N Large outsider (elemental, kami, native)

Init +2; Senses darkvision 120 ft., low-light vision, *true seeing*; Perception +11

DEFENSE

AC 25, touch 11, flat-footed 23; (+2 Dex, +14 natural, -1 size)

hp 147 (14d10+70); fast healing 7

Fort +13, Ref +11, Will +10

DR 10/—; Immune elemental traits; SR 22

OFFENSE

Speed 40 ft.

Melee 2 sickles +20 (3d6+6 plus trip)

Space 10 ft.; Reach 10 ft.

Special Attacks sickle hands

Spell-like Abilities (CL 14)

Constant—*true seeing*

At will—*greater teleport* (self only within territory),
unseen servant

3/day—*transmute rock to mud*

1/week—*dominate person* (DC 19)

STATISTICS

Str 22, Dex 14, Con 18, Int 10, Wis 18, Cha 11

Base Atk +14; CMB +21 (+25 on trip attempts); CMD 33

(35 vs. trip)

Feats Endurance, Greater Trip⁸, Improved Natural

Attack (sickle), Improved Trip⁸, Iron Will, Power

Attack, Toughness, Weapon Focus (sickle)

Skills Climb +23, Handle Animal +17, Knowledge

(geography) +17, Perception +21, Profession (farmer)

+21, Sense Motive +21

Languages telepathy 100 ft.

SQ empathic, manifestation, territory, tilling the fields

Special Abilities:

Sickle Hands (Ex): A farm kami's hands are made of sickles, and so it treats its sickle attacks as primary natural attacks.

Tilling the Fields (Su): Each time a farm kami moves, it can choose whether or not to till the soil as it does so. While tilling the soil, the farm kami may only move in straight lines, and each square it passes through becomes difficult terrain. The farm kami ignores any difficult terrain created by its own tilling the soil ability.

Blessings:

While in spiritual form, a farm kami grants the following beneficial effects:

- ♦ Each creature within the farm kami's territory gain a bonus to all Profession (farmer) checks, and to all Knowledge (nature) checks involving the raising of crops and livestock, equal to 1/2 the farm kami's hit dice.
- ♦ The entirety of the farm kami's territory is affected as though by the enrichment version of the spell *plant growth*.
- ♦ Each creature within the farm kami's territory is affected as though by the spell *endure elements*.

Ecology:

Farm kami are found at rural farmsteads. They are more commonly found at communal farms, where whole communities share the land and work it together, than on private farms, but they can be found in either environment. They also seem to be more common on farms which primarily grow crops than farms which primarily raise livestock, though again, this is not a hard-and-fast rule. Some scholars theorize that these kami are born from the hard work and dedication that farmers have for the land that they work, and that they cannot be born unless the farmers put their blood, sweat, and tears into making the land grow.

This makes a certain amount of sense, as the kami seems to go out of its way to encourage the inhabitants of its territory to work harder, providing them with limited protection from the harsh glare of the sun which makes such manual labor so much more taxing. Further, they seem to reserve their crop-enhancing blessings only for those farmers they feel have worked the hardest and deserve the boon.

In fact, kami of this sort seem to be exceptionally loyal to the farmers who work the soil of their territories. They have been known to manifest in order to defend the farm from raiding brigands, goblins, and the like, even when there was little threat that the creatures would

harm or, or even find, the kami's spirit dwelling. For this reason, as well as the blessings that such kami provide for hardworking farmers, most commoners view these kami as symbols of good luck, and will regularly leave offerings for such kami, though the kami seem to have little use for any of the food or trinkets the villagers give them.

Exceptionally powerful kami have been known to go a step farther in the defense of their homestead, using their ability to *dominate* hostile creatures to force them into serving a penance as farmworkers. There are rumors of malicious farm kami which use this ability on anyone who passes through their territory, forcing travellers to till its fields and tend its crops endlessly, though no such claims have ever been proven.

Farm kami typically make their spirit dwellings out of barns or toolsheds, though they have also been known to choose wells, fences, or even farming implements. On farms which feature orchards, they will often take a fruit-bearing tree as their spirit dwelling. Such trees produce larger, healthier fruit than normal trees of their kind, and bear fruit all year long, even when out of season.

Forest Kami

Twin wolves made of a mix of earth, moss, and tree bark stare at you with baleful eyes. Their teeth are sharp, jagged stones, as are their claws, and they move with a fluid grace which doesn't match their bulky form. Several moss-covered stones float around each of them, occasionally passing from one to the other when they are close.

LESSER FORGE KAMI

CR 4

XP 1,200

N Medium outsider (elemental, kami, native)

Init -1; Senses darkvision 60 ft., low-light vision;

Perception +0

DEFENSE

AC 18, touch 9, flat-footed 18; (-1 Dex, +9 natural)

hp 47 (5d10+20); fast healing 2

Fort +7, Ref +3, Will +1

DR 5/magic; Immune elemental traits, fire; SR 15

OFFENSE

Speed 30 ft.

Melee slam +9 (1d8+7)

Special Attacks breath weapon (30-foot cone of molten slag, 3d6 fire damage plus special, Reflex DC 15 half)

STATISTICS

Str 20, Dex 8, Con 16, Int 4, Wis 11, Cha 11

Base Atk +4; CMB +8; CMD 17 (21 vs. bull rush and trip)

Feats Endurance, Power Attack, Toughness

Skills Craft (any one smithing) +9, Climb +12,

Intimidate +8; Racial Modifiers +4 Craft (any smithing)

SQ empathic, manifestation, stability, territory

GREATER FOREST KAMI

CR 10

XP 1,200

N Large outsider (elemental, kami, native)

Init +5; Senses darkvision 60 ft., low-light vision, scent;

Perception +24

DEFENSE

AC 25, touch 15, flat-footed 19; (+5 Dex, +1 dodge, +10 natural, -1 size)

hp 125 (15d10+52); fast healing 6

Fort +11, Ref +13, Will +8

DR 5/—; Immune elemental traits; SR 21

OFFENSE

Speed 60 ft.

Melee bite +17 (2d6+6/19-20 plus grab)

Space 10 ft.; Reach 5 ft.

Special Attacks worry (2d6+6)

STATISTICS

Str 18, Dex 20, Con 16, Int 8, Wis 14, Cha 11

Base Atk +15; CMB +18 (+22 grapple); CMD 55 (57 vs. trip)

Feats Dodge, Improved Critical (bite), Improved

Natural Attack (bite), Iron Will, Skill Focus

(Perception), Toughness, Weapon Focus (bite)

Skills Acrobatics +21, Climb +20, Knowledge (nature) +9, Perception +24, Stealth +17, Survival +11 (+15 scent tracking); Racial Modifiers +4 Survival when tracking by scent

Languages telepathy 100 ft.

SQ empathic, territory, twin manifestation, woodland stride

ELDER FOREST KAMI

CR 15

XP 51,200

N Huge outsider (elemental, kami, native)

Init +11; Senses darkvision 120 ft., low-light vision, scent, true seeing; Perception +30

DEFENSE

AC 32, touch 16, flat-footed 24; (+7 Dex, +1 dodge, +16 natural, -2 size)

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

Fort +16, Ref +19, Will +12

DR 10/—; Immune elemental traits; SR 26

OFFENSE

Speed 70 ft.

Melee bite +24 (3d6+7/19-20 plus grab)

Space 15 ft.; Reach 10 ft.

Special Attacks worry (3d6+7)

Spell-like Abilities (CL 20)

Constant—true seeing

At will—entangle (DC 15), goodberry, greater teleport (self only within territory), speak with plants 3/day—plant growth

1/week—shambler

STATISTICS

Str 20, Dex 24, Con 18, Int 10, Wis 18, Cha 11

Base Atk +20; CMB +27 (+31 grapple); CMD 43 (47 vs. trip)

Feats Combat Reflexes, Dodge, Improved Critical (bite), Improved Initiative, Improved Natural Attack (bite), Iron Will, Skill Focus (Perception), Spring Attack, Toughness, Weapon Focus (bite)

Skills Acrobatics +30, Climb +28, Knowledge (nature) +23, Perception +30, Stealth +22, Survival +24 (+28 scent tracking); Racial Modifiers +4 Survival when tracking by scent
Languages telepathy 100 ft.
SQ empathic, territory, twin manifestation, woodland stride

Special Abilities:

Twin Manifestation (Su): Whenever a forest kami manifests, it may choose to create two separate bodies instead of just one. If it does so, the two creatures act independently of one another, though they share a single mind, spirit, and hit point pool. Any effect which affects the hit points of one of these bodies affects the other in the same way (for example, if one of the bodies is hit by a *magic missile* for 3 damage, each of the two creatures loses 3 hit points). The creatures are still considered separate targets, so if a *fireball* would include both creatures in its area of effect, the forest kami will effectively take double damage, as the damage inflicted to each of the bodies will separately be subtracted from its hit point total. If an effect would instantly slay one of the forest kami's bodies, both are slain.

The two bodies are capable of acting completely independently from one another, effectively doubling the number of actions the forest kami can take each turn.

Worry (Ex): A forest kami who is grappling an opponent shakes it vigorously back and forth in its mouth, dealing piercing and slashing damage with each successful grapple check. This occurs in addition to any other effects of the grapple check, such as pinning the target or dealing additional damage).

Blessings:

While in spiritual form, forest kami grant the following beneficial effects:

- ♦ Each creature within the forest kami's territory gains a bonus to all Survival checks equal to 1/2 the forest kami's hit dice.
- ♦ Each creature within the forest kami's territory gains the benefits of the woodland stride ranger class feature.
- ♦ All plants within the forest kami's territory are affected as though by the overgrowth version of the spell *plant growth*.

Ecology:

Forest kami, unsurprisingly, live primarily in forests and other wooded areas. In general, they seem to prefer old-growth forests, and any forest with trees older than 200 years is almost certain to contain at least one forest kami, possibly more if it is large enough to accommodate multiple territories. Some scholars theorize that these kami are born from the feelings of awe and wonder that such ancient forests evoke in mortals.

Like the wolves they resemble, these kami are highly territorial, and will not abide any visitors to their forest who are not respectful of the forest's ways. Though these kami will generally leave a traveller in peace as long as he or she does not disturb the local ecosystem, they will respond immediately and savagely to anyone who they feel is disrespecting the forest. On rare occasions, these kami have been known to tolerate hermetic druids or rangers to live within their territory, allowing them to hunt and forage unmolested as long as they do not take more than they need.

A forest kami's spirit dwelling is almost always the largest and oldest tree in the forest (or, in the case of forests large enough to support multiple kami, the oldest tree outside of any other kami's territory). Such trees live much longer than normal trees of their kind, and some such spirit dwellings have been reported to have been around for over 2,000 years. By contrast, some forest kami instead choose less obvious spirit dwellings, such as acorns or fallen logs. These also seem to enjoy unnatural longevity.

Because of their territorial nature, and their close ties to trees, forest kami have a long and bitter history with loggers and foresters of all kinds. Most forest kami will attack any creature bearing an axe, saw, or open flame within its territory on sight. A single forest kami, especially one of the more powerful varieties, can be a huge problem for an entire foresting operation, attacking and mauling the lumberjacks, and reforming only a few days after being defeated. This typically results in the foresters hiring mercenaries or adventurers to find the kami's spirit dwelling and destroy it once and for all.

Perhaps in an effort to ward off travelers, a forest kami's territory is almost always thickly overgrown, and far more wild in appearance than the rest of the surrounding forest. For this reason, a forest kami's territory is usually relatively easy to distinguish from the rest of the forest, at least to those who are paying attention to their surroundings.

Forge Kami

This squat creature is made of iron, with a patchwork of other metals. A large pipe juts out of its back, which bleeds thick smoke into the air. In its chest is a grate, opening into a smoldering fire which rages within. One of its arms ends in an anvil, the other a hammer. A number of ingots of iron and steel float around its waist like a belt.

LESSER FORGE KAMI

CR 4

XP 1,200

N Medium outsider (elemental, kami, native)

Init -1; Senses darkvision 60 ft., low-light vision;

Perception +0

DEFENSE

AC 18, touch 9, flat-footed 18; (-1 Dex, +9 natural)

hp 47 (5d10+20); fast healing 2

Fort +7, Ref +3, Will +1

DR 5/magic; Immune elemental traits, fire; SR 15

OFFENSE

Speed 30 ft.

Melee slam +9 (1d8+7)

Special Attacks breath weapon (30-foot cone of molten slag, 3d6 fire damage plus special, Reflex DC 15 half)

STATISTICS

Str 20, Dex 8, Con 16, Int 4, Wis 11, Cha 11

Base Atk +4; CMB +8; CMD 17 (21 vs. bull rush and trip)

Feats Endurance, Power Attack, Toughness

Skills Craft (any one smithing) +9, Climb +12,

Intimidate +8; Racial Modifiers +4 Craft (any smithing)

SQ empathic, manifestation, stability, territory

GREATER FORGE KAMI

CR 9

XP 6,400

N Large outsider (elemental, kami, native)

Init -1; Senses darkvision 60 ft., low-light vision;

Perception +2

DEFENSE

AC 23, touch 8, flat-footed 23; (-1 Dex, +15 natural, -1 size)

hp 114 (12d10+48); fast healing 6

Fort +11, Ref +7, Will +5

DR 5/—; Immune elemental traits, fire; SR 20

OFFENSE

Speed 30 ft.

Melee 2 slam +20 (2d6+8)

Space 10 ft.; Reach 10 ft.

Special Attacks breath weapon (30-foot cone of molten slag, 6d6 fire damage plus special, Reflex DC 19 half)

STATISTICS

Str 26, Dex 8, Con 16, Int 8, Wis 14, Cha 11

Base Atk +12; CMB +21; CMD 30 (34 vs. bull rush and trip)

Feats Endurance, Improved Bull Rush, Power Attack, Step Up, Toughness, Weapon Focus (slam)

Skills Craft (any one smithing) +18, Climb +23,

Intimidate +15, Sense Motive +17; Racial Modifiers +4

Craft (any smithing)

Languages telepathy 100 ft.

SQ empathic, manifestation, stability, territory

ELDER FORGE KAMI

CR 14

XP 38,400

N Huge outsider (elemental, kami, native)

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

DEFENSE

AC 27, touch 8, flat-footed 23; (-1 Dex, +20 natural, -2 size)

hp 180 (19d10+76); fast healing 9

Fort +14, Ref +10, Will +12

DR 10/—; Immune elemental traits, fire; SR 25

OFFENSE

Speed 30 ft.

Melee 2 slam +27 (3d6+10)

Space 15 ft.; Reach 15 ft.

Special Attacks breath weapon (30-foot cone of molten slag, 9d6 fire damage plus special, Reflex DC 22 half)

Spell-like Abilities (CL 19)

Constant—*true seeing*

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

3/day—*fabricate*, *make whole*

1/week—*animate object*

STATISTICS

Str 30, Dex 8, Con 16, Int 10, Wis 18, Cha 11

Base Atk +19; CMB +31; CMD 40 (44 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 (any one smithing) +26, Climb +32, Intimidate +22, Sense Motive +22; Racial Modifiers +4 Craft (any smithing)
Languages telepathy 100 ft.
SQ empathic, manifestation, stability, territory

Special Abilities:

Breath Weapon (Ex): Creatures who fail their Reflex save are coated in molten slag in addition to taking the listed damage. At the beginning of that creature's next turn, it takes the listed damage again, this time without being allowed a saving throw, and is slowed until the slag is removed. This damage does not continue through further rounds. As a full-round action which provokes attacks of opportunity, a coated creature can scrape off the cooling slag, which causes the weapon or tool used to scrape the slag off to take the listed damage as well. By waiting 10 minutes for the slag to fully cool, the character can remove it over the course of an hour without further damage to himself or his weapons.

Stability (Ex): Forge kami receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on the ground.

Blessings:

While in spiritual form, a forge kami grants the following beneficial effects:

- ♦ Each creature within the forge kami's territory gains a bonus to all Craft checks involving metalwork equal to $\frac{1}{2}$ the forge kami's hit dice. Additionally, the time required to make such checks is reduced by half.
- ♦ Each creature within the forge kami's territory gains the benefits of the *endure elements* spell, as well as fire resistance 5.
- ♦ Once per day, while in spiritual form, as a full-round action, a forge kami may grant a specific and powerful blessing on an item as it is being forged. When completed, the item's magical enhancement bonus will be increased by $\frac{1}{5}$ the forge kami's hit dice, rounded down. Alternatively, if the forge kami is angered, it may instead curse the item, reducing its enhancement bonus by a like amount or applying one of the cursed item special abilities found in the Pathfinder Roleplaying Game Core Rulebook. This blessing is permanent, and does not end if the item is removed from the kami's territory. Such blessings and curses are not always immediately apparent to the crafter.

Ecology:

Forge kami are primarily found in forges and smithies, but are occasionally found in metalworks, factories, and other areas with excessive amount of crafting. There is even one well-documented incident where a forge kami made its home in a cobbler's shop, much to the surprise and astonishment of the cobbler in question. Some scholars believe that forge kami are formed from the craftsmanship and love of the trade which metalsmiths and other craftsmen develop in their work.

This viewpoint is strengthened by the fact that these kami seem to value and reward craftsmen who dedicate themselves to their work, favoring those who spend the extra time to make an exceptional item over those who rush and mass-produce shoddily-crafted goods. These kami also take exception to those who do not put pride in their work, though in all cases they are more forgiving with apprentices and others who are new to the craft. In rare cases where the kami becomes exceptionally frustrated with a craftsman, it will begin cursing their work in an attempt to drive them away from the forge or factory.

Forge kami typically choose anvils, the forge itself, or a masterwork item which had been crafted in the territory for their spirit dwellings. These items are largely unaffected by the kami's presence, but never dull or rust, which is the only tell-tale sign that the item is serving as a spirit dwelling to those who cannot see magical auras.

Because a forge kami's territory is typically very small, they take a great investment in each individual crafter or smith, and seem to do their best to try and coax each individual's inner potential to be the best he or she can be, almost as though they themselves were forging and tempering the smiths, crafting them into better people.

Forge kami are slow to anger, but when they do it is very explosive and devastating. Generally speaking, a forge kami will not manifest unless someone is either destroying or stealing the crafts in its territory, in which case it will use lethal force to protect its home and anything which was made there. The only other time a forge kami is likely to manifest is if its spirit dwelling is threatened. Normally this will be because it is being stolen or the forge is being attacked, as above, but the kami will also manifest if the forge's owner tries to sell its spirit dwelling, dissuading the seller either by its empathy ability, or by brute force if necessary.

Graveyard Kami

Even though this creature wears a hooded robe, you can tell something isn't quite right about it. It reeks of sulfur and decay, and on closer inspection you can see that its skin is made of bones, grave soil, and a thick black sludge. Its long claws are pure bone, and its back is severely hunched. Several funeral urns float around the creature, as though trying unsuccessfully to escape it.

LESSER GRAVEYARD KAMI

CR 9

XP 6,400

N Medium outsider (elemental, kami, native)

Init +11; Senses darkvision 60 ft., lifesight 60 ft., low-light vision; Perception +16

DEFENSE

AC 22, touch 18, flat-footed 14; (+7 Dex, +1 dodge, +4 natural)

hp 114 (12d10+48); fast healing 6

Fort +12, Ref +17, Will +4

DR 5/magic; Immune elemental traits, undead traits; SR 20

OFFENSE

Speed 30 ft., fly 30 ft. (perfect)

Melee 2 claws +19 (1d8+4)

Ranged soulfire +19 touch (4d6 plus energy drain, DC 18)

Special Attacks energy drain (1 level, DC 18), soulfire

STATISTICS

Str 18, Dex 24, Con 18, Int 4, Wis 11, Cha 14

Base Atk +12; CMB +16; CMD 34

Feats Blind Fight, Dodge, Improved Initiative, Lightning Reflexes, Skill Focus (Perception), Weapon Finesse

Skills Escape Artist +17, Fly +15, Knowledge (religion) +12, Perception +16, Stealth +17

SQ empathic, manifestation, territory

GREATER GRAVEYARD KAMI

CR 14

XP 38,400

N Large outsider (elemental, kami, native)

Init +12; Senses darkvision 60 ft., lifesight 60 ft., low-light vision; Perception +30

DEFENSE

AC 28, touch 18, flat-footed 19; (+8 Dex, +1 dodge, +10 natural, -1 size)

hp 180 (19d10+76); fast healing 9

Fort +15, Ref +21, Will +8

DR 5/—; Immune elemental traits, undead traits; SR 25

OFFENSE

Speed 30 ft., fly 60 ft. (perfect)

Melee 2 claws +26 (2d6+6)

Ranged soulfire +26 touch (7d6 plus energy drain, DC 22)

Space 10 ft.; Reach 10 ft.

Special Attacks energy drain (2 levels, DC 22), soulfire

STATISTICS

Str 22, Dex 26, Con 18, Int 8, Wis 14, Cha 16

Base Atk +19; CMB +26; CMD 45

Feats Blind Fight, Dodge, Improved Initiative, Improved

Natural Attack (claw), Lightning Reflexes, Lightning

Stance, Mobility, Skill Focus (Perception), Weapon

Finesse, Wind Stance

Skills Escape Artist +30, Fly +36, Knowledge (religion)

+18, Perception +30, Stealth +26

Languages telepathy 100 ft.

SQ empathic, manifestation, territory

ELDER GRAVEYARD KAMI

CR 19

XP 2,400

N Huge outsider (elemental, kami, native)

Init +13; Senses darkvision 120 ft., lifesight 120 ft., low-light vision, true seeing; Perception +41

DEFENSE

AC 28, touch 18, flat-footed 19; (+9 Dex, +1 dodge, +10 natural, -2 size)

hp 322 (28d10+168); fast healing 14

Fort +21, Ref +27, Will +15

DR 10/—; Immune elemental traits, undead traits; SR 30

OFFENSE

Speed 30 ft., fly 120 ft. (perfect)

Melee 2 claws +36 (3d6+7)

Ranged soulfire +35 touch (9d6 plus energy drain, DC 28)

Space 15 ft.; Reach 15 ft.

Special Attacks energy drain (1d4+1 levels, DC 28), soulfire

Spell-like Abilities (CL 20)

Constant—*deathwatch*, *true seeing*

At will—*death knell* (DC 16), *greater teleport* (self only within territory), *speak with dead*

3/day—*animate dead*, *command undead*, *raise dead*

1/day—*finger of death* (DC 21)

1/week—*true resurrection**

*This spell can also be used to return a destroyed

undead to unlife.

STATISTICS

Str 24, Dex 28, Con 20, Int 10, Wis 18, Cha 18

Base Atk +28; CMB +57; CMD 57

Feats Blind Fight, Combat Reflexes, Dodge, Improved Initiative, Improved Natural Attack (claw), Lightning Reflexes, Lightning Stance, Lunge, Mobility, Skill Focus (Perception), Toughness, Weapon Finesse, Weapon Focus (claw), Wind Stance

Skills Escape Artist +40, Fly +44, Knowledge (religion) +31, Perception +41, Sense Motive +35, Stealth +32

Languages telepathy 100 ft.

SQ empathic, manifestation, territory

Special Abilities:

Energy Drain (Su): A creature hit by a graveyard kami's soulfire gains one or more negative levels. This ability never triggers more than once per round, regardless of the number of attacks a graveyard kami makes in that round.

Lifesight (Su): A graveyard kami is able to see the life-force of creatures around it, as nebulous and hazy auras which linger about them in the air. This functions as blindsight, except that it only allows the graveyard kami to detect living or undead creatures, and allows it to distinguish one from the other. It cannot see constructs, or other creatures neither living nor dead, with this ability.

Soulfire (Su): As a standard action, a graveyard kami can fire a bolt of harmful energy at a creature, directly attacking the target's soul. This is a ranged touch attack with a maximum range of 30 feet, and which can only affect living creatures. On a successful hit, the creature takes the listed amount of damage, half of which is negative energy and the other half of which is untyped. A successful Fortitude save halves the damage. The save DC is Charisma-based.

If a creature has at least one negative level from the graveyard kami's soulfire when it dies, it must succeed on a Will save (of the same DC) or have its soul utterly consumed, making it impossible for the creature to be raised or resurrected by any means without first having a wish or miracle cast to restore the slain creature's soul from oblivion.

Blessings:

While in spiritual form, graveyard kami grant the following beneficial effects:

♦ Each creature within the graveyard kami's territory gains a bonus to all Knowledge (religion) checks equal to 1/2 the graveyard kami's hit dice.

♦ Corpses interred within the graveyard kami's territory gain the benefits of the *gentle repose* spell.

♦ Corpses interred within the graveyard kami's territory are harder to resurrect or animate. Characters attempting to cast *animate dead*, or similar magic, or attempting to cast *raise dead*, or similar magic, on a creature which has been buried in a graveyard kami's territory must succeed on a caster level check (DC 10 + 1/2 the graveyard kami's hit dice + the graveyard kami's Wisdom modifier) or the spell fails. This effect does not end if the corpse is removed from the kami's territory, or if the kami is slain.

Ecology:

Graveyard kami are found primarily in graveyards, cemeteries, mausoleums, crypts, and other places where the dead are ritually buried. Some scholars theorize that graveyard kami are created by the sense of mourning and loss which pervade such places. In rare cases, they have been known to appear at the sites of ancient and terrible battlefields, making a silent vigil over the corpses left to rot at the battle's end. While some scholars theorize that these in particular graveyard kami are the remnants of a battlefield kami which oversaw the battle, other scholars believe that they are instead created by the lingering feelings of regret in the souls of the dead soldiers.

Graveyard kami typically take a tombstone or coffin as their spirit dwelling. Such objects bear the test of time better than most, and it is said that any tombstone which serves as a graveyard kami's spirit dwelling will always be legible.

Graveyards inhabited by graveyard kami often feel especially forboding, which often leads commoners to believe that the graveyard is haunted, and they often hire adventurers to deal with such non-existent spirits. For its own part, the graveyard kami seems primarily interested in ensuring that any creature interred within its territory remain dead and lifeless, and so primarily come into conflict with graverobbers, tomb raiders, necromancers, and those who seek to return their lost loved ones to life.

Library Kami

This creature appears to be made of books, scrolls, and parchment, stacked and arranged to mimic the form of a robed wizard. Its clothes are covered in a fine, spidery writing which makes it look almost like it is wearing a tapestry. Several ancient tomes, musty and ornate, float around it as it drifts silently through the air.

LESSER LIBRARY KAMI

CR 8

XP 4,800

N Small outsider (elemental, kami, native)

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

Perception +0

DEFENSE

AC 22, touch 18, flat-footed 15; (+6 Dex, +1 dodge, +4 natural, +1 size)

hp 75 (10d10+20); fast healing 5

Fort +9, Ref +12, Will +5

DR 5/magic; Immune elemental traits; SR 19

OFFENSE

Speed 30 ft.

Melee slam +17 (1d6+3)

Spell-like Abilities (CL 10)

Constant—*comprehend languages*, *detect magic*, *read magic*

Typical Spells Prepared (CL 8)

4th—*lesser globe of invulnerability*, *rainbow pattern*, *subvert spell*^{AA}

3rd—*deep slumber* (DC 17), *protection from energy*, *ray of exhaustion* (DC 17), *suggestion* (DC 17)

2nd—*scorching ray* (2), *make whole*, *touch of idiocy*

1st—*charm person* (DC 15), *magic missile* (2), *shield*, *sleep* (DC 15) *unseen servant*

0—*arcane mark*, *mage hand*, *mending*, *touch of fatigue* (DC 14)

STATISTICS

Str 15, Dex 22, Con 14, Int 20, Wis 11, Cha 13

Base Atk +10; CMB +11; CMD 28

Feats Arcane Strike, Combat Casting^B, Dodge, Eschew Materials, Iron Will, Scribe Scroll^B, Spell Penetration^B, Weapon Finesse

Skills Escape Artist +18, Knowledge (arcana) +22, Knowledge (history) +22, Knowledge (any two other) +22, Knowledge (untrained) +10, Sense Motive +13, Spellcraft +17

SQ cantrips, empathic, manifestation, spellcasting, territory, vast knowledge

GREATER LIBRARY KAMI

CR 13

XP 25,600

N Medium outsider (elemental, kami, native)

Init +7; Senses darkvision 60 ft., low-light vision;

Perception +2

DEFENSE

AC 28, touch 18, flat-footed 20; (+7 Dex, +1 dodge, +10 natural)

hp 153 (18d10+54); fast healing 9

Fort +14, Ref +20, Will +10

DR 5/—; Immune elemental traits; SR 24

OFFENSE

Speed 30 ft.

Melee 2 slams +26 (1d8+3)

Spell-like Abilities (CL 18)

Constant—*arcane sight*, *comprehend languages*, *read magic*

Typical Spells Prepared (CL 13)

7th—*banishment* (DC 23), *insanity* (DC 23)

6th—*greater dispel magic*, *guards and wards*, *legend lore*

5th—*cloudkill* (DC 21), *dominate person* (DC 21), *telepathic bond*, *waves of fatigue*

4th—*lesser globe of invulnerability*, *phantasmal killer* (DC 20), *rainbow pattern*, *subvert spell*^{AA} (2), 3rd—*deep slumber* (DC 17) (2), *protection from energy*, *ray of exhaustion* (DC 17), *suggestion* (DC 17) (2)

2nd—*scorching ray* (2), *make whole*, *touch of idiocy* (3)

1st—*charm person* (DC 15), *magic missile* (2), *shield*, *sleep* (DC 15) *unseen servant* (3)

0—*arcane mark*, *mage hand*, *mending*, *touch of fatigue* (DC 14)

STATISTICS

Str 16, Dex 24, Con 16, Int 24, Wis 14, Cha 13

Base Atk +18; CMB +21; CMD 39

Feats Arcane Strike, Combat Casting^B, Dodge, Eschew Materials, Greater Spell Penetration, Iron Will, Lightning Reflexes, Point Blank Shot, Scribe Scroll^B, Spell Penetration^B, Weapon Finesse, Weapon Focus (slam)

Skills Escape Artist +28, Knowledge (arcana) +42, Knowledge (history) +42, Knowledge (religion) +42, Knowledge (nobility) +42, Knowledge (any two other) +42, Knowledge (untrained) +21, Sense Motive +23, Spellcraft +28

Languages telepathy 100 ft.

SQ cantrips, empathic, manifestation, spellcasting, territory, vast knowledge

ELDER LIBRARY KAMI

CR 18

XP 153,600

N Large outsider (elemental, kami, native)

Init +9; Senses darkvision 60 ft., low-light vision, *true seeing*; Perception +4

DEFENSE

AC 33, touch 19, flat-footed 23; (+9 Dex, +1 dodge, +14 natural, -1 size)

hp 275 (22d10+154); fast healing 11

Fort +19, Ref +24, Will +15

DR 10/—; Immune elemental traits; SR 29

OFFENSE

Speed 30 ft.

Melee 2 slams +31 (2d6+6)

Spell-like Abilities (CL 20)

Constant—*comprehend languages*, *greater arcane sight*, *read magic*, *true seeing*

Typical Spells Prepared (CL 18)

9th—*foresight*, *refuge*, *timestop*

8th—*binding* (DC 23), *discern location*, *mind blank*, *temporal stasis* (DC 23)

7th—*banishment* (DC 23), *greater scrying* (DC 23), *insanity* (DC 23) (2)

6th—*disintegrate* (DC 22), *greater dispel magic*, *guards and wards*, *legend lore*, *permanent image* (DC 22)

5th—*cloudkill* (DC 21), *dominate person* (DC 21), *telepathic bond* (2), *waves of fatigue* (2)

4th—*lesser globe of invulnerability*, *phantasmal killer* (DC 20), *rainbow pattern*, *subvert spell*^{AA} (2),
3rd—*deep slumber* (DC 17) (2), *protection from energy*, *ray of exhaustion* (DC 17), *suggestion* (DC 17) (2)

2nd—*scorching ray* (2), *make whole*, *touch of idiocy* (3)

1st—*charm person* (DC 15), *magic missile* (2), *shield*, *sleep* (DC 15) *unseen servant* (3)

0—*arcane mark*, *mage hand*, *mending*, *touch of fatigue* (DC 16)

STATISTICS

Str 22, Dex 28, Con 22, Int 28, Wis 18, Cha 14

Base Atk +22; CMB +29; CMD 49

Feats Arcane Strike, Combat Casting^B, Dodge, Eschew Materials, Greater Spell Penetration, Iron Will, Lightning Reflexes, Maximize Spell, Point Blank Shot,

Precise Shot, Quicken Spell^B, Scribe Scroll^C, Spell Penetration^B, Toughness^B, Weapon Finesse, Weapon Focus (slam)

Skills Escape Artist +34, Knowledge (arcana) +34, Knowledge (history) +34, Knowledge (nobility) +42, Knowledge (planes) +42, Knowledge (religion) +42, Knowledge (any three other) +42, Knowledge (untrained) +30, Sense Motive +29, Spellcraft +34
Languages telepathy 100 ft.

SQ cantrips, empathic, manifestation, spellcasting, territory, vast knowledge

Special Abilities:

Spellcasting (Sp): Library kami cast spells as a wizard whose level is equal to their CR. Library kami automatically know all sorcerer/wizard spells they can cast, and do not need a spellbook, but still prepare spells each day. The spells listed in the library kami's stat-block are not the only spells they know, but rather are examples of a typical configuration of spells such a kami might have prepared at a given time.

Vast Knowledge (Ex): Library kami treats all Knowledge skills as class skills (taken separately). Additionally, library kami gain an enhancement bonus to all Knowledge checks equal to 1/2 their hit dice, and may make such checks untrained.

Blessings:

While in spiritual form, library kami grant the following beneficial effects:

- ♦ Each creature within the library kami's territory gains a bonus to all Knowledge checks equal to 1/4 the library kami's hit dice.
- ♦ All books within a library kami's territory are protected from acid and fire damage as though by the spell *protection from energy*, and are also completely water-proof (this protection extends to other liquids as well, such as alcohol and oil).
- ♦ All creatures within a library kami's territory are affected as though by the *comprehend languages* spell.

Ecology:

Library kami are found in repositories of knowledge of all kinds, though they typically prefer libraries, especially

public libraries. A library does not need to be especially large to create a library kami, many privately-owned libraries of nobles, scholars and even the occasional innkeeper have been known to be homes to these strange creatures. In fact, the power of the library kami seems to be tied more to the quality of the knowledge the library contains than the quantity, and libraries containing particularly rare or important knowledge create the strongest kami. Some scholars believe that library kami are created by devotion to knowledge and the pursuit of higher learning.

A library kami's spirit dwelling is almost always the oldest or rarest tome in the collection, though in libraries which employ catalogs listing the classification and location of all the library's books, the library kami's spirit dwelling may be the catalog, instead. Library kami are very protective of their spirit dwelling, but because they are so profoundly tied to the pursuit of knowledge, they will allow careful and respectful visitors to the library to examine the book. They always manifest before allowing anyone to take the book however, doing their best to impart its great importance to the reader.

Library kami are among the most sociable of the kami, and will actually spend a great deal of time manifested, serving as de facto librarians. In this way, they may enforce the library's silence, calmly and serenely reminding any noisemakers that the library is to be silent at all times. In the case of troublemakers who refuse to obey, the library kami will forcibly expel them, or, in the case of particularly powerful library kami, will usually put them in suspended animation indefinitely.

If the library comes under attack, from raiders, barbarians, arsonists, or book thieves, the library kami will defend it to the best of its ability, though where fire is involved, it often prefers to stay non-manifested, in order to protect the books from the fires.

When a library kami's physical body is destroyed, a number of books and scrolls remain behind. These books and scrolls contain some of the library kami's vast spell knowledge. A character who retrieves such remnants can use them to copy spells into his or her spellbook. A library kami leaves one such spell per hit dice it possesses, chosen randomly from amongst the spells it is able to cast (a lesser library kami, for example, would leave 10 different spells, each of a level between 1st and 4th, and determined randomly). These scrolls remain until the kami finishes its healing, at which point they vanish in a puff of blue smoke.

Some library kami live in ancient ruins or temples rather

than libraries, protecting ancient relics or hieroglyphs. Some of these kami are willing to allow curious investigators to examine the ancient knowledge and artifacts which they guard, as long as they do so carefully and do not remove or destroy anything. On the other hand, some of these kami instead are extremely hostile towards any who comes near their territory, seeing themselves as guardians of the area, and not abiding by any trespassers.

Regardless of their view towards visitors, library kami who inhabit such ruins often take relics or other ancient artifacts as their spirit dwelling, rather than books, though they still tend towards the most ancient or rare such item.

Marketplace Kami

A strange mockery of a merchant stands before you, its portly body and garish robes made entirely of various wares and miscellany one might find in a bazaar. Its head is made from an iron cook-pot, one hand a hammer or spade, the other ending in a set of lockpicks. A number of ancient coins float around the merchant's head like a halo of gold.

LESSER MARKET KAMI

CR 2

XP 600

N Small outsider (elemental, kami, native)

Init +3; Senses darkvision 60 ft., low-light vision;

Perception +5

DEFENSE

AC 16, touch 15, flat-footed 12; (+3 Dex, +1 dodge, +1 natural, +1 size)

hp 21 (3d10+6); fast healing 1

Fort +5, Ref +6, Will +1

DR 5/magic; Immune elemental traits; SR 15

OFFENSE

Speed 30 ft.

Melee 2 slams +5 (1d6+1)

Special Attacks disarming strike

STATISTICS

Str 13, Dex 16, Con 14, Int 4, Wis 11, Cha 11

Base Atk +3; CMB +4; CMD 18

Feats Dodge, Improved Disarm[®], Mobility

Skills Climb +7, Escape Artist +7, Perception +5, Sleight of Hand +8, Stealth +12

SQ empathic, manifestation, territory

GREATER MARKET KAMI

CR 7

XP 3,200

N Medium outsider (elemental, kami, native)

Init +9; Senses darkvision 60 ft., low-light vision;

Perception +14

DEFENSE

AC 22, touch 16, flat-footed 16; (+5 Dex, +1 dodge, +6 natural)

hp 67 (9d10+18); fast healing 4

Fort +8, Ref +11, Will +5

DR 5/—; Immune elemental traits; SR 18

OFFENSE

Speed 40 ft.

Melee 2 slams +14 (1d8+3)

Special Attacks disarming strike

STATISTICS

Str 16, Dex 20, Con 14, Int 8, Wis 14, Cha 11

Base Atk +9; CMB +13; CMD 28

Feats Dodge, Improved Disarm[®], Improved Initiative, Mobility, Weapon Finesse, Weapon Focus (claw)

Skills Climb +15, Escape Artist +17, Perception +14,

Sleight of Hand +17, Stealth +17

Languages telepathy 100 ft.

SQ empathic, manifestation, territory

ELDER MARKET KAMI

CR 12

XP 19,200

N Large outsider (elemental, kami, native)

Init +11; Senses darkvision 120 ft., low-light vision, *true seeing*; Perception +23

DEFENSE

AC 29, touch 17, flat-footed 21; (+7 Dex, +1 dodge, +12 natural, -1 size)

hp 152 (16d10+64); fast healing 8

Fort +13, Ref +17, Will +11

DR 10/—; Immune elemental traits; SR 23

OFFENSE

Speed 50 ft.

Melee 2 slams +23 (2d6+4)

Space 10 ft.; Reach 10 ft.

Special Attacks disarming strike

Spell-like Abilities (CL 14)

Constant—*true seeing*

At will—*greater teleport* (self only within territory), *mage hand*, *mending*

3/day—*greater invisibility*, *locate object*, *major creation*

1/week—*sympathy* (DC 23)

STATISTICS

Str 18, Dex 24, Con 16, Int 10, Wis 18, Cha 11

Base Atk +16; CMB +13; CMD 28

Feats Dodge, Improved Critical (claw), Improved Disarm[®], Improved Initiative, Iron Will, Mobility,

Toughness, Weapon Finesse, Weapon Focus (claw)

Skills Climb +23, Escape Artist +26, Perception +23,

Sense Motive +23, Sleight of Hand +26, Stealth +22

Languages telepathy 100 ft.

SQ empathic, manifestation, territory

Special Abilities:

Disarming Strike (Ex): When a market kami hits with both slam attacks, it can attempt to disarm its target of a single held item as a free action by making a disarm combat maneuver. If the attempt succeeds, the kami absorbs the item into its body, healing 5 hit points in the process. The creature can attempt to get the item back with a successful disarm attempt of its own, and if the market kami is slain the item does not dissolve with the rest of its body, but remains behind instead. If the market kami ends the manifestation before either of these events happen, however, the item is lost until the kami chooses to manifest again, at which time the only way to recover the item will be through a successful disarm attempt.

Blessings:

While in spiritual form, a market kami grants the following beneficial effects:

- ♦ Each creature within the market kami's territory gains a bonus to all Appraise and Diplomacy checks equal to $\frac{1}{2}$ the market kami's hit dice. Less fair-minded market kami instead provide a bonus to Bluff and Sleight of Hand checks.
- ♦ Each creature within the market kami's territory can identify the magical properties of magic items using the Appraise skill instead of the Spellcraft skill, and without the use of *detect magic*. This takes one minute, and the DC is equal to 20 + the item's caster level. Less fair-minded market kami instead cause all *detect magic*, *identify*, and similar spells cast within its territory to fail, or provide false results.
- ♦ The entirety of the market kami's territory is affected as though by the spell *zone of truth*. Less fair-minded market kami instead grant the benefits of *glibness* to each creature within their territories.

Ecology:

Market kami can be found anywhere large amounts of trade or business is conducted. They are most commonly found in large bazaars or open markets, especially if such places are on major trade routes or otherwise see a great deal of exotic goods, merchants, coin, and buyers. The size of the market seems to be less important to the kami's power than the variety of goods which can be found within.

Those scholars who believe that kami are the result of certain thoughts, feelings, or emotions are bitterly

divided as to what leads to the creation of a market kami: some believe that market kami are created from the greed of merchants looking to make a quick profit, as well as that of "bargain seekers." Others believe that these kami arise from the desire for fair exchange, and from good and honest merchants, as well as buyers who are willing to pay what things are worth. In truth, both sides of the argument seem to have merit, as both types of market kami are known to exist. Each camp of scholars claims that the other kind of kami is the result of some kind of perversion or other transformative event.

Market kami tend to take any kind of item as their spirit dwelling, sometimes taking residence in a fine sword, or a length of silk rope, or an old coin. Because of the highly fluid nature of goods in a bazaar, most market kami are able to move from one spirit dwelling to another. This has a number of restrictions, and as far as has been recorded, the market kami is only able to shift from an item that is being sold, to the item which is being used to purchase it. In this way, the market kami will weave its spirit dwelling throughout the market, moving from stall to stall and hand to hand.

Obviously, because the two kinds of market kami are very different from one another, they act in very different ways. Fair-minded market kami act like self-appointed guardians of the market and of the traders and customers therein. They will go out of their way to thwart scheming, greedy merchants who try to cheat their customers, as well as doing their best to stop pickpockets and other thieves from causing trouble. In extreme cases, they may even manifest to stop such pickpockets, disarming them of their ill-gotten gains and returning them to their rightful owners. In cases where the thief is able to get away, these kami often turn to adventurers or other capable hands in the market, empathically urging them to recover the lost goods.

By comparison, the greedy market kami create chaos in the marketplace, enabling liars, cheats, and thieves to run rampant, and creating an atmosphere where everyone looks out for him- or herself. These kami regularly manifest to steal choice items from travellers or passerby, taking them for themselves and creating an ever-growing hoard of its own body. They are particularly attracted to magical items and the sorts of rare art object and coins that adventurers tend to accumulate, which often put these two groups in direct odds as the market kami steals the adventurers' hard-earned loot, then absconds with it.

Temple Kami

This creature appears to be a stone lion. It wears a thick, braided rope as a collar, and its eyes smolder with green fire. Several ornate paper lanterns float around its head, darting and weaving in an intricate dance.

LESSER TEMPLE KAMI

CR 7

XP 3,200

N Medium outsider (elemental, kami, native)

Init +7; Senses darkvision 60 ft., low-light vision, scent; Perception +15

DEFENSE

AC 18, touch 14, flat-footed 14; (+4 Dex, +4 natural)
hp 85 (9d10+36); fast healing 4

Fort +9, Ref +10, Will +5

Defensive Abilities ferocity; DR 5/magic; Immune elemental traits; SR 18

OFFENSE

Speed 40 ft.

Melee bite +15 (1d8+6), 2 claws +15 (1d6+6)

Special Attacks pounce, roar (DC 17)

STATISTICS

Str 22, Dex 18, Con 16, Int 4, Wis 11, Cha 11

Base Atk +9; CMB +15 (+19 grapple); CMD 29 (33 vs. trip)

Feats Improved Initiative, Run, Iron Will, Skill Focus (Perception), Toughness

Skills Acrobatics +15, Climb +15, Knowledge (religion) +3, Perception +15, Stealth +15; Racial Modifiers +4

Acrobatics, +4 Stealth

SQ empathic, manifestation, territory

GREATER TEMPLE KAMI

CR 12

XP 19,200

N Large outsider (elemental, kami, native)

Init +9; Senses darkvision 60 ft., low-light vision, scent; Perception +27

DEFENSE

AC 25, touch 15, flat-footed 19; (+5 Dex, +1 dodge, +10 natural, -1 size)

hp 152 (16d10+64); fast healing 8

Fort +13, Ref +15, Will +9

Defensive Abilities ferocity; DR 5/—; Immune elemental traits; SR 23

OFFENSE

Speed 50 ft.

Melee bite +23 (2d6+8), 2 claws +23 (1d8+8)

Space 10 ft.; Reach 5 ft.

Special Attacks pounce, roar (DC 21)

STATISTICS

Str 26, Dex 20, Con 16, Int 8, Wis 14, Cha 11

Base Atk +16; CMB +25 (+29 grapple); CMD 40 (44 vs. trip)

Feats Dodge, Improved Initiative, Mobility, Run, Iron Will, Skill Focus (Perception), Toughness, Wind Stance

Skills Acrobatics +28, Climb +27, Knowledge (religion) +18, Perception +27, Stealth +24; Racial Modifiers +4

Acrobatics, +4 Stealth

Languages telepathy 100 ft.

SQ empathic, manifestation, territory

ELDER TEMPLE KAMI

CR 17

XP 102,400

N Huge outsider (elemental, kami, native)

Init +7; Senses darkvision 120 ft., low-light vision, scent, *true seeing*; Perception +25

DEFENSE

AC 30, touch 14, flat-footed 24; (+5 Dex, +1 dodge, +16 natural, -2 size)

hp 250 (20d10+140); fast healing 10

Fort +18, Ref +19, Will +12

Defensive Abilities ferocity; DR 10/—; Immune elemental traits; SR 28

OFFENSE

Speed 60 ft.

Melee bite +28 (2d8+10), 2 claws +28 (2d6+10)

Space 15 ft.; Reach 10 ft.

Special Attacks pounce, roar (DC 26)

Spell-like Abilities (CL 14)

Constant—*true seeing*

At will—*bless water*, *greater teleport* (self only within territory), *unseen servant*

3/day—*atonement*, *shout* (DC 18)

1/week—*mark of justice*

STATISTICS

Str 30, Dex 20, Con 22, Int 10, Wis 18, Cha 11

Base Atk +20; CMB +32 (+29 grapple); CMD 47 (51 vs. trip)

Feats Dodge, Improved Initiative, Lightning Reflexes, Lunge, Mobility, Run, Iron Will, Skill Focus

(Perception), Toughness, Wind Stance

Skills Acrobatics +32, Climb +33, Knowledge (religion)

+25, Perception +33, Sense Motive +27, Stealth +24;
Racial Modifiers +4 Acrobatics, +4 Stealth
Languages telepathy 100 ft.
SQ empathic, manifestation, territory

Special Abilities:

Roar (Su): A temple kami's roar carries a powerful supernatural compulsion, driving away those who do not belong within its temple. Each creature within 100 feet of the temple kami, who can hear its roar, and who the temple kami views as an enemy, must succeed on a Will save or be overwhelmed with a desire to flee from the temple kami's territory. Creatures who fail their save leave the temple kami's territory as quickly as they are able, and will not willingly return for a duration of one day per hit die the temple kami possesses. Even those creatures who succeed on their Will saves feel a profound sense of unease while within the temple kami's territory, and suffer a -4 morale penalty to AC, attack rolls, ability checks, damage rolls, skill checks, and saving throws as long as they remain within the temple kami's territory, for a duration of one day per hit die the temple kami possesses. The save DC is Constitution-based. The temple kami may use this ability once per day.

Blessings:

While in spiritual form, a temple kami grants the following beneficial effects:

- ♦ Each creature within the temple kami's territory gains a bonus to all Knowledge (religion) and Perception checks equal to 1/2 the temple kami's hit dice.
- ♦ The temple kami's territory is protected as though by the spell *magic circle against evil*. This is a single effect which covers the entire territory.
- ♦ Once per day, while in spirit form, as a full-round action, the temple kami can affect its entire territory as though with the *prayer* spell.

Ecology:

Temple kami are found primarily in monasteries, temples, shrines, and chapels, especially the more remote and secluded kind. They tend to prefer the kind of monastery or temple where the monks or priests live in the building full-time, and which are largely self-sufficient, but this is by no means a hard-and-fast rule.

In fact, some temple kami instead make their homes in palaces, castles, and the like, though these kami do not substantially differ from the temple kami who make their homes in actual temples.

Some scholars believe that temple kami are created by the devotion and piety, as well as self-sacrifice, of the members of the temple that the kami inhabits. As evidence for such claims, they point to the temple kami's preference for secluded, self-sufficient monasteries, where the monks often give up much of their daily lives in favor of their new religious path. They also point out that temple kami are among the most loyal and protective of all kami, and they seem to have little purpose beyond guarding their territory from those who would assault it. Others believe that temple kami are created directly by gods and other great powers, and specifically set in a temple to guard it from that deity's enemies. If this is true, no deity has ever openly admitted to doing so, which seems somewhat suspect.

In the case of temples or shrines devoted to evil deities or religions, the temple kami are somewhat altered. They provide a *magic circle against good*, rather than a *magic circle against evil*, and tend to be far more vindictive in dealing with interlopers, often preferring to maim, rather than kill, so that the offender can later be interrogated or sacrificed. Reportedly, temple kami exist which are neither good nor evil aligned, and may provide other protective spells, such as *magic circle against chaos*.

A temple kami's spirit dwelling is usually an altar, or else a statue of some kind. In some cases, temple kami instead choose elaborate stained-glass windows, tapestries, or items of ritual significance (such as a high priest's ceremonial garments) as their spirit dwelling instead.

Typically, temple kami do not manifest unless their territory is being invaded. They are often the bane of temple-raiding bandits, brigands, or adventurers, though they typically prefer to simply chase off such interlopers with their frightening roar. In rare cases, when a temple or shrine is under dire threat from within (for example, if one of the clerics or priests is corrupt), the temple kami may turn to capable adventurers to deal with this threat, especially if its own ability to address the problem is insufficient.

Water Kami

Rising up from the water is a vaguely feminine form, though its features are blank. Its body is made mostly of water, though it also contains a number of rocks and a deal of fine, sandy silt. Circling the creature are a number of small fish, which seem to have no trouble breathing as they lazily swim through the air around the creature's head.

LESSER WATER KAMI

CR 3

XP 800

N Small outsider (elemental, kami, native)

Init +9; Senses darkvision 60 ft., low-light vision;

Perception +8

DEFENSE

AC 18, touch 16, flat-footed 13; (+5 Dex, +2 natural, +1 size)

hp 34 (4d10+12); fast healing 2

Fort +7, Ref +9, Will +1

Defensive Abilities watery form; DR 5/magic; Immune elemental traits; SR 14

OFFENSE

Speed 30 ft.; swim 60 ft.

Melee 4 slam +6 (1d4)

Ranged water jet +10 touch (1d8 plus drench)

Space 5 ft.; Reach 10 ft.

Special Attacks drench, water jet

STATISTICS

Str 10, Dex 20, Con 16, Int 4, Wis 11, Cha 11

Base Atk +4; CMB +3; CMD 18

Feats Improved Initiative, Weapon Focus (slam)

Skills Perception +8, Stealth +15, Swim +17

SQ empathic, manifestation, territory

GREATER WATER KAMI

CR 8

XP 4,800

N Medium outsider (elemental, kami, native)

Init +9; Senses darkvision 60 ft., low-light vision;

Perception +16

DEFENSE

AC 24, touch 16, flat-footed 18; (+5 Dex, +1 dodge, +8 natural)

hp 95 (10d10+40); fast healing 5

Fort +10, Ref +12, Will +3

Defensive Abilities watery form; DR 5/—; Immune elemental traits; SR 19

OFFENSE

Speed 30 ft.; swim 60 ft.

Melee 2 slams +14 (1d6+5)

Ranged water jet +15 touch (2d6 plus drench)

Space 5 ft.; Reach 10 ft.

Special Attacks drench, water jet

STATISTICS

Str 16, Dex 20, Con 16, Int 8, Wis 11, Cha 11

Base Atk +10; CMB +13; CMD 29

Feats Dodge, Improved Initiative, Step Up, Toughness, Weapon Focus (slam)

Skills Escape Artist +18, Intimidate +13, Perception +16, Stealth +18, Swim +24

Languages telepathy 100 ft.

SQ empathic, manifestation, territory

ELDER WATER KAMI

CR 13

XP 25,600

N Large outsider (elemental, kami, native)

Init +11; Senses darkvision 120 ft., low-light vision, *true seeing*; Perception +22

DEFENSE

AC 30, touch 17, flat-footed 21; (+8 Dex, +1 dodge, +12 natural, -1 size)

hp 171 (18d10+72); fast healing 9

Fort +14, Ref +18, Will +12

Defensive Abilities watery form; DR 10/—; Immune elemental traits; SR 24

OFFENSE

Speed 30 ft.; swim 60 ft.

Melee 4 slam +26 (1d8+5)

Ranged water jet +25 touch (4d6 plus drench)

Space 10 ft.; Reach 15 ft.

Special Attacks drench, water jet

Spell-like Abilities (CL 18)

Constant—*true seeing*

At will—*obscuring mist*, *greater teleport* (self only within territory)

3/day—*control water*

1/week—*tsunami*^{AVG} (DC 23)

STATISTICS

Str 20, Dex 26, Con 16, Int 10, Wis 18, Cha 11

Base Atk +18; CMB +23; CMD 31

Feats Blind-fight, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Step Up, Toughness, Weapon Focus (slam)

Skills Acrobatics +28, Escape Artist +28, Intimidate +21, Perception +22, Stealth +28, Swim +32
Languages telepathy 100 ft.
SQ empathic, manifestation, territory

Special Abilities:

Drench (Ex): The water kami's touch puts out non-magical flames of Large size or smaller. The water kami can also dispel magical fire it touches as dispel magic (caster level equals the water kami's hit dice).

Water Jet (Su): As a standard action, a water kami can fire a jet of water at its target. This is a ranged touch attack with a maximum range of 60 feet, which deals the listed amount of bludgeoning damage on a successful hit. Additionally, any creature hit with a water kami's water jet is affected by its drench ability.

Watery Form (Ex): Because the water kami is partially made of water, its form is only somewhat solid, making it resistant to physical attacks. Whenever a creature attacks a water kami with a physical attack (such as a manufactured weapon or a natural weapon), there is a 20% chance that the attack automatically misses. This defense doesn't apply to touch attacks or attacks with non-physical weapons, such as a scorching ray or a brilliant energy weapon. This miss chance applies to magic weapons, as well as mundane ones. Because this miss chance comes from the creature's insubstantial form, rather than from concealment or an illusion, the Blind-Fight feat and similar abilities do not apply to it.

Blessings:

While in spiritual form, a water kami grants the following beneficial effects:

- ♦ Each creature within the water kami's territory gains a bonus to all Profession (sailor) and Swim checks equal to 1/2 the water kami's hit dice.
- ♦ Each creature within the water kami's territory is affected as though by the spell *water breathing*.
- ♦ Each creature within a water kami's territory gains a degree of calm and peace of mind. Affected creatures gain a morale bonus to Will saves vs. fear effects and any spell or effect which references emotions (such as *rage* or *calm emotions*).

Ecology:

Water kami can be found in any large body of water, from lakes and oceans to streams, rivers, and occasionally even wells and reservoirs. Water kami appear in bodies of water of nearly any size, and seem to be attracted to an area more by the purity of the water than by the amount. Some scholars believe that water kami are the result of the reliance that common folk have on the water sources the kami live in. This applies both to the water as a source of drinking and bathing water, as well as a source of fish and other foodstuffs.

In part, this belief comes from the fact that water kami make a habit of protecting those who venture into their territories, whether by allowing drowning creatures to breathe water as easily as air, or by improving a sailor's ability to keep his ship afloat in a dangerous storm.

By contrast, other scholars believe that water kami arise from the sense of peace and tranquility which such water sources can inspire in others. These scholars point out that the other kami seem to spring more from emotions and feelings than "intangibles" such as a reliance on water. Due to the fact that water kami have been known to appear in wells and reservoirs, this seems somewhat suspect, though it is certainly true that water kami have a calming effect on those in their territory.

A water kami's spirit dwelling is typically an exceptional pearl or section of coral, which typically glows a faint blue-green color. Water kami typically allow swimmers in their territory to view their spirit dwelling, but never allow them to touch it, always manifesting and driving them away if revoking its *water breathing* blessing temporarily doesn't get the message across. In smaller territories, such as wells and reservoirs, the water kami tends to take a more mundane spirit dwelling, such as a brick or bucket. In fast-moving streams and rivers, a water kami's spirit dwelling is typically a large stone that will not be swept away, though, even if it is, this simply displaces the water kami's territory further downriver.

Sailors and fishermen often give offerings at small shrines devoted to local water kami, hoping to receive the kami's blessing and stay on its good side in case any violent storms arise. Typically peaceful creatures, water kami rarely come into any kind of conflict, though they will occasionally come to blows with those who would pollute or divert their territories. Water kami who are unable to reach the source of such distress (particularly those in rivers) often turn to adventurers with pleas for help. At the same time, farmers attacked for diverting rivers to irrigate their crops often turn to adventurers as well.

Permission to copy, modify and distribute the files collectively known as the System Reference Document ("SRD") is granted solely through the use of the Open Gaming License, Version 1.0a.

This material is being released using the Open Gaming License Version 1.0a and you should read and understand the terms of that license before using this material.

The text of the Open Gaming License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

The following items are designated Product Identity, as defined in Section 1(e) of the Open Game License Version 1.0a, and are subject to the conditions set forth in Section 7 of the OGL, and are not Open Content: Dungeons & Dragons, D&D, Player's Handbook, Dungeon Master, Monster Manual, d20 System, Wizards of the Coast, d20 (when used as a trademark), Forgotten Realms, Faerûn, proper names (including those used in the names of spells or items), places, Red Wizard of Thay, the City of Union, Heroic Domains of Ysgard, Ever-Changing Chaos of Limbo, Windswept Depths of Pandemonium, Infinite Layers of the Abyss, Tarterian Depths of Carceri, Gray Waste of Hades, Bleak Eternity of Gehenna, Nine Hells of Baator, Infernal Battlefield of Acheron, Clockwork Nirvana of Mechanus, Peaceable Kingdoms of Arcadia, Seven Mounting Heavens of Celestia, Twin Paradises of Bytopia, Blessed Fields of Elysium, Wilderness of the Beastlands, Olympian Glades of Arborea, Concordant Domain of the Outlands, Sigil, Lady of Pain, Book of Exalted Deeds, Book of Vile Darkness, beholder, gauth, carrion crawler, tanar'ri, baatezu, displacer beast, githyanki, githzerai, mind flayer, illithid, umber hulk, yuan-ti.

All of the rest of the SRD is Open Game Content as described in Section 1(d) of the License.

More information on the Open Game License can be found at www.wizards.com/d20.

The terms of the Open Gaming License Version 1.0a are as follows:

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc. ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor; (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook, Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might, Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors, Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Liber Vampyr, Copyright 2010, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, and Justin Holloway.

Steps of the Sanguine Path, Copyright 2010, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, and Justin Holloway.

Into the Armory: The Complete Guide to Weapons, Armor, and Equipment, Copyright 2010, Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

The Book of Beginnings, Copyright 2010 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

Advanced Arcana Volume I, Copyright 2010 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Joshua Zaback, Justin Holloway

The Book of Kami, Copyright 2010 Necromancers of the Northwest, LLC; Authors: Alex Riggs, Justin Holloway, Joshua Zaback

END OF LICENSE

