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[This was the last of the monsters I started up for the original Year of Yokai series. Of course, just when I thought I was out, it dragged me back in. Still, I'm pretty proud of the nūrihyon as a capstone. I wanted to make sure you could use them to drive plots, rather than just being a combat encounter.]

### **Nūrihyon**

*This wrinkled old man stands a head shorter than a human being. His head is grotesquely elongated, giving him a top-heavy appearance. Despite his deformities, he carries himself with a regal air. His robes are fine and he clutches a gnarled cane in one withered hand.*

Although yokai are an indomitable breed, capable of great good or ill depending on their whims, all bend to the will of the nūrihyon. Sometimes referred to as the “General of Yokai”, these odd humanoids contain massive power, able to warp minds with a thought and controlling men and monsters alike as if they were puppets. Fortunately, these powerful entities do not seek domination or material wealth with their skills—they are creatures devoted to leisure and relaxation.

A nūrihyon loves to dwell among people and benefit from their charity, crashing parties held by the

elite, stealing rooms at the finest inns and brothels and otherwise taking advantage of the finest creature comforts. In order to do so, they use their vast magic to convince others that they are the rightful master of the house, and to do favors for them. A nūrihyon's demands may be as simple as dressing all in a particular color, or as insane as fetching a fresh phoenix egg to make into an omelet. Their stranger desires may lead to trouble for their pawns, and to adventure opportunities for those bold, daring and powerful enough to carry them out. Unfortunately for those victimized by a nūrihyon, they rarely reward mortals with little more than a fraction of the rightful cost of their prizes.

Despite their odd appearances and slothful demeanor, nūrihyons are ferocious in combat if they have to be, slipping in and out of sight and striking with their enchanted canes for tremendous damage. They much prefer, however, to have others fight for them—either enchanted thralls or allies recruited from the ranks of local urban monsters. A nūrihyon can lend some of its mythic majesty to its monstrous allies, turning even weak creatures into powerful menaces.

### **Nūrihyon CR 20/MR 8**

#### **XP 307,200**

CN Medium monstrous humanoid

**Init** +21 (M) ; **Senses** darkvision 60 ft., low-light vision, Perception +30

**Defense**

**AC** 38, touch 30, flat-footed 28 (+9 Dex, +1 dodge, +8 natural, +10 deflection)

**hp** 350 (20d10+160 plus 80); regeneration 10 (epic weapons)

**Fort** +14, **Ref** +21, **Will** +19

**DR** 15/cold iron and epic; **SR** 33

**Immune** curses, death effects, disease, mind-influencing effects, poison

**Defensive Abilities** block attacks, evasion, indomitable shield

**Offense**

**Speed** 30 ft., fly 60 ft (good)

**Melee** *shillelagh* +23/+18/+13/+8 (2d6+4)

**Special Attacks** bestow might, mythic power (8/day, 1d10), piercing enchantments, sneak attack +6d6

**Spells** CL 18th, concentration +28 (+32 casting defensively)

6th (5/day)—*irresistible dance* (M) (DC 29), *mass charm monster* (DC 29), *mass cure moderate wounds*, *overwhelming presence*\* (DC 29)

5th (6/day)—*greater dispel magic*, *greater heroism*, *mind fog* (DC 28), *mislead* (M) (DC 25)

4th (7/day)—*dimension door* (M), *dominate person* (M) (DC 27), *freedom of movement*, *locate creature*, *serenity*\* (DC 27)

3rd (7/day)—*blink* (M), *confusion* (M) (DC 26), *cure serious wounds*, *glibness*, *haste*, *overwhelming grief*\* (DC 26)

2nd (8/day)—*blindness/deafness* (DC 22), *blur*, *invisibility* (M), *mirror image*, *share memory*\* (DC 22), *unadulterated loathing*\* (DC 25)

1st (8/day)—*cure light wounds*, *grease* (DC 21), *hideous laughter* (M) (DC 24), *undetectable alignment*, *unnatural lust*\* (DC 24), *unseen servant*

0th—*detect magic*, *mage hand*, *message*, *open/close*, *prestidigitation*, *read magic*

\* see *Pathfinder Roleplaying Game: Ultimate Magic*

**Spell-like Abilities** CL 18th, concentration +28 (+32 casting defensively)

Constant—*fly*, *shillelagh*, *tongues*

3/day—*mass suggestion* (DC 29), *modify memory* (M) (DC 27), *veil* (DC 26)

1/day—*dominate monster* (DC 32), *power word stun*

**Statistics**

**Str** 15, **Dex** 29, **Con** 27, **Int** 20, **Wis** 24, **Cha** 30

**Base Atk** +20; **CMB** +22; **CMD** 52

**Feats** Combat Casting, Dodge, Greater Spell Focus (enchantment), Improved Initiative (M), Mobility (M), Mythic Spell Lore, Persuasive (M), Quicken Spell, Spell Focus (enchantment) (M), Spring Attack

**Skills** Bluff +30, Diplomacy +36, Disguise +30, Fly +19, Intimidate +39, Knowledge (all) +25, Perception +30, Sense Motive +27, Spellcraft +25, Stealth +32

**Languages** Common, Celestial, Infernal, Abyssal, Sylvan, *tongues*

**SQ** font of knowledge

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**Environment** urban

**Organization** solitary, retinue (1 plus 1-4 charmed allies) or parade (1 plus 2-100 allies)

**Treasure** double standard

Special Abilities

**Bestow Power (Su)** As a standard action, a nūrihyon can touch an aberration, magical beast, monstrous humanoid or outsider with the oni or kami subtypes and grant it the agile, invincible or savage mythic simple templates. This costs a number of uses of mythic power equal to the increase in MR granted by the template. The template lasts for 24 hours.

**Font of Knowledge (Ex)** A nūrihyon treats a rank placed in a Knowledge skill as a rank placed in all Knowledge skills.

**Indomitable Shield (Su)** A nūrihyon gains a deflection bonus to AC equal to its Charisma modifier.

**Piercing Enchantment (Su)** A nūrihyon can apply any feats that affect its enchantment spells to its spell-like abilities as well. In addition, any time a nūrihyon targets a creature protected from spells or mind-influencing abilities with a spell, it can automatically attempt a caster level check to dispel that spell.

**Spells** A nūrihyon casts spells as an 18th level bard.