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[Commissioned by [@wannabedemonlord](#). I'd avoided the namahage for a while, as it's less a monster than a folk custom, and how to give statistics to it eluded me for a while. [@wannabedemonlord](#)'s concept for it as the Scared Straight Kami was fantastic.]

Kami, Namahage

This savage-looking humanoid has a colorful tusked face and a pair of short horns growing from its brow. It wears a straw raincoat and carries an enormous knife.

Although they are sometimes mistaken for oni, the fearsome namahage are in fact benevolent guardian spirits. They use their powers and fearsome mien to frighten people, particularly children, away from lives of crime and protecting them from wandering into dangerous locations or into the clutches of urban monsters. Some communities use the namahage as a bogeyman, and the namahage are fine playing this role. These villages celebrate the New Year by having people in namahage costume roam from house to house and threaten children who behave poorly, and occasionally a genuine namahage will join these festivals. Real namahage care less about proper behavior and social norms, however, than they do about saving lives. Some dungeons are guarded by a namahage as their first line of defense, keeping wandering monsters in and adventurous souls who could get in

over their heads out—proving to a namahage’s satisfaction that a group of explorers is tough enough to face the dangers within may well be their first challenge.

In combat, a namahage relies on bluster and intimidation to weaken and scatter foes. They rarely fight to deal lethal damage, preferring to knock opponents out and move them to a safer location if they cannot be persuaded or induced to flee. Creatures frightened by a namahage are under a magical protection for as long as the fear lasts, preventing hidden enemies from taking advantage of their distress. If an opponent is knocked out, the namahage will use its *mark of justice* ability to act as a permanent reminder to avoid that area. Only against an irredeemably evil opponent, such as the undead or an oni, will they fight to kill.

Namahage CR 7

XP 3,200

CG Medium outsider (kami, native)

Init +4; **Senses** darkvision 60 ft., Perception +15

Aura frightful presence (30 ft., DC 18)

Defense

AC 20, touch 14, flat-footed 16 (+4 Dex, +5 natural, +1 armor)

hp 85 (9d10+36); fast healing 4

Fort +10, **Ref** +9, **Will** +10

DR 5/cold iron; **Immune** bleed, mind-influencing effects, petrification, polymorph; **Resist** acid 10, electricity 10, fire 10; **SR** 18

Offense

Speed 30 ft.

Melee +1 *short sword* +15/+10 (1d6+5/19-20), bite +8 (1d6+2) or bite +13 (1d6+4)

Special Attacks gentle blade, hidden fear

Spell-like Abilities CL 7th, concentration +11

Constant—*detect evil*

At will—*dispel magic*, *remove fear*, *sanctuary* (DC 15)

3/day—*aversion* (DC 17), *cure moderate wounds* (DC 16), *heat metal* (DC 16)

1/day—*fear* (DC 18), *mark of justice*

Statistics

Str 18, **Dex** 19, **Con** 18, **Int** 13, **Wis** 18, **Cha** 19

Base Atk +9; **CMB** +12; **CMD** 27

Feats Dazzling Display, Dodge, Intimidating Prowess, Lightning Reflexes, Weapon Focus (short sword)

Skills Diplomacy +15, Knowledge (local) +13, Knowledge (history) +13, Intimidate +19, Perception +15, Sense Motive +15, Survival +15

Languages Common, telepathy 100 ft.

SQ merge with ward, ward (village or town)

Ecology

Environment urban

Organization solitary, pair or gang (3-10)

Treasure standard (+1 *short sword*, masterwork padded armor, other treasure)

Special Abilities

Gentle Blade (Su) A namahage may, as a swift action, grant its short sword the *merciful* weapon quality, dealing an additional 1d6 points of nonlethal damage per hit and changing all its damage to nonlethal. It may also dismiss this ability as a swift action.

Hidden Fear (Su) A creature made panicked or frightened by a namahage is under the protection of a *sanctuary* and *hide from undead* spell (DC 18, CL 9th) for the duration of the effect. The save

DC is Charisma based.