Everyman Minis

Kumiho

RnG

Pathfinder® Roleplaying Game Compatible

Everyman Gaming

Everyman Minis
Kumiho

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Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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Welcome to Everyman Minis!

From the company that brought you jewels such as *Ultimate Charisma*, *Microsized Adventures*, and the *Everyman Unchained* series, *Everyman Minis* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, "Yes," and so *Everyman Minis* was born!

Everyman Minis combines top *Pathfinder Roleplaying Game* talent with the creative minds who have been producing the Everyman Gaming content that you know and love from the very beginning. They focus on a single theme—an idea that takes a variety of forms. Some *Everyman Minis* are designed to offer small snippets of support to existing Everyman Gaming products, while others contain ideas that while cool, are often too specialized for other Everyman Gaming products. Some are simply vetting grounds for new ideas, while others are tried and true. Regardless of the theme or idea, all *Everyman Minis* are intended to add something cool or weird to the *Pathfinder Roleplaying Game*. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of *Everyman Minis* you'll feel the same!

~ Alexander Augunas

What is a Kumiho?

Fox spirits are not a uniquely Japanese concept. Most East Asian cultures include fox spirits in their mythology, particularly the huli jing (China), kitsune (Japan), and the kumiho (Korea). These beings all share several common elements—they can usually shapeshift, cause mischief, and grow additional tails as they age. All have mystic powers and abilities, and all are generally anthropomorphized—they talk to and interact with humans as if they themselves were human.

Despite the similarities in legends, kumiho are vastly different from kitsune and huli jing. Where the former two are often assigned ambiguous moral compasses, acting both benevolently and malevolently, the kumiho is treated as a malignant figure who feasts upon human flesh, especially hearts and livers. This depiction is a somewhat recent turn from more traditional Korean stories, as the first known story involving the kumiho as a manslayer is *The Fox Sister*, which first entered circulation in 1935. As a result, some scholars to speculate that the modern, violent image of kumiho was influenced by the Japanese occupation of Korea between 1910 and 1945.

The depiction we have decided to use in *Everyman Minis: Kumiho* is a cross between old and new. It is a neutral creature that prefers nonviolence, but has a number of devastating attacks when provoked—including the ability to rip out an unsuspecting PC's heart. Whether or not the kumiho feasts upon said heart, however, is left up entirely to the GM.

Kumiho

This this small vulpine quadruped has a brilliant coat of golden fur and nine robust tails. It moves with otherworldly grace and precision, its eyes harboring an ancient and powerful intelligence.

KUMIHO **CR 17**

XP 102,400

N Tiny magical beast (kami, kitsune)

Init +9; **Senses** darkvision 60 ft., low-light vision, scent; Perception +22

DEFENSE

AC 30, touch 28, flat-footed 22 (deflection +8, Dex +8, natural armor +2, size +2)

hp 253 (22d10+132); fast healing 10

Fort +16, **Ref** +15, **Will** +14; +8 versus mind-affecting

Defensive Abilities evasion, improved uncanny dodge, uncanny dodge; **DR** 10/cold iron and epic; **Immune** bleed, petrification, polymorph (unwilling only); **Resist** acid 10, electricity 10, fire 10

OFFENSE

Speed 40 ft.

Melee bite +21 (1d2–1)

Space 2-1/2 ft; Reach 0 ft.

Special Attacks breath weapon (30-ft. cone, 18d6 electricity or fire damage, Reflex DC 23 for half, usable every 1d4 rounds), heart-stealing strike, sneak attack +6d6

Sorcerer Spells Known (CL 18th; concentration +30)

9th (3/day)—*time stop*

8th (6/day)—*greater possession*[OA] (DC 26), *polymorph any object* (DC 26)

7th (7/day)—*ghostlight wreath*[DRC] (DC 25), *permanent hallucination*[UI] (DC 25), *project image* (DC 25)

6th (7/day)—*cloak of dreams*[APG] (DC 24), *programmed image* (DC 24), *trigger hallucination*[UI] (DC 24)

5th (7/day)—*dream*, *mind fog* (DC 23), *mirage arcana* (DC 23), *scripted hallucination* (DC 23)

4th (8/day)—*aura of the unremarkable*[UI] (DC 22), *bestow curse* (DC 22), *greater invisibility*, *illusory wall* (DC 22)

3rd (8/day)—*gaseous form*, *hold person* (DC 21), *matchmaker*[UI] (DC 21), *shrink item*

2nd (8/day)—*disguise other*[UM], *hidden presence*[UI] (DC 20), *hideous laughter* (DC 20), *mirror image*, *quick change*[HA]

1st (8/day)—*bungle*[UM] (DC 19), *ventriloquism*, *vocal alteration*, *youthful appearance*[UM], *wizened appearance*[UI]

0 (at will)—*arcane mark*, *dancing lights*, *detect magic*, *ghost sound*, *mage hand*, *open/close*, *prestidigitation*, *read magic*, *stabilize*

Spell-Like Abilities (CL 18th; concentration +30)

2/day—*charm person* (DC 19), *confusion* (DC 19), *disguise self*, *displacement*, *dominate person* (DC 23) *invisibility*, *misdirection*, *suggestion* (DC 20)

STATISTICS

Str 8, **Dex** 28, **Con** 22, **Int** 24, **Wis** 22, **Cha** 26

Base Atk +22; **CMB** +21; **CMD** 38

Feats Accursed Critical[UM], Acrobatic Spellcaster[UI], Combat Casting, Conceal Spell[UI], Critical Focus, Deceitful, Improved Concealed Spell[UI], Lunge, Magical Tail[ARG] (8), Quicken Spell, Realistic Likeness[ARG], Skill Focus (Acrobatics)

Skills Acrobatics +38 (+42 when jumping), Bluff +34, Disguise +34, Knowledge (arcana) +18, Knowledge (dungeoneering) +18, Knowledge (geography) +18, Knowledge (local) +18, Knowledge (nature) +18, Knowledge (planes) +18, Knowledge (religion) +18, Perception +22, Sleight of Hand +21, Stealth +30, Survival +16 (+29 when tracking by scent); **Racial Modifiers** +4 Acrobatics when jumping, +4 Survival when tracking by scent

Languages all human languages, Aklo, Celestial, Draconic, Sylvan, Tengu (can't speak in true form); telepathy 100 ft.

SQ change shape (*greater polymorph*, *statue*, or *tree shape*), kumiho magic

SPECIAL ABILITIES

Change Shape (Su) A kumiho can use its change shape ability to assume the appearance of a specific human or kitsune of the same sex and gender, as well as the appearance of any generic animal, elemental, or humanoid. A kumiho can use its change shape ability to assume appearances that are more than one size category larger or smaller than its size category. Additionally, a kumiho can use its change shape to assume the form of an inanimate object or plant of Large size or smaller, otherwise functioning as *stone shape* or *tree shape*. When using *stone shape*, a kumiho can appear as an unworked stone or a stone object with an appearance of its choosing. When using *tree shape*, a kumiho can appear as a woody, inanimate plant with of any plant species of its choice. Regardless of which form it assumes, a kumiho can return to its true form as a free action.

Heart-Seeking Strike (Ex) A kumiho can rip an unsuspecting foe's heart from its body, killing them instantly. Whenever the kumiho makes a successful attack against a foe that is completely unaware of the kumiho's presence (usually due to Stealth or invisibility), the foe is treated as flat-footed for the rest of the kumiho's turn (uncanny dodge or a similar ability prevents this effect unless the kumiho has at least 4 more Hit Dice than the foe with uncanny dodge). If a kumiho hits an unaware opponent with a melee attack with a natural weapon or unarmed strike and deals damage, the kumiho can attempt to tear the target's heart from its chest as a swift action, instantly killing it (Fortitude DC 27 negates). The save DC is Constitution-based.

Kumiho Magic A kumiho casts spells as an 18th-level sorcerer and gains Magical Tail as a bonus feat once at 6 HD, plus one additional time for every 2 HD attained after 6 (maximum eight at 22 HD). Additionally, a kumiho can choose to use thought and emotional components instead of verbal and somatic components when casting its sorcerer spells and Magical Tail spell-like abilities. Although these thought and emotional components function as outlined in the psychic magic section of *Pathfinder Roleplaying Game: Occult Adventures*, a kumiho's spells and spell-like abilities still count as arcane spells while using thought and emotion components.

Symbiotic Ward (Ex) A kumiho is a metaphysical marriage of kami and ward, resulting in a material creature with many of the otherworldly benefits of a kami. As a result, a kumiho has the kami and kitsune subtypes (as well as all of the traits and features of those subtypes) despite not being a humanoid or a native outsider. Unlike most kami, a kumiho does not gain the ward or merge with ward abilities, is not immune to mind-affecting effects, and it is only immune to polymorph effects that it is not a willing target of. Additionally, a kumiho gains Bluff, Craft, Diplomacy, Disguise, Intimidate, all Knowledge skills, Sense Motive, Sleight of Hand, and Stealth as class skills. It also gains a deflection bonus to its AC equal to its Charisma bonus, adds its Charisma bonus on all Will saving throws it makes, and gains a +8 racial bonus on saving throws against mind-affecting effects.

Standing a humble 12 to 18 inches in height and rarely more than several feet from nose to tail, kumihos are deceptively powerful entities that represent the metaphysical union of a kami and a mundane fox. According to legend, a kumiho is born when a kami chooses a fox as its ward, and the pair exists in harmony for a hundred years, the fox's natural lifespan having been drastically lengthened by the kami's presence. As the years tumble onward, the two become inseparable metaphysically intertwined until they finally merge into a single being, their very souls fused together into a unified whole from whence a singular personality arises. Although it takes the form of an ordinary fox, this new creature is known as a kumiho, and it steadily gains sorcerous powers beyond the comprehension of most mortals.

Although technically kami, kumihos are not outsiders and do not take wards for themselves. Instead, kumiho roam the world searching for joys and wonders to experience, for curiosity is an urge more gnawing than hunger or lust for a kumiho. While they often feel deep empathy for the natural world and strive to protect its inhabitants whenever possibly, they are under no compulsion to take only a single object or creature under their protection and instead offer assistance wherever they deem it necessary. More often then not, this assistance is against the encroachments against nature made by humanoid creatures, especially humanoids. Despite their astonishing powers, most kumiho do not revile in violence and instead prefer to defeat threats with cunning and trickery rather than brute force. Most believe that punishment by death is a fruitless endeavor—both victim and assailant are dead without any lessons having been learned or any true repentance sought. Instead, kumiho prefer to trick transgressors into thinking that they represent the will of powerful, intangible spirits and entities, using their magic to punish those who cross them with debilitating curses and transmutations that they dismiss once their victim learns their lesson.

Despite their origins, not all kumiho share the same values of empathy and redemption. While goodly kumiho, called zenko, exist, so too do a clan of mischievous, sometimes malicious beings known as yako. A yako kumiho is violent and petty, using its impressive powers to hunt and torment others rather than protect and redeem. They are said to be able to sense the beating heart of their victims, and are capable of ripping a victim's heart clear from its chest with incredible speed and agility when they catch a foe unaware. The zenko and yako are nearly always in a constant state of hostility just short of outright violence, though open conflict is an outcome that they seemingly try to avoid due to the sheer power both groups command.

Despite their starkly martial traits and origins, kumihos are by far the most famous of kami among mortals, especially humans and kitsune, who often tell stories featuring these beings. Common stories include tales of trickery and treachery, though some speak of the rare zenko kumiho who uses her shapeshifting powers to assume a humanoid form to live among mortals for a lifetime or two before returning to her rightful place in the wilds, just to get a brief taste of civilization.

Lesser Kumiho

Saying that a kumiho is "born" is a bit of a misnomer, for kumiho are the result of a metaphysical fusion between a mortal fox and a kami that has adopted—and successfully protected—its ward for a century. All kumiho come into existence with two tails, symbolizing the two souls that combined during its creation. As a kumiho grows in wisdom and power, they begin growing additional tails to accommodate their newfound powers. A two-tailed kumiho has 6 HD, and every tail it acquires thereafter increases its number of racial Hit Dice by 2, up to a maximum of 22 HD (resulting in the creature shown on page 4). Beyond 22 HD, a kumiho gains no further tails from increasing in Hit Die, but it does gain other benefits (such as increasing its spellcasting or improving its base attack bonus and base saves).

The following adjustments can be made to the kumiho's abilities based upon the number of racial Hit Dice it possesses.

Breath Weapon: A kumiho's breath weapon deals 1d6 points of damage equal to its racial Hit Dice.

Change Shape: At 6 HD, a kumiho's change shape acts as *alter self* (Small and Medium humanoids) or *beast shape II*. At 10 HD, it acts as *polymorph*. At 14 HD, it acts as greater polymorph. At 18 HD, it acts as *greater polymorph*, *statue*, and *tree shape*, as noted in the ability's description.

Feats: The order in which a typical kumiho chooses feats is Deceitful (1 HD), Skill Focus (Acrobatics) (3 HD), Conceal Spell (5 HD), Combat Casting (7 HD), Acrobatic Spellcaster (9 HD), Lunge (11 HD), Improved Concealed Spell (13 HD), Realistic Likeness (15 HD), Critical Focus (17 HD), Accursed Critical (19 HD), Quicken Spell (21 HD)

Spellcasting: A kumiho with 6 racial HD casts spells as a 4th-level sorcerer. For every 2 racial HD acquired after 6, the kumiho's sorcerer level improves by 2, up to a maximum of 20th level.

Sneak Attack: A kumiho with 6 racial HD gains the ability to make a sneak attack, as the rogue class feature, for +2d6 points of damage. For every 3 racial HD acquired after 6, the kumiho's sneak attack damage increases by +1d6.

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