



THE **HIREKA**

Fierce protectors of their dojo, these magical beings will always defend their homes.

HIREKA

The Hireka are fiercely loyal fey that dedicate themselves to aquatic deities, serving as protectors of the places considered most holy to the divines they have placed their fate in. Known for their fierce fighting prowess, the Hireka build dojos around places that their deities direct them to, serving as both protectors and keepers of these most holy sites. One of the most fascinating things about them, is that despite their fish-like appearance, they are just as comfortable on land as they are in the water, moving with fluid grace as they dance through the air as though they were swimming through it.

Aquatic deities have often seen fit to give these protectors the innate ability to fly through the air as

though they were drifting through the waters that surround their home. It's this fascinating display of panache and elegance that makes them such fascinating people to outsiders.

Aquatic Protectors. Waters and the rivers around their holy sites are considered sacred to the Hireka. They welcome those who would pay reverence to these holy sites and the relics contained within. They even welcome those who visit to drink of their waters for they see themselves as providers to the natural world. If any would seek to harm the waters of their lands, or in other ways corrupt or pollute them, they will soon find themselves meeting the full fury of a Hirekan dojo. They view all life in and around the waters they protect to be sacred from the beautiful fish species

HIREKA

CREATURE 11

RARE N MEDIUM FEY AMPHIBIOUS

Perception +22; darkvision

Languages Common, Thalassic

Skills Acrobatics +28, Athletics +26, Diplomacy +24, Medicine +24, Nature +26, Religion +28, Survival +24

Str +7, **Dex** +8, **Con** +6, **Int** +5, **Wis** +8, **Cha** +2

Pious Devotion So devoted are the hireka to their dojo that they will fight to the death to defend it. If they are fighting within their dojo, they can use Flowing Fury once per round as a free action.

AC 33; **Fort** +22, **Ref** +27, **Will** +19

HP 215; **Immunities** water

Reactive Strike ➤

Dehydration Vulnerability The hireka live in moist climates around watery dojos. If a hireka suffers from dehydrating effects or has not soaked their skin with water-based liquids for 1 hour, they take 4d6 mental damage.

Speed 20 feet; fly 30 feet, swim 30 feet

Melee ♦ fin +26 (finesse), **Damage** 3d10+14 bludgeoning

Melee ♦ spinning kick +24 (finesse), **Damage** 3d8+12 bludgeoning plus Stunning Strike

Flowing Fury ♦ (envision); **Frequency** Once per round; **Effect** The hireka moves with fierce efficiency, their melee attacks for the rest of this round deal one additional die of damage.

Flurry of Blows ♦♦ The hireka makes 2 fin Strikes and one spinning kick Strike. These attacks count toward their multi attack penalty, but the multi attack penalty doesn't increase until after these attacks.

Stunning Strike The target must attempt a DC 29 Fortitude saving throw. On a failure, they are Stunned 1, on a critical failure they are Stunned 2.

that they tend, even down to the biting insects that others would call loathsome. They understand that each creature plays its part in the natural order.

Fight to the Last. There is no greater honor to the Hireka than protecting their home and the sites they have been charged to keep. They will give everything to ensure that they protect their dojo, going so far as foolishly fighting to the last. It would bring shame upon those who would flee from the possibility of death in service of the places they are sworn to protect.

TACTICS

The Hireka are powerful melee fighters that may seem simple on the surface, but are actually quite deadly in packs. Multiple Hireka can quickly swarm and overwhelm combatants with flurries of blows rendering them helpless against the onslaught.

- Stunning Strike is a powerful tool when used in concert with Flurry of Blows. Good positioning is rewarded with enough actions to apply maximum damage and crowd control with this combo.
- Flowing Fury should be used to pump additional damage for a round and can even be used with Flurry of Blows if the combatant has not moved from their position since the last round. This can be a great way to punish sedentary combatants.

SUGGESTED PAIRINGS

The Hireka are rarely along in the temples they inhabit. Wandering monks, visiting spellcasters and clerics, as well as natural aquatic life may all work together to support them.

- Consider filling their dojos with visiting scholars, clerics, spellcasters, and others looking to learn from their holy site to dissuade combat.
- Natural aquatic beings like various types of fish, giant frogs, and even insects could be used to supplement support for the Hireka.

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KANAKATA

ITEM 11

RARE INVESTED MAGICAL

Price 1,980 gp

Usage worn clothing; Bulk 1

The flowing and shifting fin-like swaths of this robe dance in astounding and shifting colors as though they are always reflecting light passing through shimmering waters. The fabrics swirl and flow as if water were passing through them making the entire aesthetic of this robe feel distinctly in motion even when it is standing still. The dancing colors on the sparking scale-like pattern marks this as an item of supreme care and craftsmanship.

While invested in this clothing, you gain the amphibious trait allowing you to breathe both on land and in the water. Additionally, this grants you a swim speed equal to your normal movement speed.

Activate - Fluidity of Air ♦♦ manipulate; **Frequency** Twice per day; **Effect** You move the swaths of cloth on this robe in a swirling, fluidic motion causing the robe to cast Fly on you, granting you the spell's benefits for the next 5 minutes.