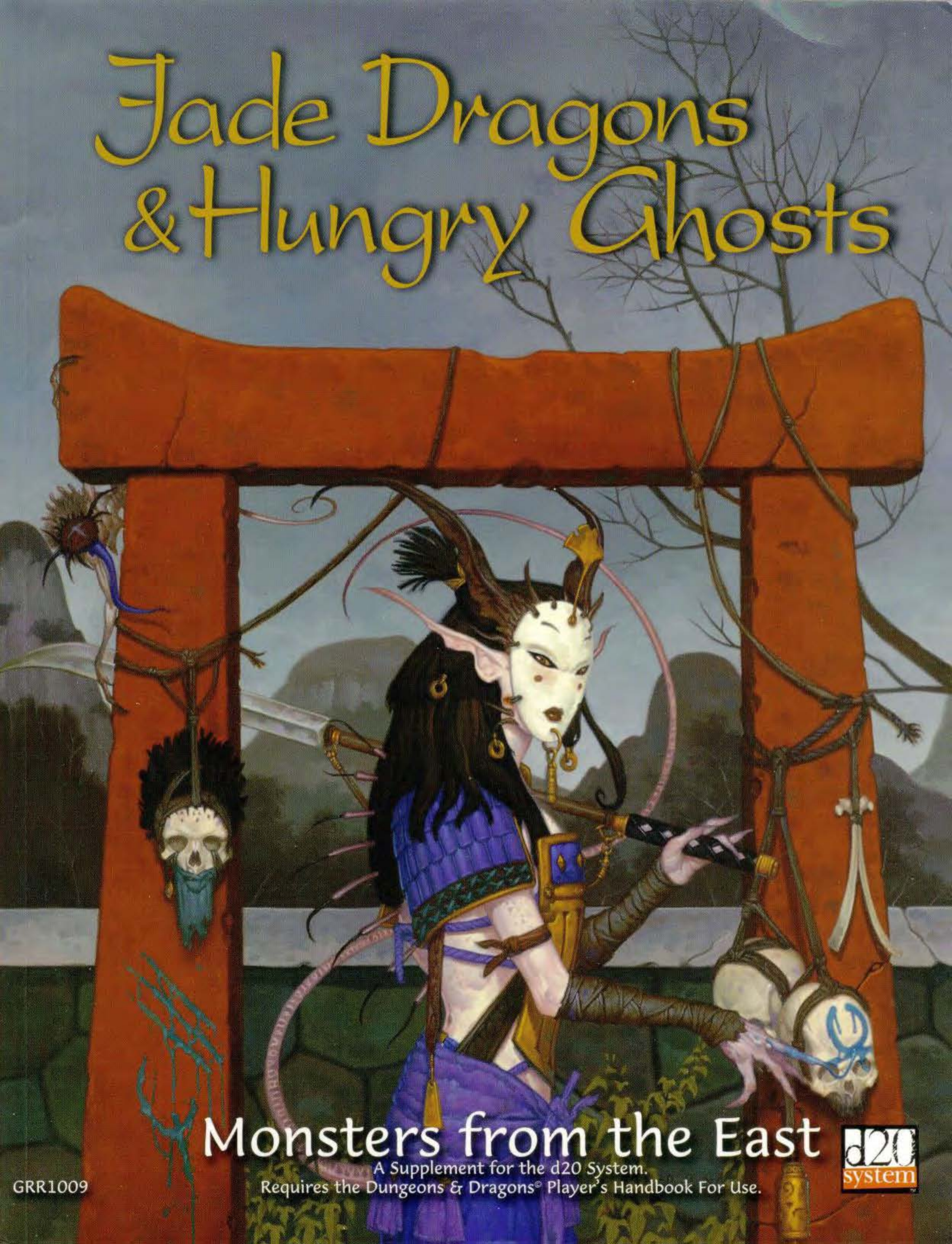


Jade Dragons & Hungry Ghosts



Monsters from the East

A Supplement for the d20 System.

Requires the Dungeons & Dragons® Player's Handbook For Use.



GRR1009

Jade Dragons & Hungry Ghosts

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Introduction

It's been some fifteen-odd years since I last sat down to write the introduction for an Asian-themed product. Back then, it was the original *Oriental Adventures*. This time it is—well, you can see what it is. It is the effort of a lot of writers and game players, including myself, to create a collection of exciting and interesting adversaries for your pleasure.

Now, it would be very easy (and very cliché) to go on about how things have changed in the fifteen years since the first *Oriental Adventures*, but the fact is they really have not changed that much. Sure, the rules have changed—twice—going through two editions, one by my own hand and one by others. My own life has changed (but that's neither here nor there), and if you're old enough to have been playing when *Oriental Adventures* first came out, your life has undoubtedly changed, too. But for all that, people still play roleplaying games, still want new and interesting challenges, and still want the lure of the unusual. It may be you are a gamer interested in Asian campaigns. It may be you are simply interested in acquiring new and unusual monsters for your own non-Asian campaign. Whatever—it doesn't really matter. What matters and what hasn't changed is that gamers still want to have fun.

But of course (and back to that cliché) there *are* differences between now and then, little ways and little changes that don't add up to a whole lot individually, or even that much as a whole, but changes that do create a subtle shift in a lot of Asian campaigns. Back then, the focus of games and gamers was mainly on Japan, and *Oriental Adventures* had a distinctly Japanese bias. In honesty that was a great deal my own doing; I was simply more interested in Japan than China or any of the rest of Asia. Part of it wasn't my doing. Research material of the type you need for a fantasy game—legends, folklore, ghost stories, histories, biographies, architecture, pictures, and movies—was simply more available for Japan than China, Thailand, or Korea. The audience, too, was more interested in Japan with its samurai and ninjas, distinctive elements that didn't seem to exist in China and elsewhere.

With time the resources and the knowledge have changed. Back then, the whole genre of Hong Kong movies with their wild action, wire work, fantasy and swordplay were only things most of us heard about, but never saw. Maybe you were lucky and saw one or two. Maybe a friend of a friend had a fuzzy, many-times-copied tape. Maybe you only heard about them from others. Now, with maybe a little effort (or a membership at a Chinese video store), you can find all sorts of movies. (If you haven't seen them you really should check out *A Chinese Ghost Story*, *Bride with White Hair*, *The Heroic Trio*, *Mr. Vampire*, *Zu Warriors of the Magic Mountain*, and the impressive *Stormriders*, as well as the lesser-known titles *Green Snake*, *The Tai-Chi Master*, *Dreadful Melody*, *Burning Paradise*, *Swordsman* series, and *A Chinese Odyssey, Pts. 1 & 2*. They may not all make sense but they are full of ideas.) Who would have thought fifteen years ago that a Chinese flying swordsman movie would be nominated for an Academy Award?

And it's not just movies. Overall there has been a broadening of scope in all Asian subjects. The historian Jonathan Spence writes highly readable accounts of Chinese history. Museums stage exhibitions of Cambodian sculpture. Tours take the adventurous to Vietnam and Burma. Our knowledge of these places and their pasts, while far from perfect, is a little bit broader and better informed.

The movies alone were enough to prove us wrong. There is more than just samurai and ninjas; other cultures have equally exciting fantasy worlds and roles – sword saints, underworld bosses, wandering swordsmen, magical monks, immortals and demons, fairies, wizards, and supernatural spirits.

And so you see that in this collection. It includes creatures from a broader scope than before, reflecting both a deeper exposure to familiar cultures and discoveries from new ones. It provides more understanding and details about creatures that may have been printed before. In fact, it includes creatures with names I don't recognize and from parts of the world I'm less familiar with. And that is what's exciting – the chance to open these pages and come across a new creature, a new idea, to stir up the imagination and set your players on their ears.

So, read this, enjoy, and then like the Monkey King, storm the halls of Heaven (of roleplaying) and proclaim yourself the Greatest Sage of Them All. Who knows? It just might work.

David "Zeb" Cook
Austin, TX
2001



Awabi

Large Monstrous Humanoid (Aquatic)

Hit Dice: 4d8+28 (46 hp)

Initiative: -2 (Dex)

Speed: 20 ft., swim 40 ft.

AC: 21 (-1 size, -2 Dex, +14 natural)

Flat-footed AC: 21, touch AC: 7

Attacks: Trident +4 melee; or 2 claws +4 melee, bite -1 melee

Damage: Trident 1d8+1; or claws 1d6+1, bite 1d6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Icy stare

Special Qualities: Immunities, ride waves

Saving Throws: Fort +8, Ref +2, Will +3

Abilities: Str 13, Dex 7, Con 25, Int 13, Wis 9, Cha 11

Skills: Hide +8, Listen +8, Spot +6

Feats: Expertise, Improved Disarm

Climate/Terrain: Any coastal area

Organization: Solitary

Challenge Rating: 4

Treasure: Standard

Alignment: Usually neutral evil

Advancement Range: 5 to 8 HD (Large), 9 to 12 HD (Huge)



These “sea demons” are blue-haired, white-skinned creatures who live along rocky coasts and eat the bodies of drowned fishermen. The outer skin of the awabi is opalescent and hard, like the shell of an abalone. This skin is segmented to allow freedom of movement and hard enough to ward off blows. Their eyes are surrounded by black skin, making them seem like even deeper hollows than they already are. Awabi often wear blue clothes and carry blue banners when riding the waves.

The awabi collect treasure; they carefully grow large seashells containing shining pearls, exotic corals, and the treasures they have taken from their victims.

Combat

An awabi is a powerful combatant at sea, spending most of its time underwater, venturing to the surface primarily during storms. An awabi is reluctant to fight on land, but it will gladly board small ships to attack and eat their crews.

Ride Waves (Ex): An awabi can literally walk on water at any time (though it swims faster than it walks), and it can ride waves during great storms, standing on the foaming waters and letting the waves carry it forward. While riding waves, an awabi has a movement rate of 40 feet.

Icy Stare (Sp): The glare of an awabi can turn water to ice. This affects a 5-foot diameter area, and cannot affect living creatures unless they are covered in water—in which case, the creature is entitled to a Reflex saving throw to avoid being entombed in ice (DC 12). If the saving throw fails, the creature is trapped in ice with effects equivalent to a *web* spell—and it can-

not breathe. Use the drowning rule on page 85 of DMG to determine whether the ice asphyxiates the victim. The awabi may use this ability once per round. Doing so requires a standard action.

A trapped creature can attempt to break free with a Strength check (DC 23). Anyone outside the ice can break it open by inflicting an accumulated total of 50 points of damage with a weapon. Piercing weapons used to free a trapped creature inflict only half their normal damage (round fractions down). Once the damage total reached 50 points, the trapped creature is free.

Immunities (Su): Awabi are immune to cold, as well as water- and wind-based attacks.



Bamboo Elves

Medium-Size Humanoid (Elf)

Hit Dice: 1d8+1 (5 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

Armor Class: 14 (+1 Dex, +3 studded leather)

Flat-footed AC: 13, touch AC: 11

Attacks: Katana +0 melee or longbow +2 ranged

Damage: Katana 1d10 or longbow 1d8

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Amush, shooting stars

Special Qualities: Elven traits

Saving Throws: Fort -1, Ref +3, Will -1

Abilities: Str 11, Dex 13, Con 9, Int 12, Wis 10, Cha 12

Skills: Hide +3, Listen +3, Move Silently +3, Search +3, Spot +4, Wilderness Lore +2

Feats: Weapon Focus (longbow)

Climate/Terrain: Temperate hills or forest

Organization: Company (2-4), or squad (11-20 plus 2 3rd-level sergeants and 1 leader of 4th- to 7th- level)

Challenge Rating: 1/2

Treasure: Standard

Alignment: Often chaotic neutral

Advancement Range: By character class

Golden-skinned, with green eyes and brown hair streaked with pure white, the bamboo elves are creatures of the green jade bamboo groves, tall and slender and quick. In summer they often raid human settlements for livestock, orchard fruits, and leather; in winter, they hide in the hills while the bamboo grows skeletal and dry. Their armor is made of lamellar bamboo or boiled and hardened panda leather; their bows and arrows use the same material in composite layers.

Bamboo elves are less aligned to good than other elven subtypes. Within a group, the majority of individuals share the same alignment, but groups vary between good, neutral, and evil. Their chaotic nature often puts them at odds with humans. Small wars between elves and humans are not uncommon, with bamboo-cutters and villagers often the first casualties. Bamboo elves almost always win these wars in the long run, as their hit-and-run tactics drive peasants off the land, and samurai weapons and tactics are not very useful in dense forests on mountain slopes.

Combat

Like all elves, they are cautious, even xenophobic warriors. They prefer to fight by stealth, and unlike most other elven subtypes, bamboo elves are expert night fighters.

Elven Traits (Ex): Like all elves, bamboo elves benefit from racial traits, slightly modified for their cultural milieu:

Proficient with scimitar, katana, longbow, composite longbow, shortbow, and composite shortbow, regardless of character class.

Immunity to magic sleep spells and effects.

+2 racial bonus to Will saves against enchantment spells or effects.

Low-light vision: Elves can see twice as far as a human in starlight, moonlight, torchlight, etc.

+2 racial bonus to Search, Spot, and Listen checks. An elf who merely passes within 5 feet of a secret or concealed door is entitled to a Search check as though actively looking for it.

+2 racial bonus to Wilderness Lore checks.

Ambush (Ex): Bamboo elves prefer to ambush foes by night, so they can attack and then disappear. Any attacks they make during a surprise round (see DMG, page 61) gain a +2 circumstance bonus and count as Sneak Attacks (+1d6, as per a 1st level Rogue).

Shooting Stars (Sp): Druidic teachings allow every bamboo elf to turn 1d4 normal arrows into special shooting star arrows each day. The bamboo elves favor these arrows in their night attacks, since they sow confusion in the enemy ranks. A shooting star arrow appears normal, but it bursts with a bright green light upon impact. This effect is as the *flare* spell (DC 11). Bamboo elves often target the ground right in front of their foes (treat this as an attack vs. AC 10; use the grenadelike weapons chart to determine where missed arrows fall). Shooting star arrows must be used the day they are enchanted or revert back to normal arrows.

Darkvision (Ex): Bamboo elves have darkvision to 30 feet; this is in addition to elven low-light vision.

Bamboo Elf Characters

If the DM allows it, a bamboo elf may become a player character in an Asian d20 system campaign. Bamboo elves have the elven traits shown above, and also gain a +2 racial bonus to Wilderness Lore. They gain +2 Dexterity, +2 Charisma, -2 Constitution.

A bamboo elf's favored class is ranger. Bamboo elf leaders tend to be druids and wizards; they favor illusions, enchantments, and charms.

Giant Panda

Medium-Size Animal

Hit Dice: 3d8+9 (25 hp)

Initiative: +2 (+2 Dex)

Speed: 40 ft.

AC: 16 (+2 Dex, +4 natural)

Flat-footed AC: 14, touch AC: 12

Attacks: 2 claws +6 melee, 1 bite +1 melee

Damage: 2 claws 1d4+4, bite 1d6+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: —

Special Qualities: Scent

Saving Throws: Fort +6, Ref +5, Will +2

Abilities: Str 19, Dex 14, Con 17, Int 2, Wis 12, Cha 9

Skills: Climb +8, Listen +6, Spot +2, Swim +8

Climate/Terrain: Temperate hills, forest, or mountain.

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement Range: 4-9 HD (Large)

The giant panda is a bear that lives in damp, misty bamboo forests high in the hills. Their preferred forests are at least 4,000 above sea level, and finding giant panda in a forest at 10,000 or even 12,000 feet is not uncommon. They eat bamboo almost exclusively, although they have been known to eat other vegetation when necessary. Giant pandas often befriend bamboo elves, and the two species live together harmoniously. In many bamboo elf tribes, exceptionally large and powerful giant pandas serve as mounts and as guardian animals. They weigh 180 to 280 pounds.



Giant pandas are always solitary, except for a brief period each year during the breeding season.

Combat

While they do not eat meat and have a much more gentle temperament than grizzly bears or even black bears, giant panda can be dangerous to those who trespass in their territory or threaten them.

Scent (Ex): While panda vision is quite poor, their sense of smell is excellent.

Giant Pandas as Mounts

Bamboo elves, hengeyoki, sennin, celestial spirits, and a few other creatures have been known to ride the largest of giant pandas as mounts. While they are about as fast as horses, pandas have a much livelier gait, lifting and swaying their riders more than someone mounted on a warhorse. They partially make up for this with their ability to swim and to climb over barriers that would confound a horse.

Despite all these advantages, pandas make terrible mounts for long distance trips; they must spend 12 hours a day eating bamboo, leaving them little time for travel.



Bell Spirit

Small Outsider (Good, Lawful)

Hit Dice: 2d10+4 (15 hp)

Initiative: +6 (+2 Dex, +4 Improved Initiative)

Speed: 40 ft.

AC: 17 (+2 Dex, +4 natural, +1 size)

Flat-footed AC: 15, touch AC: 13

Attacks: Staff +4 melee

Damage: Staff 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Fireworks, spell-like abilities, pure sound

Special Qualities: Damage reduction 15/+1, celestial qualities, immune to sonic attacks, alternate form

Saving Throws: Fort +5, Ref +5, Will +5

Abilities: Str 12, Dex 14, Con 14, Int 14, Wis 14, Cha 18

Skills: Heal +6, Hide +8, Perform (bells, dance) +6, Sense

Motive +6, Spot +6, Tumble +6

Feats: Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary, pair, or squad (3-5)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually lawful good

Advancement Range: 3-5 HD (Medium-Size); 6-8 HD (Large)

Always moving to the tinkling sound of bells, these celestials are small humanlike creatures with black hair, squarish features, coppery skin, and clothes studded with bells of bronze, silver, copper, and even gold. Their hats are often tall cylinders, shaped like temple bells.

The sound of a bell spirit's movement always terrifies oni and evil spirits of all kinds, and the bell spirits typically live in temples or shrines known for the piety of their monks or nuns, and the pure tone of the bells hung there. They love music of all kinds—especially gongs, bells, and clappers—and are frequent performers in celestial marches or summonings.

Combat

Bell spirits are reluctant fighters, but determined. They wield staves shod with copper or iron.

Celestial Qualities (Ex): Aura of menace (DC 15), magic circle against evil, electricity and petrification immunity, teleport, tongues, +4 save against poison.

Sonic Immunity (Ex): Bell spirits are immune to all forms of sonic attack.

Spell-Like Abilities: At will—*aid*, *detect evil*, *continual flame*, and *improved invisibility* (self only), all as cast by a 5th level sorcerer. A bell spirit can summon fireworks, as a *pyrotechnics* spell, six times per day.

Pure Sound (Ex): The pure tones of the bell spirit drive away undead and oni aligned against the bell spirit. In most cases, this means Evil-aligned undead, spirits, and oni, but in a few cases bell spirits have been known to drive away chaotic undead, spirits, and oni. The bell spirit acts as a cleric for this purpose, destroying or rebuking undead as a cleric of level equivalent to 4 times its Hit Dice (and with the appropriate Charisma bonus). Most bell spirits rebuke undead as if they were 8th-level clerics.



The Legend of Shimotari

One of the most fascinating stories ever told of a bell spirit was of Yong Yao Du, a bell spirit of such wisdom that his pure sound summoning succeeded beyond all expectations. Instead of driving away an oni, Yong's pure sound summoned Shimotari, and there his story ends and hers begins, for Shimotari was a golden feng-huang who soon forgot her summoner and fell in love with a mortal monk of great piety and bravery.

Shimotari died helping her love and his brethren defend their monastery from a horde of monsters. In her death, she allowed the monks to keep her body, reducing her blood and tears into inks, and using her scales and feathers as needles. For more than 200 years, the Brotherhood of the Golden Feather has trained monks, and its most exceptional students gain the honor of an elaborate tattoo ritual that invests a tiny portion of Shimotari's positive energy into them. The most famous Feathered Monk was Tomaritsu the Shadow Fist: His arms and chest shone with golden feather tattoos, and his fists glowed as he fought undead without fear of their unholy powers.

The bell spirit's part in all this is long forgotten by most, but remembered by the monks of the Brotherhood, who still offer prayers and cast bells in Yong's memory as well as Shimotari's.



Carp Eater

Medium-Size Monstrous Humanoid

Hit Dice: 2d8 (9)

Initiative: +4 (Improved Initiative)

Speed: 30 ft., 30 ft. swim

AC: 10

Flat-footed AC: 10, touch AC: 10

Attacks: 2 claws +4 melee, bite -2 melee

Damage: Claw 1d4+1, bite 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Demoralize

Special Qualities: None

Saves: Fort +0, Ref +3, Will +5

Abilities: Str 12, Dex 11, Con 10,

Int 14, Wis 14, Cha 12

Skills: Bluff +12, Listen +8,

Pick Pocket +18*, Spot +12

Feats: Alertness, Improved Initiative,

Weapon Focus (claws)

Climate/Terrain: Almost any land, though always near a body of water

Organization: Solitary

Challenge Rating: 1

Treasure: Double, but only waterproof items

Alignment: Chaotic evil

Advancement: By character class

The carp eater typically resembles an old crone or widower with sullen eyes, papery skin, and stringy hair whose sole reason for existence is to create despair in others. Its clothes are threadbare, unkempt, and occasionally torn to the point of social inadequacy. These creatures reek of their own despair, and they feed on their ability to spread that aura to other creatures.

If characters come close enough, the carp eater grasps their clothing and tells them of the ills of the world, spouting quite fluently of monsters up the road, brigands nearby, or even a recent period of poor weather. In fact, the carp eater can be quite a good source of information if the characters have enough patience. Unfortunately, staying too close to a carp eater for a prolonged period of time saps a person's vitality and creates a deep listlessness. Sated, the carp eater then tries to convince her victim that the only freedom from their pain is suicide.

Carp eaters are highly skilled pickpockets. Often they amass impressive hoards of items they have filched from their victims. Many of the smaller useful baubles they keep tucked away in the folds of their clothing, while the greater portion of their stash they hide underwater. They have no need for wealth; they merely seek to deprive others to further despair in the world.

Combat

Due to her nature, the carp eater avoids direct confrontations except against demoralized foes. If she encounters a threatening group, the creature attempts to engage them in conversation, often telling outrageous lies to draw a response. All the while she works her powers of despair upon the characters. Should the odds be utterly against her, the carp eater dives into the nearby water and swims away. In actual combat, she uses her hardened nails as claws and rakes at any character blocking her escape route. Her bite assists in finishing off any characters that show signs of weakness.



Despair (Su): All creatures within 10 feet of the carp eater must make a Will save every round (DC 16) or suffer a penalty of -2 to all rolls due to demoralization. Once a character fails a save, the only way to break the despair is to move outside the 10-foot area. Unfortunately, for every minute the victim stays, the DC for the despair increases by 1. The penalties associated with the despair increase by -1 for every minute as well. If a victim's penalties reach -10, that creature gives in to despair. The victim just sits down and gives up, effectively becoming stunned (see DMG, pg. 85).

Skills: Carp eaters gain a +12 racial bonus to their Pick Pocket checks.

"They say hope has the power to move mountains. What damage then could despair do?"



Clay Soldier

Medium-Size Construct

Hit Dice: 4d10 (22 hp)

Initiative: +0 (Dex)

Speed: 20 ft.

AC: 24 (+14 natural)

Flat-footed AC: 24, touch AC: 10

Attacks: Spear +9 melee

Damage: Spear 1d8+6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Impale

Special Qualities: Construct, immune to piercing

Saving Throws: Fort +1, Ref +1, Will +1

Abilities: Str 22, Dex 10, Con—, Int—, Wis 11, Cha 1

Climate/Terrain: Any land

Organization: Pair, company (11-20, with 4 mounted lieutenants of 3-4 HD and 1 mounted 5 HD leaders), or legion (400-2,000, with 80-200 lieutenants of 3-4 HD, 40-100 captains of 5-6 HD, and 1 general of 9 HD)

Challenge Rating: 3

Treasure: None

Alignment: Always neutral

Advancement Range: 3-9 HD (Large, mounted, 40 feet movement)

The clay soldier is animated by a wizard or sorcerer; creating one does not require the work of mighty magic required to make a golem; clay soldiers are rather more temporary works, quickly formed and baked, then just as quickly enchanted.

Each clay soldier is marked with the name of a soldier, whose spirit animates it. As a result, they can be awed or destroyed as if they were undead of 6 HD—when the animating spirit is destroyed or awed, the clay soldier becomes a mere vessel again, open to any nearby spirit.

Clay soldiers are usually constructed for and buried with powerful kings, generals, and emperors. In these cases they do not obey direct orders, but are ceaselessly loyal to the last orders given to them. Typically, this is, "Guard this tomb from all trespassers."

Combat

Clay soldiers are fearless constructs, unable to imagine defeat and thus easily lured into traps. However, they are usually made in large numbers as footsoldiers and fight with skirmish line or massed formation tactics at the command of an intelligent master. A clay soldier obeys its creator or anyone it has been commanded to heed, as long as it can hear the commands. Silence spells are powerful tools against clay soldiers.

Construct: Immune to mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects), poison, sleep, paralysis, stunning, disease, death effects and necromantic effects. Not subject to critical hits, subdual damage, ability damage, ability drain, energy drain, or death from massive damage. Immune to any effect that requires a Fortitude save (unless the effect also works on objects). Darkvision (range 60 feet).



Ancient emperors could command the firing of thousands of guardians, each standing in ranks for centuries of darkness. When sunlight again falls within long-darkened hall, the dusty army is unleashed, marching out to defend the Imperial tomb.



Crimson Moth

Huge Vermin

Hit Dice: 16d8+80 (152 hp)

Initiative: +1 (Dex)

Speed: 20 ft., fly 60 ft. (average)

AC: 28 (-2 size, +1 Dex, +19 natural)

Flat-footed AC: 27, touch AC: 9

Attacks: 2 slams +18

Damage: Slam 1d10+8

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Blood drain, lightning wings, pounce

Special Qualities: Damage reduction 10/+2, fast healing 5, uncanny dodge

Saves: Fort +15, Ref +6, Will +6

Abilities: Str 26, Dex 13, Con 20, Int —, Wis 13, Cha 5

Skills: Hide -3, Listen +5, Spot +5

Feats: Flyby Attack

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 11

Treasure: None

Alignment: Chaotic evil

Advancement: 17-32 HD (Gargantuan)

The original crimson moth, Chu O, was a beast of outlandish size. According to legend, Chu O began life as a typical moth, but accidentally flew into the gaping wounds of a dying giant. As life seeped out of the giant, Chu O tasted blood for the first time. The tiny moth continued to drink, intoxicated by the sweet flavor. It drank until the giant was a husk, and the coursing blood transformed Chu O into a moth the size of an elephant.

Chu O went on a rampage, attacking mortal and spirit alike, and sucking them dry. She also laid eggs, ensuring the continuation of her line. Chu O is said to have been slain by a dragon sent from Heaven, though some legends insist that she was merely put to sleep and awakens once a century to wreak her revenge.

Her progeny continue to plague the world. They nest in remote regions, and bring destruction with no warning. Their cocoons, made of a unique crimson silk, are much sought after by treasure hunters and mages. Robes made from this silk are said to have the strength of steel.

Combat

Like all vermin, crimson moths have no intelligence. This means they fight by instinct alone. Natural predators, crimson moths stalk their prey and then pounce. They try to pin their foes and then drain their blood. If opposition is too stiff, they break off from combat and fly away in search of easier prey.

Blood Drain (Ex): A crimson moth that hits one opponent with both of its slam attacks can make a further touch attack. If this attack hits, the moth's proboscis shoots out and drains the opponent of precious vitae, inflicting 1d6 points of temporary Constitution damage.

Lightning Wings (Sp): A crimson moth's wings generate electricity during flight. Once per minute, a crimson moth can

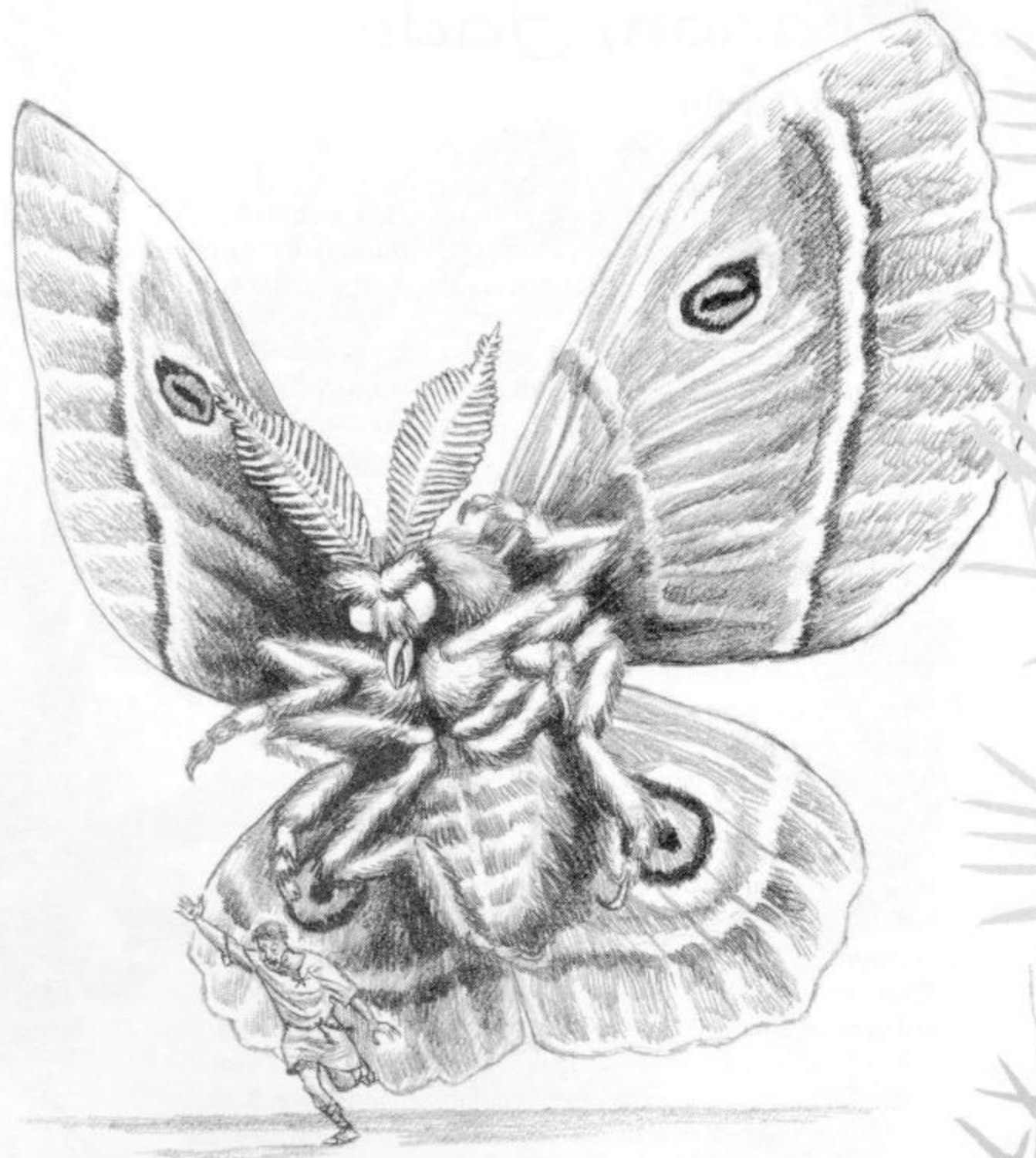
discharge a wild surge of electrical power. Treat this as a *chain lightning* spell cast by a 16th level sorcerer.

Pounce (Ex): If a crimson moth dives or leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Uncanny Dodge (Ex): The compound eyes of the crimson moth give it all around sight, and its antennae provide a heightened sense of smell. Thus it retains its Dexterity bonus to AC regardless of being caught flat-footed or being struck by an invisible attacker. Additionally, it cannot be flanked.

Feats: Crimson moths receive Flyby Attack as a bonus feat.

The tip of the crimson moth's proboscis is sharp as steel. Once stuck into soft flesh, it takes but a minute to suck a body dry.



Dragon, Jade

Dragon (Earth)

Climate/Terrain: Any land

Organization: Solitary or clutch, pair

Challenge Rating: Wyrmling (3), very young (5), young (8), juvenile (10), young adult (15), adult (18), mature adult (19), old (20), very old (21), ancient (22), wyrm (23), great wyrm (24)

Treasure: Triple standard

Alignment: Always neutral good

Advancement Range: Wyrmling (6-7), very young (9-10), young (12-13), juvenile (15-16), young adult (18-19), adult (21-22), mature adult (24-25), old (27-28), very old (30-31), ancient (33-34), wyrm (36-37), great wyrm (39-40)

Jade dragons are greenish, white, or brown dragons with scattered veins of deeper color in their hides. Long, sinuous, and whiskered, they are faithful servants of Ryujin, the Dragon King. Their eyes and scales literally shed light in darkness, lit from within by their pure souls.

Jade dragons are creatures of purity, opposing evil in all its forms. They live on mountaintops and in cloud palaces, sometimes in riverbeds or on solitary hills. Unlike most other dragons, they are creatures of the land, not the sea. In a few cases, they become overzealous enforcers, seeking to root out not only evil, but also neutrality, and punishing those who disagree with them.

Members of certain secret societies, such as the Pure Jade Triad, are said to be able to communicate with these dragons, and even to summon them. However, these close ties between humans and dragons are rare. In most cases, jade dragons visit human lands only under the express orders of the Dragon King, to seek out and punish someone who has sinned against Heaven, or to reward heroes who have fulfilled their karmic obligations.

Combat

A jade dragon can attack with its powerful claws and teeth, but usually prefers to fight from the sky with spells and breath weapons. Jade dragons are relentless in their pursuit of evil, especially undead and oni.

Breath Weapon (Su): The jade dragon breathes a cloud of glowing yellow light, a sparkling constellation that is as beautiful as fireworks by night, and resembles a bright mist in daytime. This luminous vapor harms only evil creatures, inflicting damage through an overwhelming infusion of holy energies. All evil creatures suffer breath damage as indicated; evil creatures destroyed this way cannot be regenerated or resurrected. The gas takes on a cone shape.

Frightful Presence (Ex): Jade dragons can terrify creatures merely by their presence. The power takes effect whenever a dragon attacks, charges, or flies or swims overhead. Creatures within 100 feet are subject to the effect if they have fewer Hit Dice than the dragon. Good-aligned dragons are immune to the effect.

Spells: Jade dragons are clerics, able to cast spells with but a single word while in their natural form. They command the domains of Earth, Water, Protection, and Good, and gain all the granted powers of those domains.

Spell-like Abilities: Jade dragons gain special abilities shown in the table below: *light*, *daylight*, *searing light*, *sunbeam*, *passwall*, and *disintegrate*. They can use each of these abilities four times per day. In addition, all jade dragons can *detect lie* and *detect alignment* six times per day.



Immunities (Ex): Jade dragons are immune to cold, level and ability draining, sleep, and paralyzation effects.

They are also immune to corruption. That is, they cannot be possessed by spirits or oni, they cannot be forced to perform evil acts (even when magically charmed, controlled or dominated), and their alignment cannot be altered.

Water Breathing (Ex): Jade dragons can breathe water as easily as air.



Dragon, Poison

Large Dragon (Water)

Climate/Terrain: Any plains, hills, or desert

Organization: Solitary

Challenge Rating: Wyrmling 3, very young 7, young 9, juvenile 15, young adult 16, adult 15, mature adult 14, old 13

Treasure: Normal

Alignment: Usually chaotic evil

Advancement Range: Wyrmling 7 to 9 HD, very young 11-12 HD, young 15-17 HD, juvenile, young adult, adult, mature adult, and old, 19 to 21 HD.

Among the deadliest of demons, poison dragons are normal dragons that have been corrupted by evil spirits while still in the egg. These spirits taint the dragon with foulness and evil, allowing it to grow faster and stronger as an abomination, and burning the dragon's essence from the inside, slowly withering the dragon's body. It takes years for a poison dragon's enormous size and strength to slowly fade. But before they die, poison dragons foul wells, kill entire herds of livestock for sport, and devour humans, especially children. The pain of their poisonous blood makes them hot-tempered and easily provoked to astounding acts of violence. They create droughts as amusements, and wipe out entire villages just for sport.

Because poison dragons are tainted while still in the egg, they grow through the normal stages of draconic life much more quickly. They are fed and cared for by their parents as if they were normal, though they quickly outstrip and then destroy their sibling hatchlings. A typical poison dragon eats his or her brothers and sisters and then leaves the nest while still a wyrmling or very young. Poison dragons effectively reach adulthood by the time most dragons are still juveniles, but they never live beyond old age, except as undead.

All poison dragons delight in tainting another dragon's nest. While the taint is not outwardly apparent, any nest fouled this way gives birth to at least one young poison dragon hatchling. Poison dragons do mate and lay eggs, but these are rarely fertile, usually resulting in stillborn abominations.

Unlike most dragons, poison dragons cannot fly. They are strong swimmers, however, able to fight a current even while leaving a trail of dead fish and blackened waters behind them.

Combat

Poison dragons dislike direct confrontation, preferring to poison a party's mounts by fouling their water, then harassing the party or fouling all the wells near them. In combat, they cannot fly but often rear up high to strike like a snake. When wounded, their blood becomes a weapon which it scatters onto opponents by shaking its body.

Breath Weapon (Su): Poison dragons breathe a cone-shaped cloud of pure corruption, damaging any creature that breathes and that fails a Fortitude save.



Poison Bite (Ex):

A poison dragon's bite is always toxic, though its claws are not. The poison strength varies by age, but it produces poison beginning as soon as it is hatched. The DC increases by 3 per age category, from 11 for a wyrmling, to 14 for a very young, 17 for young, 20 for juvenile, and so on. The damage likewise increases, starting with 1d4 Str (and 1 Str secondary) and increasing by that amount per age category. An old dragon's poison bite has DC 32 and infects 8d4 Str and 8 secondary.

Spell-like Abilities (Sp): A juvenile poison dragon can cast *poison* three times per day, a young dragon can implant a *suggestion* three times per day, a young adult can *unhallow* a site once per month, an adult can *control weather* once per day, and an old dragon can *cloudkill* six times per day.

Spellcasting: A poison dragon casts spells as a cleric, with access to the Death, Evil and War domains.

Poison Blood (Ex): Their blood is poisonous (Contact DC 18, 2d6 Str, secondary 1d3 Str), and once a poison dragon is wounded in combat it will often shake its body as a free action, scattering the blood as ranged touch attack.

The poisonous blood isn't just a danger in combat. When it dries, it hardens and contaminates everything it touches. Thus, a poison dragon's treasure is often tainted with poisonous secretions (Contact DC 20, 2d6 Con, secondary 1d6 Con plus 1d6 Str).

Taint Water: A poison dragon turns any water it touches to poison (Ingested DC 12, 1d4 Con, secondary 1d4 Con). The poisoning lasts for 2d8+1 days. By poisoning irrigation water, a poison dragon can often wither crops of rice or other grain, or wipe out herds of livestock.



Jade Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack	Fort	Ref	Will	Breath	Fear
Wyrmling	S	5d12+5 (37)	16 (+1 size, +5 natural)	+7	+6	+5	+7	2d6 (13)	—
Very young	S	8d12+16 (68)	20 (+1 size, +9 natural)	+11	+8	+6	+8	4d6 (16)	—
Young	M	11d12+33 (104)	23 (+13 natural)	+14	+10	+7	+10	6d6 (18)	—
Juvenile	M	14d12+42 (133)	27 (+17 natural)	+18	+12	+9	+13	8d6 (20)	—
Young adult	L	17d12+68 (178)	30 (-1 size, +21 natural)	+21	+14	+10	+14	10d6 (22)	22
Adult	L	20d12+100 (230)	34 (-1 size, +25 natural)	+25	+17	+12	+17	12d6 (24)	24
Mature adult	H	23d12+138 (287)	37 (-2 size, +29 natural)	+28	+19	+13	+18	14d6 (26)	26
Old	H	26d12+156 (325)	41 (-2 size, +33 natural)	+32	+21	+15	+21	16d6 (28)	29
Very old	H	29d12+203 (391)	45 (-2 size, +37 natural)	+36	+23	+16	+22	18d6 (20)	31
Ancient	G	32d12+256 (464)	47 (-4 size, +41 natural)	+38	+26	+18	+25	20d6 (22)	34
Wyrmling	G	35d12+315 (542)	51 (-4 size, +45 natural)	+42	+28	+19	+27	22d6 (24)	36
Great wyrmling	G	38d12+380 (627)	55 (-4 size, +49 natural)	+46	+31	+21	+30	24d6 (26)	40

Jade Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special	Caster Level
Wyrmling	40 ft., fly 100 ft. (good)	12	10	13	12	14	13	Immune to corruption	
Very young	40 ft., fly 100 ft. (good)	14	10	14	12	14	15	Light	
Young	40 ft., fly 150 ft. (average)	16	10	16	14	16	17		1st
Juvenile	40 ft., fly 150 ft. (average)	18	10	17	16	18	17	Daylight	3rd
Young adult	40 ft., fly 150 ft. (average)	20	10	19	18	18	19	Damage reduction 5/+1	5th
Adult	40 ft., fly 150 ft. (average)	22	10	20	20	20	19	Searing light	7th
Mature adult	40 ft., fly 150 ft. (average)	24	10	22	22	20	21	Damage reduction 10/+2	9th
Old	40 ft., fly 150 ft. (average)	26	10	23	24	22	23	Sunbeam	11th
Very old	40 ft., fly 150 ft. (average)	28	10	25	26	22	25	Damage reduction 15/+3	13th
Ancient	40 ft., fly 200 ft. (poor)	30	10	26	28	24	27	Passwall	15th
Wyrmling	40 ft., fly 200 ft. (poor)	32	10	28	30	26	29	Damage reduction 20/+4	17th
Great Wyrmling	40 ft., fly 200 ft. (poor)	34	10	30	32	28	31	Disintegrate	20th

Poison Dragons by Age

Age	Size	Hit Dice (hp)	AC	Attack	Fort	Ref	Will	Breath	Fear
Wyrmling	S	6d12 (39)	15 (+1 size, +4 natural)	+9	+5	+5	+7	2d6 (13)	—
Very young	M	10d12 (65)	18 (+8 natural)	+13	+8	+7	+9	4d6 (16)	—
Young	M	14d12+28 (119)	22 (+12 natural)	+18	+11	+9	+12	6d6 (18)	—
Juvenile	L	18d12+72 (189)	25 (-1 size, +16 natural)	+22	+15	+11	+15	8d6 (20)	18
Young adult	L	18d12+54 (171)	29 (-1 size, +20 natural)	+23	+14	+10	+15	10d6 (22)	20
Adult	H	18d12+36 (153)	32 (-2 size, +24 natural)	+23	+13	+10	+16	12d6 (24)	22
Mature adult	H	18d12 (117)	32 (-2 size, +24 natural)	+22	+11	+9	+16	14d6 (26)	24
Old	H	18d12-18 (99)	28 (-2 size, +20 natural)	+19	+10	+9	+17	16d6 (28)	26

Poison Dragon Abilities by Age

Age	Speed	Str	Dex	Con	Int	Wis	Cha	Special	Caster Level
Wyrmling	40 ft.	14	10	10	12	14	14	Poison bite	
Very young	40 ft., swim 20 ft.	16	10	12	13	14	15	Foul water	1st
Young	40 ft., swim 30 ft.	18	10	14	15	16	16	Suggestion	2nd
Juvenile	40 ft., swim 40 ft.	20	10	18	16	18	17	Poison	3rd
Young adult	40 ft., swim 40 ft.	22	9	16	17	18	18	Unhallow	4th
Adult	40 ft., swim 50 ft.	24	8	14	18	20	19	Control weather	5th
Mature adult	30 ft., swim 50 ft.	22	7	10	19	20	20	Damage reduction 5/+1	7th
Old	20 ft., swim 50 ft.	16	6	8	20	22	21	Cloudkill	9th



Feng-huang

Huge Outsider (Good, Fire)

Hit Dice: 10d8+40 (85 hp)

Initiative: -1

Speed: 40 ft., fly 80 ft. (good)

AC: 18 (-2 size, -1 Dex, +11 natural)

Flat-footed AC: 18, touch AC: 7

Attacks: Bite +15/+10/+5 melee

Damage: Bite 2d6+10

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Positive energy, spells, turning

Special Qualities: Fire subtype, damage reduction 20/+2

Saves: Fort +11, Ref +6, Will +10

Abilities: Str 24, Dex 9, Con 19, Int 18, Wis 16, Cha 19

Skills: Concentration +14, Diplomacy +16, Gather Information +10, Intimidate +10, Intuit Direction +12, Knowledge (arcana, geography, history, religion, the planes) +10, Listen +14, Search +12, Sense Motive +13, Spellcraft +14, Spot +14

Feats: Flyby Attack, Spell Penetration

Climate/Terrain: Any aerial or land

Organization: Solitary

Challenge Rating: 12

Treasure: Standard

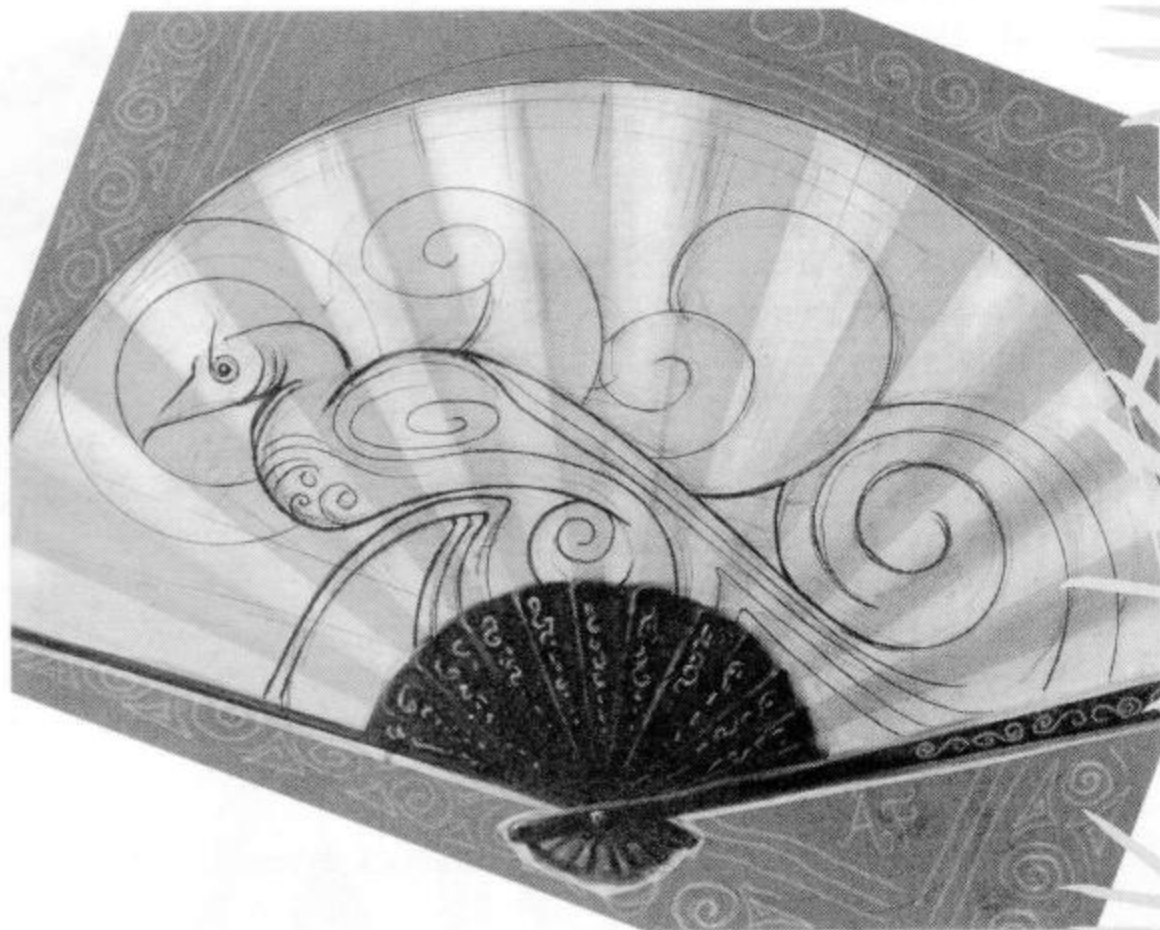
Alignment: Neutral good

Advancement: 11-15 HD (Huge), 16-24 HD (Gargantuan)

Fully 17 feet long from beak to tail plume, the feng-huang is a powerful and striking image of goodness and the power of the cosmos. They have sometimes been rumored to be the scouts and messengers for the Celestial Bureaucracy, particularly for Shang-Ti, the Great Emperor, himself. The feng-huang's head is similar to a huge pheasant, its feathers of bright golds and reds. Its body is long and sinuous, scaled like a dragon's or serpent's of massive size and likewise colored in golds and reds. Its tail (feathers running in a dorsal stripe from head to tail) fans out like a peacock's in a glorious display of gold, orange, and red scales and feathers. The low shimmer of fire continually surrounding the creature. The feng-huang's presence is meant to be noticed and to signify that the gods are watching.

On its own, the feng-huang flies about the planes and watches the goings-on of all manner of beings. It is just as interested in the birth of a shepherd's daughter as it is in watching a war. Meeting a feng-huang more than once in a lifetime is a rare event, and being allowed to see it closer than flying overhead at dawn is rarer still. Interacting with a feng-huang is always an education, both in patience and in diplomacy: They are intelligent and polite, and they indulge in conversation rarely but with great vigor. If their listeners are not up to a 30-hour conversation on weaving or the 1000-year history of a long lost empire, a feng-huang might take offense.

Feng-huang respond to *summon monster IX* spells or at the bequest of a god (based on the prayers of his faithful), and they have been known to intercede in many ways in the mortal world. They may do so subtly, an omen in the morning sky, or more directly, perching atop a cliffside overlooking a holy temple that enemies and despoilers approach.



Combat

The feng-huang tends to avoid combat, preferring to remain an observer and reporter of events for the Celestial Bureaucracy (or for its own satisfaction). If drawn into combat, it is merciless toward undead and evil creatures.

Positive Energy (Su): The feng-huang is immune to positive energy damage or effects. It takes double damage from negative energy attacks, including energy drain, negative energy ability damage, and negative energy ability drain, unless a saving throw for half damage is allowed, in which case it takes half damage on a success and double damage on a failure. It also inflicts double melee damage against all undead and negative energy effects, and it adds 1d6 additional melee damage to any evil creatures. Evil undead take double base damage and 1d6 additional damage.

Spells: The feng-huang can cast spells as a 12th-level sorcerer, though it needs no material components or foci. It can also cast spells from the cleric's Fire, Good, Knowledge, and Sun domains.

Turning (Su): A feng-huang can turn undead as if it were a 12th-level cleric. When determining turning damage, roll 4d6 and add the feng-huang's effective cleric level and its Charisma modifier to determine the total number of hit dice of undead it can turn. Treat the feng-huang as if it has the Extra Turning feat, allowing it to attempt to turn undead a number of times per day equal to 7 + its Charisma modifier. Each turning attempt requires a standard action.

Fire Subtype (Ex): As a fire creature, the feng-huang is immune to all forms of fire. It takes double damage unless it makes a successful save.

Outsider Characteristics: The feng-huang has darkvision to 60 feet, and cannot be raised or resurrected to restore its life (only *wish* or *miracle* spells work on outsiders).



Fukuranbou

Medium-Size Undead

Hit Dice: 8d12 (52 hp)

Initiative: +3 (Dex)

Speed: 30 ft., climb 15 ft.

AC: 17 (+3 Dex, +4 natural)

Flat-footed AC: 14, touch AC: 13

Attacks: 6 intestine stems +8 ranged, claw +3 melee

Damage: Intestine stem 1d8+1 and 1d2 temporary Charisma, claw 1d4

Face/Reach: 5 ft. by 5 ft./5 ft. (15 ft. with intestine stems)

Special Attacks: Intestine stems, improved grab, curse of the rotten gut

Special Qualities: Undead, +4 turn resistance, intestine crawl

Saves: Fort +2, Ref +5, Will +6

Abilities: Str 12, Dex 17, Con —, Int 14, Wis 10, Cha 6

Skills: Balance +11, Bluff +6, Climb +9, Concentration +8, Escape Artist +7, Hide +7, Listen +6, Move Silently +7, Spot +6

Feats: Combat Reflexes, Dodge, Multiattack, Weapon Focus (intestine stem)

Climate/Terrain: Any land and underground

Organization: Solitary or clique (1 fukuranbou plus 2-4 ghouls)

Challenge Rating: 5

Treasure: Standard

Alignment: Always chaotic evil

Advancement: By character class

Fukuranbou are corporeal spirits of humans who spent their entire lives obsessed with personal beauty and magnetism. Hideously ugly, with splotchy, coarse skin, matted hair, and a grotesque distended belly, such creatures have in death become a parody of their self image in life—and they aren't in on the celestial joke.

All fukuranbou believe they are the paragons of physical perfection, and so they display their unsightly girth either completely naked or with a modest cloth covering the genitalia. Their bloated bellies contain the heart of their corruption, a writhing mass of prehensile intestine stems, each of which ends in a toothy maw. Fukuranbou fiercely covet the traits they so valued in life, drawing those qualities from their victims via these abhorrent appendages.

Fukuranbou speak the languages they spoke in life (usually Common).

Combat

A fukuranbou can hide its intestine stems within itself as a free action (they can hide all or none—the creature cannot hide some stems and reveal others). The flesh molds around the stems, masking them completely from sight. Characters may make a Spot check (DC 20) to observe a slight rippling of the belly from time to time, as if something were slithering about within. Releasing the intestine stems is a standard action that does not provoke attacks of opportunity. As the fukuranbou looks like a normal (albeit extremely ugly) human when hiding its stems, it often attempts to ally with a party of adventurers, posing as a powerful and important dignitary. If given an opportunity, the



fukuranbou will try to split the party, teaming up with the most charismatic party member for a later attack.

Intestine Stems (Ex): A fukuranbou's distended belly contains a dozen prehensile intestine stems, each ending in a foul-smelling many-toothed mouth with a lolling, discolored tongue. Six of these disgusting appendages strike each round, with a range of up to 15 feet. Living creatures struck by an intestine stem suffer 1d2 points of temporary Charisma damage. Each point of Charisma damage restores 2 hit points to a wounded fukuranbou. Such hit points cannot grant the creature hit points above its original total. A creature reduced to Charisma 0 by a fukuranbou is unconscious.

Improved Grab (Ex): If the fukuranbou hits with an intestine stem attack, it deals damage as normal and may attempt to start a grapple as a free action without provoking an attack of opportunity. Grappled creatures automatically suffer 1d4 points of temporary Charisma damage each round for each attached intestine stem.

Curse of the Rotten Gut (Su): Living creatures damaged by a fukuranbou often contract a horrible disease known as the curse of the rotten gut. The unsettling curse, delivered by the fukuranbou's hideous tongue, is a magical disease that conveys the nauseating sensation of hundreds of undulating worms crawling within the victim's stomach. Curse of the rotten gut—lick, Fortitude save (DC 12), incubation period 1 day; damage 1d6 temporary Constitution. Each day thereafter, on a failed save, the creature must immediately succeed at another Fortitude save or suffer 1 point of permanent Constitution drain. Creatures who die while inflicted with the curse of the rotten gut arise as a ghoul in 1d4 days. Casting *protection from evil* on a body before the end of that time averts the transformation (but does not cure the disease).



Intestine Crawl (Ex): If a fukuranbou has at least three intestine stems free, it can use them to crawl. The stem mouths create enough suction that a fukuranbou can even climb along walls and ceilings with a climb DC of 0 or higher.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Skills: A fukuranbou receives a +10 racial bonus to Climb and Move Silently skill checks when employing his intestine stems.

Hidari Construct

Medium-Size Construct

Hit Dice: 2d10 (11) plus character class

Initiative: +0

Speed: 20 ft.

AC: 24 (+14 natural)

Flat-footed AC: 24, touch AC: 10

Attacks: Slam +7

Damage: 1d6+6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: None

Special Qualities: Damage resistance 10/+1, construct

Saves: Fort +0, Ref +0, Will +0

Abilities: Str 23, Dex 10, Con: —, Int 10, Wis 10, Cha 14

Skills: By class

Feats: By class

Climate/Terrain: Any land and underground

Organization: Solitary or group (1d4+1)

Challenge Rating: 2 plus character class

Treasure: Standard

Alignment: Special

Advancement: By character class

Hidari sculpted several animated statues during his lifetime, though only one of those was recorded in legend. The stories tell of the sculptor, who upon seeing a beautiful woman sought to create the perfect image of her. Upon completion of the project, the perfection of the statue was so flawless that the gods turned her into a living creature. While this legend is particularly famous, legends also speak of other magnificent stone constructs, creations designed to carry the life essence of the person they were modeled after. Hidari found a way to circumvent mortality.

Each particular construct carries the life and experiences of a particular person. Due to the expense of these constructs, it is incredibly rare to find living statues of anyone other than wealthy aristocrats. Occasionally, Hidari created a vessel for a lord's favorite samurai, courtier, poet, or geisha. The constructs are usually made of polished marble, and the workmanship is so perfect that even when the creatures move their clothing appears to flow about them.

Hidari constructs may never move more than one mile from the place they were created. Doing so unravels the magic that binds animating spirit to inanimate vessel.



Skills: Hidari constructs have the skills they learned while alive. Typical skills are listed below:

Aristocrat: Appraise +6, Diplomacy +14, Knowledge (history) +6, Sense Motive +6

Samurai: Intimidate +10, Jump +8, Listen +6, Spot +6

Courtier: Bluff +10, Decipher Script +4, Diplomacy +10, Innuendo +8, Knowledge (history) +4, Sense Motive +10

Poet: Knowledge (history) +15, Perform (poetry) +15

Feats: Hidari Constructs also possess the feats they learned while alive. Typical feats are listed below:

Aristocrat: Leadership

Samurai: Cleave, Power Attack, Quick Draw

Combat

The constructs fight dependent upon the creature that they resemble. A samurai construct will have the additional fighting skills of a samurai (typically at level 8), while one of a courtier has limited additional fighting skills. However, all of the constructs have the basic slam attack.

Construct: A construct is immune to mind-influencing effects, poison, sleep, paralysis, stunning, disease, death effects and necromantic effects. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage. Effects that require a Fortitude save do not affect constructs unless the effect also works on objects. Darkvision to 60 feet.



Hiroe

Large Giant

Hit Dice: 12d8+48 (102)

Initiative: +0

Speed: 40 ft.

AC: 21 (-1 size, +12 natural)

Flat-footed AC: 21, touch AC: 9

Attacks: 2 slams +16 melee

Damage: Slam 1d6+8

Face/Reach: 10 ft. by 10 ft./15 ft.

Special Attacks: Bellow

Special Qualities: Tongues

Saves: Fort +12, Ref +4, Will +9

Abilities: Str 26, Dex 11, Con 19, Int 18,

Wis 16, Cha 16

Skills: Craft (jade) +15, Craft (wood) +20,

Knowledge (religion) +12, Knowledge

(local) +12, Listen +6, Spot +10,

Wilderness Lore +15

Feats: Expertise, Improved Disarm,

Iron Will

Climate/Terrain: Temperate or warm hills or forests

Organization: Solitary or family (2-4)

Challenge Rating: 7

Treasure: Standard

Alignment: Neutral good

Advancement: By character class

The hiroe resembles a typical giant from Western mythos. They're typically around 12 to 14 feet tall and could easily be mistaken for tall hill giants except for their clean-shaven aspect. Their garb (leggings and shirt) is comprised of several animal skins all sewn together with uncanny skill. They usually walk around barefoot.

While hill giants are brutish louts intent upon smashing a party before conversing, the hiroe is quite the opposite. If not threatened, the hiroe may join the group with on any quest for the cause of good. Its knowledge of its home area is uncanny, and it gladly imparts information to travelers over hot tea, as long as it does not think they will bring mischief or destruction. The hiroe particularly reveres priests and monks, especially those who follow pacifistic teachings.

A solitary hiroe might well be found meditating in a clearing in the woods, practicing tree-sculpting or carving jade. Tree-sculpting consists of placing weights on branches of trees or even heavy rocks against the trunks to divert the tree's growth into an aesthetically pleasing image. A successful Wilderness Lore roll (DC 15) alerts an observer that a tree has been sculpted in such a fashion. Due to the hiroe's fascination with wood and jade, most, if not all, of the creature's treasure consists entirely of such objects. The more enlightened giants even give freely of their self-created wealth to a humble party member. Because of their contemplative nature, hiroe often become sennin creatures (see entry on page 62).



Families form the largest gathering of these giants. They associate in larger groups only in times of great need.

Combat

The hiroe tends to avoid confrontation, finding it discordant with the harmony of nature. Typically it relies on bellowing to scare away opponents. If that doesn't work, it typically runs, not out of cowardice, but merely to avoid the conflict in the first place. However, if the assailant is intent on harming the hiroe, its family or friends, or is inherently unnatural, the giant will attack using powerful fist blows.

Bellow (Ex): The hiroe has the ability to yell with such ferocity that any opponent within 50 ft must make a Will save (DC 15) or flee for 1d4 rounds. Creatures allied with the hiroe must make a Will save (DC 10) or suffer a -2 to all skill and attack rolls for one round.

Tongues (Su): Through a gift of the gods, each hiroe has the ability to speak and understand any natural language as outlined in the divine spell description (PH pg. 265).



Jki-ryo

Medium-Size Undead (Incorporeal)

Hit Dice: 2d12 (13)

Initiative: +2 (Dex)

Speed: 30 ft. fly (perfect)

AC: 12 (+2 Dex)

Flat-footed AC: 10, touch AC: 12

Attacks: Incorporeal touch +3 melee

Damage: See special attacks

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Possession

Special Qualities: DR 10/+1, undead, incorporeal

Saves: Fort +0, Ref +2, Will +4

Abilities: Str —, Dex 15, Con —, Int 8, Wis 12, Cha 8

Skills: Hide +10, Listen +10, Spot +10

Feats: None

Climate/Terrain: Any land or underground

Organization: Solitary

Challenge Rating: 4

Treasure: Standard

Alignment: Chaotic evil

Advancement: —

The iki-ryo are undead in spirit form who possess creatures and attempt to drive them to the point of suicidal fury. An iki-ryo forms when a person dies during an act of anger. The fury of the spirit is too strong to allow it passage from this world as a ghost. The iki-ryo tries to possess the nearest living humanoid closest to its own former race, then unleashes the hostility it has been unable to vent since its death.

Combat

An iki-ryo relies upon its incorporeal nature to get at its victim. Once it strikes its victim, it attempts to use its possession ability.

Possession (Su): The iki-ryo must make a successful melee touch attack against its victim. If the attack is successful, the target then must make a Will save (DC 20). If the target fails the roll, the iki-ryo possesses the target creature. At that point, the character becomes enraged as if under the influence of *emotion* (rage) (see pg. 199 of the PH), seeking to kill all other living creatures in its immediate vicinity. If there are none nearby, the possessed creature runs in a random direction until it either finds a potential victim, or until it drops from exhaustion. The iki-ryo is heedless of the danger to its host. If the host dies or becomes exhausted and unable to continue, the iki-ryo simply exits the lifeless body and seeks another. If an iki-ryo is the target of an *emotion* (fear) spell, it is immediately destroyed. This is an exception to the general immunity undead have to mind-influencing magic. Note that *fear*, *scare*, *cause fear*, and similar spells have no effect on an iki-ryo. Only the *emotion* (fear) spell brings about its destruction.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: Can be harmed only by other incorporeal creatures or +1 or better weapons with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will (but not force effects), and own attacks pass through armor. Always moves silently.



The strain of travel had frayed our nerves, but never did I expect my father to attack his own family. My brothers tried to restrain him, but he hurled them to either side. An inhuman anger consumed him, and he lashed out at a servant, tearing flesh from her shoulder, then silencing her scream with a fist. Again my brothers leapt upon him, drawing my father to the ground. He struggled, but people piled upon him to keep him from moving. Why would a normally calm man do such a thing?



Ittan-momen

Small Aberration

Hit Dice: 1d8 (4)

Initiative: +0

Speed: 40 ft. fly (poor)

AC: 15 (+1 Dex, +1 Size, +3 natural)

Flat-footed AC: 14, touch AC: 12

Attacks: Wrap +1

Damage: Special

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Suffocate

Special Qualities: Animate dead, immunities

Saves: Fort +0, Ref +1, Will +3

Abilities: Str 10, Dex 13, Con 10, Int 3, Wis 12, Cha 6

Skills: Listen +4, Spot +4

Feats: None

Climate/Terrain: Underground

Organization: Solitary

Challenge Rating: 1

Treasure: Standard

Alignment: Chaotic evil

Advancement: —

The ittan-momen resembles a harmless cotton cloth until it wraps itself about the mouth and nose of its victim in an attempt to suffocate it. In virtually every way, the creature is indistinguishable from a bolt of cotton fabric about 8-10 feet in length and 1 foot wide. Its innocuous appearance frequently gives it the advantage of surprise. It has no mouth to speak of, and no recognizable organs. If cut, it bleeds a pale translucent ichor.

The ittan-momen has two modes of transportation. First, in light winds, it propels itself clumsily through the air, though only in the general direction of the wind itself. Negligible winds give it too little lift, and stronger winds allow it no control. Without a good breeze, the ittan-momen uses a form of *animate dead*. It animates any victim of its suffocation as a zombie after 12 hours (unless raised by other means or the body is destroyed). The monster then uses the zombie to bring it closer to another victim.

An ittan-momen does not need to feed for months, going into a sleeplike state if no food is available. Once disturbed, though, its fasting causes a ravenous frenzy to overcome it, attacking immediately, no matter the odds.

Sages are unsure how the creature procreates or even who or what created the first of its kind.

Combat

If the ittan-momen has no host, it waits until a victim is within a few feet before propelling itself through the air and around the target. However, should the creature currently be wrapped around a dead victim, the victim will rise as a zombie (MM, pg. 191) and carry the cloth to a new target. Any attacks against the monster while it is currently suffocating a target causes damage against both the ittan-momen and the victim.

Suffocate (Ex): Armor other than a full helm provide no protection against the monster. Full helms (or any other device inhibiting a wrapped cloth from contact with nose and mouth) renders the attack useless, though the monster may not realize this for 1d4 rounds. If the attack is successful, the victim begins to suffocate (see DMG, pg. 88). The victim may attempt a Reflex save (DC 15) to catch a breath of air before the suffoca-



tion begins, or must immediately start making Constitution saves. It is impossible for the victim to cast spells with verbal components while being suffocated.

Immunities (Ex): Due to its inherent flexibility, blunt weapons do not harm the ittan-momen. Flame inflicts double damage and causes the creature to release a victim.

We defeated the walking dead, cutting their limbs from their bodies to prevent each crawling piece from getting to us. Ookami torched each decaying lump, murmuring wards against evil. Only then did we notice why our priest had remained silent so long. One of her scarves had become entwined about her face and choked her. Perhaps she had been too consumed by a spell to notice her consciousness slipping.



Jikininki

Medium-Size Undead

Hit Dice: 3d12 (19)

Initiative: +0

Speed: 30ft.

AC: 16 (+6 natural)

Flat-footed AC: 16, touch AC: 10

Attacks: 2 claws +4 melee, bite -1 melee

Damage: Claw 1d4+3, bite 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Poison bite

Special Qualities: Scent, poor eyesight

Saves: Fort +1, Ref +1, Will +3

Abilities: Str 16, Dex 11, Con 11, Int 7, Wis 10, Cha 8

Skills: Climb +8, Hide +2, Listen +12, Move Silently +2, Spot -4

Feats: Multiattack, Weapon Focus (bite)

Climate/Terrain: Any land

Organization: Solitary, gang (2d6), or mob (2d8+10)

Challenge Rating: 2

Treasure: Standard

Alignment: Neutral evil

Advancement: 4-6HD (Large)

A jikininki, or "corpse-eater," as it is more commonly known, has often been confused with goblins due to its stooping gait, exaggerated jaw, and taloned fingers. They seldom bother those around them unless it interferes with their ability to eat. Their ghastly visage and the palpable stench of evil that lingers around them makes unlikely that others would leave them be.

A jikininki seeks out food via scent. They prefer dead creatures, and the time since death is of no importance to them. If there's flesh on the bone, they'll eat it. They only attack a living creature if they haven't eaten in a week (in which case they go for the injured or lame first), if attacked, or if they're interfered with while gorging.

If they have eaten more recently (within a day), they are more wary when approaching food. They hesitate and sniff for living creatures before approaching the meal. If they sense an ambush, they sprint through to grab the food and then run off.

Any humanoid killed by a jikininki but not eaten or destroyed becomes one of the undead in 1d4 hours. The jaw elongates, a second row of teeth grows, and fingernails extend to become sharp claws. Destroying the body or casting a simple *bleed* upon the corpse purges the taint of the undead from the victim and prevents it rising as a jikininki.

Combat

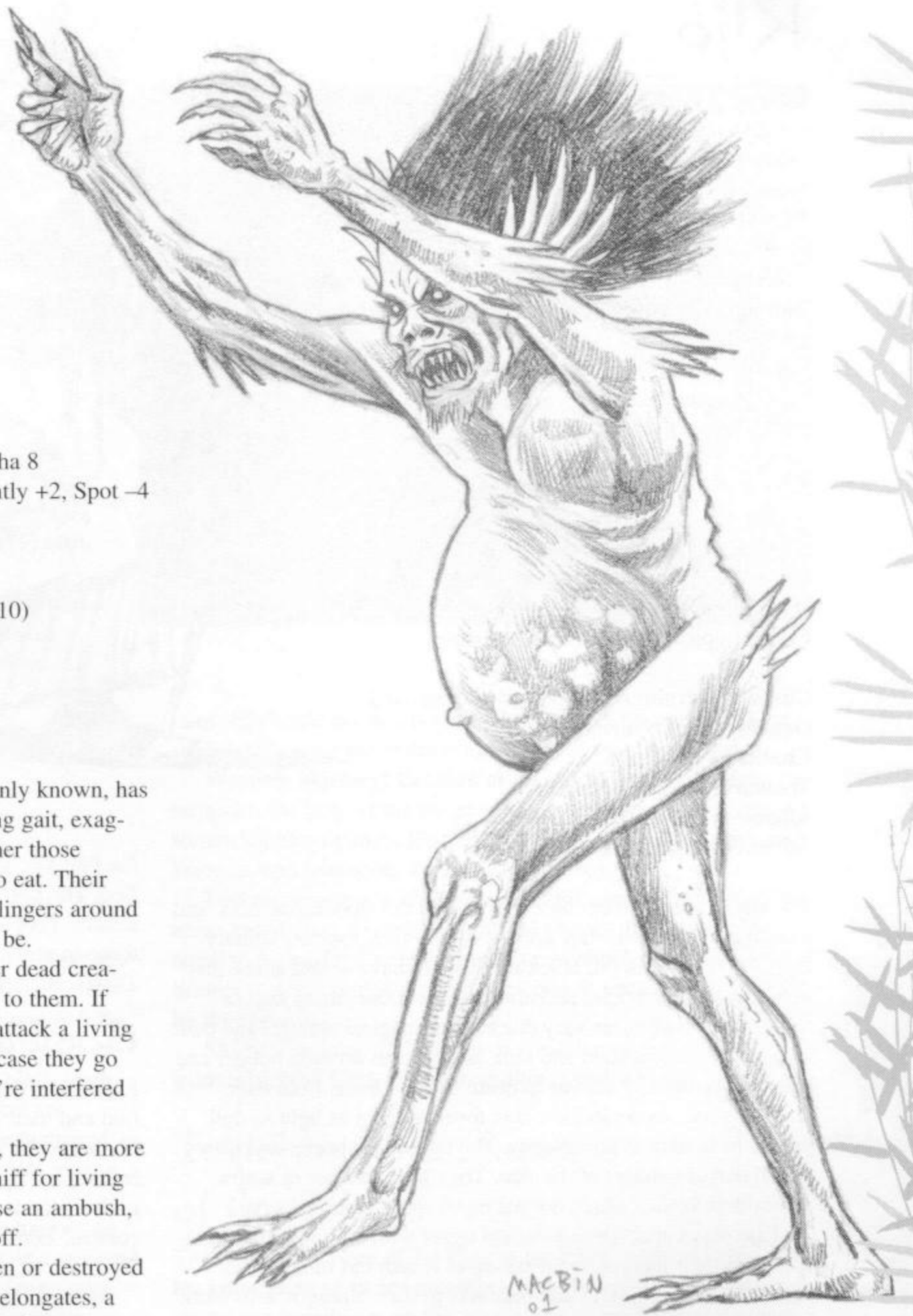
The jikininki attacks with claws and bite. They try to rake the target with their claws and bite into living flesh with their poisonous bite. They fight until destroyed. Once a target has its attention, the corpse-eater is single-minded in its attacks.

Poison Bite (Ex): The bite of the jikininki is toxic. Anyone bitten by a corpse-eater must succeed at a Fortitude save (DC 15) or suffer initial damage of 1 point of Con and secondary damage of an additional 1d6 points of Con.

Scent (Ex): See pg. 10 of MM.

Poor Eyesight: Jikininki suffer a -4 penalty to Spot checks.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.



"I was not a good priest, and thought only of the fine clothes I could get out of my calling. For that reason I was reborn a jikininki, and have ever since devoured the corpses of all those who died in this district. Have pity on my miserable plight."



Kijo

Large Giant

Hit Dice: 5d8+10 (32 hp)

Initiative: +5 (Dex, Improved Initiative)

Speed: 30 ft.

AC: 14 (-1 size, +4 natural, +1 Dex)

Flat-footed AC: 13, touch AC: 10

Attacks: Two claws +5 melee, bite +3 melee, tail +3 melee

Damage: Claw 1d6+3, bite 1d6+1, tail 1d4+1 (lash or grapple/crush)

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Improved grab, hunger aura, ability absorption

Special Qualities: —

Saves: Fort +6, Ref +2, Will +1

Abilities: Str 17 (var), Dex 13 (var), Con 15, Int 14, Wis 10, Cha 10

Skills: Hide +2, Move Silently +2, Spot +3, Wilderness Lore +2

Feats: Improved Initiative, Multiattack

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 5

Treasure: Double standard

Alignment: Chaotic evil

Advancement: By character class

The kijo is a malevolent ogre that prowls the woodlands, hills, and mountains, and while they are not wholly rare, they are solitary creatures. Kijo all loom at least 9 feet tall, have scaled tails equal in length to their height, and always wear loose-fitting rags or robes. Their body sizes vary due to their magical abilities and their hunger—they gain mass and bulk as they pass on their hunger and their quarry literally starves to death nearby. Aside from their changing bulk, kijo can have skin tones ranging as light as dull yellow to as dark as an ash grey. The tail scales, horns, and claws are all darker variants of the skin. They have patches of scales across their bodies where normal ogres sprout hair or warts.

Kijo stand apart from standard ogres with their cunning intellects and their hunger. Whereas ogres smash out blindly and form in tribes simply to add numbers to their strength, kijo work with allies rarely if ever, and they can take months to plan out ambush sites or attacks. Only their hunger forces them to act sooner than they would like; few can withstand a ravenous kijo's feeding frenzy.

When born, kijo share all the standard features of normal ogres, but they appear smaller and weaker than other young ogres. As they grow, their brows sprout their elongated horns and they grow a tail after their first two years. By this time, they usually become outcasts from whatever ogrish tribe had adopted them, though some remain to act as tribal leader by virtue of their magical abilities.

The base language of the kijo is Giant, just like all ogres. Depending on their locations, kijo can also speak other languages and dialects. DMs can assume that each kijo has learned at least Giant, Common, and one other local dialect or monster tongue.

Legends speak of the origin of the kijo in the death of one of the old gods. Tsukiyomi the moon god slew his hostess, the food goddess Uke-Mochi-No-Kami, for he took offense at her magics in pulling food from his mouth. As she lay dying from his attack,



the first kijo sprang from her wounded stomach, howling as it fled. The kijo forever hunger because of the moon's destructive assault. People also say this is why they prey most often on those in moonlight or take special notice and revenge upon Tsukiyomi's faithful.

Combat

Kijo prefer sneak attacks and ambushes, though they rely on terrain and their own cunning to better the odds for themselves. Their special abilities operate whether or not their intended prey becomes aware of their presence, and kijo prefer to lie in wait until the odds are firmly in their favor. If forced into physical combat, kijo can wield simple or martial weapons, lash out with its claws, or lash out at opponents with its massive tail.

Hunger Aura (Su): Kijo project an invisible hunger aura around them. Any living creatures within the aura immediately become subject to starvation and thirst effects (DMG, p 86) within the first round of contact (1 round = 1 day without food or water). These effects remain even after the victim leaves the kijo's aura. Subdual damage and fatigue effects are as described in the section referenced above. Creatures within this aura must succeed at a DC 16 Fortitude save every other round or suffer its effects (which are cumulative, i.e. three rounds of failed saves equals three days of starvation, fatigue, subdual damage, and so on).

Ability Absorption (Su): If opponents within the kijo's hunger aura suffer an effective loss of Strength or Dexterity points due to fatigue caused by the hunger aura, the kijo absorbs the equivalent number of points for one full day (24 hours). This can affect combat abilities (attack bonus, damage, and AC).

Improved Grab (Ex): The kijo's tail is prehensile and more than capable of grappling opponents and guarding the creature's back. The kijo's tail has enough strength for grappling, but rarely constricts and crushes its opponents as it prefers to drain them of their strength within its hunger aura.



King of the Tengu

Medium-Size Monstrous Humanoid

Hit Dice: 16d8+32 (104 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 30 ft., fly 90 ft. (poor)

Armor Class: 20 (+4 Dex, +6 natural)

Attacks: Katana (masterwork) +24/+19/+14/+9 melee; or 2 claws +20 melee

Damage: Katana (masterwork) 1d10+8; or claw 1d6+4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spells

Special Qualities: Weapon mastery, deflect arrows

Saves: Fort +8, Ref +14, Will +11

Abilities: Str 18, Dex 18, Con 16, Int 15, Wis 13, Cha 16

Skills: Appraise +6, Balance +5, Bluff +6, Concentration +9, Craft (weaponsmith) +15, Disguise +7, Gather Information +6, Hide +7, Intimidate +8, Knowledge (military) +5, Listen +5, Scry +5, Search +6, Sense Motive +4, Spot +7

Feats: Combat Reflexes, Deflect Arrows, Dodge, Expertise, Improved Initiative, Leadership, Mobility, Spring Attack,

Weapon Focus: katana, Weapon Specialization: katana, Whirlwind Attack

Climate/Terrain: Temperate and cold mountains and forests

Organization: Unique

Challenge Rating: 13

Treasure: Standard

Alignment: Chaotic evil

Advancement: NA

The king of the tengu is a raven-headed humanoid who wanders otherwise uninhabited mountain regions, especially near forest glades, streams, ponds, and abandoned temples. He stands fully 7 feet tall, with head and shoulders covered in black, iron-hard feathers. He always carries a fan of his own glossy black feathers that acts as a tessen or war fan. His hands and feet are clawed, and his beak is a glossy black. He has black feathered wings, though he is an indifferent flyer and can carry at most a single Medium-Size passenger.

The king of the tengu often travels disguised as a human; he may also polymorph into human form. He is always accompanied by at least two and sometimes ten to twenty normal tengu (also known as kenku), who are his servants, scouts, and retainers.

The king of the tengu speaks the language of all animals, as well as Common and a secret language that only his followers understand.

Combat

The king of the tengu is much like his many loyal followers: a master of disguise and trickery, and an expert swordsman. He prefers duels to massed battles, and uses his spring attack ability to strike and run. If forewarned, he uses defensive magics such as *shield*, *stoneskin*, and *protection from elements* (fire) spells to ward off weapons and magical attack.

Spells: The king of the tengu casts spells as a 12th-level sorcerer. Like his followers, he prefers spells that trick and confuse his enemies. A typical spell list mostly includes spells from the Enchantment, Illusion, and Transmutation schools, although he also has one or two damaging spells in his repertoire for situations that require them. He can also use *polymorph self* at will, and adopts human, spirit, and oni forms to confound his ene-



mies. His battle cry is a powerful squawk equivalent to a *shout* spell usable once every other melee round as a free action.

Weapon Mastery: Because of his incredible affinity for weapons, the king of the tengu receives more feats than usual, somewhat like fighters. He gains the Weapon Focus: katana and Weapon Specialization: katana feats for free.

Deflect Arrows: With a weapon in his hands, the king of the tengu can deflect a number of ranged attacks directed at him equal to 1 plus his Dexterity modifier. Without a weapon, he is limited to deflecting just one ranged attack per round as granted by the feat.

Skills: The king of the tengu is a master swordmaker. He gains +10 to all Craft (weaponsmithing) skill checks.

Teaching the Secrets of the Blade

The greatest treasure of the king of the tengu is not his gold but his knowledge of sword manufacture and swordplay. Player characters usually are on the wrong side of his blade skills, but they can sometimes benefit from these skills.

For reasons of his own, the king of the tengu will sometimes teach a human or humanoid a few tricks. In exchange, he may ask for gold, wine, or a particular weapon or jewel—if he is given what he demands, he takes on the student. In general, he prefers students who are Chaotic or Evil, but sometimes he makes exceptions. Any student he accepts must have proficiency with martial weapons, or they will be thrown out within a day or two.

After one month, the student may make an Intelligence check (DC 11); if successful, the student automatically gains Weapon Focus: katana. If the roll fails, the student may study for another month if he or she successfully charms the king of the tengu (Diplomacy roll, DC 17). A fighter who succeeds at learning Weapon Focus from him may attempt to learn Weapon Specialization, even before 4th level. To do so, he or she must provide another offering (of at least 5,000 gp value) and then study for six months. With another Intelligence check (DC 14), he learns Weapon Specialization: katana.



Kino-o-bake

Medium-Size Shapechanger

Hit Dice: 2d8+4 (13 hp)

Initiative: +1 (+1 Dex)

Speed: 40 ft., climb 30 ft.

Armor Class: 15 (+1 Dex, +4 natural)

Flat-footed AC: 14, touch AC: 11

Attacks: Slam +2 melee

Damage: Slam 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Tree heart, tree stride, herbal healing

Saves: Fort +5, Ref +4, Will +4

Abilities: Str 12, Dex 13, Con 15, Int 13, Wis 13, Cha 15

Skills: Bluff +6, Climb +3, Disguise +6,

Heal +7, Hide +5, Listen +4, Move

Silently +5, Spot +3, Wilderness Lore +4

Feats: Improved Unarmed Strike, Deflect Arrows

Climate/Terrain: Any forest

Organization: Solitary

Challenge Rating: 1

Treasure: None

Alignment: Usually lawful good

Advancement: 3-6 HD

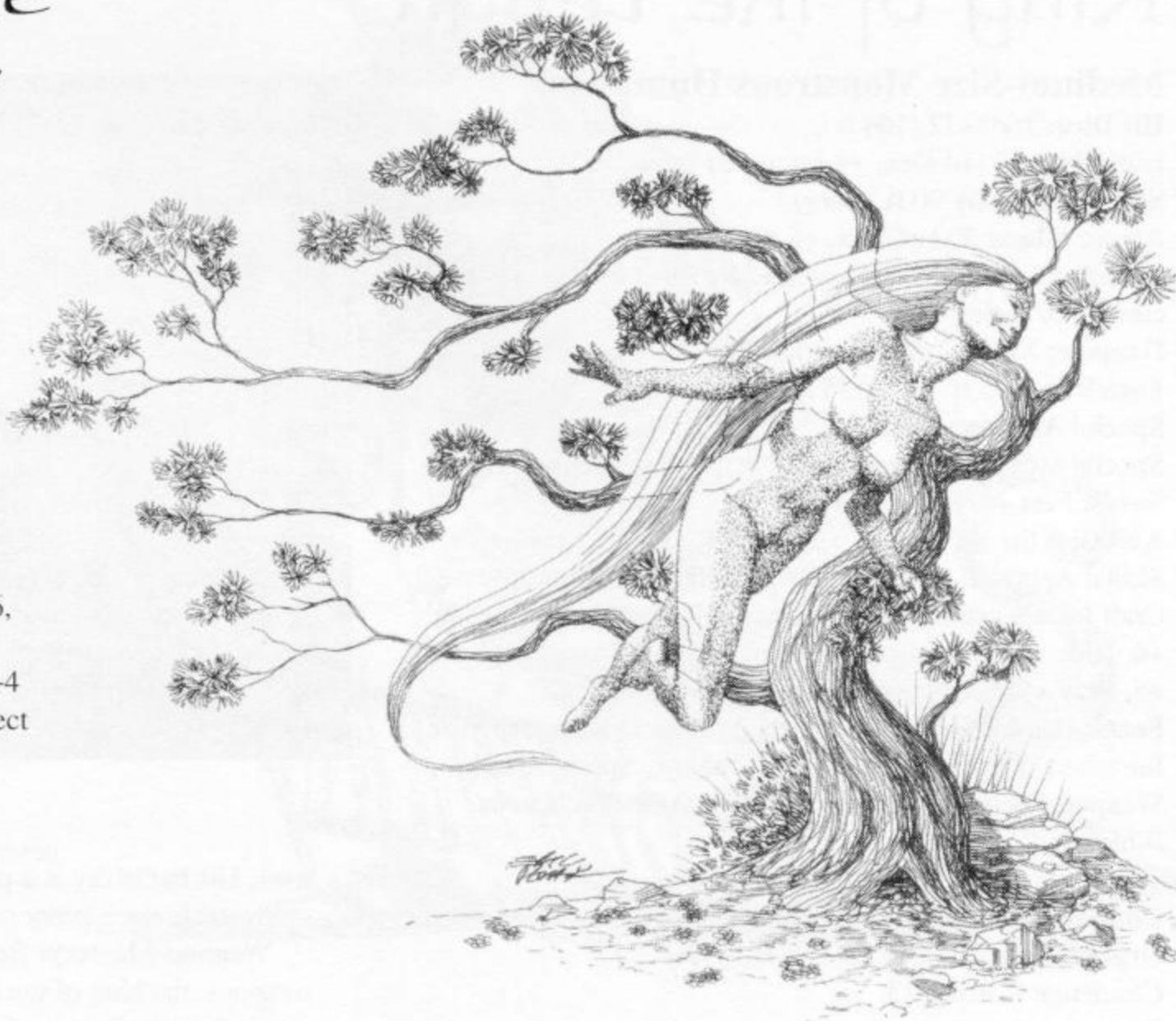
The kino-o-bake is a tree spirit, living as long as its tree or grove lives, and dying when it is cut down. A kino-o-bake in its human form has the same size and appearance as any villager. They dress in clothing that is always related to the seasons: yellow, green, and pale blue in spring, bright green, ochre, and chocolate browns in summer, orange, red and pale brown in autumn, and grey, blue, or white in winter. In the case of some kino-o-bake, their hair follows the same pattern: blond in spring, then black, then brown, then grey or snow white in winter.

Kino-o-bake are kind-hearted and friendly, willing to comfort travelers, feed the hungry, and tend the sick. However, there are exceptions. A kino-o-bake will kill to protect its tree, and it has a deep hatred of woodcutters, charcoal burners, and even cooks, potters, and bakers who consume great amounts of firewood.

Combat

Kino-o-bake have tough skin but still move as smoothly as branches swaying in the wind. Their first instinct is always to avoid a fight. When forced to, they fight effectively, and can knock down missiles in mid-flight.

Herbal Healing (Ex): Kino-o-bake are intimately familiar with all of the plants and trees that grow in the forest. They know the best herbs to use to treat illnesses and cure wounds. Kino-o-bake gain a +4 circumstance bonus to all Heal checks (this has already been figured in above). Furthermore, they can cure 10 hit points of damage per day as per the paladin's lay on hands ability.



Tree Heart (Ex): A kino-o-bake whose tree is cut down always dies within minutes or hours of the tree's death. If the tree is not killed, a kino-o-bake killed in humanoid form is always reborn in its heart tree the following spring, even if its human body is cremated. For this reason, each kino-o-bake keeps the exact tree it considers home a secret.

Tree Stride (Su): A kino-o-bake can always step into one tree and out of another as if it were using a *tree stride* as a 12th-level druid.

The spirit of the tree speaks but little, and if disturbed disappears into the trunk or among the leaves.



Kitsune

Medium-Size Shapechanger

Hit Dice: 6d8+6 (33 hp)

Initiative: +4 (+4 Dex)

Speed: 40 ft.

AC: 18 (+4 Dex, +4 natural)

Flat-footed AC: 14, touch AC: 14

Attacks: Bite +8 melee, 2 claws +0 melee

Damage: Bite 1d6+1, claw 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Trip, spells, spell-like abilities

Special Qualities: Alternate form, damage reduction 15/silver

Saves: Fort +6, Ref +9, Will +4

Abilities: Str 12, Dex 19, Con 12, Int 13, Wis 8, Cha 18

Skills: Bluff +8, Climb +2, Diplomacy +7, Disguise +4, Hide

+8, Listen +6*, Move Silently +4, Search +2*, Spot +7*,

Wilderness Lore +2*

Feats: Silent Spell, Still Spell, Weapon Finesse (bite)

Climate/Terrain: Any forest or civilized

Organization: Solitary

Challenge Rating: 8

Treasure: None

Alignment: Usually lawful evil or lawful neutral

Advancement: 7-12 HD

The kitsune, or fox woman, is an evil shapechanging fox capable of adopting human form and bewitching men. Her magic is sorcerous, and her illusions are compelling—sometimes even she believes the glammers she spins.

Most kitsune charm a human male for years or even decades, long enough to mate with him and place her children within his family. Once discovered, she flees, leaving her children behind. Female children often become kitsune themselves; the males are prone to becoming sorcerer/rogues.

Combat

A kitsune avoids physical combat if possible, preferring instead to rely on her magic and wiles.

Trip (Ex): When in pure fox or fox-woman form, a kitsune who hits with a bite attack can attempt to trip the opponent as a free action (see page 139 in the PH). The trip attempt does not require an additional touch attack, nor does it provoke an attack of opportunity. If the attempt fails, the opponent cannot react to trip the kitsune. Note that in fox form, the kitsune suffers a -4 penalty to the trip attempt due to her size but gains a +4 stability bonus for having more than two legs, for a total modifier of +0 (plus her Strength modifier). In foxwoman form, these modifiers become +0 for size and +0 for stability, for a total modifier of +0 (plus her Strength modifier).

Spells: A kitsune is always able to cast spells as a sorcerer of a level equal to her Hit Dice, with full bonuses for her Charisma. With her Still Spell and Silent Spell feats, she can often cast her spells entirely undetected by the humans she lives among.

Spell-like Abilities (Sp): A kitsune can use *charm person* as a spell-like ability four times per day and both *mirage arcana* and *persistent image* once per day. The *mirage arcana* is typically used to conjure a human habitation, as well as illusory clothes and food. Treat these abilities as cast by a sorcerer of a level equal to the kitsune's hit dice.

Alternate Form (Su): A kitsune is a fox who adopts the



shape of a woman, not a woman who adopts the shape of a fox. A foxwoman can adopt three forms: a natural fox, a half-mix with a fox head and human body, or entirely human (but with a streak of white in her reddish hair, and narrow, fox-like features). When changing from one form to another, the kitsune regains hit points as if having rested for a day. A slain kitsune reverts to its fox form, although it remains dead. Separated body parts retain the human form, however.

Damage Reduction (Ex): A kitsune in animal or hybrid form gains damage reduction 15/silver.

Skills: All Rogue skills are treated as class skills for kitsune. *Kitsune receive a +4 racial bonus to Wilderness Lore checks when tracking by scent, as well as a +4 bonus to Search, Spot, and Listen checks when in humanoid form. In animal or hybrid form, these bonuses increase to +8.



Komori-ninja

Medium-Size Monstrous Humanoid

Hit Dice: 2d8+4 (13)

Initiative: +8 (Dex, Improved Initiative)

Speed: 30 ft., 40 ft. glide, 20 ft. fly (poor)

AC: 14 (+4 Dex)

Flat-footed AC: 10, touch AC: 14

Attacks: Weapon +4

Damage: Weapon +1

Face/Reach: 5 ft. by 5 ft. /5 ft.

Special Attacks: Death attack

Special Qualities: Shadow walk

Saves: Fort +2, Ref +7, Will +6

Abilities: Str 12, Dex 18, Con 14, Int 16, Wis 16, Cha 12

Skills: Balance +7, Bluff +4, Climb +4, Disable Device

+6, Disguise +4, Escape Artist +7, Hide+8, Listen +8,

Move Silently +8, Search +4, Spot +8, Wilderness Lore +4

Feats: Alertness, Improved Critical (chosen weapon),

Improved Initiative, Weapon Finesse (chosen weapon)

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 2

Treasure: Standard

Alignment: Neutral evil

Advancement: By character class

Legends speak of the bat-ninja, a race of assassins created by the gods and then forgotten, that took refuge from humankind in underground caverns. While perfectly suited for missions of stealth and individual combat, the Komori-ninja are ill-suited for mass warfare. Their skill with their chosen weapon is astounding, and their strikes find ways to pierce vital points with relative ease. These creatures prefer light blades, though they will resort to another if a specific mission calls for them. While their cousins the Mogura-ninja are more prone to poison use for assassination, the Komori-ninja prefer the direct feel of the instant kill, relishing the instant of their target's death.

A loose layer of tough skin connects their arms to their legs, somewhat akin to the wings of a flying squirrel. This allows the assassin to glide silently around the mountains near its underground lair or from building to building within a city. Thin strips of muscles inlaid within the webbing allow the Komori-ninja to retract the wings against their arms, legs, and body. To use the gliding ability, the assassin must remove any clothing other than a mask or cloak. Therefore, these creatures prefer not to wear any garb other than cloaks unless required by the mission.

They are seldom found in civilization, preferring to hunt in the mountains where they can best use their gliding skills. A Komori-ninja can sometimes be hired as an assassin, though they have no need for money. The keys to controlling one are writs from ancient lore that dictate who controls certain clans of the assassin. A holder of a writ can command the corresponding Komori-ninja to serve. Most of the writs have been destroyed over the years, but a few remain tucked away in libraries of nobles or buried in the ruins of a castle.



Combat

Komori-ninja will rarely attack anyone except for a designated target. Like most skilled assassins, their style is to sneak in, strike, and then sneak out. Each Komori-ninja has a preferred weapon. Typically their blades are of masterwork quality.

Death Attack (Ex): Komori-ninja have the death attack ability as noted in the assassin prestige class of DMG (pg. 30). Consider the assassin level to be 2 for purposes of the attack (making the Fortitude save DC 15).

Shadow Jump (Su): Komori-ninja have the ability to shadow jump (40 ft.) exactly as described in the shadowdancer prestige class (DMG, pg. 36).

"It was a vampire I tell you! It came through the window on bat wings and killed our master!"

"Fool! Since when do vampires use the ninjato?"



Konaki Jiji

Medium-Size Shapechanger

Hit Dice: 3d8+12 (25)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 16 (+2 Dex, +4 natural)

Flat-footed AC: 14, touch AC: 12

Attacks: Grapple +7

Damage: Crush 1d6+5

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Crush

Special Qualities: Limited polymorph, damage reduction 10/+2

Saves: Fort +7, Ref +5, Will +3

Abilities: Str 20, Dex 14, Con 18, Int 11, Wis 11, Cha 12

Skills: Bluff +11, Listen +8, Spot +6

Feats: Power Attack, Improved Bull Rush

Climate/Terrain: Temperate or Warm Land

Organization: Solitary

Challenge Rating: 4

Treasure: Standard

Alignment: Chaotic evil

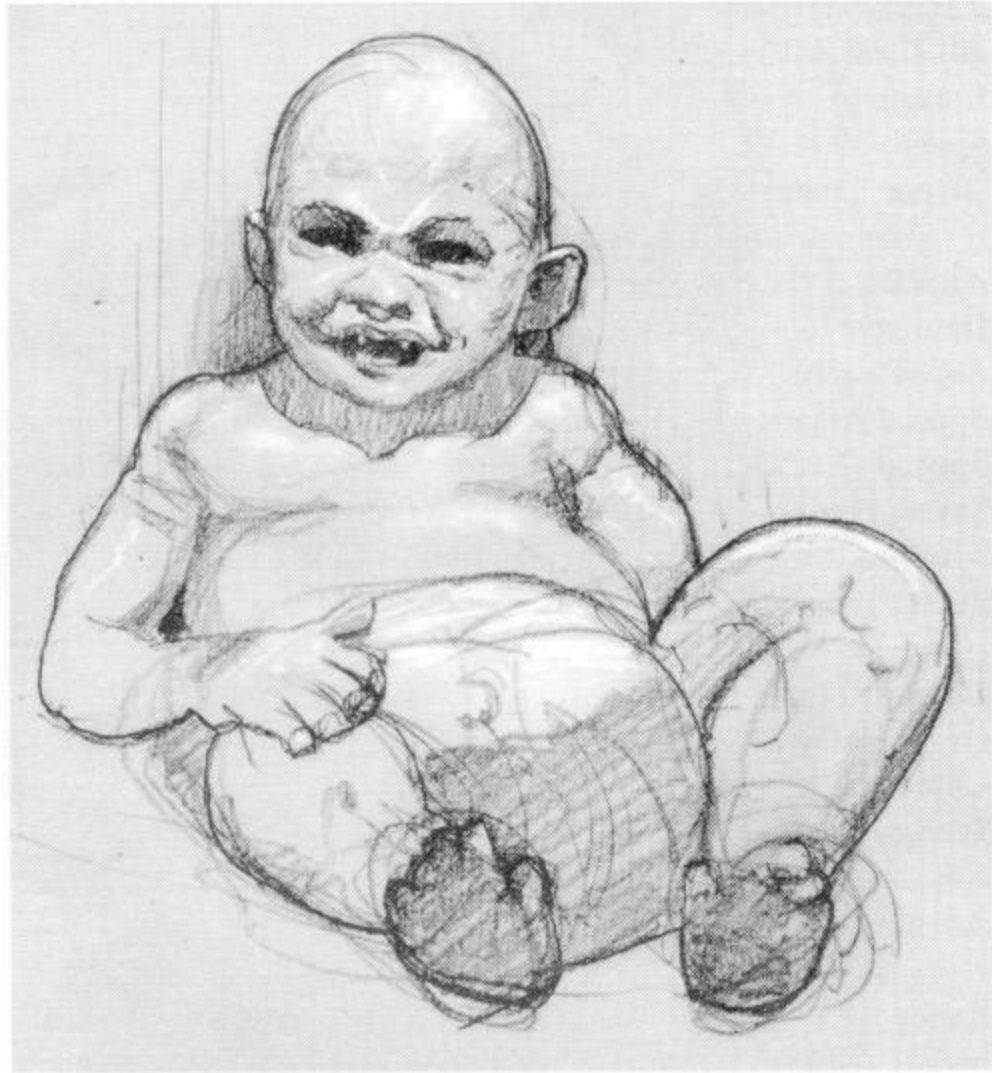
Advancement: By character class

This monster's natural form is that of a bloated human with the proportions of a baby. Its height is about that of the average man, but the volume is twice that. The key to its success rests upon its innate ability to transform into a baby of any humanoid race. A typical ambush plan would have the konaki jiji lying by the side of a road or other thoroughfare (stream, bridge, etc) in baby form. A person comes along and picks up the baby, at which point the monster transforms back into its full size. Quite frequently the weight of the monster alone is enough to silence the victim, otherwise the konaki jiji grapples the victim and squeezes it to death. Most of these creatures prefer to ambush individual characters, though the patient ones have been known to let themselves be picked up by a family and have waited to transform until it is alone with one of them.

Combat

In baby form, the konaki jiji has no attacks and transforms immediately if harmed. If obviously up against a superior foe, the monster will try to escape or find a defensible position where it can limit the number of its attackers. Its favorite method of attack (aside from the ambush) is to charge through its opponents. While the attack is risky, the monster relies on its rubbery skin to absorb most of the damage from opponents' blows.

Crush (Ex): When the konaki jiji transforms, a character holding the baby may make a Reflex save (DC 15) to drop it. Otherwise, the character must make an opposed Strength check against the monster with a -4 penalty due to the bulk and position. If the character fails the roll, he takes 1d6+5 points of crushing damage. On each subsequent round, the konaki jiji will continue to inflict damage on its victim.



She had been nursing the baby she had found on the road. As a new mother she thought herself best qualified to take care of a second child. A wild beast must have broken into her house and fed on her flesh before taking both babies into the forest to feed its young.



Kuang Shi

Medium-Size Undead

Hit Dice: 3d12+3 (23 hp)

Initiative: -1 (Dex)

Speed: 20 ft.

Armor Class: 14 (-1 Dex, +5 natural)

Flat-footed AC: 14, touch AC: 9

Attacks: 2 claws +3 melee

Damage: 1d6+3 claws

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Divisibility

Special Qualities: Borrowed turn resistance, determination

Saves: Fort +1, Ref +0, Will +4

Abilities: Str 16, Dex 8, Con —, Int 8, Wis 8, Cha 8

Feats: Toughness

Climate/Terrain: Any land

Organization: Solitary or mob (12-72)

Challenge Rating: 2

Treasure: None

Alignment: Lawful evil or lawful neutral

Advancement: 4-10 HD

Kuang shi are the zombies of Chinese myth; they have physical bodies, but they are not alive, and they have little independent will or thought. Instead, the kuang shi are always the slaves of evil priests or sorcerers who command mobs of these animated corpses. However, they are not rotting undead; kuang shi have well-preserved bodies, well-dressed in funeral clothes, with empty white eyes, pale skin, and a sheet of red paper stuck to their foreheads, animating their motion.

In some cases, the dead walk of their own will, without magic required to animate them. These kuang shi were buried away from their family, without a proper burial feast, paper clothes, hell money, food, or incense. These undead walk the rural roads under the guidance of a priest who herds them as shepherds might direct a living flock. They have just enough intelligence to provide a homing instinct, but almost no initiative of their own.

Combat

Mobs of kuang shi work together to pull mounted foes out of the saddle, and overbear standing victims. Kuang shi are not especially fast or clever, but they make up for this with superior numbers and remarkable tenacity.

Borrowed Turn Resistance (Su): A kuang shi whose animator is nearby is much more difficult to rebuke or awe. Add the level of the animator to the DC of kuang shi for purposes of rebuking or awing the undead.

Undead Determination (Su): Kuang shi are always determined to reach a proper resting place. Killing it once is not enough—a kuang shi rises up again the next night and continues on its way unless its body is properly blessed and buried, or until its body is entirely destroyed.

If an evil priest keeps them from returning to their home village for more than 1 month, the kuang shi are entitled to a Will saving throw against the animate dead spell that created and controls them (typically DC 14 for the minimum-level caster; actual DC varies with the caster of the *animate dead*). If they succeed, they regain their free will and either attack the caster or march off to their proper burial site.



Divisibility (Su): Even after arms or legs of a kuang shi are separated from its body they may keep traveling toward their home village, or attacking an enemy. Any fire, acid, or holy damage destroys the limb's will to seek its resting place.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Animate Kuang Shi

The spells required to animate a kuang shi must be written on a red sheet of paper with a successful Calligraphy check (DC 15); the spell is then glued to the face of the body to make it move. Removing the paper (a successful unarmed attack against Armor Class 12, provoking attacks of opportunity) removes the animation until the paper is put back in place. In all other respects, the spell is a normal *animate dead* spell.



Kurote

Large Monstrous Humanoid

Hit Dice: 4d8+12 (30 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 14 (-1 size, +1 Dex, +4 natural)

Flat-footed AC: 13, touch AC: 10

Attacks: 2 claws +7 melee

Damage: Claw 1d6+4

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Defiling touch

Special Qualities: Stench of excreta, supreme contortion, filth dweller, spell-like abilities

Saves: Fort +4, Ref +5, Will +3

Abilities: Str 19, Dex 13, Con 16, Int 14, Wis 8, Cha 10

Skills: Climb +20, Escape Artist +17, Hide +4, Listen

+4, Move Silently +5, Spot +3

Feats: Dodge, Mobility, Power Attack

Climate/Terrain: Any land or underground

Organization: Solitary or gang (2-5)

Challenge Rating: 4

Treasure: None

Alignment: Always neutral evil

Advancement: 5-12 (Large)

Little is known of the bizarre and deadly creatures known as the kurote: black, hairy humanoids who dwell in repulsive cesspools, finding nourishment by consuming the excrement of civilized men. Despite their large size, kurote are known to squeeze through tight places when disturbed, emerging from pits of offal to devour surprised innocents as they heed nature's call. The kurote's insatiable hunger for ordure is so intense that it has few philosophical problems with tearing apart a living human to fish feces from its still-warm bowels.

Kurote are hairy humanoids with five-fingered hands and three-toed feet, all of which end in terrible claws. Excrement and offal coat their uniformly dark, coarse pelts. The creatures' heads are somewhat out of proportion to their bodies, appearing larger than they ought to (possibly to accommodate a characteristically large mouth). Kurote lack noses, for which they are most likely extremely grateful.

Legends suggest that the kurote once were a proud warrior race in service to a just daimyo. On the eve of an important battle, a rival lord feted them with a magnificent feast, hoping to woo them to his side of the conflict. Humbled by this display (their first lord had seldom acknowledged their efforts, and they chafed at what they saw as a lack of respect), the kurote abandoned their liege, who was defeated within the week. Seeing their honorless betrayal, the gods of earth and fire cursed the kurote with endless hunger for the foulness of wasteful leavings.

Kurote speak their own racial language (Kurote) as well as a debased version of the Common tongue.

Combat

Kurote prefer to lurk in darkness, using their *major image* spell-like ability to tempt folk into sewers and filth-pits, usually falling back on uncreative but nonetheless effective "glint of metal" or "injured child" illusions. Occasionally kurote eschew such complicated plans, instead preferring to shimmy through



pipes to gain the element of surprise against their enemies, which they then savage with their terrible claws.

Defiling Touch (Su): Those damaged by a kurote's claw attack must make a successful Fortitude save (DC 15) or contract the wasting disease known as filth fever (see DMG, p. 75).

Stench of Excreta (Su): The kurote's black pelt is covered in excrement, urine, and its own disgusting, magic-laced sweat. Those within 10 feet must succeed at a Fortitude save (DC 15) or be wracked with nausea, suffering a -2 circumstance penalty to all attacks, saves, and skill checks for 1d6+4 minutes. Kurote are immune to this effect. As a full-round action, the kurote may lick itself clean, temporarily removing the stench. To re-initiate it, it must spend a full round in a cesspool or similar place of filth.

Supreme Contortion (Su): Well-accustomed to negotiating through thin pipes and sewer grates, a kurote's skin is especially pliable. Kurote are not limited by the size of their head when making Escape Artist checks to get through a tight space.

Filth Dweller (Ex): Kurote are immune to all diseases, including magical diseases such as mummy rot and lycanthropy.

Spell-like abilities: At will—*alarm, dancing lights, ghost sound, change self*. 1/day—*major image*. These abilities are as the spells cast by a 4th-level wizard (save DC 12 + spell level).

Skills: A kurote receives a +10 racial bonus to Climb and Escape Artist skill checks.



Langsuyar

Medium-Size Undead

Hit Dice: 6d12 (39 hp)

Initiative: +3 (Dex)

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

AC: 13 (+3 Dex)

Flat-footed AC: 10, touch AC: 13

Attacks: 2 claws +5 melee

Damage: Claw 1d6+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Razor nails, improved grab, devouring maw, create spawn

Special Qualities: Undead, alternate form, damage reduction 15/+1, +4 turn resistance, cold resistance 20, electricity resistance 20, fast healing 5

Saves: Fort +2, Ref +8, Will +6

Abilities: Str 15, Dex 16, Con —, Int 14, Wis 12, Cha 17

Skills: Bluff +12, Diplomacy +14, Disguise +12, Gather Information +12, Listen +12, Move Silently +10, Spot +3

Feats: Alertness, Dodge, Mobility, Spring Attack

Climate/Terrain: Any land

Organization: Solitary or solitary plus 2-5 pontianak

Challenge Rating: 5

Treasure: Standard

Alignment: Always neutral evil

Advancement: 7–18 HD (Medium-Size)

Langsuyar are the corporeal undead spirits of spiteful women who died in childbirth. A langsuyar's rage at the unfair circumstances surrounding its death manifests in a terrible mouth at the nape of its neck, which it usually keeps hidden behind long, beautiful hair. Such creatures frequently pose as living women, work ing their way into society that they might feed off the life energy of newborn babies, transforming the poor wretches into pontianaks.

Despite their appalling hunger, langsuyar are intensely sexual beings, revealing no outward signs of undeath. Within human society, they often take a series of witless lovers while conducting their terrible business at night. Such is the beauty and passion of a langsuyar that many men have attempted to make a wife of them. Doing so involves a complicated process (in which the langsuyar must be a willing participant) in which the creature's hair and fingernails are cut off and stuffed into its second mouth. Since nearly all such "operations" end in the langsuyar resuming her wicked ways within a year or two, it is unknown whether the ritual holds (albeit limited) power over the creature, or whether "docile" langsuyar simply play along with the ruse until they tire of their mate or their hunger for the life-force of newborns becomes too great to bear.

Langsuyar speak the Common tongue.

Combat

Langsuyar prefer to rely upon their good looks and magnetism to lull their adult victims into a sense of security. Under cover of night, they fly cribside for a meal in the dark. When consumed with blood lust, a langsuyar will not hesitate to use its full host of attacks upon anyone who would stand in the way of its unholy meal.

Razor Nails (Ex): Wounds caused by a langsuyar's razor-sharp claw attacks bleed for 1 point of damage per round there-



after in addition to the normal damage dealt by the attack. Multiple wounds from claw attacks result in cumulative bleeding loss. The bleeding can be stopped only by a successful Heal check (DC 15) or the application of any cure spell or other healing spell (*heal*, *healing circle*, and so on).

Improved Grab (Ex): If the langsuyar hits with a claw attack, it deals damage as normal and may attempt to start a grapple as a free action without provoking an attack of opportunity.

Devouring Maw (Su): Once the langsuyar has successfully grappled an opponent, she begins to devour her victim using the sharp-toothed maw at the nape of her neck. This attack is in lieu of the normal unarmed strike damage inflicted on a held opponent. The langsuyar chews the victim's flesh, inflicting 1d6 points of damage and 1d4 hp permanent Constitution drain each round the hold is maintained.

Create Spawn (Su): A humanoid or monstrous humanoid baby slain by the langsuyar's devouring maw attack rises as a pontianak (see the description of this creature on page 36) 1d4 days after burial. The pontianak is under the command of the langsuyar who created it and remains enslaved until its master's death.

Alternate Form (Su): A langsuyar can assume the shape of a large owl as a standard action. This ability is similar to a *polymorph self* spell cast by a 12th-level sorcerer.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.



Monkey

(aka the Monkey King)

Medium-Size Magical Beast

Hit Dice: 20d10+100 (210 hp)

Initiative: Always wins initiative

Speed: Instantaneous, fly instantaneous

AC: 35 (+9 Dexterity, +4 natural, +12 phoenix armor)

Flat-footed AC: 26, touch AC: 19

Attacks: Iron rod +27/+22/+17/+12 melee, fist +27/+22 melee

Damage: 1d1000 rod, 2d12+9 fist

Face/Reach: 5 ft. by 5 ft./line of sight

Extraordinary Abilities: Selective damage, 72 Secret Transformations, Monkey hairs

Special Qualities: Instantaneous movement

Saves: Fort +27, Ref +31, Will +21

Abilities: Str 29, Dex 29, Con 20, Int 27, Wis 8, Cha 26

Skills: Balance +42, Bluff +35, Escape Artist +42, Handle Animal +19, Hide +35, Knowledge (arcana) +24, Knowledge (history) +24, Knowledge (nature), Knowledge (nobility and royalty) +24, Knowledge (the planes) +24, Knowledge (religion) +24, Listen +34, Move Silently +37, Pick Pocket +30, Scry +28, Sense Motive +25, Spot +32, Tumble +42

Feats: Alertness, Ambidexterity, Blind-Fight, Combat Reflexes, Deflect Arrows, Dodge, Expertise, Improved Trip, Improved Two-Weapon Fighting, Improved Unarmed Strike, Leadership (monkeys), Mobility, Quick Draw, Spring Attack, Whirlwind Attack

Climate/Terrain: Any land

Organization: Unique

Challenge Rating: No hope

Treasure: Only magic

Alignment: Chaotic neutral

Once upon a time there was a stone egg that hatched a stone monkey who went to live with all the other monkeys on Flower and Fruit Mountain. Some say he was wise, clever, brave, and generous. Others say he was lying, impetuous, greedy and vain. And yet in spite of all this the other monkeys made him their king, the Celestial Emperor waged war on him, Ryujin the Dragon-Lord feared him, and the Great God punished him.

So who is Monkey?

Monkey is a unique creature who is sometimes found in the mortal realm and sometimes not, although he can always be found in those worlds where gods, demons, and men live side by side. Although the Monkey King is not a god, he is immortal and possesses god-like powers.

In the realms of men, Monkey's exploits are legend—literally. By most descriptions he was born Stone Monkey on the Mountain of Flowers and Fruit, hatched from a stone egg bathed in the fire of dragons. He quickly asserted his dominance over the monkeys of the mountain to become their king. From there he had many adventures, too many to recount here. During them he learned magic, gained immortality, acquired his weapon Iron Ballast Rod, went to war with the Celestial Emperor, was imprisoned under a mountain and was eventually freed to help a wise monk bring holy scriptures back from a distant land. He was a rebel, a sage, a trickster, a warrior, and even a protector at different times.

Although he has many forms, Monkey's normal appearance



is that of a humanoid monkey, the height and general proportions of a normal man. He has a tail and his body is covered in fur, although he is really made from stone. He sometimes wears a golden suit of armor, at other times palace garb, and still other times the robes of a sage. He usually wears his crown as king of the monkeys and sometimes carries an iron rod or staff. None of this should be considered a definitive description, however, since he has a number of other guises.

Combat

Monkey's powers are, quite simply, considerable and god-like, well beyond the abilities of even the greatest heroes. Any mortal who challenges him to battle is just being foolish. He cannot be killed, although he can be hurt.

Selective Damage: Monkey's preferred weapon, the Iron Ballast Rod, once used to keep the oceans calm, is immensely large and heavy. However, through his magic, Monkey can shrink the rod to the size of a pin, and often carries it tucked behind his ear. He can cause it to grow to any length on command, even reaching to the Celestial Palace, and no matter its size he wields it as if it were a light staff. However, the rod is so heavy no other can pick it up. With it he can choose to do any amount of damage from 1 to 1000 points.

The 72 Secret Transformations: Monkey learned these mystical changes as part of his transcendence to immortality. In gameplay this means he can turn into any creature or object at will, regardless of nature or size.

Monkey Hairs: Monkey can pluck hairs from his fur and throw them into the air, whereupon they are transformed into his fellow monkeys (all powerful warriors armed with weapons stolen from the Celestial Palace and Hell). He can also use the same technique to create animated swords and shields, anywhere from 1 to 1000 which all strike at equal to himself. These are some of the powers he used to fight the gods.

Instantaneous Movement: Monkey often fights while flying on a golden cloud that can move him anywhere at near instantaneous speeds, magic he learned from the Immortal Sages. When he does not have the cloud, he can still somersault through the sky for thousands of leagues. In short, he suffers no penalties withdrawing from combat (unless faced by another being of similar skills), always has the initiative when he wants it and can move to any point in a battle in a blink of the eye. Mortals battling the Monkey King are doomed to lose.

The Roles of Monkey

The Monkey King has been many different things at many different times. The following are some of the ways Monkey might influence in a campaign.

Monkey as Rebel: One of the most obvious roles for the Monkey King is the holy rebel, forever creating trouble for the powers of the Celestial Court. As a rebel, he respects no authority but his own, bows to no power and expects others to acknowledge his supreme might. However, he does not seek to conquer the gods, only to teach them that he is their equal or greater. So long as they treat him with respect, he is apt to leave them be.

In the mortal realm, this means he is likely to take exception to holy men who do not acknowledge his power, especially if they are powerful and influential. He might visit during a temple feast, drive off the guests, smash up the furniture and take all the food and wine back to his fellow monkeys. He might urinate in the temple fountains, rendering them—well, unpleasant. On the road he might appear as a common traveler and play some non-

lethal prank on his victim. As a rebel, he is troublesome and destructive, but seldom acts with truly vindictive maliciousness.

Monkey as Sage: The Monkey King, possessing a natural talent for magic and being educated by one of the Immortal Sages, believes he is the greatest sage in the world. While he is clever and talented, Monkey is far from wise. He is vain, impetuous, and gullible (especially when it appeals to his vanity). At times he will wander the world in the guise of a wise Immortal, often appearing to challenge great sages who might threaten his reputation. The challenges usually take the form of puzzle or magical contests. Truly wise sages win because they see through the Monkey King's disguise and then play upon his faults. They may flatter him into accepting an impossible (even for him) task, or disparage the Monkey King, pretending not to know it is him, until he flies into a rage. Once tricked, the Monkey King reveals himself (usually in a fit of pique) and leaves. Of course, the trickster doesn't like being tricked causes all manner of trouble until he is properly appeased, be it with some treasure or title.

Monkey as Defender of the People: As the king of the monkeys, Monkey is also their greatest warrior and their general in battle. Of all things, this is one area he tends to excel at. In all his battles with the divine powers he has only been defeated once—and even then they could only take him prisoner for a short time. He is bold, fearless, and playful in battle, easily matching his foes move for move, power for power. He loves a good fight, at least so long as he's winning.

In the mortal realm, this means Monkey will, on very rare occasions, appear to fight for a cause or defend the faithful. He particularly favors the worthy underdog and those oppressed by officials, especially if their enemies do not treat them with respect. He will also take the side of those fighting his traditional enemies such as the demons of Hell and other dangerous spirits. He typically comes in disguise as a lone swordsman with no particular background. If he is graciously greeted and treated with honor, he may stay for battle. Once in battle, Monkey reveals his true self just before routing the enemy and returning to his own lands.

Reincarnated Monkey: Some people claim (although they are untrustworthy witnesses) that while Monkey cannot be destroyed, he can be killed—a little bit, and only by the most powerful gods. But when he is killed, he isn't really dead, eventually appearing in the mortal world as a human being. Being reincarnated, he has no memory of his powers or his true nature—at least not right away. However, his true Monkey spirit is impossible to hide or suppress. Such individuals have extraordinary powers, most of which they do not even understand themselves. They tend to exhibit incredible luck, surprising strength, strange magical powers, and immunities to damage. Worse for them, the force of Monkey's spirit cannot be hidden and they tend to attract the attention of supernatural beings, mostly those with some past history with Monkey—jilted lovers, demons looking for revenge, fellow spirits looking to relive the good old days, and old enemies (and the Monkey King has a lot of enemies). If reincarnated Monkey is anywhere about, there is sure to be plenty of excitement for those normal folks all around, even the best of adventurers.

A New Monkey for a New Millenium! Monkey is immortal, so long after the heroes are gone, Monkey will still be around—yesterday, today, and tomorrow. Now, the Monkey King is a clever fellow and thoroughly modern in his outlook. So it certainly stands to reason that if somehow a campaign wound up in the present or the future, the Monkey King would be there. His old ways would not change, but he has no problem picking up the latest technology and the latest styles. In fact he would



surround himself with all the latest gadgets and gear. Monkey with a cell phone? Monkey with a spaceship? Of course! Monkey having great fun in a world too scientific to believe in miracles? Oh, the trouble he could make!

Monkey Demon

Small Outsider (Chaotic, Evil)

Hit Dice: 1d8+1 (5 hp)

Initiative: +4 (+4 Dex)

Speed: 40 ft., climb 40 ft.

AC: 17 (+4 Dex, +2 natural, +1 size)

Flat-footed AC: 13, touch AC: 15

Attacks: Bite +2 melee

Damage: Bite 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Monkey madness

Special Qualities: Darkvision

Saving Throws: Fort +3, Ref +4, Will +1

Abilities: Str 11, Dex 18, Con 13, Int 7, Wis 9, Cha 10

Skills: Hide +8, Listen +2, Pick Pocket +12, Spot +2

Feats: Dodge

Climate/Terrain: Any forest

Organization: Pair or troupe (3-6)

Challenge Rating: 1/2

Treasure: None

Alignment: Always chaotic evil

Advancement Range: 2-3 HD (Small)

As oni go, monkey demons are more a nuisance than a threat: their scaly skin, long claw-hands, fringed tentacular heads, and long prehensile tails resemble an infernal parody of a true monkey, but their chaos and mischief can be deadly.

Monkey demons commonly groom larger oni and feed on their scraps, living largely as parasites and scavengers. They often act as scouts or sentries as well.

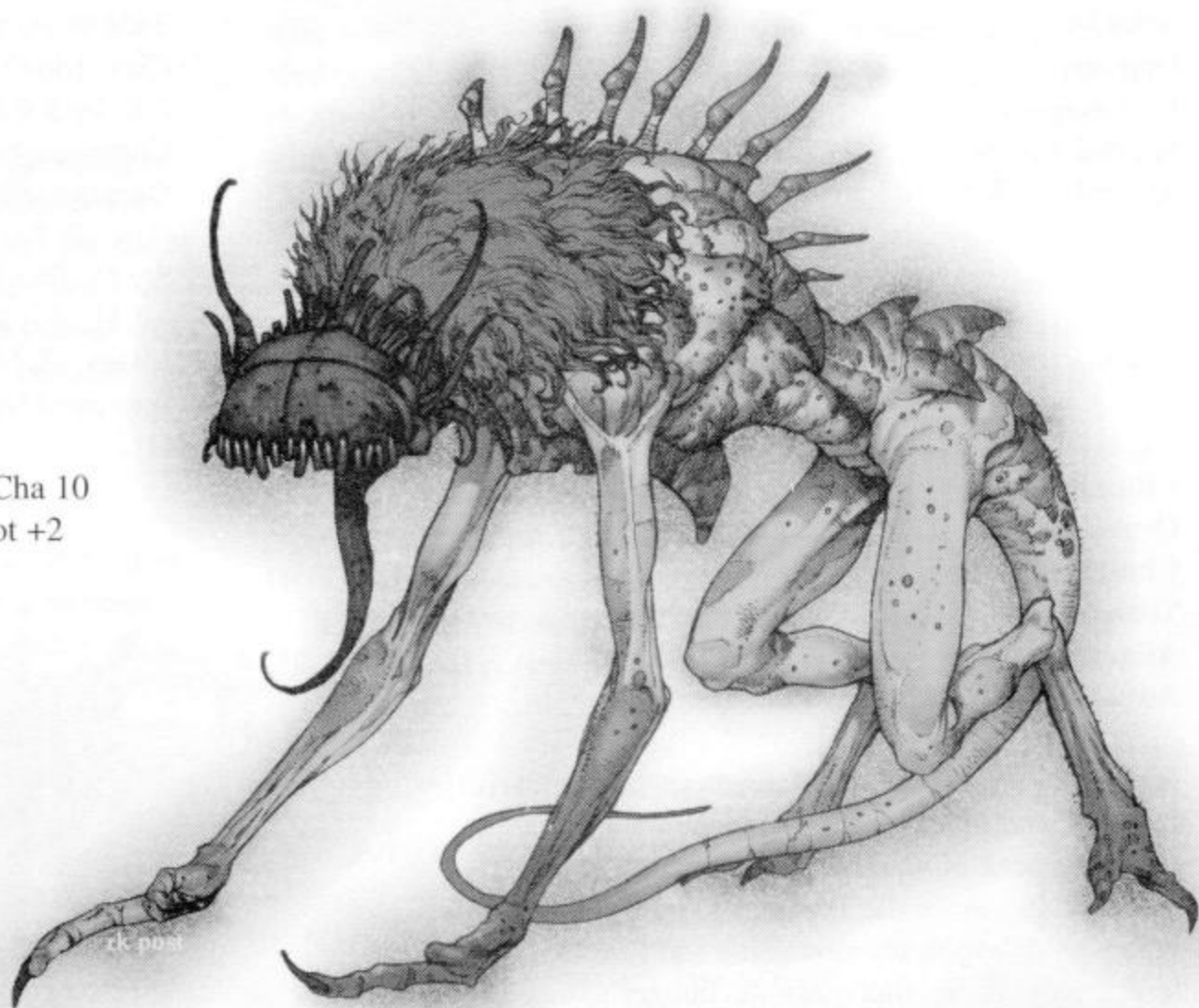
Combat

Like larger oni, monkey demons are usually hostile to humans. However, their attacks are usually not lethal unless combined with the presence of a larger, deadlier oni. Monkey demons usually swarm a single victim, seeking to use their ability to pick pockets to steal items of up to Small size. One distracts the victim while the others grab what they can. They use their superior climbing speed to escape. Monkey demons have almost no sense of value; their thefts are intended to annoy or to lure victims into traps or ambushes.

Monkey Madness (Su): Anyone touched by a monkey demon must make a Will saving throw (DC 11) or suffer monkey madness for 1d3 rounds. Oni of all kinds are immune to monkey madness. Those who make a successful saving throw are never again affected by monkey madness.

Monkey madness makes a victim sit still, dropping all items and rocking to and fro. Victims report that the monkey's touch instills horrible visions of death, hopelessness, and suicide.

Skills: Monkey demons gain a +8 racial modifier to all Pick Pocket skill attempts.



Quicker than the eye could follow, the monkey demon pursued us by leaping from tree to tree. Its eerie head fringe of tentacles slowly writhed as it watched us moving beneath its trees.



Mountain Folk

Medium-Size Monstrous Humanoids

Hit Dice:	5d8+20 (42 hp)
Initiative:	+2 (-2 Dex, +4 Improved Initiative)
Speed:	30 ft.
AC:	10 (-2 Dex, +2 nat) Flat-footed AC: 10, touch AC: 8
Attacks:	2 claws +9 melee, bite +4 melee
Damage:	Claw 1d6+4, bite 1d4+2
Face/Reach:	5 ft. by 5 ft./5ft.
Special Attacks:	Curse touch, frightful presence
Special Qualities:	Damage reduction 9/silver
Saves:	Fort +5, Ref +2, Will +1
Abilities:	Str 19, Dex 6, Con 19, Int 8, Wis 5, Cha 9
Skills:	Listen +3, Move Silently +10 Spot +3
Feats:	Improved Initiative

Climate/Terrain:	Any wooded or mountainous land areas
Organization:	Solitary (both)
Challenge Rating:	4 (both)
Treasure:	None (both)
Alignment:	Chaotic evil (both)
Advancement:	None (both)

Among the most fearsome dangers in the forests, foothills, and mountains are the mountain folk. Legends speak of them as spirits sent to the mortal plane by Susanowo the Trickster to punish those who would despoil his mountains and forests. Others hint at older myths that make the hungry spirits the offspring of the wronged Ukemochi-Nokami, goddess of food, the spirits escaping along with the first kijo from her dying body.

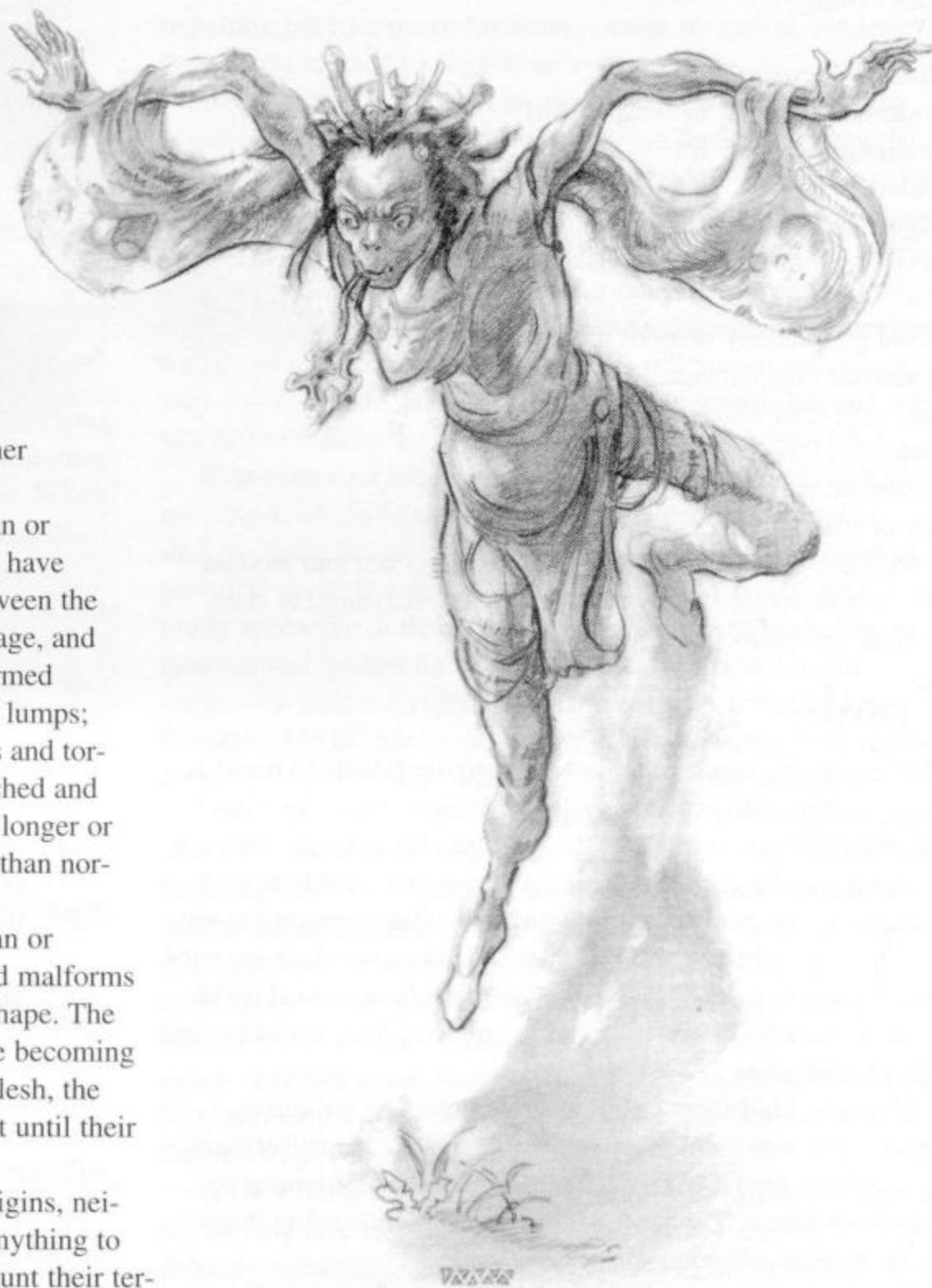
The mountain folk, known singularly as mountain man or mountain woman, are more properly demonic spirits that have possessed a mortal shell. While there are differences between the two genders, they share basic characteristics of hunger, rage, and mindlessness. In general, the creatures seem to be malformed humans with hunched backs; numerous welts, warts, and lumps; and open weeping wounds by the score across their faces and torsos. Upon closer inspection, their bodies have been stretched and warped into larger forms in fits and starts, with one limb longer or more massive than another. They are only slightly larger than normal humans.

The first attribute most notice about the mountain man or woman is their stench. The inhabiting spirit stretches and malforms the physical shell, literally tearing it completely out of shape. The flesh rots away, typically lasting only a short time before becoming too rotted to hold them. Despite the putrefaction of the flesh, the statistics and abilities of these creatures remains constant until their forms have been destroyed (0 hp).

While linked in terms of like monstrous types and origins, neither mountain man nor mountain woman wish to have anything to do with one another. They are solitary marauders that haunt their terrains, infecting any they meet and do not consume. In many ways, they are just as horrifying as vampires, since both wear the altered forms of formerly living mortals.

Destroying the body of a mountain man or woman releases the evil spirit that altered the human form it possessed.

Mountain Woman
4d8+8 (26 hp)
+6 (+2 Dex, +4 Improved Initiative)
25 ft., fly 40 ft. (average)
14 (+2 Dex, +2 nat)
Flat-footed AC: 12, touch AC: 12
2 claws +6 melee, bite +1 melee
Claw 1d6+2, bite 1d4+1
5 ft. by 5 ft./5 ft.
Curse touch, improved grab, swallow whole
Damage reduction 9/silver
Fort +3, Ref +6, Will +1
Str 15, Dex 14, Con 14,
Int 11, Wis 5, Cha 9
Listen +3, Move Silently +14 Spot +3
Improved Initiative



Mountain Man

Mountain man is always a male humanoid with a massive hunched back, long massive arms, its torso well out of proportion with its legs. Black bristly hair sprouts all over the mountain man in patches, though some are so hairy as to resemble apes. Despite its warped appearance and massive size, mountain man moves silently through the forest and often takes its prey unaware. Mountain man's speech is guttural and more like growls and grunts than words.

Mountain Woman

Mountain woman, in many ways, appears more frightening or sickening than her male counterpart. The human female body sprouts dragonfly-like wings large enough to support her larger frame. She has at least four insectoid legs along her torso. Her eyes are multifaceted and black. Mountain woman cannot speak, as her lower jaw and entire throat are a monstrous insectoid thorax capable of swallowing her prey whole.

Combat

Neither of these creatures, displays much finesse or strategy in battle. They attack mindlessly and only flee battle if wounded grievously or if they have captured at least one meal for later consumption. Neither has the presence of mind to utilize weapons, relying instead on their preternatural claws and limbs.

Curse Touch (Ex): The claws of either mountain folk carry their insidious curse. Any humans (or humanoid, though few ever report seeing these creatures within the flesh of nonhumans) injured by mountain folk who do not die of their wounds may become mountain folk themselves. Within one hour of being wounded, victims must make a Fortitude save equal or greater than the total points of damage dealt to them by the mountain folk. If the save fails, the victim falls into a coma and remains there in a high fever while his or her skin erupts with pustules and boils in short time. Only *remove curse* or greater magics can halt this effect once it has begun, as the victim is usually dead, its soul or spirit wrenched from the body by the invading spirit once the coma has set in.

Mountain Man

Frightful Presence (Ex): The physical presence of the mountain man triggers fear in those within within 20 feet. Anyone within this radius must make a Will save (DC 13) or become shaken (DMG, p 84-85).

Mountain Woman

Improved Grab (Ex): The four to six insectoid legs along the mountain woman's torso are strong enough to grapple any prey successfully attacked by one of her claw attacks. The smaller legs grapple the prey up close to the torso to restrict movement and either allow the monster to fly away with her food or consume it on the spot. Mountain woman is not herself grappled if she holds the prey among these torso legs.

Swallow Whole (Ex): Mountain woman's most fearsome attack is her ability to swoop down and swallow victims whole. Mountain woman must make an additional successful grappling attack after a grab to swallow her victim. Despite being

only slightly larger, mountain woman can swallow up to Medium-Size prey. Unless the victim is less than Small size, the monster flees battle after swallowing her prey, as her entire torso and body bloats and engorges to envelop the food. Otherwise, she begins to digest her meal on the spot. Any swallowed victims must make Fortitude saves at DC 14 each round or suffer both 1d8 points of constriction damage and 2d8 points of digestive acid damage.

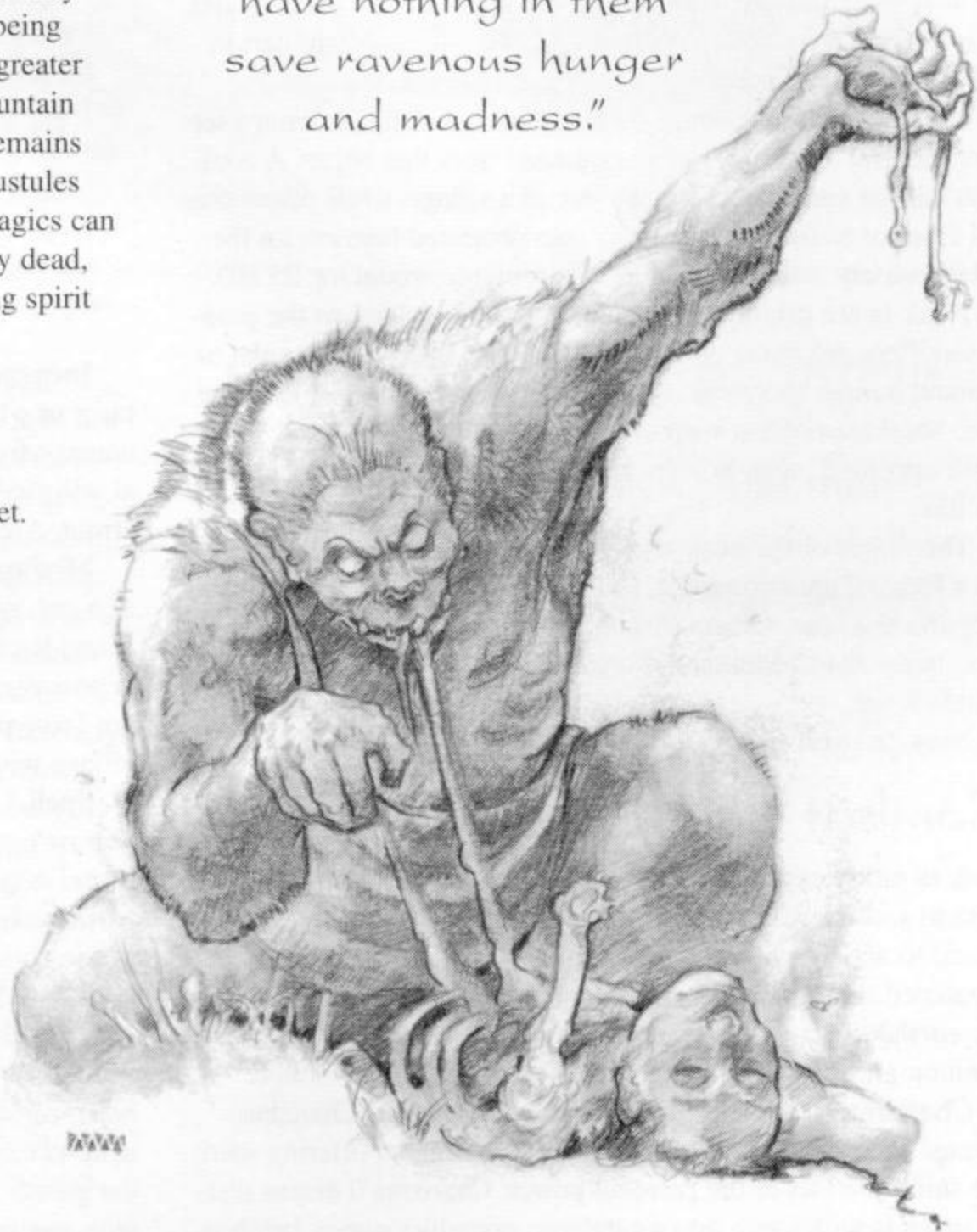
Flight (Ex): Mountain woman has a quartet of dragonfly wings on her back, which allow her to fly at 40 feet per round with Average maneuverability. She slows if burdened by grappled or swallowed prey, her speed reduced to 30 feet per round by Small prey and 20 feet per round and Poor maneuverability with Medium-Size prey.

For statistical purposes, mountain folk follow the general statistics above. If a PC or NPC fails to fight off the infection, that person becomes possessed by a mountain folk spirit and the body alters, gaining powers as noted above. The person's spirit is consumed by that of the inhabiting evil spirit. Once this occurs, the inhabited person may not be resurrected; only a wish or miracle may restore the original spirit.

Mountain Man: Str/Con +8; Dex -5; Int 8, Wis 5, Cha 9; HD as original person (minimum HD as above)

Mountain Woman: Str/Dex/Con +4; Int 11, Wis 5, Cha 9; HD as original person (minimum HD as above)

"Mountain folk, no matter what form they take, have nothing in them save ravenous hunger and madness."



Neak-ta

Medium-Size Fey (Earth, Incorporeal)

Hit Dice: 10d6+10 (45 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: Fly 30 ft. (perfect)

AC: 19 (+3 Dex, +6 deflection)

Flat-footed AC: 16, touch AC: 19

Attacks: Incorporeal touch +8

Damage: Incorporeal touch 1d6 permanent

Charisma drain

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Charisma drain, spell-like abilities, summon spirits of the dead

Special Qualities: Incorporeal

Saves: Fort +4, Ref +10, Will +9

Abilities: Str —, Dex 16, Con 12, Int 13, Wis 14, Cha 22

Skills: Diplomacy +14, Gather Information +14, Intimidate +14, Knowledge (local area) +10, Listen +12, Sense Motive +10, Spot +12

Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 9

Treasure: None

Alignment: Usually lawful neutral

Advancement: 11-30 HD (Medium-Size)

Neak-ta are tutelary earth spirits common in some exotic locales. They coexist with other religions and play an important part in the folk beliefs of the native peoples.

Each neak-ta has a home, such as a rock, a statue, or even a termite hill, and its control radiates outward from that object. A common neak-ta controls an area the size of a village, while others control cities or entire provinces. The stats presented here are for the village variety, while the neak-ta of a province would top 25 HD.

Neak-ta are usually benevolent, but only so long as the proper sacrifices are made. While some neak-ta have been known to demand human sacrifices, they are the exception rather than the rule. Most are content with burnt offerings of incense and food. Once appeased, neak-ta offer healing, advice, rain for crops, and the like.

The origin of the neak-ta is a mystery. Some insist that they are a form of ancestor spirit, and their ability to summon ghosts supports this idea. Others dispute this theory, maintaining the neak-ta are manifestations of nature itself. The neak-ta are silent on this issue.

Neak-ta speak Terran and Common.

Combat

Neak-ta rarely engage in combat. Their incorporeal form allows them to sink into the earth or their home object. They are only roused to action when sacrifices are lacking or their territory is threatened. In those cases, neak-ta use their spell-like abilities like *earthquake* to frighten their foes away. If all else fails, they summon ghostly aid and attack with their incorporeal touch.

Charisma Drain (Su): 1d6 points of permanent Charisma damage. Those that flaunt the spiritual order by not offering sacrifice suffer the loss of the personal power. Charisma 0 means that the target is withdrawn into a catatonic, comalike stupor, helpless.



Evil neak-ta often make their homes in termite hills that grow upon the uncremated corpses of those that died violent deaths.

Incorporeal: Can be harmed only by other incorporeal creatures or +1 or better weapons with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will (but not force effects), and own attacks pass through armor. Always moves silently.

Medium: Neak-ta possess a medium, an older woman known as a rup, when they want to talk to or heal mortals. The neak-ta enters the body of the rup and speaks through her. While the rup is possessed, the neak-ta can cast its healing spells. Neak-ta cannot force possession on an unwilling subject. Rup are usually village wise women and often members of the adept class.

Spell-Like Abilities: At will—*cure serious wounds**, *remove disease** and *soften earth and stone*; 3/day—*control weather*, *dispel magic*, *neutralize poison**, and *spike stones*; 1/day—*earthquake*, *remove blindness/deafness**, and *remove curse**. These abilities are as the spells cast by a 14th-level sorcerer (save DC 16 + spell level). Spells marked with an asterisk can only be cast while the neak-ta possesses a rup.

Summon Spirits of the Dead (Su): Neak-ta can, in times of need, summon aid from the realm of the dead. Once per day, a neak-ta can summon d6 ghosts. The DM determines the CR of the ghosts summoned. This ability otherwise functions as a *summon monster* spell.



Nioo

Large Outsider

Hit Dice: 12d8+48 (102)

Initiative: +2 (Dex)

Speed: 40ft.

AC: 23 (-1 size, +2 Dex, +12 natural)

Flat-footed AC: 21, touch AC: 11

Attacks: +3 greatsword + 20/+15/+10 melee and two +2 longswords +17 melee

Damage: +3 greatsword 2d6+12 and two +2 longswords 1d8+5

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: —

Special Qualities: Damage reduction (5/+1), immunities

Saves: Fort +12, Ref +10, Will +11

Abilities: Str 22, Dex 15, Con 18, Int 13, Wis 16, Cha 14

Skills: Balance +12, Climb +14, Intimidate +18, Jump +14,

Listen +20, Sense Motive +16, Spot +20

Feats: Multiattack, Multidexterity, Multiple-Weapon Fighting

Climate/Terrain: Any land

Organization: Pair

Challenge Rating: 8

Treasure: None

Alignment: Varies

Advancement: High temple guardian 14-16 HD (Large), altar guardian 17-20 HD (Huge)

These four-armed temple guardians scare off intruders with their demonic visage and impressive weapon skill. The garb of a nioo changes depending upon the temple it guards, though typically they wear more priestly garments than armor. They have reddish skin, black-rimmed glowing eyes, fangs, and a spiked brow, and their faces are twisted into an snarl. In good or neutral temples the appearance is designed to scare away intruders. Nioo are not inherently evil unless guarding evil temples; instead, these outsiders take on the alignment of the appropriate deity. Therefore in good-aligned temples, the creatures always wear robes bearing the symbol of the deity to they serve to prevent accidental conflicts.

Nioo are usually found in pairs, one on either side of an entryway or guarded object. Only the high priest in a temple has the authority to command a nioo. Should the high priest die, the guardians will follow the last order given until the temple designates a new high priest. Nioo are intelligent, but not loquacious; they only discuss issues relating to their duties. Gate guardians, for example, converse to convey who may or may not pass, or to ascertain whether a particular character meets the requirements to continue. If attacked, commanded to attack, or a character attempts to force a way past a nioo, the guardian fights furiously. Attempts to lure the guardians from their posts fail as a nioo cannot travel more than 50 feet beyond its designated post. Any attacks against a nioo from outside of that 50 feet also fail.

Combat

All nioo are proficient with the weapons they carry, and typically wield one large weapon with their upper two arms and shorter blades or missile weapons with their lower limbs.

Immunities (Su): A nioo is restricted to staying within 50 feet of its designated area of defense. Any attacks or spells from outside that area have no effect against the nioo. Conversely, a nioo cannot affect anyone outside that area either.



Every day I brought the offerings to the temple and never did I see the guardians move from their posts until the day I accidentally left my carving knife in the offering bowl. If the priest had not intervened I would have lost my life that day.



Pontianak

Tiny Undead

Hit Dice: 2d12 (13 hp)

Initiative: +6 (Dex, Improved Initiative)

Speed: 20 ft., fly 40 ft. (average)

AC: 14 (Dex +2, size +2)

Flat-footed AC: 12, touch AC:14

Attacks: 2 talons +5 melee or bite
+2 melee

Damage: Talon 1d3-1 or bite 1d3-1

Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.

Special Attacks: Chilling scream, rend,
spell-like abilities

Special Qualities: Undead, scent, +2 turn
resistance

Saves: Fort +0, Ref +2, Will +3

Abilities: Str 9, Dex 14, Con —, Int 12, Wis 11, Cha 14

Skills: Bluff +7, Escape Artist +7, Hide +15, Intimidate +5,

Listen +5, Move Silently +7, Spot+5, Tumble +7

Feats: Improved Initiative, Weapon Finesse (claws)

Climate/Terrain: Any land or underground

Organization: Clutch (2-5) or clutch plus 1 langsyuar

Challenge Rating: 2

Treasure: None

Alignment: Always chaotic evil

Advancement: 3-6 HD (Tiny)



The corporeal spirits of stillborn babies, pontianaks envy the living with unparalleled hatred and jealousy. Since the gift of life was denied them, they spend their days hunting humankind (particularly children), tearing into flesh with their sharp talons and picking at corpses with their terrible beaks, hoping that by consuming the freshly dead they come a step closer to understanding the essence of life. Though always fruitless, this quest drives all pontianaks, who hope one day to devour the elusive flesh that will allow them to transcend their current abominable forms and claim the life that should have been theirs.

Pontianaks appear as naked dead human babies with owl-like features, including feathery arms, taloned feet, and a many-toothed beak. The creatures fly by frantically waving their arms.

Some pontianaks are spawned from the deceased victims of the cruel langsyuar (see the description of this creature elsewhere in this product). Such creatures are in all other ways identical to standard pontianaks.

Pontianaks speak Common.

Combat

A pontianak usually announces itself through *ghost sound* baby cries in the darkness, luring the curious to their untimely deaths. Such creatures are not above toying with their prey, however, and often alter their aural illusions to confuse listeners, increasing volume as a victim gets further away or becoming quieter as he or she approaches.

Chilling Scream (Su): Pontianaks can let loose a chilling keening, channeling their rage and suffering into a powerful and confounding sonic attack. When a pontianak screams, all living creatures within a 20-foot spread must succeed at a Will save (DC 13) or be affected by *confusion*, as the spell cast by a 7th-level bard. The effect lasts 7 rounds. A creature that successfully

saves against this attack cannot be affected by the same pontianak's chilling scream for one day.

Rend (Ex): A pontianak that hits with both talon attacks latches onto the opponent's body and tears the flesh. This automatically deals an additional 1d6 points of damage.

Spell-like abilities: At will—*ghost sound*, *change self*, *expeditious retreat*, *ventriloquism*. 1/day—*invisibility*. These abilities are as the spells cast by a 4th-level bard (save DC 12 + spell level).

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.



Red Minister

Medium-Size Outsider (Infernal)

Hit Dice: 15d8 (67 hp)

Initiative: +2 (Dex)

Speed: 50 ft.

Armor Class: 22 (+2 Dex, +10 natural)

Flat-footed AC: 20, touch AC: 12

Attacks: Greataxe +18/+13/+8 melee

Damage: Greataxe 1d12+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Hellish judgment

Special Qualities: Infernal immunity, spell-like abilities

Saving Throws: Fort +9, Ref +11, Will +13

Abilities: Str 15, Dex 14, Con 10, Int 17, Wis 19, Cha 14

Skills: Alchemy +5, Bluff +9, Climb +7, Concentration +20, Diplomacy +13, Disguise +15, Forgery +14, Gather Information +9, Hide +16, Intimidate +15, Knowledge (Arcana) +5, Knowledge (Religion) +11, Listen +20, Move Silently +10, Sense Motive +16, Spot +20 (165 points)

Feats: Expertise, Improved Disarm, Improved Trip, Weapon Focus (staff)

Climate/Terrain: Any land or sea

Organization: Solitary

Challenge Rating: 12

Treasure: None

Alignment: Always lawful evil

Advancement Range: 16 to 32 HD

A red minister is a celestial minister turned from the work of Heaven to serve the causes of Hell. However, unlike most vile, gibbering creatures of evil, the red minister maintains a façade of good, serving evil in the disguise of a worthy magistrate or official of the emperor. A red minister always wears rich robes and vestments with all the ornaments and fillips one might expect of a wealthy official, and usually carries a large, iron-shod staff or halberd.

In their speech, red ministers are calm, reasonable, and often persuasive. They tend to be stuffy and formal, insisting on being called by all proper titles and likewise insisting on following all procedures and protocols. They strive to control the systems of human government to cause suffering: executing the innocent, creating famines, encouraging lawbreakers, stealing from the public treasuries, and bribing other officials to favor the rich and powerful and trample peasants, merchants, and artisans. When a red minister rules in a province, tyranny and death are sure to follow.

Combat

Red ministers usually far prefer to use others as their tools, and avoid combat whenever possible. When forced to fight, they usually throw minions at their attacker and seek to escape.

Spell-like Abilities: A red minister can cast *detect lie* and *charm person* on its victims as often as it likes, and can cast *detect magic*, *detect good*, and *speak with dead* twice per day. They enjoy telling their victims that they can either cooperate while living, or cooperate once they are dead.

In addition, a red minister can cast *suggestion* with merely verbal components three times per day, and *charm monster* six times per day. These abilities are all as the spells cast by a 13th level sorcerer (DC 10 + spell level).



Infernal Immunities: Red ministers are immune to fire, poison, electricity, and are resistant to cold and acid (resistance 20). They can see in darkness perfectly, even that caused by deeper darkness spells, and they can communicate telepathically with any intelligent creature.

Hellish Judgment (Su): While most celestials of the Celestial Bureaucracy can dispense heavenly judgment on mortals, a red minister can dispense hellish judgment on any chaotic soul. To use this power, the red minister stares at the victim for a full round, judging the creature's soul, then speaks a single word at the end of the round, summing up every offense against the law that the target has ever committed. This sentence or judgment affects the target and all others within a 30-foot radius of the target as a *dictum* spell.

The minister raised his axe and said
"Repent your crimes!"



Rokurokubi

Medium-Size Monstrous Humanoid

Hit Dice: 8d8+8 (44 hp)

Initiative: +7 (Dex, Improved Initiative)

Speed: 30 ft.

AC: 13 (+3 Dex)

Flat-footed AC: 10, touch AC: 13

Attacks: Bite +12 melee; or longsword +10 melee

Damage: Bite 1d4+2; or longsword 1d8+2

Face/Reach: 5 ft. by 5 ft./40 ft.

Special Attacks: Blood drain, fearful presence, lulling song

Special Qualities: Vorpal immunity

Saves: Fort +3, Ref +9, Will +6

Abilities: Str 15, Dex 16, Con 12, Int 12, Wis 10, Cha 14

Skills: Bluff +13, Disguise +13, Perform +7, Tumble +14

Feats: Combat Reflexes, Improved Initiative, Weapon Finesse (bite), Weapon Focus (bite)

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 5

Treasure: Double standard

Alignment: Usually lawful evil

Advancement: By character class

Rokurokubi exemplify karmic retribution. When a practitioner of certain strict philosophies indulges him or herself in forbidden pleasures or engages in willful and unapologetic destruction of property or life, their internalized subconscious guilt grows so strong that they become rokurokubi. Such shameful creatures appear human, but can stretch their impossibly long necks to make chilling blood drain attacks from a great distance.

Most rokurokubi are female, though some few male specimens are known to exist. Though their prehensile necks can stretch up to 40 feet, their normal form is that of a regular human being. A deep purple band of flesh around the base of the neck reveals the rokurokubi's unusual nature, though most such creatures disguise this mark with make-up and clothing.

Rokurokubi speak Common.

Combat

A rokurokubi prefers to hide behind cover, lashing out its impossibly long neck for quick bite attacks. If possible, the creature uses its lulling song to entice its enemies into lethargy before striking.

Blood Drain (Ex): Upon a successful bite attack, a rokurokubi deals 1d8 points of temporary Constitution damage to a living foe. A creature reduced to Con 0 by a rokurokubi dies.

Fearful Presence (Su): The rokurokubi can distort its face into a frightening demonic visage. All within 30 feet who see the disturbing image must succeed at a Will save (DC 16) or become shaken, remaining shaken for 5d6 rounds. This ability affects only those with fewer than 8 hit dice. An opponent who succeeds at the saving throw is immune to the rokurokubi's frightful presence ability for the rest of the day.

Lulling Song (Su): When a rokurokubi sings its enchanting song of loss, all living creatures within a 60-foot spread must make a successful Will save (DC 16) or be affected by *charm person* or *sleep* (the rokurokubi chooses the song and effect), as the spells cast by an 8th-level sorcerer. This is a sonic, mind-



affecting charm. A creature that successfully saves against this attack cannot be affected by the song of a rokurokubi for one day.

Vorpal Immunity (Ex): If decapitated by a vorpal weapon, a rokurokubi does not die. Its body remains active, and its head flies back to the body and reattaches itself on the following round. If the head and body remain separated for more than 24 hours, the creature dies.

The annals of Su-Ling Prefecture tell the sad story of Chao-Li, a stern young fishmonger who knowingly took a rokurokubi as a wife. "I order you to serve me!" he said to her on their wedding day.

Serve him she did, to herself, on a plate with seven mangoes, three dates, and a bed of fresh noodles.



Ryujin

Colossal Oriental Dragon

Hit Dice: 44d12+616 (902 hp)

Initiative: +4 (Improved Initiative)

Speed: 50 ft., fly 250 ft. (good), swim 100 ft.

AC: 50 (-8 size, +48 natural)

Flat-footed AC: 50, touch AC: 2

Attacks: Bite +54 melee, 2 claws +52 melee, tail slap +52 melee; crush (Large or smaller creatures) +54 melee; tail sweep (Medium-Size or smaller creatures) +52 melee

Damage: Bite 4d8+18 (19–20/[TS]2), 2 claws 4d6+9, tail slap 4d6+27; crush 4d8+27; tail sweep 2d8+27

Face/Reach: 40 ft. by 100 ft./20 ft.

Special Attacks: Breath weapons, spells, spell-like abilities, frightful presence (DC 41)

Special Qualities: Scent, spell resistance 33, damage reduction 25/+4, immunities, blindsight, keen senses, darkvision, water breathing

Saving Throws: Fort +38, Ref +24, Will +36

Abilities: Str 47, Dex 10, Con 38, Int 33, Wis 35, Cha 35

Skills: Alchemy +55, Concentration +57, Diplomacy +56, Innuendo +34, Intimidate +56, Jump +62, Knowledge (arcana) +41, Knowledge (dragonkind) +51, Knowledge (history) +41, Knowledge (nature) +41, Knowledge (the planes) +41, Knowledge (religion) +51, Listen +69, Scry +55, Search +55, Sense Motive +67, Spellcraft +55, Spot +69, Swim +62, Wilderness Lore +34

Feats: Alertness, Combat Casting, Empower Spell, Fly-By Attack, Hover, Improved Critical (Bite), Improved Initiative, Multiattack, Power Attack, Quicken Spell, Quicken Spell-like Ability, Spell Focus (evocation), Snatch, Sunder, Wingover

Climate/Terrain: Any water or air, coastal or mountainous land.

Organization: Solitary, Troupe (Ryujin and 8 celestial dragons)

Challenge Rating: 25 (solitary)

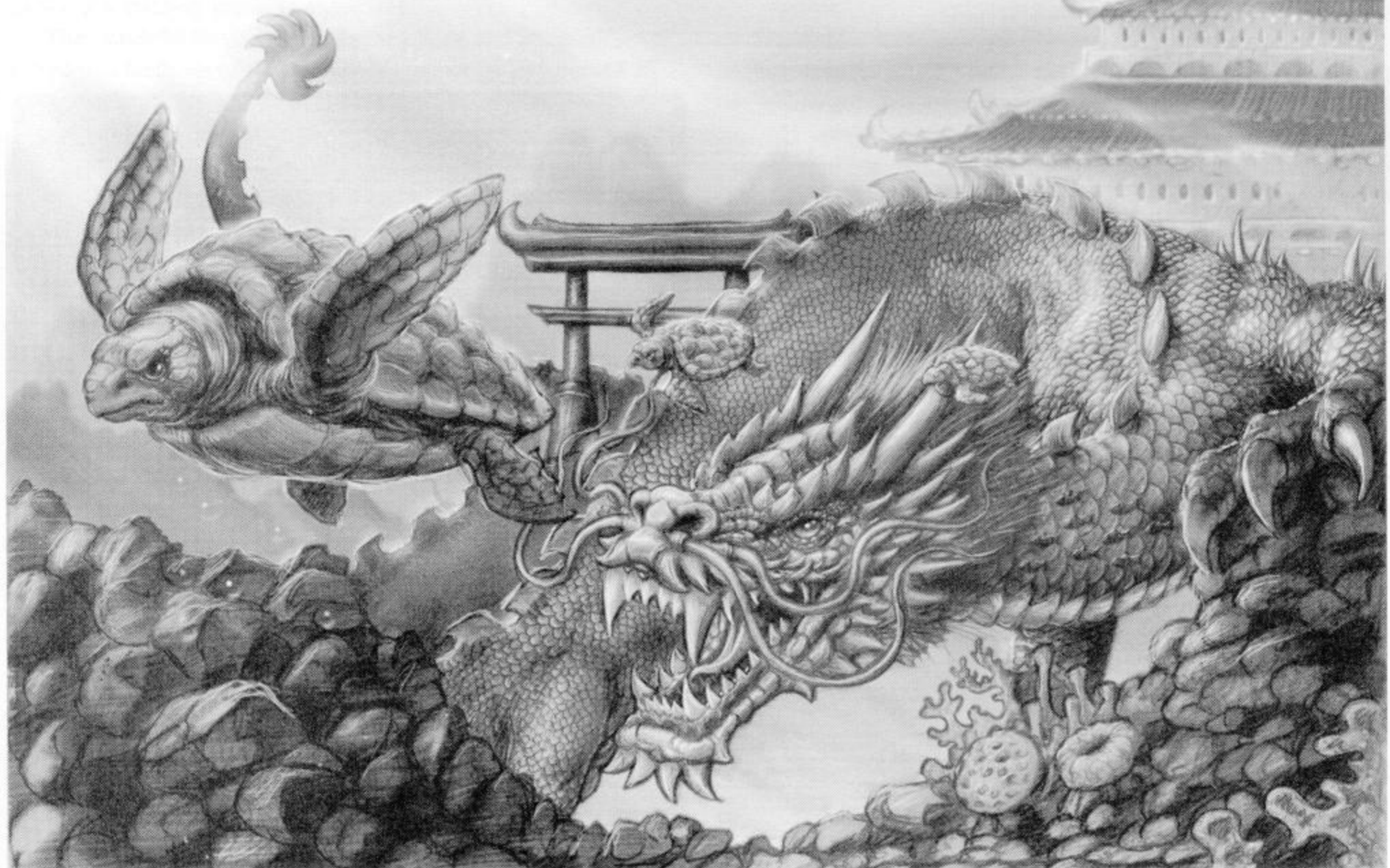
Treasure: When traveling, Ryujin carries his magic items and the Tide Jewels (see below). His palace contains 2d6 level 20 treasures, plus the treasures of his consorts and followers.

Alignment: Always lawful neutral

Advancement Range: N/A

Called the Luminous Being, the Sea-King, the Dragon Emperor, and many other titles, Ryujin is the Japanese dragon god of the sea. All long wang or Oriental dragons pay him homage, and his likeness is one of the badges of royalty, showing that a human emperor has Ryujin's favor. According to legend, it was Ryujin who first taught humankind the secrets of writing and spellcraft, by presenting a human with a scroll inscribed with mystic characters. Ryujin lives in Ryugu, his palace at the bottom of the sea.

Ryujin is a sinuous, scaled creature with a large horned and whiskered head, and a large mouth. Indeed, in temples devoted to him, the Sea-King is always painted or sculpted with a large, open mouth. He has four stumpy clawed legs, but no wings; he flies by means of innate magical power.



When traveling, he is always accompanied by eight great celestial wyrms that take the form of serpents, fellow pilgrims, or even horses. On the outer planes, Ryujin is an ally of Bahamut, but the two great dragons of Law do not always cooperate, differing in their interpretations of the law.

Turtles are regarded as his messengers, but fish, dragons, sea serpents, and shark-people also serve him. The dragons who serve him are usually benevolent: they bring rain, guard sacred dwellings, and watch over people with important destinies. When the gods are angered, however, Ryujin and his dragons are commanded to send typhoons and floods to punish the wicked.

Ryujin speaks many languages, including Common, Celestial, Draconic, Infernal, and the language of sea-creatures. He can speak magically to any intelligent creature.

Combat

Ryujin is rarely challenged by anyone other than the other lords of dragonkind, demi-gods, and the greatest of heroes. However, he is a sorcerer of 28th-level, and has damage reduction 25/+4.

Breath Weapons (Su): Ryujin has two breath weapons, a powerful wind and a blast of lightning and thunder.

Ryujin's wind breath can literally move a horse, and usually sends creatures of Huge size or smaller tumbling. Because size and mass are so important to resisting the wind, all creatures suffer a saving throw modifier based on their size: Colossal +16, Gargantuan +8, Huge +4, Large +2, Medium-Size +0, Small -2, Tiny -4, Diminutive -8, and Fine -16. Note also that the wind breath weapon requires a Fortitude saving throw (DC 44) rather than a Reflex save; though the wind originates from Ryujin's mouth, it fills an entire region hundreds of yards wide with wind. Dodging the wind is not an option.

His lightning-and-thunder breath weapon (line in air, cone underwater) inflicts 33d8, and the saving throw is a normal Reflex save (DC 44). The noise of the thunder acts as a *power word, stun* on any creature within hearing distance except other dragons (DC 38).

Frightful Presence (Ex): Ryujin terrifies most creatures merely by his presence. The power takes effect whenever Ryujin attacks, charges, or flies or swims overhead. Creatures within 440 feet are subject to the effect if they have 44 or fewer Hit Dice. Lawful dragons (and Bahamut and Tiamat) are immune to the effect.

Spells: Ryujin is a sorcerer of 28th level and casts spells with but a single word while in his natural form. He often casts Quickens especially favorite spells: *magic fang*, *magic missile*, and *chain lightning*.

Spell-like Abilities (Sp): Ryujin has a number of special abilities, all of which he can use four times per day: *call lightning*, *suggestion*, *control weather*, *enlarge*, *improved invisibility*, and automatic *charm* of all sea creatures. Finally, he can *shapechange* six times per day. These abilities are all cast as a sorcerer of 28th level.

Immunities (Ex): Ryujin is immune to cold, electricity, magic missiles, poison, sleep, and paralysis effects.

Blindsight (Ex): Ryujin's blindsight extends to 450 feet.

Darkvision (Ex): Ryujin's darkvision extends to 1,500 feet.

Water Breathing (Ex): Ryujin can breathe water as easily as air, and can confer this ability on anyone he chooses to bless this way. The conferred ability lasts for one month.

The Sea-King's Palace: Ryugu

The sea-king's palace, literally the "Dragon's Court", Ryugu sits on the bottom of the sea. Ryujin is the master of both the palace and the surrounding countryside, called the Evergreen Land, a warm and dry realm filled with orange, cherry, and plum trees. The dragon-god's many-storied palace is built of red and white coral and guarded by his cohort of eight celestial dragons. Human fish people (merfolk) and samebito (shark-people) serve Ryujin as courtiers, as do schools of sea turtles, fish, tortoises, and dragon turtles.

The palace is divided into four sections, each corresponding to a cardinal direction. The north side of the palace contains the Winter Hall, where snow falls all the time. Butterflies and cherry blossoms dominate the eastern side, called the Hall of Spring. The nightingale sings there most evenings. The Summer Hall full of cricket chirps and green grass is the main feature of the southern wing of the palace. Maples perpetually covered in brightly-colored leaves are the pillars of the Autumn Hall on the western side of the palace. At the center of the palace is the Jade Pavilion, a great pagoda built entirely of the finest jade carved from the sea floor.

A day in this palace is like 100 years on earth.

The tortoise profusely thanked Urashima for his kindness, and offered to take him to Ryugu, the Palace of the Dragon King.

Tide Jewels

Ryujin controls the flowing waters of the ocean with the magical Tide Jewels, but sometimes he loans these jewels to noble or deserving humans.

One such occasion was many centuries ago, when the Empress Jingo planned an invasion of Korea. She prayed to Ryujin and sent Isora, the Spirit of the Seashore, to his temple. There Isora was given the Tide Jewels for the empress. The Japanese fleet then set sail towards Korea and the Korean fleet sailed out to confront them. When she saw the approaching fleet, Jingo quickly threw the Ebb-Tide Jewel into the sea so that the tide receded at once and the Korean fleet was beached. The Koreans all jumped out onto the mudflats but at that moment the empress threw the Flood-Tide Jewel and a great tidal wave rose up and drowned the men. The tidal wave carried the Japanese fleet on to the coast, and they were entirely victorious, returning home with silks and other plunder. The jewels themselves were quickly recovered by Isora and restored to Ryujin's palace.

Later Ryujin personally presented the Tide Jewels, on a beautiful pink shell, to Prince Ojin, Empress Jingo's son.



Samebito

Large Monstrous Humanoid (Shark)

Hit Dice: 7d8+14 (45 hp)

Initiative: +2 (Dex)

Speed: 30 ft., swim 50 ft.

Armor Class: 15 (-1 size, +2 Dex, +4 natural)

Flat-footed AC: 13, touch AC: 11

Attacks: Bite +10 melee

Damage: Bite 1d8+4

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Swim-by attack

Special Qualities: Keen scent

Saving Throws: Fort +4, Ref +7, Will +6

Abilities: Str 17, Dex 15, Con 14, Int 11, Wis 12, Cha 8

Skills: Intuit Direction +8, Listen +6, Search +10,

Sense Motive +4, Spot +8

Feats: Track, Weapon Focus (bite)

Climate/Terrain: Any aquatic or coastal

Organization: Solitary, school (2-5),
or pack (5-10)

Challenge Rating: 4

Treasure: Standard

Alignment: Usually chaotic neutral

Advancement Range: 8-14 HD (Huge),
15-21 HD (Gargantuan, swim only)

Samebito are humanoid shark-people, with dark grey or black skin and a mouth full of teeth. They stand roughly 10 feet tall, with glowing green eyes and webbed hands and feet. Male samebito have spiky beards. They never stop growing larger, eventually rivaling giants in sheer size.

The samebito serve Ryujin, the Sea King and Dragon Emperor. Hundreds of them guard his palace of Ryugu, and all sharks and samebito are his scouts and servants. These include many Gargantuan samebito, creatures too large to leave the ocean and walk the land.

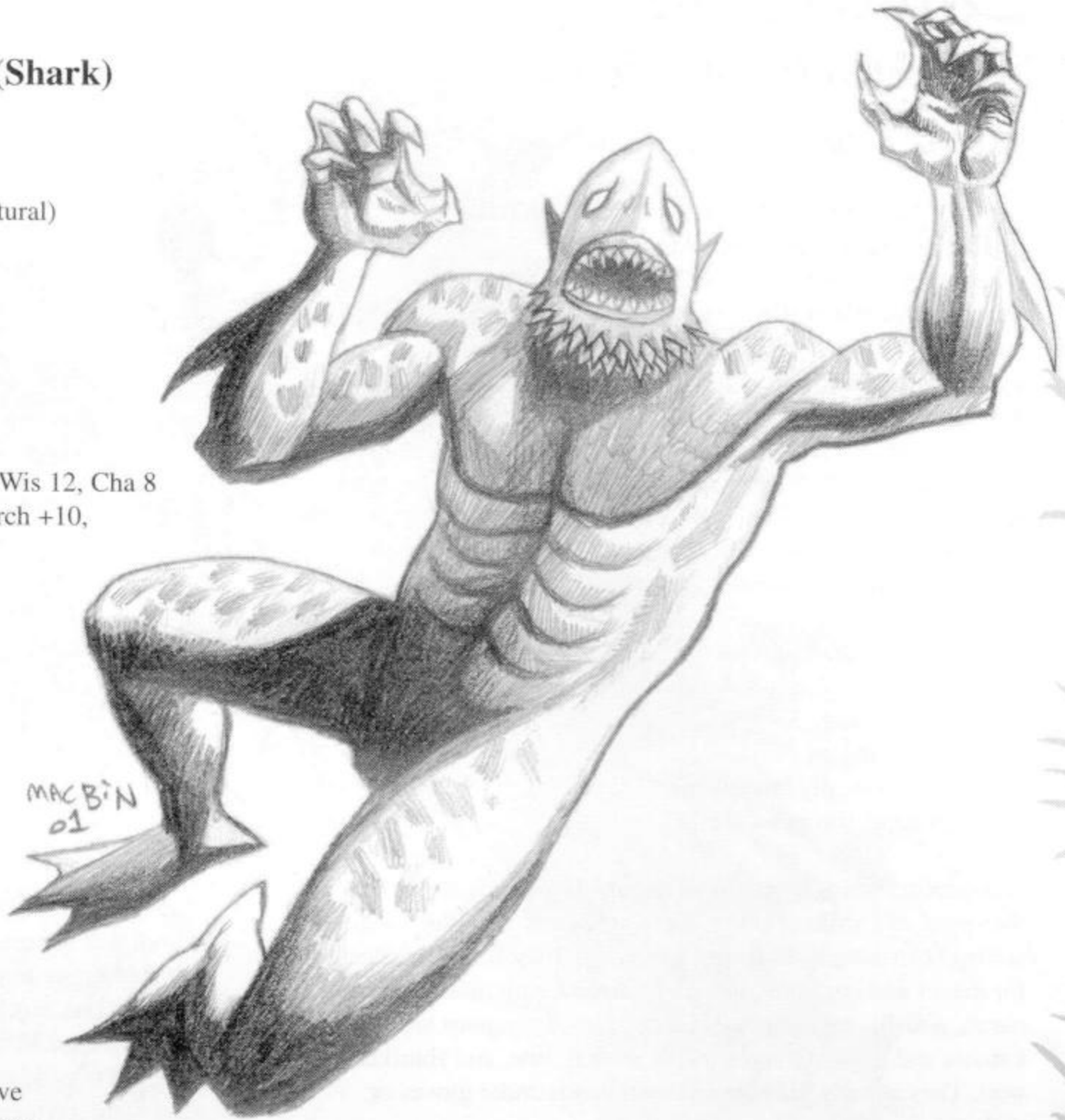
The tears of a samebito are very rare, but always turn into small pearls, rubies, and emeralds. The samebito hoard these, but occasionally a whim strikes them to share their treasures, usually in pursuit of some romantic or idealistic goal.

Combat

Despite their apparent size and ferocity, samebito are cowards. Once their prey is wounded, a group of samebito will attack en masse, but none of them want to be the first to strike. A good bluff or a powerful charge can send them scattering. They are much more hesitant fighters on land than in the water.

Keen scent (Ex): A samebito can notice creatures by scent within a 180-foot radius in the water, or 360-foot radius on land. It can smell blood at up to a mile in water, and up to 100 yards on land. All samebito gain a +4 bonus when tracking by scent.

Swim-by Attack: A samebito can “bump and bite” in a swim-by attack, then quickly move on before the victim really knows what has happened. This functions as does the flyby attack, allowing the creature to take a move action (including a charge) and another partial action at any point during the move. It cannot take a second move action during a round when it made a swim-by attack.



Shark Mounts: Especially favored samebito ride huge sharks as mounts undersea, but this is rare. In these situations, they often use lances just as if they were mounted samurai on land.

When crossing the Long Bridge of Seta, Totaro saw a strange-looking creature with the body of man, with skin blacker than coal; its eyes glowed like emeralds, and its beard was like the beard of a dragon.



Shiko Me

Medium-Size Outsider (Evil)

Hit Dice: 3d8 +3 (16 hp)

Initiative: +8 (Dex, Improved Initiative)

Speed: 40 ft.

Armor Class: 20 (+4 Dex, +2 armor, +4 natural)

Flat-footed AC: 16, touch AC: 14

Attacks: Katana +4 melee or 2 claws +3 melee

Damage: Katana 1d10+1 or claws 1d4+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Immunities, elemental form

Saving Throws: Fort +4, Ref +7, Will +2

Abilities: Str 13, Dex 19, Con 12, Int 13, Wis 9, Cha 14

Skills: Balance +5, Bluff +3, Climb +4, Disguise +4, Escape

Artist +6, Hide +7, Listen +3, Open Lock +6, Perform (samisen)

+3, Ride +5, Search +2, Spellcraft +2, Spot +2, Tumble +6

Feats: Improved Initiative

Climate/Terrain: Any land

Organization: Solitary, troupe (2-5)

Challenge Rating: 3

Treasure: Standard

Alignment: Usually lawful evil

Advancement Range: 4-9 HD

Shiko me are thin, long-horned female devils who move with the speed of a striking snake. They are unnaturally thin, and skilled at striking quickly and retreating. They have a fondness for masks and costumes and are proficient with musical instruments, usually the samisen. Their preferred weapons are katanas and naginata, though they use sai, jitte, and shuriken as well. They usually hide their clawed hands under gloves or makeup.

In the outer planes, the shiko me are the consorts, messengers, and assassins of powerful devils. Because they are protected by infernal patrons, few creatures of the outer planes will cross them.

Shiko Me speak Infernal, Common, and the elemental languages.

Combat

Shiko me are silent, rather flashy fighters who depend on great speed and ruthlessness to make up for a lack of raw power, reach, and mass. They strike fallen opponents to be sure they stay down; they fight with poison and from ambush; and they do not accept surrenders, other than to laugh and behead anyone foolish enough to offer up a sword. They are very capable of posing as geishas or entertainers to get close to an enemy, then pulling weapons from their robes to attack. They typically adopt their elemental forms to escape from a fight, or to intimidate the weak.

Elemental Form (Ex): Each shiko me can assume one of three alternate forms: pure shadow, wind, or fire. No individual shiko me is known to have mastered more than two of the three elemental forms, and most are limited to just one.

In pure shadow form, a shiko me gains damage resistance 5/+1, and a +10 bonus to its hide roll in any condition other than direct sunlight. They usually combine this ability with sneak attacks.

In pure wind form, a shiko me becomes effectively invisible while motionless, flies at a rate of 80 feet per round, and gains



spell-like abilities equivalent to *gust of wind* and *glitterdust* at will. These abilities as cast as a 7th-level wizard.

In pure fire form, a shiko me gains the ability to cast *burning hands* at will, and is protected by a *fire shield* (chill form). These abilities as cast as a 7th-level wizard.

Immunities: Shiko-me are immune to fire, electricity, cold, and energy-draining attacks (including *ray of enfeeblement*, *chill touch*, *enervation* and *energy drain*).

Black Lotus Sorcery

A few shiko me are said to practice a dark form of magic that depends on human blood and bone, black lotus powder, and the secretions of demons and oni for its efficacy. This is called Black Lotus sorcery. This blood magic allows them to cast spells from the Evil clerical domain, as well as necromantic and illusion spells. These shiko me are effectively 4th- to 7th-level sorcerers.



Shi-ryo

Medium-Size Undead

Hit Dice: 2d12 (13)

Initiative: +0

Speed: 30 ft.

AC: 10

Flat-footed AC: 10, touch AC: 10

Attacks: Slam +2 melee; or 2 claws +3 melee

Damage: Slam 1d4+1; or 2 claws 1d6+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: —

Special Qualities: Damage resistance 10/+1, immunities

Saves: Fort +0, Ref +0, Will +1

Abilities: Str 12, Dex 11, Con 11, Int 12, Wis 6, Cha 11

Skills: Climb +7, Disguise +6, Hide +6, Jump +7, Listen +4, Spot +6

Feats: Weapon Focus (claw)

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 2

Treasure: Standard

Alignment: Varies, usually chaotic

Advancement: By character class

Shi-ryo are simply dead people who don't realize that they've died. All memories of their death disappeared along with their lives. They appear as normal humanoids. Sages and priests constantly debate the reasons for the ignorance of such a creature, and present arguments tend to believe that a shi-ryo forms when a mortal, enthralled with life, dies unexpectedly. Others argue that foul magic must be at work for such a condition to occur. Whatever the truth of its origin, convincing one of its death is not an easy task, despite its intelligence.

During the night, the creatures function almost completely normally. Shi-ryo eat and drink, and behave as if alive for all purposes save for those mentioned in this description. They have little problem stepping onto holy ground unless their alignment in life was directly opposite the alignment of the consecrated territory. As dawn approaches, they insist on having to run an errand, though if questioned they have no idea what errand, just that it has to be completed. If unhindered, the shi-ryo will return to the place of death and disappear until the next evening. It will have no recollection of having run any errand. Characters that follow the creature and search around the place of its disappearance will discover the remains of the person (as well as any treasure). Destroying the remains or giving them a proper burial will have two possible outcomes. Either the creature disappears permanently (the spirit having been laid to rest) or it transforms into a clawed semblance of its former self, intent on destroying those it believes stole its life.

While not directly a threat to the party or even to the local populace, the presence of a shi-ryo is often disturbing due to its peculiar behavior. Their presence may also be a portent of fouler creatures in the area.



Combat

Shi-ryo tend to avoid combat, but if convinced of their true nature, they instantly attack the bearer of the news.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

"But Kai-san, why does your shadow have a gap between your head and your body?"



Shojo

Medium-Size Monstrous Humanoid

Hit Dice: 3d8-3 (10 hp)

Initiative: -1

Speed: 30 ft., swim 50 ft.

Armor Class: 14 (+4 natural)

Flat-footed AC: 14, touch AC: 10

Attacks: Claw +1 melee

Damage: Claw 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Qualities: Immune to poison

Saving Throws: Fort +0, Ref +2, Will +6

Abilities: Str 10, Dex 9, Con 8, Int 13, Wis 17, Cha 13

Skills: Alchemy +14*, Heal +10,

Knowledge (nature) +4, Listen +5,

Profession (herbalist) +8, Search +4, Sense

Motive +6, Spot +6, Wilderness Lore +5

Feats: Alertness, Skill Focus (Alchemy)

Climate/Terrain: Any aquatic or coastal

Organization: Solitary, group (2-5), or band (5-10)

Challenge Rating: 1

Treasure: Standard

Alignment: Often chaotic good

Advancement Range: 4-7 HD

Shojo are sea monsters with long, bright red hair; they have a taste for holy things, such as sacred white sake, pilgrim's robes, and incense. Their skin is the color of pink cherry-blossoms.

Shojo wear green seaweed belts and often carry large jars of sake. They are typically encountered while they are picnicking, fishing along the shore, or traveling to some shrine or another to make their devotions. Occasionally one will serve as a chef or a food taster for a dragon king or other lord of the sea. Evil shojo are outcasts, forced to peddle potions and poisons to coastal dwellers; some of these know the secrets of fireworks and gunpowder.

Combat

Despite fearsome appearance, shojo are harmless to most creatures that leave them alone; they love fishing and drinking, but have little interest in fighting.

Alchemy: Shojo can brew beer, wine, sake, poison, and many other magical liquids. They have a racial bonus of +5 to any attempt to create or identify potions, alcoholic beverages, and poisons.

White Sake

Sacred white sake is said to have healing powers, being able to cure disease, heal grievous wounds, and even neutralize poisons. However, it only provides this benefit for those the shojo deems fit: sometimes, this means holy people, and other times it means the poor or downtrodden. The shojo can give a person a draught of sacred white sake to cure what ails them. If they are affected by disease, the sake has the effect of a potion of *remove disease*. If they are injured, the liquid has the effect of a potion of *cure serious wounds*. If they are suffering the effects of a toxin, it acts as a potion of *neutralize poison*. Other moderate healing effects



may be possible as well (these effects will never be of a spell greater than 4th level).

Those without a pure heart who drink a shojo's sake are drinking poison (Ingested, DC 14, 1d6 Constitution plus 1d6 Charisma, secondary 1d3 Con and Cha).

Raise a cup of sake to the sky, and
bless the shojo for their wisdom.
White as death, white as blossoms,
white as the foam of the sea.



Sin-you

Large Magical Beast

Hit Dice: 7d10+21 (59 hp)

Initiative: +8 (Dex, Improved Initiative)

Speed: 50 ft.

AC: 13 (-1 size, +4 Dex)

Flat-footed AC: 9, touch AC: 13

Attacks: Horn +13 melee, 2 claws +4 melee

Damage: Horn 1d8+6, claw 1d6+3

Face/Reach: 5 ft. by 10 ft./5 ft.

Special Attacks: Pounce, death strike, improved grab, rake 1d6+3

Special Qualities: Absolute judgment, scent

Saves: Fort +8, Ref +9, Will +3

Abilities: Str 23, Dex 18, Con 17, Int 10, Wis 12, Cha 22

Skills: Animal Empathy +12, Jump +8, Move Silently +12, Wilderness Lore +10

Feats: Improved Initiative, Weapon Focus (horn)

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 5

Treasure: None

Alignment: Always lawful good

Advancement: 8–12 HD (Large); 13–21 HD (Huge)

The awe-inspiring sin-you hold an important role in civilization. Their unerring ability to discern the truth makes them a welcome sight in the noble courts of the land, and their penchant for helping the honorable and just in the wilderness forms the basis of several important legends.

A sin-you appears much like a large lion with sparkling eyes, a thick, tawny mane and a single horn jutting majestically from its forehead. Intensely beautiful creatures, sin-you have inspired poets, triggered wars, and calmed countless conflicts simply by showing up. Sometimes, worthy paladins convince sin-you to serve as their special bonded mounts.

Sin-you speak Sylvan and Common.

Combat

Sin-you prefer to live a peaceful existence, eschewing combat in favor of intelligent conversation with woodland creatures.

However, its curiosity causes it to listen to the claims and wild stories of others, and invariably it brings its absolute judgement ability to bear. The sin-you detests liars, and does what it can to savage them with its impressive horn.

Pounce (Ex): If a sin-you leaps upon a foe during the first round of combat, it can make a full attack even if it has already taken a move action.

Death Strike (Su): On a confirmed critical hit against a victim who has been revealed as a liar by the sin-you's absolute judgement ability, the sin-you's horn becomes a powerful force of justice. In addition to suffering damage as normal for the critical hit, the victim must make a successful Fortitude save (DC 19) or die instantly. This is a death effect, and does not function against creatures immune to critical hits.

Improved Grab (Ex): To use this ability, the sin-you must hit with its horn attack. If it gets a hold, it can rake.

Rake (Ex): A sin-you that gets a hold can make two rake attacks (+8 melee) with its hind legs for 1d6+3 points of damage each. If the sin-you pounces on an opponent, it can also rake.



Absolute Judgement (Su): The sin-you may concentrate upon a creature to gain the ability to discern lies as an 11th-level paladin (DC 19). This ability works only on a single target. A victim who successfully saves against the effect is immune to it for a day.

Even the most honorable judge may be bought with a heavy enough slab of jade. Only the sin-you is free from such temptation. Legend suggests that the creature hates with untamed fury any who would attempt to bribe it, giving rise to the proverb: "As hard as a sin-you's horn" to describe someone of incorruptible character.



Spirits of Kuruma

Medium-Size Outsider (Lawful, Good)

Hit Dice: 2d8+6 (15)

Initiative: +0

Speed: 30 ft., 40 ft. fly (good)

AC: 18 (+8 natural)

Flat-footed AC: 18, touch AC: 10

Attacks: Slash +6 melee

Damage: 1d8+4 melee

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: —

Special Qualities: Light, discern lies, detect evil

Saves: Fort +6, Ref +3, Will +6

Abilities: Str 18, Dex 11, Con 17, Int 12, Wis 16, Cha 18

Skills: Listen +8, Sense Motive+15, Spot +8

Feats: Alertness

Climate/Terrain: Any land

Organization: Solitary or pair

Challenge Rating: 1

Treasure: None

Alignment: Lawful good

Advancement: 3-4 HD (Medium-Size), 5-8 HD (Large)

Spirits of Kuruma are akin to angels of vengeance. A dying priest can occasionally summon one to avenge a crime, though more frequently these creatures appear when a temple or shrine is desecrated.

Each is about seven feet tall with feathered wings. They constantly glow with a bright light that acts like a *light* spell with a 40-foot radius. Kuruma, the philosophy of the wheel that dictates that pain follows sin, forces these creatures into the embodiment of blind justice. As such, their reaction upon summoning is to attack the nearest evil creature (if present). Otherwise they interrogate whomever is present to discover the culprit for whatever crime took place. If a character lies, the spirit's eyes glow and the hands of the creature transform into blades. If the character not retract the statement immediately, the spirit launches into combat. Generally forthcoming characters who fudge the truth are given more leniency than outright liars. However, the spirits have limited patience and seldom give others the benefit of the doubt.

Combat

When launching into combat (frequently the first thing they do when they arrive), the spirits of Kuruma turn their own hands into glowing blades. Each blade counts as a +2 weapon for purposes of overcoming damage reduction; the +2 is not conferred upon the damage or to attack rolls. In the event that a hand is necessary, a spirit can take a standard action to transform one or both of the blades back into hands. Upon killing the designated target (the desecrator or priest-slayer), the spirits disappear back to their home plane. The bodies of any spirits killed during the combat also disappear.

Light (Su): The spirits emanate an extremely bright light. All other creatures in the area suffer a -2 to their attacks from its intensity. Any creature that doesn't use normal vision to see (such as a bat) are unaffected.

Discern Lies (Sp): Each spirit has the ability to *discern lies* as the spell. A successful Will save (DC 17) negates.

Detect Evil (Sp): At will, spirits of Kuruma *detect evil* as a spell-like ability.



A burst of light flooded my senses, sending me reeling across the temple floor. An ominous figure rose from the altar, glaring into my soul, its hand blending into a shining blade. It was then that I second guessed my decision to strike the priest.



Ta-jen

Huge Giant

Hit Dice: 13d8+65 (123 hp)

Initiative: +0

Speed: 40 ft. (cloudwalk only), fly 20 ft. (poor)

AC: 25 (-2 size, +5 lamellar armor, +12 natural)

Flat-footed AC: 25, touch AC: 8

Attacks: Gargantuan masterwork halberd +14/+9 or Huge javelin +7/+2

Damage: Gargantuan masterwork halberd 2d8+9 or Huge javelin 2d6+6

Face/Reach: 10 ft. by 10 ft./15 ft.

Special Attacks: Spell-like abilities

Special Qualities: Cloudwalk, earth vulnerability

Saves: Fort +13, Ref +4, Will +8

Abilities: Str 23, Dex 10, Con 20, Int 16, Wis 14, Cha 15

Skills: Craft (calligraphy) +6, Heal +5, Intimidate +5, Listen +7, Scrying +11, Spot +7, Wilderness Lore +4

Feats: Alertness, Cleave, Iron Will, Power Attack

Climate/Terrain: Any land

Organization: Solitary, family (2-5), clan (6-24)

Challenge Rating: 8

Treasure: Standard

Alignment: Always lawful neutral

Advancement: 12-16 (Huge), 17-34 (Gargantuan), 35-36 (Colossal)

The ta-jen are a race of giants in the service of Heaven. They live in the clouds in resplendent mansions, floating high above the petty concerns of humankind.

The ta-jen are nothing more than myth to most folk. They are rumored to be sorcerers of great power, and to know many secrets. The latter point at least is correct. The ta-jen have been tasked with recording the deeds of mortals on earth. They peer down from the clouds and record what they see on huge scrolls. Once a year they take these scrolls to Heaven, where they are copied diligently into the cosmic record.

The ta-jen live a remote life. To teach them patience, Heaven decreed that each ta-jen would spend 36 years in the womb. They are born with white hair, as a sign of their wisdom. Adult ta-jen are forbidden to touch the earth. When they fly, clouds form under their feet. They only fly when they must, preferring to walk on the clouds instead.

Ta-jen speak Celestial, Giant, and Common.

Combat

Ta-jen know many secrets and sometimes they are assaulted by the unscrupulous. They use magic to avoid combat if they can, but they are expert halberdiers in time of need.

Cloudwalk (Ex): A ta-jen can walk (and run, jump, fight, etc.) on the clouds as if they were solid ground. They can also grant this ability to any creature touched. It lasts for 12 hours or until the granting ta-jen touches the creature again and removes it.

Earth Vulnerability (Ex): A ta-jen takes double damage from earth attacks unless a save is allowed for half damage. A successful save halves the damage and a failure doubles it.



Spell-Like Abilities: At will—*clairaudience/clairvoyance*, *glitterdust*, *greater scrying*, *obscuring mist* and *tongues*; 1/day—*see invisibility*, *true seeing* and *wind wall*. These abilities are as the spells cast by a 15th-level sorcerer (save DC 12 + spell level).

Skills: Ta-jen receive a +4 racial bonus to Scry checks. This has already been figured into the Scry score above.

The ta-jen know the earth's secrets, but they only do as Heaven commands.



Tanuki

Small Humanoid (Badger)

Hit Dice: 1d8+2 (6 hp)

Initiative: +2 (Dex)

Speed: 30 ft., burrow 20 ft.

Armor Class: 16 (+1 size, +2 Dex, +3 natural)

Flat-footed AC: 14, touch AC: 13

Attacks: Short sword +2 melee; or bite +2 melee

Damage: Short sword 1d6+1 or bite 1d3+1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Ferocity, rage

Special Qualities: Scent

Saving Throws: Fort +4, Ref +4, Will -1

Abilities: Str 12, Dex 15, Con 14, Int 11, Wis 9, Cha 12

Skills: Hide +4, Listen +1, Perform +2, Search +2

Feats: Great Fortitude

Climate/Terrain: Temperate hills or forest

Organization: Solitary, pair, or pack (5-10)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic good

Advancement Range: By character class

Tanuki are fearless, friendly, humanoid badgers with a sense of humor and a thirst for strong drink, especially sake. They usually wear human clothes over their squat, furry bodies; typically, a straw hat, silk or cotton robes, and wooden sandals. Their front paws are powerful for digging, but remarkably agile with buttons, knots, and small containers. They speak the Common tongue and a hissing, growling language of their own.

Because tanuki love strong drink, but are reluctant to work for money, they often resort to mischief. Their favorite trickery works by misdirection; one will sing or dance while several others steal away a barrel or jug of sake from a tea house or inn. On rare occasions, they set up a brewery of their own, but this rarely amounts to much, as they enjoy sampling their own product.

Combat

Tanuki are mean drunks. They fight stubbornly and almost silently, hissing cooperation to one another when fighting as a team. Their incredible fortitude means that they never suffer attack or damage penalties for drunkenness—instead, while drunk they gain morale bonuses and +4 temporary hit points per HD.

Rage: A tanuki that suffers damage in combat will fly into a berserk rage the following round, clawing and biting madly for a single round. It gains +4 Strength, +4 Constitution, and -2 AC during this round. If it is wounded again, the rage continues.

Ferocity (Ex): A tanuki is such a tenacious combatant that it continues to fight without penalty even when disabled or dying (see page 129 in the PH).

Scent (Ex): Tanuki gain a +4 racial bonus to Wilderness Lore when tracking by scent.



Tanuki as Player Characters

If the DM allows it, a tanuki can be a player character in your campaign. Usually, these are rare, adventurous tanuki who visit human settlements out of curiosity, and then discover they like human company. They are typically fighters, rangers, barbarians, bards, or sorcerers, though a few are rogues. Tanuki gain a +1 bonus to Strength, +2 to Constitution, +1 to Charisma, and they suffer a -2 penalty to Intelligence and Wisdom. They have low-light vision and automatically gain Great Fortitude at 1st level, in addition to any other feats earned by class and level. The tanuki's favored class is bard.

The badger frequently plays a drumbeat on its protuberant stomach, just like a jester.



Tenshi-tombo

Small Magical Beast

Hit Dice: 1d8 (4 hp)

Initiative: +3 (+3 Dex)

Speed: 10 ft., fly 120 ft. (good)

AC: 18 (+3 Dex, +4 natural, +1 size)

Flat-footed AC: 15, touch AC: 14

Attacks: Bite +5 melee

Damage: Bite 1d4–2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Snatch

Special Qualities: Reflects magic as SR 12

Saving Throws: Fort +2, Ref +5, Will +0

Abilities: Str 6, Dex 17, Con 11, Int 2, Wis 10, Cha 9

Skills: Spot +4

Feats: Weapon Finesse (bite)

Climate/Terrain: Any plains, hills, forest

Organization: Solitary or pair

Challenge Rating: 1/2

Treasure: None

Alignment: Always neutral

Advancement Range: 2-3 HD (Small)

The tenshi-tombo, or Emperor's dragonfly, is an enormous species of dragonfly whose chitin resembles the hard, shining lacquer used on so many Asian bowls, cups, and boxes. Also called lacquer dragonflies, two varieties are known: red and black. The black is by far the more common. Both types have wingspans of about four feet, with a total body length of about 2 feet.

Combat

Like their smaller cousins, lacquer dragonflies are flying predators, snatching prey from mid-air and devouring it in flight or while perched. Tenshi-tombo are known to snatch sparrows, finches, pigeons, and even crows from mid-air. They also eat frogs, toads, and other small animals, such as young rabbits and squirrels. They have been known to attack wizard familiars.

Snatch (Ex): A dragonfly that hits with a bite attack attempts to start a grapple as though it had the improved grab special attack. If the dragonfly gets a hold with its bite on a creature one or more sizes smaller, it automatically deals bite damage each round, or if it does not move and takes no other action, it deals double bite damage to the snatched creature.

Weapon Finesse: A lacquer dragonfly gains the Weapon Finesse feat for its bite attack free.

Reflect Magic (Su): Anyone casting a targeted magical spell at a lacquer dragonfly may well see that spell bounce back to them. The magical properties of a lacquer dragonfly mean that a Spell Resistance roll is required of any targeted magical attack; if the lacquer dragonfly successfully resists, the spell is redirected to target its caster. If the lacquer dragonfly does not resist, the spell takes effect normally (a saving throw still applies).



Dragonfly Armor

A master armorer and a master leatherworker can together remove, harden, and utilize the hard skin of a tenshi-tombo to make lamellar armor. It is slightly softer than normal lamellar armor, but retains the normal armor bonus and armor check penalty of armor of its type—but weighs only half as much, allowing for a maximum Dexterity bonus of up to +3.

The gold sun shimmering in noontide
skies

Shines down, where the red-burnished
dragonflies

Flit to and fro in the translucent haze
Over the village of eventless days.



Thaye Tase

Large Undead

Hit Dice: 16d12 (104 hp)

Initiative: +0

Speed: 40 ft.

AC: 17 (-1 size, +8 natural)

Flat-footed AC: 17, touch AC: 9

Attacks: 2 claws +17 melee

Damage: Claw 2d4+9/19-20/x2

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Maddening laughter, tusk savage, breath weapon

Special Qualities: Undead, invisibility, damage reduction 20/+1

Saves: Fort +5, Ref +5, Will +10

Abilities: Str 28, Dex 10, Con —, Int 10, Wis 10, Cha 14

Skills: Climb +23, Concentration +15, Hide +10, Listen +20

Feats: Improved Critical (claws), Cleave, Multiattack, Power Attack, Weapon Focus (claws)

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 11

Treasure: Standard

Alignment: Always chaotic evil

Advancement: 17-20 (Large); 21-40 (Huge); 41-51 (Gargantuan)

Thaye tase are drawn to the suffering associated with disease, often traveling great distances to stand at the foot of a sickbed, taunting disease victims with maniacal laughter. They travel great distances by dark on a constant pilgrimage between the sites of great epidemics. In fact, thaye tase are agents of illness, using the cover of invisibility to breathe contagion into the open windows of sleeping innocents.

Thaye tase are grotesque giants, the tortured souls of humanoids who died horrible, violent deaths. Their appearances often reveal the disturbing manner in which they were killed. Dark of skin, thaye tase have huge ears, long tongues, and tusk-like teeth.

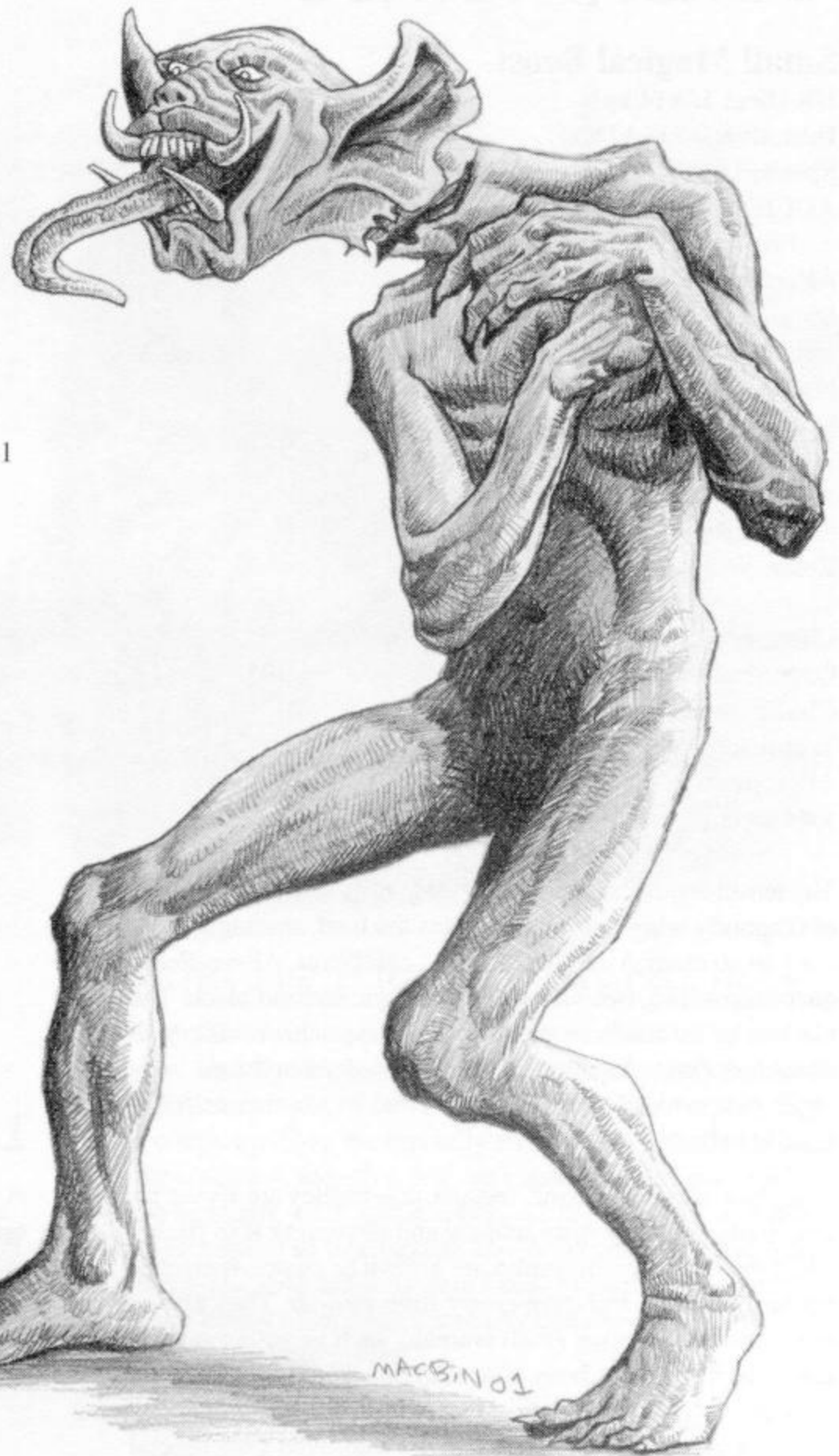
Thaye tase speak Common.

Combat

Thaye tase revel in combat, weakening their opponents with maddening laughter before setting upon them with claw and tusk. Their naturally tough skin allows them to ignore most attacks, so most thaye tase immediately seek the heart of any melee. Though it usually uses its powerful disease-inducing breath upon unknowing innocents when invisible, thaye tase have few philosophical problems with using it in combat.

Maddening Laughter (Su): When a thaye tase laughs its cacophonous cackle, all living creatures within a 60-foot spread must succeed at a Will save (DC 20) or be affected by *Tasha's hideous laughter*, as the spell cast by an 8th-level sorcerer. This is a sonic, mind-affecting charm. Those who successfully save are immune to the maddening laughter of a thaye tase for one day.

Tusk Savage (Ex): A thaye tase that hits with both claws latches onto the opponent's body and tears its flesh with its powerful tusks. This automatically deals an additional 1d8+4 points of damage.



Breath Weapon (Su): Confer disease, cone, 60 feet, every 1d4 rounds (but no more than five times per day); Fortitude save (DC 20). Those who fail to save contract cackle fever, mindfire, or the shakes (the thaye tase chooses each time it breathes; see DMG for more details on these diseases). The save DC of the thaye tase is used instead of the save DC usually associated with the chosen disease.

Invisibility (Sp): A thaye tase can cast *invisibility* upon itself at will, as a 10th-level sorcerer.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Skills: Thaye tase receive a +5 racial bonus to Listen checks.



Thuông-luông

Colossal Dragon (Aquatic)

Hit Dice: 40d12+400 (660 hp)

Initiative: 0

Speed: 20 ft., swim 40 ft.

AC: 40 (-8 size, +38 natural)

Flat-footed AC: 40, touch AC: 2

Attacks: Bite +49 melee, 2 body slams +46 melee

Damage: Bite 4d8+16, body slam 2d8+8

Face/Reach: 40 ft. by 100 ft./15 ft.

Special Attacks: Capsize, constrict, improved grab, spell-like abilities, swallow whole, tail sweep

Special Qualities: Alternate form, damage reduction 15/+3, SR 30

Saves: Fort +32, Ref +22, Will +24

Abilities: Str 42, Dex 10, Con 30, Int 13, Wis 14, Cha 20

Skills: Bluff +33, Concentration +38, Gather Information +33, Intimidate +33, Knowledge (nature) +29, Listen +30, Search +29, Sense Motive +30, Spot +30, Wilderness Lore +30

Feats: Blind-Fight, Cleave, Great Cleave, Endurance, Expertise, Improved Bull Rush, Improved Critical (bite), Multiattack, Power Attack, Sunder, Weapon Focus (bite)

Climate/Terrain: Any aquatic

Organization: Solitary

Challenge Rating: 24

Treasure: Double standard

Alignment: Usually neutral evil

Advancement: 41-60 HD (Colossal)

Thuông-luôngs are enormous sea serpents that terrorize coastal waters and shipping lanes. They sport large red crests on their heads and often grow in excess of one hundred feet long.

Although technically vassals of the Dragon Kings, thuông-luôngs always serve themselves first. They set up small kingdoms under the sea and harass neighboring lands. They demand tribute from coastal communities in the form of wives and human sacrifices. If gifts are not forthcoming, thuông-luôngs use their magic to flood villages or they attack local shipping. Most villagers can only pray for the intercession of the Dragon Kings.

Combat

Thuông-luôngs attack ships frequently. Vessels marked for destruction are capsized and then the crew plucked out of the water. When the contents are important, a thuông-luông will use his tail sweep to clear off the deck, swallowing whole any survivors. They can also wrap their coils around an entire ship and break it apart.

Alternate Form (Su): A thuông-luông can take the form of any humanoid (size Small to Large) as a standard action. This ability is similar to the *polymorph self* spell but allows only female forms. Thuông-luông use

this ability to test coastal dwellers by appearing as a doddering old woman. Those that are kind to the “old lady” are spared, while those who are cruel are destroyed.

Capsize (Ex): A submerged thuông-luông that surfaces under a boat or ship less than 20 feet long automatically capsizes the vessel. It has a 75% chance to capsize a vessel from 20-60 feet long, and a 50% chance to capsize one over 60 feet long.

Constrict (Ex): A thuông-luông deals 2d12+16 damage with a successful grapple check against an opponent of any size.

Improved Grab (Ex): To use this ability, the thuông-luông must hit with a bite or body slam attack. If it gets hold with a bite, it can attempt to swallow whole. If it gets hold with a body slam, it coils around its opponent and can attempt to constrict.

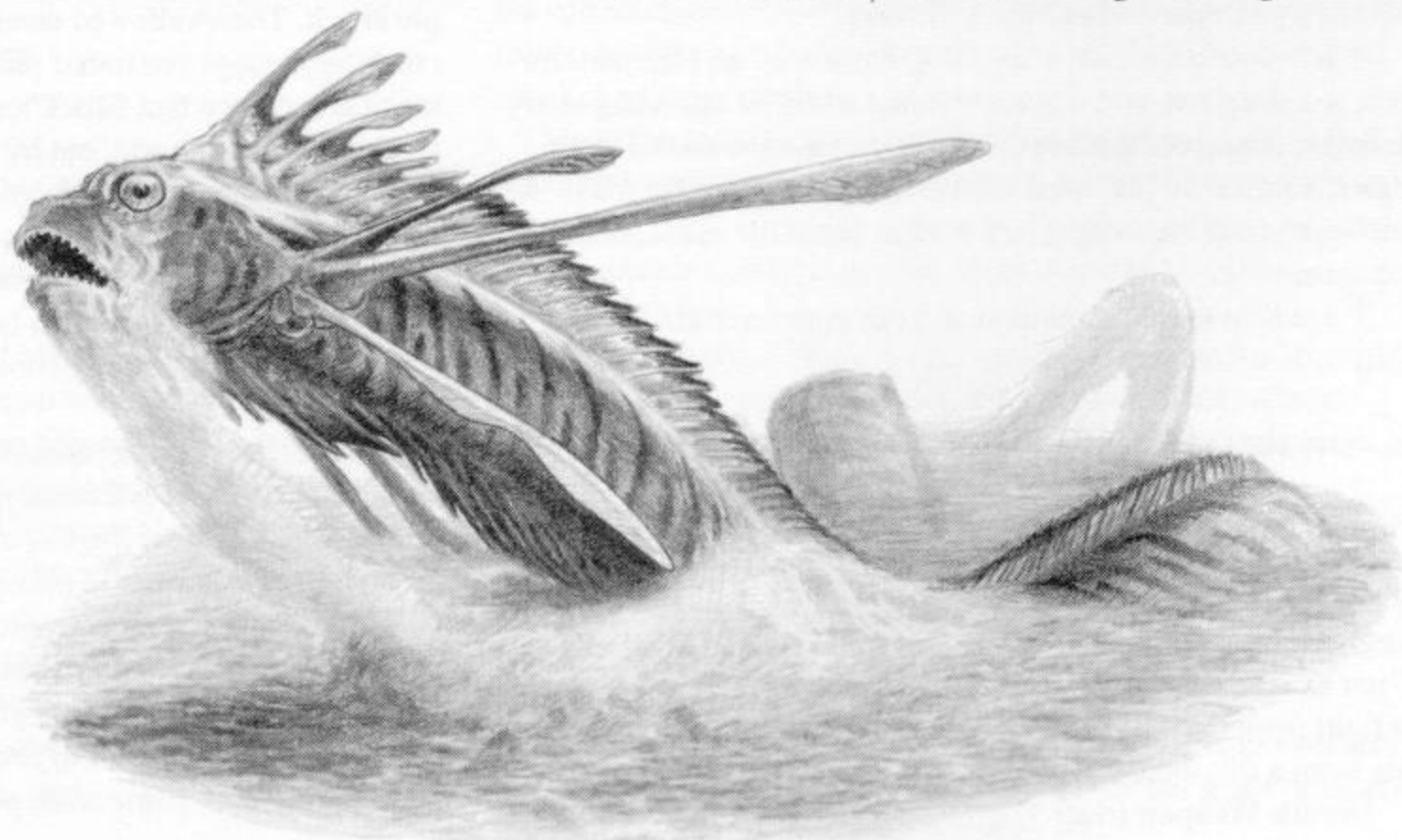
Spell-Like Abilities: At will—*control water* (double normal area) and *water breathing*; 3/day—*commune with nature*, *dispel magic*, *find the path*, and *see invisibility*; 1/day—*control weather*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 15 + spell level).

Swallow Whole (Ex): A thuông-luông can try to swallow a grabbed opponent of Huge or smaller size by making a successful grapple check. Once inside, the opponent takes 2d8+8 points of crushing damage plus 2d8+6 points of acid damage per round from the creature’s digestive juices. A swallowed creature can cut its way out by dealing 50 points of damage to the thuông-luông’s digestive tract (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must cut its own way out.

A thuông-luông’s gullet can hold two Huge, four Large, eight Medium-Size, or sixteen Small or smaller creatures.

Tail Sweep (Ex): A thuông-luông can sweep with its tail as a standard action. The sweep affects a half circle with a 40-foot radius, centered on the thuông-luông’s rear. Creatures within the swept area are affected if they are size Medium-Size or smaller. The sweep automatically does 2d8+24 damage. Affected creatures can attempt Reflex saves to take half damage, against DC 40.

Villages that refuse to pay tribute are washed away by angry waves under the command of the thuông-luông.



T'ien Kou

Huge Outsider (Fire, Lawful or Chaotic)

Hit Dice: 28d8+140 (266 hp)

Initiative: +3 (Dex, Improved Initiative)

Speed: 60 ft., fly 100 ft. (perfect)

AC: 32 (-2 size, -1 Dex, +25 natural)

Flat-footed AC: 32, touch AC: 7

Attacks: 2 claws +37, bite +35

Damage: Claw 2d6+11/19-20/x2, bite 1d8+5

Face/Reach: 10 ft. by 20 ft./10 ft.

Special Attacks: Breath weapon, trip, rake 4d6+11, swallow whole, spell-like abilities

Special Qualities: Dual aspects, scent, SR 28, damage reduction 30/+4, fire immunity

Saves: Fort +23, Ref +17, Will +18

Abilities: Str 32, Dex 9, Con 21, Int 10, Wis 10, Cha 22

Skills: Animal Empathy +37, Balance +9, Concentration +25, Diplomacy +8, Intimidate +37, Intuit Direction +31, Knowledge (nobility and royalty) +11, Listen +31, Move Silently +30, Sense Motive +10, Spot +10, Wilderness Lore +8

Feats: Cleave, Combat Reflexes, Improved Critical (claw), Improved Initiative, Multiattack, Power Attack, Track

Climate/Terrain: Any land or underground

Organization: Unique

Challenge Rating: 22

Treasure: None

Alignment: Lawful good or chaotic evil

Advancement: By character class

The travels and victories of the hero-god Erh-lang, nephew to the Jade Emperor of Heaven, are well known to children throughout the land. Erh-lang serves as a protector of Heaven, occasionally manifesting in the material world to attend to the more warlike endeavors of the Celestial Bureaucracy. Though remarkable as a warrior, Erh-lang is known also by his popular companion, the Dog of Heaven, T'ien Kou. T'ien Kou serves as Erh-lang's confidante and battle comrade, once even going so far as to chew upon the leg of the mischievous monkey god Wu-K'ung. T'ien Kou is a creature of duality. In its yang aspect, it represents friendship, loyalty, and fidelity. In its yin aspect, it represents destruction and great violence.

T'ien Kou looks like a huge dog, the size of an elephant. Its skin is a deep red, and it leaves behind a trail of sparkling starry radiance whenever it moves. T'ien Kou has four sets of sharp claws, a powerful jaw lined with teeth, and a beautiful mane and tail. Most poets describe T'ien Kou as beautiful and terrible at the same time.

T'ien Kou speaks Common and can communicate telepathically with all canines.

Combat

T'ien Kou prefers conversation over battle when in its yang aspect, fighting only when provoked or when faced with an obviously evil opponent (or when ordered to by his master, Erh-lang). When in its violent yin phase, it takes great effort to get T'ien Kou to do anything but attack. The Dog of Heaven prefers to fight from the sky, weakening its enemies with spell-like abilities from a distance.

Breath Weapon (Su): T'ien Kou's breath weapon is a 60-ft.



cone of sizzling purple sparks released once every 1d4 rounds. Those within the cone must make a successful Reflex save (DC 34) or suffer 16d8 points of damage. T'ien Kou can breath sparks 5 times per day.

Trip (Ex): If T'ien Kou hits with a bite attack he can attempt to trip his opponent as a free action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip T'ien Kou.

Rake (Ex): T'ien Kou can make two rake attacks (+37 melee) against a held creature for 4d6+11 points of damage each.

Swallow Whole (Ex): T'ien Kou can try to swallow a Medium-size or smaller opponent by making a successful grapple check. The swallowed creature suffers 2d8+22 points of crushing damage per round plus 8 points of damage from the magical radiance that fills T'ien Kou's stomach. A swallowed creature can cut its way out by using claws or a Small or Tiny slashing weapon to deal 25 points of damage to the stomach (AC 20). Once the creature exits, muscular action closes the hole; another swallowed opponent must again cut its own way out.

T'ien Kou's stomach can hold two Medium-size, four Small, eight Tiny, sixteen Diminutive, or thirty-two Fine or smaller opponents.

Spell-Like Abilities: 3/day—alter self, bull's strength, comprehend languages, continual flame, darkvision, dispel magic, fireball, flame arrow, flaming sphere, gaseous form, glitterdust, haste, hypnotic pattern, lightning bolt, mage armor, mirror image, protection from elements, pyrotechnics, see invisibility, wind wall; 2/day—chain lightning, dimensional anchor, fire shield, meteor swarm, minor globe of invulnerability, rainbow pattern, true seeing, wall of fire; 1/day—delayed blast fireball, incendiary cloud, plane shift, prismatic spray, prismatic



ic sphere, prismatic wall. These abilities are as the spells cast by a 20th-level sorcerer (save DC 16 + spell level).

Dual Aspects (Ex): T'ien Kou has two aspects, changing between them as day turns to night. When in his yang phase, during the day, he represents fidelity and devotion. At such times, T'ien Kou acts as a boon companion and occasional patron to good-hearted adventurers. When in his night-time yin phase, however, the Dog of Heaven takes on a terrible visage, becoming a paragon of senseless destruction and catastrophe. At such times he is dangerous to approach, treating everyone and everything as his sworn enemy.

In addition to the variation based upon the time of day, changes in aspect can be triggered by speaking a sophisticated code word known as the Order of Erh-lang. That hero-deity knows the code, of course, as do certain monk sects of good and evil disposition. The order is one of the so-called Great Celestial Secrets, and few part with it without shedding a considerable amount of blood.

Tiger General

Large Monstrous Humanoid

Hit Dice: 4d8+8 plus 12d8+24 (104 hp)

Initiative: +2 (+2 Dex)

Speed: 60 ft.

Armor Class: 21 (-1 size, +2 Dex, +1 Wis, +2 monk levels, +7 natural) or 23 (-1 size, +7 armor, +7 natural)

Flat-footed AC: 16, touch AC: 14

Attacks: Large spiked chain +19/+14/+9 melee; or claws (unarmed flurry of blows) +16/+16/+11/+6 and bite +11

Damage: Large spiked chain 2d6+8; or claws 1d12+5, bite 2d6+3

Face/Reach: 5 ft. by 5 ft./5 ft. (or 10 ft. with chain)

Special Attacks: Martial arts, chain combat, improved grab, rake

Special Qualities: Scent

Saving Throws: Fort +11, Ref +14, Will +13

Abilities: Str 20, Dex 15, Con 15, Int 9, Wis 13, Cha 15

Skills: Animal Empathy +6, Bluff +6, Intimidate +8, Spot +9; Balance +10, Climb +10, Hide +8*, Jump +10, Listen +8, Move Silently +10, Swim +10

Feats: Combat Reflexes, Dodge, Mobility, Spring Attack, Exotic Weapon Proficiency (spiked chain)

Climate/Terrain: Subtropical forest

Organization: Solitary

Challenge Rating: 14

Treasure: Double standard

Alignment: Lawful evil

Advancement Range: By character class

The tiger general is an animal lord of all tigers, and is said to be the inventor of many forms of martial arts. He resembles a tiger-furred human with a tiger's head and claws. He is a master of monk-style martial arts. He often rides a great white elephant, and prefers jungle climates. The tiger general is the leader of the chiao (see next entry), who revere him with a devotion usually reserved for saints and emperors.

The tiger general, unlike most monks, gladly wears full armor and weapons when on the battlefield with his chiao legions. He sees no shame in this, and fights traditionally just as fiercely as he does when unarmed.



Combat

When he feels confident of his mastery of a situation, the tiger general disarms his opponents, then takes them apart with martial arts. When he is less certain of his opponents he is far more cautious, summoning chiao to aid him, and using his skills at ambushes, stalking, and tracking to the fullest.

Martial Arts (Ex): The tiger general pursues combat superiority through martial arts. A typical tiger general is a 12th-level monk, pursuing an aggressive "Tiger style" of unarmed combat.

Chain Combat (Ex): The tiger general always fights with his spiked chain two-handed, for maximum damage (using both hands, his Strength bonus goes from +5 to +8). His larger than usual chain does additional damage.

Since the spiked chain has 10' reach, he gains attacks of opportunity when creatures move from 10' to 5' (assuming they started 15' or move away). With his Combat Reflexes feat he can do this up to four times per round, once per creature approaching him.

Improved Grab (Ex): A tiger general can attempt to get a hold on an opponent when using his claw (unarmed) attacks. This does not draw an attack of opportunity. If he gets a hold, he can rake.

Rake (Ex): When the tiger general is fighting with unarmed attacks rather than a weapon, and strikes an opponent with both claws, he can make two rake attacks (+11 melee) with his legs as well for 1d12+5 damage each. If he succeeds with a spring attack, he can also rake.

Skills: The tiger general gains a +4 racial bonus to Balance, Hide, and Move Silently checks. *In areas of tall grass or heavy undergrowth, the Hide bonus becomes +8.



Chiao

Medium-Size Humanoid

(Chiao)

Hit Dice: 2d8+2 (11 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 14 (+2 hide armor, +2 Dex)

Flat-footed AC: 12, touch AC: 12

Attacks: Tiger claws +1/+1 melee or javelin +3 ranged

Damage: Tiger claws 1d4+2/1d4+1 or javelin 1d6+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: None

Special Qualities: Low-light vision

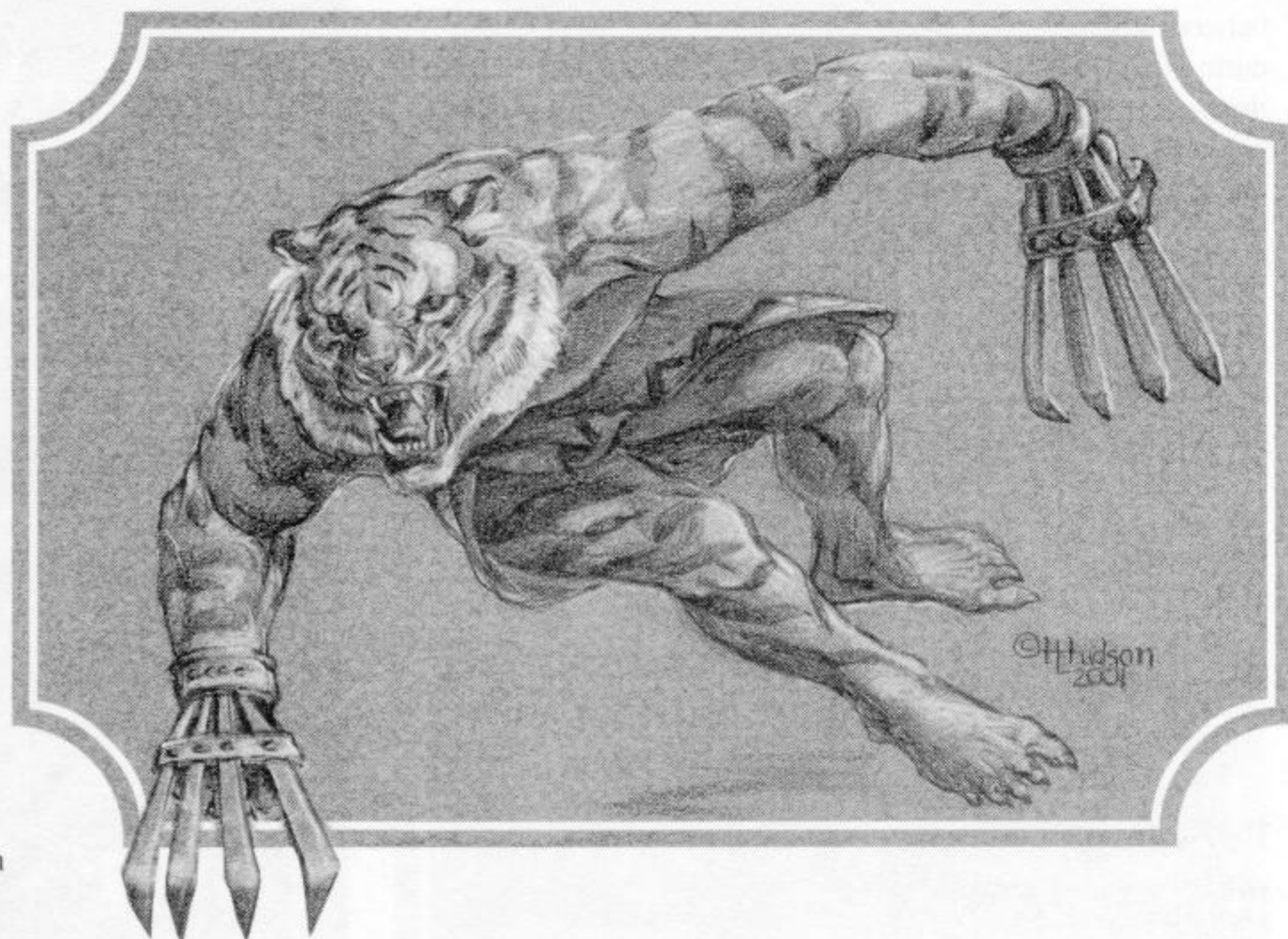
Saves: Fort +1, Ref +5, Will +0

Abilities: Str 15, Dex 14, Con 12,

Int 9, Wis 10, Cha 11

Skills: Hide* +5, Listen +2, Move Silently +6, Spot +2

Feats: Ambidexterity, Exotic Weapon Proficiency (Tiger Claws), Two Weapon Fighting



Climate/Terrain: Subtropical forest

Organization: Solitary, pair, gang (2-5), band (10-100 plus 25% noncombatants plus 1 2nd-level barbarian champion per 20 adults and 1 ranger leader of 4th- to 6th-level), or tribe (20-200 plus 25% noncombatants plus 1 3rd level barbarian champion per 20 adults, 1 3rd- to 5th-level adept, 1 ranger leader of 5th- to 8th-level, and 2-5 tigers).

Challenge Rating: 1

Treasure: Standard

Alignment: Usually neutral evil

Advancement: By character class

The chiao are a savage jungle people much feared by their civilized neighbors. They look human, but their skin is striped like a tiger's. Their enemies say that Heaven cursed the chiao for mating with animals and that the tiger stripes are a mark of shame. The chiao laugh at such stories. They proudly wear their stripes as a sign of devotion to the Tiger General (see description on previous page).

Combat

The chiao are masters of jungle warfare. They excel at hit and run tactics, emerging from the jungle without warning and then melting away after bloodying their opponents. Since jungle conditions are so claustrophobic, chiao favor short-ranged missile weapons like javelins. They let loose a rain of these and then close with their tiger claws.

Poison (Ex): Some chiao tribes favor the use of poison on their javelins. Large scorpion venom (Injury DC 18, 1d6 Str Initial and Secondary Damage) is the most popular poison in use.

Feats: Chiao receive Exotic Weapon Proficiency (Tiger Claws) and Two Weapon Fighting as bonus feats.

Skills*: Chiao receive a +2 racial bonus to Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, their Hide bonus increases to +4.

New Exotic Weapon: Tiger Claws

Tiger claws, also known as bagh nakh, are nasty weapons favored by the chiao. Users grasp a metal crossbar, from which several curved blades protrude. Tiger claws are usually used in pairs.

Weapon	Tiger Claw
Cost	4gp
Damage	1d4
Critical	×3
Range Increment	—
Size	T
Weight	1 lb.
Type	Piercing

Chiao Society

The chiao are a tribal people. They live in jungle valleys and fiercely protect their homeland from outsiders. The tribes generally live independently but all chiao answer the call of the tiger general. Fighting in his legions is a great honor and many young warriors seek out such service. The most favored champions of the Tiger General are granted tiger heads of their own, so they can reflect their master's perfection.

Chiao society, though primitive, is egalitarian. Women fight alongside the men, which accounts for the low number of noncombatants in chiao tribes. To the civilized neighbors of the chiao, this is just more proof of their barbarism.

Chiao Characters

The favored class of the chiao is barbarian. Chiao barbarians are the battle champions of their people, leaving leadership to those of cooler disposition.



Tikbalang

Small or Medium-Size or Large Monstrous Humanoid

Hit Dice: 5d8+8 (30 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 16/15/14 (+1 Dex, +4 natural, +1/0/-1 size)

Attacks: Claw +6(+1/0/-1 size)

Damage: Claw 1d4+2 or 1d6+2 or 1d8+2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Taunting, fearful laughter, trample

Special Qualities: Shrink and enlarge

Saves: Fort +6, Ref +5, Will +3

Abilities: Str 14, Dex 13, Con 15, Int 14, Wis 9, Cha 16

Skills: Animal Empathy +4, Bluff +8, Hide +12 (+4/0/-4 for size), Intimidate +7, Jump +3, Listen +2, Pick Pocket +3,

Spot +4, Tumble +5

Feats: Alertness, Dodge, Run

Climate/Terrain: Tropical or subtropical forest, hills, or plains

Organization: Solitary or pair

Challenge Rating: 2

Treasure: Standard

Alignment: Often chaotic evil

Advancement: 5-12 HD

Tikbalang are size-shifting tricksters who delight in tormenting humans. They often live in mango trees, but generally are parasitic on civilized creatures, stealing fruit and grain from fields, and frightening farmers into dropping valuables. Stories claim that they are horses twisted into human form with infusions of demon blood or worse. Certainly, they frequently rob and annoy travelers.

All tikbalang are tall and horselike; they walk upright but have horse heads. Their arms and legs are long in proportion to their bodies, and their dark black manes drape over glossy coats of light bay, chestnut, or strawberry roan. They have heavy black hooves and they rarely wear more than a loincloth or very light robes stolen from a clothesline.

Tikbalang speak Common and Goblin.

Combat

A tikbalang prefers to taunt, frighten and annoy a victim until it becomes foolish enough to run—if the victim drops valuables, a tikbalang usually picks them up rather than pursuing. Tikbalang only fight when threatened or when hostile creatures enter the tikbalang's home territory. Tikbalang are almost always heard before being seen; they love to hide in trees, announcing themselves only late at night or early in the morning.

Taunt (Ex): The constant patter from a tikbalang's mouth is usually insulting, rude, and mocking—and the tikbalang can taunt by *ventriloquism*, as the spell, at will. Because of its uncanny ability to find an opponent's weakest point, anyone listening to the tikbalang for 1 full round must make a successful Will save (DC 14) or suffer the effects of a *confusion* spell. The effects of the taunting last for 1 round. An opponent who succeeds at the saving throw is immune to the tikbalang's taunt ability for the rest of the day.

Fearful Laughter (Su): The echoing laugh of a tikbalang is disturbing and unsettling. All creatures within 100 feet who hear the braying laughter must succeed at a Will save (DC 17) or



become shaken, remaining shaken for 3d6 rounds. This ability affects only those with fewer than 6 hit dice. An opponent who succeeds at the saving throw is immune to the tikbalang's frightful laughter ability for the rest of the day.

Trample (Ex): The heavy hooves of a tikbalang in Large size can strike any prone opponent as a horse's hooves would, with the usual +4 bonus for striking a prone opponent. For this reason, a tikbalang attacking a traveler will sometime leap on him from a tree, knocking the opponent to the ground. The trample inflicts 2d4+2 damage.

Shrink and Enlarge (Su): When a tikbalang wishes, it can change its size from Small to Medium-size to Large, standing between 3 feet and 8 feet tall. The statistics above reflect these three sizes. Generally, a tikbalang is Small when hiding and taunting victims, and grows large when bluffing, intimidating, or threatening a victim.



Ubagahi

Tiny Fey (Fire)

Hit Dice: 8d6 (28 hp)

Initiative: +4 (Dex)

Speed: Fly 40 ft. (good)

AC: 18 (+2 size, +4 Dex, +2 natural)

Flat-footed AC: 14, touch AC: 16

Attacks: Touch +11

Damage: Touch 1

Face/Reach: 2 1/2 ft. by 2 1/2 ft./0 ft.

Special Attacks: Immolate, fireballs, frightful presence

Special Qualities: SR 17

Saves: Fort +2, Ref +10, Will +7

Abilities: Str 3, Dex 19, Con 10, Int 14, Wis 12, Cha 15

Skills: Concentration +11, Hide+23, Intuit Direction +12,

Intimidate +13, Knowledge (local) +7, Spot +8

Feats: Combat Casting, Weapon Finesse (touch), Weapon Focus (touch)

Climate/Terrain: Any land and underground

Organization: Solitary or gaggle (2-4)

Challenge Rating: 5

Treasure: None

Alignment: Always neutral evil

Advancement: 9-24 (Tiny)

While traveling through the countryside during rainstorms, voyagers often report seeing strange green lights bobbing invitingly on the horizon. Tired, footsore, and sogged to the bone, such travelers often mistake the mysterious orbs for the welcoming lanterns of a wayside chapel or shrine. Hoping to find warmth, these travelers have no idea that they hasten to their doom, for the lights are ubagahi, malevolent (spirits) who beckon wayfarers to death by immolation.

An ubagahi resembles a flying disembodied head surrounded by an orb of crackling green fire. Most ubagahi have the faces of bitter old crones, though on occasion reports of male ubagahi filter back to cultured society. Ubagahi sometimes bear childlike countenances, though such rare creatures are seen as harbingers of ill fortune and impending tragedy of great magnitude.

Legends suggest that the first ubagahi was a woman who stole oil from the lamps of wayside shrines. The spirits of earth and fire set her spirit aflame, binding her to wander the lands nearby as a testament to the fate of those who steal from sacred places. All ubagahi believe this story to be about themselves (even when this clearly is not the case), and are bound to wander a specific locale, seldom ranging more than 10 miles from a certain traveler's sanctuary they believe is the source of their eternal curse.

Ubagahi speak broken Common, but communicate with each other via a silent flaring of their flames.

Combat

Ubagahi loathe humanoids, who remind them of the life that could have been theirs. They prefer to sneak upon their victims, flaring their flames for dramatic effect while nagging opponents about the dangers of stealing. These moral lessons frequently come off as insane ramblings accentuated by the occasional immolating touch attack or tossed fireball.

Immolate (Su): Those touched by an ubagahi must succeed at a Reflex save (DC 15) or catch fire. (See DMG, p. 86 for more details on this unfortunate condition).



Fireballs (Sp): As a standard action, an ubagahi may discharge up to two *fireballs* as if cast by a 6th-level sorcerer (Save DC 15). The spells may be centered upon different targets.

Frightful Presence (Ex): An ubagahi can unsettle foes with its mere presence. The ability takes effect automatically when the creature causes itself to flare with a bone-chilling intensity. Opponents within 30 feet who witness the flare must make a Will save (DC 16) or become frightened for 5d6 rounds. Those who successfully save are immune to the ubagahi's frightful presence for one day.

A wise traveler takes heart at the appearance of a green flame on the horizon while traveling at night. He knows it as a welcome-fire of a distant country shrine, a place offering spirituality, shelter, and warmth. A wicked traveler sees in the light the ubagahi, and perhaps also senses his own fate in its crackling flame.



Wasp Warrior

Large Monstrous Humanoid

Hit Dice: 6d8+12 (39 hp)

Initiative: +1 (+1 Dex)

Speed: 40 ft., fly 80 ft. (good)

Armor Class: 17 (-1 size, +1 Dex, +7 natural)

Flat-footed AC: 16, touch AC: 10

Attacks: Large naginata +10/+5 melee, short bow +7 ranged, sting +2 melee

Damage: Large naginata 2d8+7, bow 1d8+5, sting 1d12+2 plus poison

Face/Reach: 5 ft. by 5 ft./10 ft. (5 ft. sting)

Special Attacks: Poison

Special Qualities: Scent

Saving Throws: Fort +4, Ref +6, Will +4

Abilities: Str 20, Dex 13, Con 15, Int 12, Wis 9, Cha 9

Skills: Intimidate +6, Jump +8, Listen +12, Search +9, Spot +12

Feats: Dodge, Mobility, Spring Attack

Climate/Terrain: Temperate hills, forest, or plains

Organization: Solitary or pair

Challenge Rating: 4

Treasure: Standard

Alignment: Usually lawful evil

Advancement Range: By character class

Wasp warriors are powerful creatures with huge wings and darting movements; they look like an enormous wasplike samurai, combining wasp-like armor, with an insectoid head that appears almost helmeted.

Though they have a roughly human form, they rarely venture indoors; because of the size of their wings, they are almost always found under the open sky. They stand over 7 feet tall, with enormous gossamer wings that stretch out to a wingspan of over 30 feet. Those these wings are delicate, wasp warriors can regenerate them from nothing more than tattered stubs in about a week. Their limbs are long and narrow, and their spiked knees and elbows are tipped with poisonous stingers.

Wasp warriors speak a buzzing, two-toned dialect of the Common tongue. They always carry weapons, from small bows with envenomed arrows to long curved naginata that allow them to attack while hovering in midair.

Combat

Wasp warriors prefer ranged combat, because the odds of harming (and needing to magically heal) its wings is much reduced at range. In melee combat, their poison sting and thick armored carapace serve them well, but they use polearms to keep opponents away from their vulnerable wings then as well.

Spring Attack: When attacking from the ground, a wasp warrior can leap into the air for a faster attack that takes it quickly within an opponent's reach, as the Spring Attack feat.

Poison (Ex): The sting of a wasp warrior is a 3 foot long, iron-hard needle that pumps as much as several pints of poison into its victim; as might be expected, that amount of venom can kill even the hardest opponent. The poison is injury, DC 15, 2d4



Dexterity, with secondary damage of 1 Dexterity and 1d6 hp damage. It is rarely used for poisoning weapons, because so much of it is required for the full effect. When applied to its arrows, the wasp warriors venom is DC 13, 1d4 Dexterity, with secondary damage of 1 Dexterity.

A wasp warrior's poison glands are quite valuable. They contain 1d6 doses of venom, each of which is worth 400 gp.

Skills: Wasp warriors receive a +4 racial bonus to Search, Spot, and Listen checks.

The warrior pushed the naginata downward with the full force of its weight and buzzing wings, pinning the samurai to the ground with one powerful strike.



White-haired Ghost

Medium-Size Undead

Hit Dice: 7d12 (46 hp)

Initiative: +1

Speed: 30 ft., fly 60 ft. (average)

Armor Class: 16 (+1 Dex, +5 natural)

Flat-footed AC: 15, touch AC: 11

Attacks: 2 claws +5 melee

Damage: Claw 1d4+2

Special Attacks: Spells, scarf magic

Special Qualities: Undead, determination

Saves: Fort +2, Ref +3, Will +6

Abilities: Str 14, Dex 12, Con —, Int 16,

Wis 12, Cha 17

Skills: Bluff +6, Concentration +12, Hide +8, Intimidate +8, Listen +8, Perform +6, Scry +10, Spellcraft +10, Spot +10

Feats: Quicken Spell (typically *magic missile*), Empower Spell (typically *ice storm*)

Climate/Terrain: Any land

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Lawful evil

Advancement: 8 to 21 HD (Medium-Size)

Spurned brides and jilted grooms, abandoned apprentices, powerful wizards, and lovers who have slain themselves in a love suicide, any soul with a tragic story and a young death may refuse to enter the Kingdom of the Dead. These spirits become white-haired ghosts, refusing to accept their fate and ignoring the demands of the Celestial Order. Instead, they flout Heaven and Earth, returning to the world of the living to avenge themselves on their tormenters, and indeed, all living things.

White-haired ghosts resemble their human forms, with long clawlike fingernails and snow-white hair. They wear long robes and scarves, and often carry the marks of nobility: wakizashi, fans, or mirrors. Only their cold skin betrays the fact that they are no longer among the living.

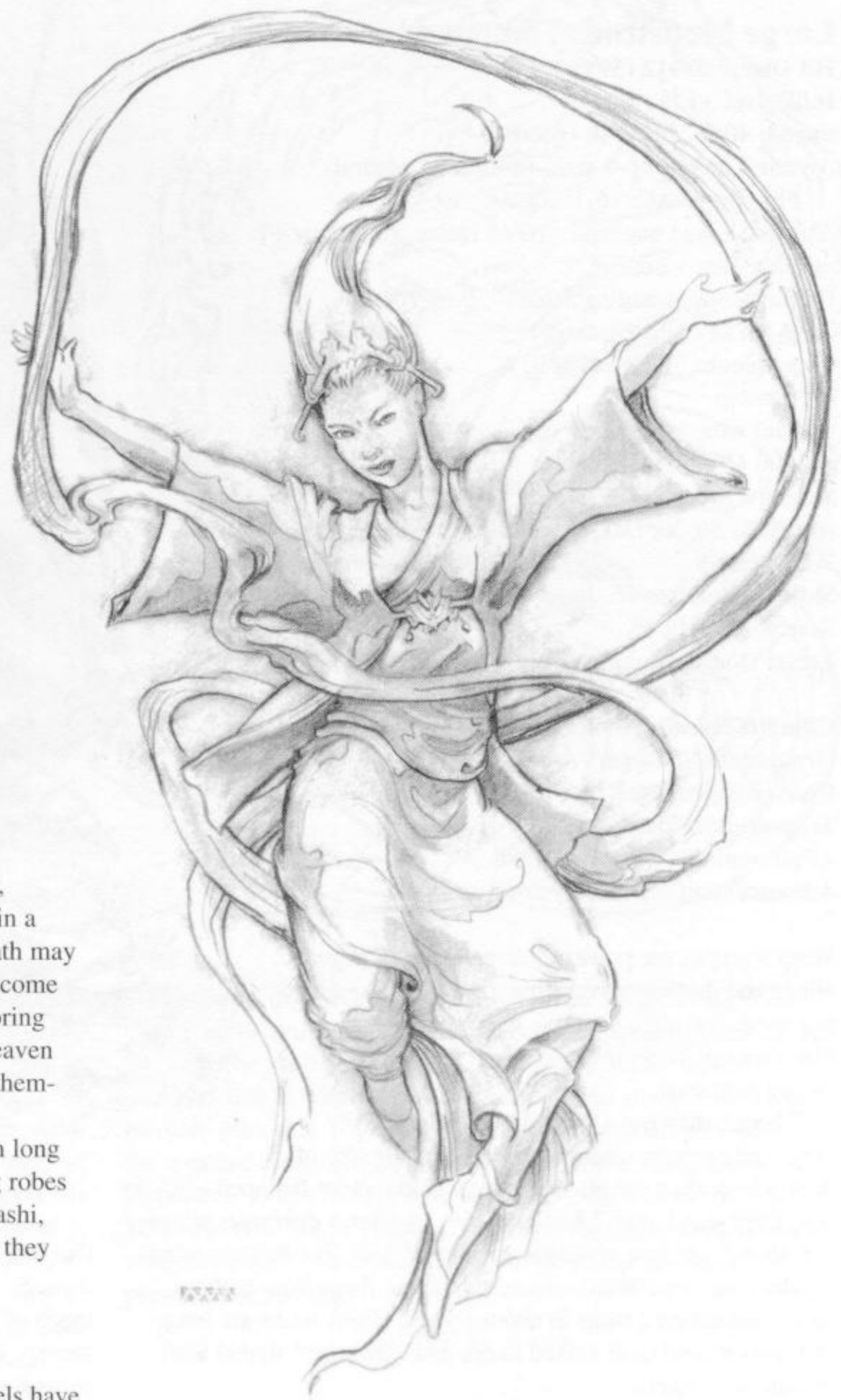
Combat

A white-haired ghost is implacable in pursuit of those it feels have wronged or betrayed it, especially former lovers, traitorous husbands or wives, and sorcerous rivals. They fight only by night, returning to darkened haunts by daylight, though they never sleep.

Spells: White-haired ghosts are 9th-level wizards (specialized in necromancy), able to summon up *kuang shi*, skeletons, and other minor undead, and they enjoy powerful evocations as well, such as *fireballs*, *magic missiles* and *ice storms*.

Scarf Magic (Ex): A white-haired ghost can use the fabric of her garments to trap and entangle opponents as effectively as a *rope of entanglement*. Some such ghosts can extend their hair to the same effect.

Undead Determination (Su): White-haired ghosts usually hide their hearts and souls in objects or even in unwitting, innocent victims, as per the *magic jar* spell. This means that killing them once is not enough—a white-haired ghost rises up again the next night and continues to pursue vengeance unless its body is properly blessed and buried, or the *magic jar* receptacle is broken (or exorcised, if living).



Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.



Yasha

Small Undead

Hit Dice: 1d12 +3 (9 hp)

Initiative: +1 (Dexterity)

Speed: 10 ft., fly 60 ft. (good)

Armor Class: 16 (+1 size, +1 Dexterity, +4 natural)

Flat-footed AC: 15, touch AC: 12

Attacks: Bite +0 melee

Damage: Bite 1d4-1

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Attach, blood drain

Special Qualities: Undead immunities

Saving Throws: Fort +0, Ref +1, Will +1

Abilities: Str 9, Dex +13, Con —, Int 12,

Wis 9, Cha 14

Skills: Hide +10, Intimidate +4, Listen

+14, Spot +4, Wilderness Lore +4

Feats: Dodge, Toughness

Climate/Terrain: Any mountain, hills, forest, swamps, or plains

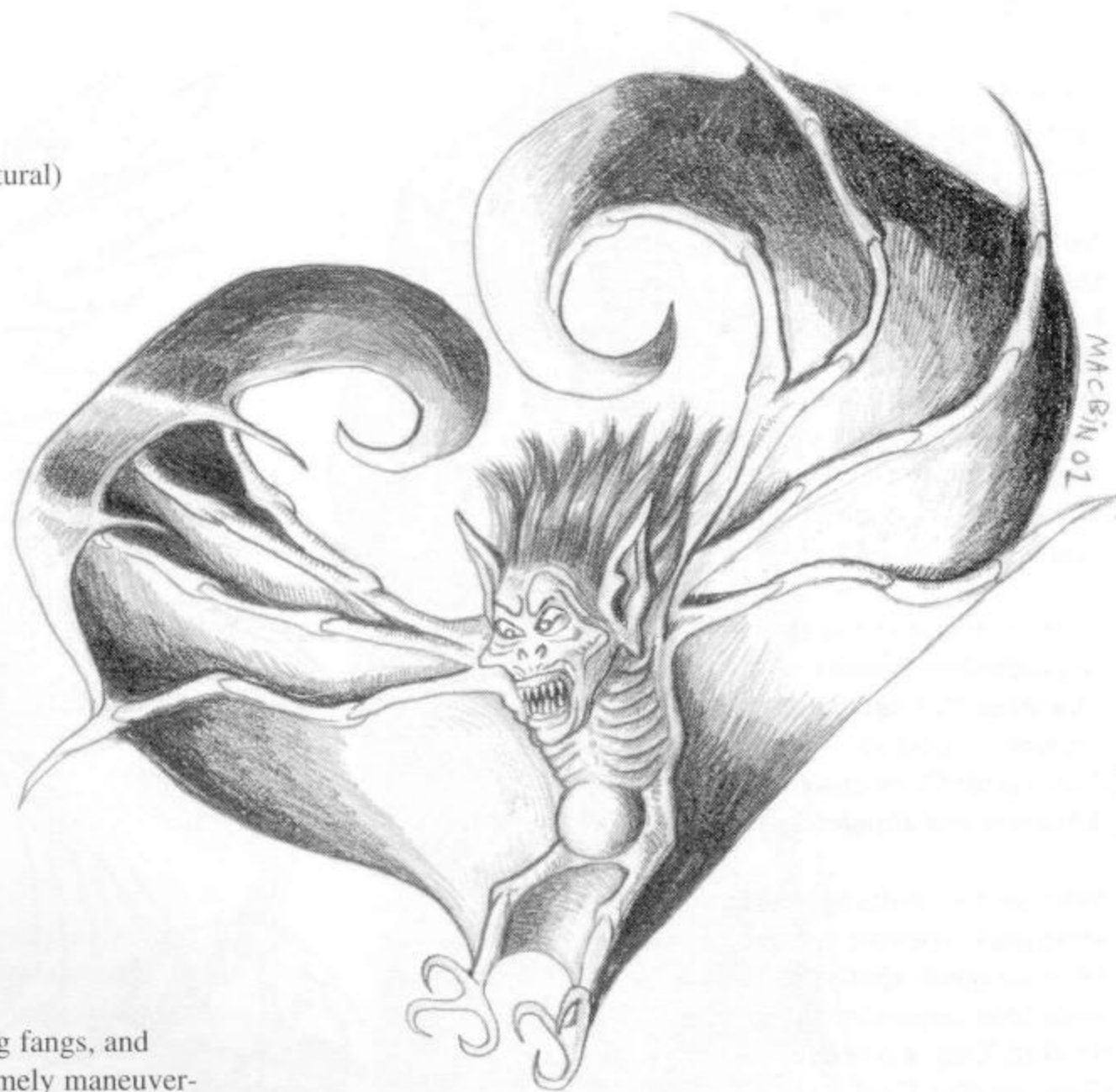
Organization: Pair or flock (3-12)

Challenge Rating: 1

Treasure: Standard

Alignment: Usually chaotic evil

Advancement Range: 2+3 HD to 3+6 HD



These undead vampire bats have white fur, long fangs, and forked swallow-like tails that make them extremely maneuverable in the air. Yasha are the spirits of women whose anger lowered their status in rebirth. A yasha's body is about a foot long, with a five-foot wingspan.

They are evil but cowardly, preferring to mob solitary victims whenever possible. A flock always attacks just men or just women, never both.

Combat

A pair of yasha fights as a team, one always circling to find a way to strike an opponent from behind while the other distracts a victim.

Attach (Ex): If a yasha hits with a melee touch attack, it uses its clawed wings, feet, and long fangs to latch onto its victim's body. A turned or rebuked yasha automatically detaches in the following round. An attached yasha has an AC of 15.

Blood Drain (Ex): A yasha drains blood, dealing 1d3 points of temporary Constitution damage each round it remains attached. Once it has drained 2 points of Constitution, it detaches and flies off.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

*Weighing little more than a kite
and white as death when hungry,
a yasha bloated with blood
becomes almost pink.*



Yosei

Small Fey (Avian)

Hit Dice: 1d6 (3 hp)

Initiative: +3 (+3 Dex)

Speed: 30 ft., fly 80 ft. (average)

Armor Class: 16 (+1 size, +3 Dex, +2natural)

Flat-footed AC: 13, touch AC: 14

Attacks: Beak -1 melee

Damage: Beak 1d3-2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: None

Special Qualities: Immunities, alternate form

Saving Throws: Fort +0, Ref +4, Will +2

Abilities: Str 6, Dex 16, Con 10, Int 11, Wis 10, Cha 19

Skills: Hide +8, Listen +4, Search +10, Spot +10

Feats: Flyby Attack

Climate/Terrain: Any mountain, hills, forest, or plains

Organization: Solitary or pair

Challenge Rating: 1/2

Treasure: Standard

Alignment: Often chaotic good

Advancement Range: 2 to 3 HD

Yosei are the spirits of birds, usually cranes or swans but sometimes swallows, osprey, falcons, even sea birds. They are quick, chatty spirits with their own goals and suspicious, inquisitive minds. They are all beholden to the Bird King, a powerful animal lord, but they answer to no one else. Cats of all kinds are their enemies.

Yosei speak Sylvan and Common.

Combat

Yosei will fight to defend their nests, perches, and other territory. They are poor fighters, but stubborn.

Alternate Form (Su): A yosei has two forms; a human shape, often very thin and short, with an exaggerated nose, delicate bones, crest-like hair, and fine glossy clothes, and a bird form, which is purely animal, but with the fey's usual intelligence and understanding.

Immunities (Su): Yosei are immune to enchantments of all kinds, including charms, *daze*, *sleep*, *hold monster*, *suggestion*, and *hypnotism*.

Flyby Attack: This feat allows the bird spirit to attack while in mid-flight, and suffer no attack of opportunity, exactly as the dragon feat or the Ride-By Attack feat.



The fickle bird spirits bring good luck and soothing dreams. Anger them, and they will reverse your good fortune.



Zunberabou

Medium-Size Shapechanger

Hit Dice: 12d8+12 (66 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

AC: 17 (+2 Dex, +5 natural)

Flat-footed AC: 15, touch AC: 12

Attacks: 2 claws +13

Damage: Claw 1d6+3str/17-20/x2

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Keen claws, face theft

Special Qualities: Alter self, blindsight

Saves: Fort +9, Ref +10, Will +8

Abilities: Str 16, Dex 14, Con 12, Int 14, Wis 10, Cha 18

Skills: Bluff+17, Hide +15, Listen +2, Move Silently +15, Spot +2

Feats: Alertness, Combat Reflexes, Dodge, Expertise, Improved Critical (claws), Weapon Focus (claws)

Climate/Terrain: Any land and underground

Organization: Solitary or pack (2-5)

Challenge Rating: 7

Treasure: Double standard

Alignment: Usually chaotic evil

Advancement: By character class

Paranoid bureaucrats often fear that their administrations have been infiltrated by the malevolent shapechangers known as zunberabou, insidious scofflaws who spread chaos by assuming the forms of those they have murdered. While the inscrutable goals of the zunberabou involve playful yet malicious subterfuge and sabotage, the means by which they replace their victims cannot be considered anything but vile. To assume another being's shape, the zunberabou must tear away the creature's face and wear it like a mask.

When in its natural form, a zunberabou appears as a sexless human with no eyes, nose, or mouth. They seldom appear in this guise, preferring to go about life literally wearing the face of one of their victims. Those scholars who concern themselves with the macabre suggest that the zunberabou, who are never seen eating, draw sustenance from the act of physical transformation. A zunberabou's steadfast refusal to eat or drink (and, in fact, its inability to do so) is the chiefmost means of discovering its ruse.

Zunberabou speak in a complicated sign language understood only by other zunberabou when in their natural form. When wearing the guise of another, it can speak all of the languages known by that victim.

Combat

Zunberabou prefer to attack from surprise, either sneaking up on their enemies or simply attacking while wearing the appearance of a trusted friend or confidante. Despite the grisly means by which they gain new forms, most zunberabou prefer to find a single guise with which they become familiar, often living in luxury while causing minor but nonetheless frustrating setbacks in ordered society. When discovered, however, they lash out violently, attempting to gather as many faces as possible before beating a hasty retreat.

Keen Claws (Ex): The razor-sharp claws of a zunberabou hold such a ragged edge that they are considered keen.

Face Theft (Su): Upon a successful critical hit with a claw attack, the zunberabou attempts to tear the face from its victim.



Opponents wearing sturdy facial protection (such as a strong mask or helmet) are immune to this attack, as are creatures immune to critical hits. In addition to the normal damage suffered from the claw attack, those susceptible to the face theft must make a successful Fortitude save (DC 20) or die in agony as their fleshy visage is ripped from the underlying muscle and bone.

Alter Self (Su): A zunberabou can assume the shape of any Small or Medium-Size humanoid from whom it has stolen a face. The victim must have been alive at the time of the theft for this ability to function properly. Faces stolen from already dead victims result in horrifying, obviously debased mimicry which, though quite unsettling to family and friends, wouldn't fool anyone.

This ability functions as *alter self* as if cast by an 18th-level sorcerer, but the zunberabou can remain in the chosen form indefinitely. It can assume a new form or return to its own as a standard action. Changing form at all requires that the zunberabou physically places the fleshy skin upon its featureless face, so a bound or held zunberabou cannot utilize this ability. Most zunberabou possess 1d6+4 stolen faces.



Appendix 1: Template

Sennin

Sennin are hermits and holy creatures that live in the mountains, becoming at one with the great wheel of destiny, clarifying their vision, and meditating on the Way. They sometimes live on little more than mountain mist and sutras, and are often revered by peasants in nearby villages. Since enlightenment is not only a state of the powerful, peasants and lowly creatures may be sennin as often as noble lords or dragons.

Sennin are often quite old, and can be mistaken for ordinary humans or other intelligent creatures. However, by night and in times of chaos, they often seem surrounded by an aura of holiness, a glowing halo that spreads a feeling of peace and well-being to all around them.

Although sennin are virtuous and holy, they are not necessarily priests. They may or may not have access to cleric spells.

Creating a Sennin Creature

Sennin is a template that can be added to any corporeal creature of good alignment. Typically, these are holy men and women, enlightened creatures who have seen through the illusions of everyday life to the true way, but all intelligent creatures are capable of enlightenment. This enlightenment grants them special powers against evil, attunes them to elemental harmonies, and places certain restrictions on their behavior.

The restrictions vary, but typical sennin restrictions include vows of silence, vegetarian diet, never eat physical food, chastity, nonviolence, immobility, constant meditation, constant chanting, frequent ritual purification, poverty, and sleeping on bed of nails or in caves. Obviously, no sennin is bound by all of these restrictions, but most adhere to at least three.

A sennin uses all the base creature's statistics and special abilities except as noted here.

Special Attacks: A sennin retains all the special attacks of the base creature underlying the template and also gains the following attacks: *gust of wind*, *burning hands*, *chill touch* and *obscuring mist* 1/day.

Special Qualities: Because of its attunement to the elements, an enlightened being becomes effectively immortal and gains the following special qualities (these function as if cast by a 17th-level sorcerer, where applicable):

Cloudwalking: Can walk on clouds or mist of all types.

Cure Disease: A sennin can *cure disease* once per day, as the spell.

Elemental Immunity: On a successful save, a sennin takes no damage from all fire, water, earth, air, and cold magics, even those that normally do not permit a saving throw. On a failed save, the sennin takes half damage.

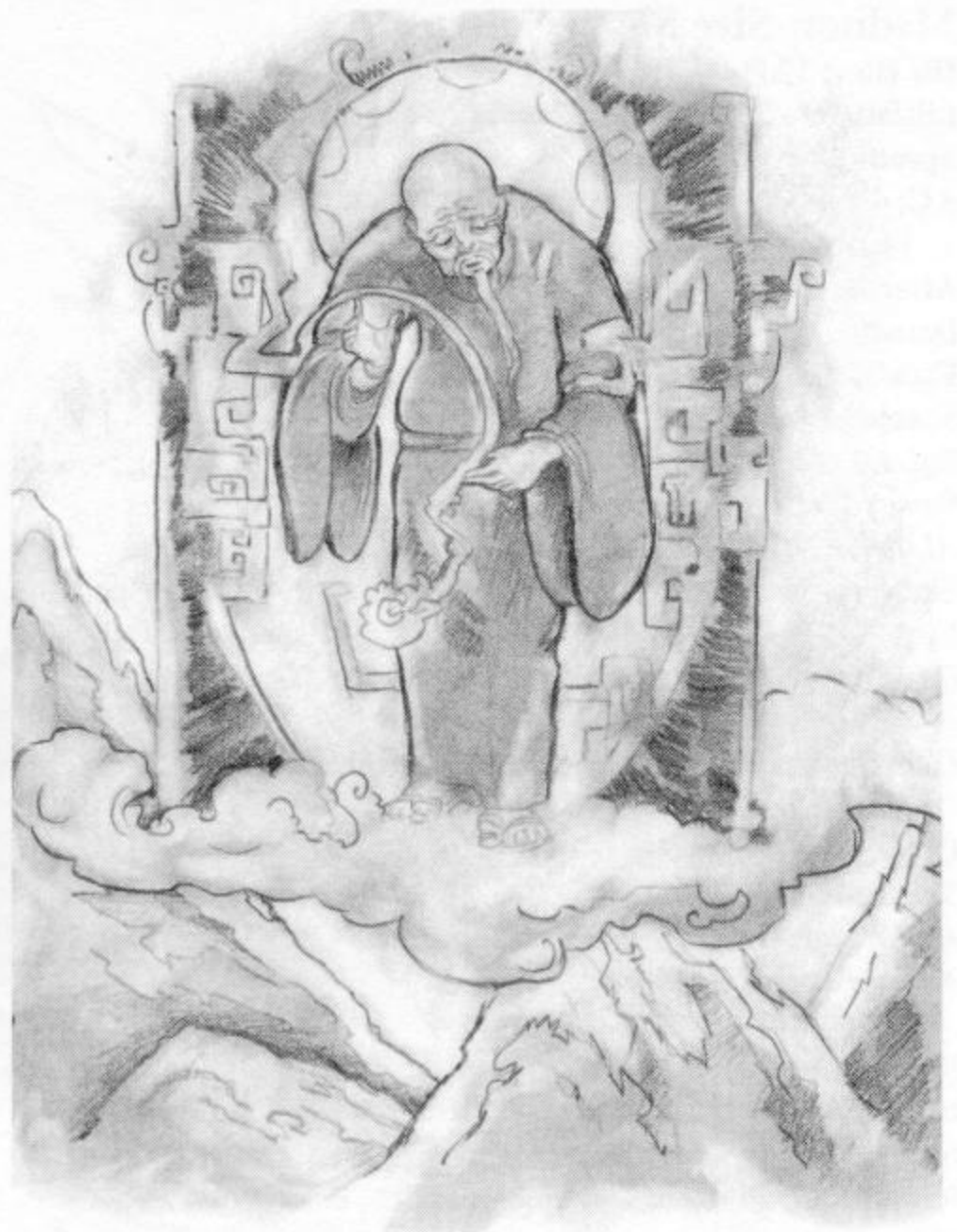
Speak with Animals: At will, as the spell.

Transfer Wounds: A sennin can transfer a number of hit points of damage from one willing creature to another up to the sennin's hit points, once per day. While the transfer may move the wound, it does not cure it.

True Seeing: At will, as the spell.

Saves: Same as the base creature.

Abilities: Wisdom +2.



Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: Base creature +2

Treasure: None

Alignment: Any good

Advancement: By character class

Yosho was very studious and devout, and spent most of his time studying the "Lotus of the Law." He lived very simply indeed, and in time reduced his diet to a single grain of millet a day.



Appendix 2: Creature List

(Arranged by Challenge Rating)

Bamboo Elf	1/2	Awabi	4	White-haired Ghost	10
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Yosei	1/2	Kurote	4		
		Mountain Man	4		
Carp Eater	1	Mountain Woman	4	Feng-huang	12
Chiao	1	Samebito	4	Red Minister	12
Ittan-momen	1	Wasp Warrior	4		
Kino-o-Bake	1			King of the Tengu	13
Shojo	1	Fukuranbou	5		
Spirits of Kuruma	1	Kijo	5	Tiger General	14
Tanuki	1	Langsuyar	5		
Yasha	1	Rokurokubi	5	Ti'en Kou	22
		Sin-you	5		
Giant Panda	2	Ubagahi	5	Thuông-luông	24
Jikininki	2				
Komori-ninja	2	Hiroe	7	Ryujin	25+
Kuang Shi	2	Zunberabou	7		
Pontianak	2			Monkey King	Deity
Shi-ryo	2	Kitsune	8		
Tikbalang	2	Nioo	8	Sennin	+2
Hidari Constructs	2+	Ta-jen	8		
				Jade Dragon	Varies
Bell Spirit	3	Neak-ta	9	Poison Dragon	Varies
Clay Soldier	3				
Shiko Me	3				



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