

JADE REGENT



BESTIARY

A TERRIBLE, PIERCING WAIL RANG OUT, LIKE THAT OF AN INFANT STUNG BY A WASP, BUT SHRIEKED AT SUCH AN EAR-SPLITTING PITCH IT SEEMED TO SHAKE THE LEAVES OF THE WILD ORCHARD. DISGUST AND WINE-COLORED JUICE COVERED SUOU'S FACE AS HE SPAT WILDLY, CHOKING TO AN EXTENT THAT VOMITING WOULD HAVE BEEN A MERCY. HIS WIDE, PLEADING EYES JOLTED UP TO MEET MINE. UNABLE TO SPEAK, HE LOOKED DOWN INTENSELY, BRINGING UP TREMBLING HANDS. IN THEM ROCKED THE SAME PINK, PEACH-LIKE FRUIT I HELD IN MINE, BUT HIS BORE DOUBLE HORRORS—BOTH A TINY, WRINKLED FACE FROM WHICH ISSUED THE TERRIBLE WAIL, AND THE MARK OF A SINGLE DEEP BITE.

—IZUMI KAYOYA, TEA FROM THE GARDEN OF TEARS

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Creatures from the fears and legends of Minkai fill this entry of the Pathfinder Adventure Path. Whether monstrous titans, like the gashadokuro or the wind yai, or more subtle terrors, like the jinmenju tree or rokurokubi, these ancient of monsters eagerly seek the blood of strangers from distant lands.

Special Thanks: Veteran game designer Owen K.C. Stephens deserves a special mention here alongside the final caravan encounters, the vast majority of which he's been designing since the first volume of this Adventure Path. Thanks again to Owen for populating the path from Sandpoint to Kasai and for all his fantastic work!

CARAVAN ENCOUNTERS

As the caravan makes its final travels across Minkai, there's a 10% chance of an encounter each day. Encounters indicated with an asterisk (*) have a 50% chance of occurring at night while the caravan is camped—all other encounters occur while the caravan is on the move. Encounters don't occur if the caravan camps at a settlement. If an encounter occurs, roll on the following table to see what the PCs have encountered. Note that all of the following encounters are caravan encounters and use the caravan combat rules found in the *Jade Regent Player's Guide*.

Forest of Statues (CR 1): The caravan comes upon a small clearing just off the road, which contains dozens of fine stone statues of humanoids in simple dress. Each statue includes a small plate next to an inscription asking strangers to leave offerings to help the poor. If offerings totaling at least 1 gp per person in the caravan are left (regardless of who leaves them), the caravan finds an abandoned masterwork wagon (detailed below) just as it reaches its camp for the night. The statues are not encountered again, even if the caravan backtracks to the clearing where they were found. If this result is rolled a second time, it counts as no encounter.

MASTERWORK WAGON

Cost 1,200 gp; **hp** 40

Traveler Capacity 6, **Cargo Capacity** 6

Limit none; **Consumption** 1

Special Benefit +1 bonus to caravan AC

Origami Crafter (CR 1)*: The caravan encounters an old woman traveling alone (N female human commoner 6). She offers to fold paper cranes for the caravan, at 1 cp each, as tokens of good luck. If the members of the caravan buy at least 1 origami crane from her, they gain a +3 luck bonus on Security checks on the next caravan encounter. The origami crafter is not encountered again; if this result is rolled a second time, it counts as no encounter.

Earthquake (CR 10): A considerable amount of geological activity roils beneath Minkai, causing irregular but

MINKAI CARAVAN ENCOUNTERS

d% Roll	Encounter
01–15	Forest of statues
16–55	Origami crafter*
56–75	Earthquake
76–90	Company of hobgoblins
91–00	Imperial dragon

dangerously destructive tremors throughout the area. The caravan finds itself near the epicenter of one such unpredictable tremor—possibly a natural occurrence, possibly an attack by deadly oni spellcasters. The caravan must make a DC 25 Resolve check each round for 1d6+1 rounds as tremors, unpredictable fissures, and jets of volcanic gas tear through the earth. For every failed check, each wagon takes 4d6 points of damage. The caravan can gain bonuses on these checks by casting individual spells, such as *transmute rock to mud* to cushion the caravan from the shaking land or *teleport object* to remove wagons from danger, though casting the latter only protects wagons affected by the spell; unaffected wagons are damaged as normal.

Company of Hobgoblins (CR 15)*: A company of 60 hobgoblins led by a dozen ja noi oni (**AC** 26; **hp** 240, **Attack** +20/+20/+20/+20/+20/+20; **Damage** 2d6+6) attacks the caravan. The company comprises six patrols of 10 hobgoblins and two ja noi each; for every 40 points of damage the company of hobgoblins takes, it loses one attack (five attacks from 161–200 hit points, four attacks from 121–160 hit points, and so on). If the company loses 120 or more hit points, the survivors try to flee, and the caravan must succeed at a DC 25 Resolve check to prevent the foe from escaping. If the caravan manages to defeat all of the hobgoblins, its members find 1d4+1 units of cargo among the hobgoblins' equipment and past plunder.

If the company does escape, there is a 10% chance each day for the next 2 weeks that a random caravan encounter is another company of hobgoblins, called by the survivors of the first attack to attempt a second assault.

Imperial Dragon (DR 15): An imperial dragon (**AC** 30; **hp** 220; **Attack** +24; **Damage** 5d8+50) lands in the center of the caravan, and demands to be told why the presence of foreigners is good for the lands it protects. If any character in the caravan makes a DC 30 Knowledge (arcane, history, local, or religion) check, she can explain the benefit of the caravan to the dragon's satisfaction. Otherwise, the dragon demands reparations for potential damage the caravan may cause (2,000 gp, or 1 wagon, or 2 horses, or 10 cargo units), or insists the caravan takes a new route (costing 3d6 days of travel). Failure results in the dragon attacking for 2d4 rounds, after which time it flies away.

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GASHADOKURO

This massive skeleton appears to be the animated bones of some giant humanoid. As it lumbers forward, the bones and skulls of countless smaller creatures rattle inside its massive rib cage and fall from the intersections of its joints.

GASHADOKURO

CR 13



XP 25,600

NE Huge undead

Init +4; **Senses** darkvision 60 ft.; Perception +20

Aura starvation aura (60 ft., DC 24)

DEFENSE

AC 28, touch 8, flat-footed 28 (+20 natural, -2 size)

hp 180 (19d8+95)

Fort +11, **Ref** +6, **Will** +14

Defensive Abilities channel resistance +4; **DR** 10/bludgeoning; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee bite +22 (2d8+10 plus grab), 2 claws +23 (2d6+10/19-20)

Space 15 ft.; **Reach** 15 ft.

Special Attacks breath weapon (30-ft. cone, 12d6 bludgeoning damage, Reflex DC 24 half, usable every 1d4 rounds), corpse consumption, swallow whole (6d6 bludgeoning damage, AC 20, 18 hp)

STATISTICS

Str 30, **Dex** 11, **Con** —, **Int** 6, **Wis** 17, **Cha** 21

Base Atk +14; **CMB** +26 (+30 grapple); **CMD** 36

Feats Awesome Blow, Cleave, Great Cleave, Improved Bull Rush, Improved Critical (claws), Improved Initiative, Intimidating Prowess, Power Attack, Vital Strike, Weapon Focus (claws)

Skills Climb +23, Intimidate +32, Perception +20

Languages Common (cannot speak)

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) A gashadokuro can expel a blast of jagged bone shards from its maw as a standard action. In addition to tearing through any creatures within range, the shards from this attack cover the ground in a thick layer of bone and detritus, causing the affected area to become difficult terrain.

Corpse Consumption (Su) If a gashadokuro kills a creature by using its swallow whole special ability, the gashadokuro automatically consumes its victim's body, gaining a number of hit points equal to the victim's Constitution score. This ability cannot heal a gashadokuro beyond its maximum number of hit points. Consumed creatures cannot be resurrected by any effect short of a *miracle* or *wish* spell until the gashadokuro that devoured them is destroyed.

Starvation Aura (Su) A gashadokuro emits a powerful aura that causes all creatures within range to feel the intense pains of starvation. Every creature within 60 feet must succeed at a DC 24 Fortitude save or become fatigued and succumb to the supernatural starvation of the gashadokuro, taking 2d6 points of nonlethal damage at the end of its turn each round if it remains in the area at this time. Even after leaving the area or slaying the gashadokuro, an affected creature continues to starve and cannot heal from the nonlethal damage dealt by this ability until it gets food (see page 444 of the *Pathfinder RPG Core Rulebook* for rules on starvation).

Gashadokuros are enormous skeletons that come into being as a result of mass starvation, the countless victims of such a tragedy fusing together into an undead colossus that continues to hunger even in death. Although a gashadokuro may



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at first appear to be the skeleton of some giant humanoid, the detritus sifting through its joints and its deadly ability to absorb creatures quickly reveal that the animated horror is something far more terrible.

A gashadokuro's size depends on the scale of the famine that caused its emergence, with more devastating food shortages resulting in larger gashadokuros. A typical gashadokuro is 30 feet tall and weighs up to 5,000 pounds.

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Gashadokuros usually form in the wake of horrible natural disasters such as floods, droughts, or destructive storms that destroy crops and leave thousands without food. As hunger turns into famine and famine turns into death, the spirits of the dying sometimes leave a fragment of their pain and hunger embedded in their physical bodies. When the haunted corpses begin to decompose and sink into the ground, the bones do not fertilize the nearby grubs and plants as would normal bone meal, but instead become the devourers, absorbing countless vermin and showing the first sparks of undead energy as the bone shards and bits of marrow begin to move through the dirt of their own accord. The cursed bones of the starved victims congregate beneath the soil, and when they finally stitch themselves together and take the form of a gashadokuro, the undead monstrosity bursts forth and begins an endless search to satisfy its unearthly hunger.

Although its body is composed mostly of bones and other organic material that never fully decomposed, a gashadokuro is far from mindless, and still possesses a flicker of intelligence. The combined intellects of so many once-living creatures weave together into a rudimentary but dark cunning, and the undead colossus uses its feral instincts to hunt living creatures, forever seeking to sate its ineradicable, collective memory of starvation. A gashadokuro's tombstone-sized teeth and jagged claws are more than capable of destroying most foes, but it wields simple tools—such as an unearthed tree trunk used as a club—when it needs some sort of weapon to crush its opponents.

In a grisly mockery of human digestion, a gashadokuro may capture a dead victim in its jaws and incorporate the corpse into the innumerable bodies that churn within its massive chest cavity. In a matter of seconds, the corpse begins to turn into bleached, brittle bones, its indigestible possessions falling through the gaps in its skeletal frame as the giant lumbers on. Only when the gashadokuro's rib cage is completely filled with the bones of victims does its terrible hunger subside. But as the creature wanders and small vestiges of its meals tumble slowly from within, a gashadokuro starts to know hunger once again, and it resumes its hunt for new prey. A gashadokuro will hunt and kill anything, its appetite knowing no bounds. Nonetheless, it prefers larger creatures in the hope that such food will end its perpetual craving. Tales tell of ranchers who

unknowingly raise their livestock in a gashadokuro-plagued area, awaking to find all of their cattle gone, a trail of prematurely bleached bones leading into the distance their only clue as to their animals' whereabouts.

Although the bones cradled within a gashadokuro's torso serve to abate the creature's hunger, the behemoth also uses them as deadly weapons against more formidable prey. In combat, a gashadokuro sprays a wicked blast of fragmented bone shards at its foes, the deadly shrapnel flaying skin from enemies, stripping bark from trees, and punching through plate mail. After it has slaughtered its opponents, the gashadokuro picks up the bloody bodies and consumes them in its gruesome fashion, converting its victims' bones into additional fuel for its deadly attacks.

HABITAT & SOCIETY

Gashadokuros can arise from almost any terrain, although they are most common in harsh, resource-strapped lands like scorching deserts or icy tundra. However, even urban areas can give rise to one of these predatory horrors if its people succumb to the right mix of hunger and despair. Once formed, a gashadokuro's ability to range knows no bounds, and such terrors often travel hundreds of miles beyond their place of emergence to feed.

Despite its ability to understand the common tongue of the starved individuals who make up its bulk, a gashadokuro cannot be bargained with and does not make allies, even among its own kind. Its voracity drives it ever onward, and it knows no distinction between good and evil victims, wreaking havoc wherever it goes with no regard for the target of its endless craving. A gashadokuro's single-minded destructiveness can often unite even the bitterest and most ancient of rivals in tenuous pacts to rid the land of its monstrous presence. Occasionally, evil clerics and powerful necromancers can bend a gashadokuro to their will and, if successful, unleash the monster as a scourge against their enemies. Few risk such an attempt, however, as most evil spellcasters know that should they lose control over such a powerful minion, the consequences would be dire.

The intentional creation of a gashadokuro is almost unheard of, as the drawn-out suffering and deprivation required to create such mass starvation require time and a concerted effort few can muster. However, there have been instances of particularly heinous rulers who have sought the power of such an undead goliath, starving their people to death in order to use the ensuing monster as a weapon in war or for some other detestable purpose. More often, though, cruel warlords and merciless generals who wish to create such a horrific beast take the opposite route and attempt to cut off their enemies' access to food, effectively striking the targeted nations twice when the famished citizens starve, then rise from the earth as gashadokuros eager to destroy those whom they may have once called allies and kin.

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JINMENJU

A low hum surrounds this huge, gnarled tree. The rotten fruits that hang from its sickly branches look vaguely like human heads, and each fleshy melon drips with a thick rope of ooze.

JINMENJU

CR 11



XP 12,800

N Huge plant

Init +3; **Senses** all-around vision, blindsight 60 ft., low-light vision; Perception +17

Aura unsettling drone (30 ft., DC 18)

DEFENSE

AC 25, touch 7, flat-footed 25 (–1 Dex, +18 natural, –2 size)

hp 136 (13d8+78)

Fort +14, **Ref** +5, **Will** +5

Immune poison, plant traits

OFFENSE

Speed 10 ft.

Melee bite +15 (2d6+8/19–20), 2 slams +16 (1d8+8)

Space 15 ft.; **Reach** 15 ft.

Special Attacks enticing head-fruits, intoxicating stench

Spell-Like Abilities (CL 13th; concentration +15)

At will—reach *share memory** (DC 14)

3/day—*sculpt sound* (DC 15), *shout* (DC 16)

* See *Ultimate Magic*.

STATISTICS

Str 27, **Dex** 8, **Con** 22, **Int** 7, **Wis** 12, **Cha** 15

Base Atk +9; **CMB** +19; **CMD** 28

Feats Combat Reflexes, Improved Critical (bite), Improved Initiative, Lightning Reflexes, Lunge, Reach Spell** (*share memory*), Weapon Focus (slam)

Skills Perception +17

Languages Common

** See the *Advanced Player's Guide*.

ECOLOGY

Environment temperate hills or mountains

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Enticing Head-Fruits (Su) A jinmenju's head-fruits produce powerful toxins that cause hallucinations and compel nearby creatures to eat the rotten melons. As a swift action, a jinmenju can alter the appearance of any of its head-fruits to take on the particular face of any creature the tree has seen or has memory of. If it cannot determine what kind of face or form would be most appealing to a particular target by using its *share memory* spell-like ability, a jinmenju makes its head-fruit take the appearance of a delicious-looking melon. A jinmenju can alter its head-fruits into any combination of up to a maximum of six faces or shapes at one time. Any creature that begins its turn within 5 feet of a head-fruit must succeed at a DC 22 Will save or be magically compelled to immediately grab the head-fruit and eat it as soon as

possible. This is a mind-affecting compulsion effect. A creature that successfully saves is immune to that jinmenju's enticing head-fruits for 24 hours. A head-fruit removed from a jinmenju's branch retains some of the tree's magic and maintains its shape for 1d3 hours before reverting to its natural form. The save DC is Constitution-based. In addition to tasting terrible, a jinmenju's head-fruits are incredibly poisonous, and anyone who takes a bite out of one suffers from the following effect.

Head-Fruit Poison: Head-fruit—ingested; *save* Fort DC 22; *frequency* 1/round for 6 round; *effect* 1d3 Wisdom damage and confused for 1 round; *cure* 2 consecutive saves. The save DC is Constitution-based.

Intoxicating Stench (Su) Once per day as a swift action, a jinmenju can cause its fruit to immediately begin to ferment, emitting an unnaturally sweet aroma in a 60-foot spread that draws creatures toward the tree. Once activated, the aroma persists for 6 rounds unless dispersed by moderate or stronger wind. All creatures within the area must succeed at a DC 22 Will save each round or become captivated. Once a creature becomes captivated, it takes no actions save to approach the jinmenju via the most direct route possible. If this path leads it into a dangerous area, such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. A victim that is attacked by the jinmenju gets a new saving throw as a free action during each of the jinmenju's attacks to overcome the effect. This is a mind-affecting effect. The save DC is Constitution-based.

Unsettling Drone (Su) A jinmenju's numerous head-fruits emit a low, persistent hum that unnerves any living creature who hears it. Any creature within 30 feet of a jinmenju must succeed at a DC 18 Will save or become shaken until it leaves the affected area and for 1d4 rounds thereafter. A creature that successfully saves is immune to that jinmenju's unsettling drone for 24 hours. The save DC is Charisma-based.

One of the more disquieting plants native to Tian Xia, the jinmenju is an eerie tree that grows in hilly regions far from civilization. While a jinmenju otherwise appears to be nothing more than a twisted, gnarled cherry tree, the fruit that hangs from its branches makes it impossible to mistake for any other flora, for each fleshy melon possesses the semblance of a human head.

In their natural form, a jinmenju's head-fruits—which sag from the branches and look entirely too heavy for the short, stringy vines they hang from—resemble dark brown melons with vaguely humanoid facial features. A jinmenju can alter these head-fruits to resemble virtually any form, making the rotting melons attractive or at least intriguing to potential prey. Using its ability to delve into nearby creatures' memories, a jinmenju simulates the appearance of whichever creature (or fruit) will draw prey within

range of its branches, which it uses to pummel enraptured creatures to unconsciousness before devouring them. A jinmenju's head-fruit retains a magical connection to the tree that bore it, so even after it is lopped from its branch, a transformed melon still bears the likeness chosen by the jinmenju, though the tree's compulsion effects remain distinctly tied to the tree itself.

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A jinmenju's head-fruits are covered in a thick skin that is easy to bite into, with an outmost layer similar in texture to that of a lumpy peach. Whenever potential prey nears a jinmenju, it wills its fruit to prematurely begin the rotting process. In addition to enticing its prey with hallucinations, a jinmenju can instantly ferment its head-fruits, emitting a sweet, intoxicating odor that lures creatures to the tree and captivates them. Those who have tasted a head-fruit and lived to tell of the experience claim that the fruit's flesh has a mushy consistency that makes it hard to hold in one's hands, and as it slips from one's grip, the world seems to melt away as well.

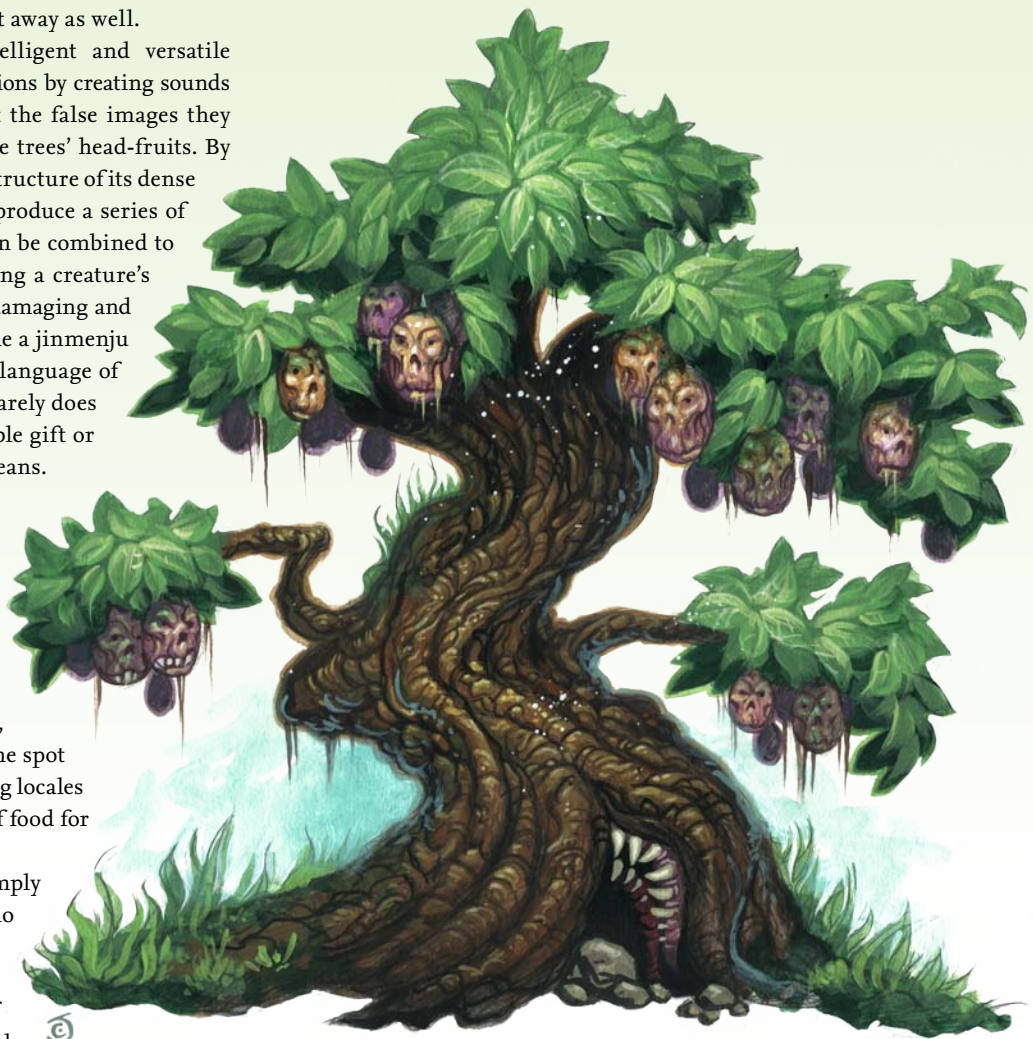
Jinmenjus are remarkably intelligent and versatile plants, and can augment their illusions by creating sounds to further convince creatures that the false images they are seeing are real as they near the trees' head-fruits. By making minute alterations to the structure of its dense but flexible bark, a jinmenju can produce a series of cracks, shudders, and pops that can be combined to imitate almost any sound, including a creature's voice or bursts of noise capable of damaging and deafening the tree's enemies. While a jinmenju can communicate in the common language of those it most often encounters, it rarely does so unless it has been given a suitable gift or is forced to speak by some other means.

HABITAT & SOCIETY

Jinmenjus are found primarily in hilly and mountainous regions, far from any civilization whose residents might seek to put an end to such a deceptive and ravenous creature. Eternally patient, jinmenjus usually reside in the same spot for hundreds of years, only changing locales if their current location runs out of food for an extended period of time.

While most jinmenjus are simply hungry predators that have no interest in interacting with other intelligent creatures, some will communicate with others if given payment in the form of food,

though many jinmenjus also desire particular magical or mundane objects they have learned of while scanning their targets' memories throughout the years. Once it has been befriended, a jinmenju may provide creatures with some of its vast wealth of acquired memories, though such a relationship is tenuous in the extreme, and only the most hardy creatures can withstand a jinmenju's magic long enough to provide the tree with an offering and ask for its knowledge. Brave or foolhardy adventurers seeking knowledge of their ancestors or perhaps lost loved ones may seek a jinmenju, hoping its expansive collection of memories might contain clues or information about the person they seek. Even if such folk do manage to convince the fickle tree to share some enlightening memory, they are often heartbroken when the jinmenju callously informs the memory-seekers afterward that it killed and devoured their sought-after friend, and so those who dare seek a jinmenju's knowledge should be careful of what questions they ask.



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ONI, WIND YAI

A third eye rests on the forehead of this ornately robed giantess, her figure half-shrouded in the darkness of a starry night that swirls continuously about her.

WIND YAI

CR 16

XP 76,800
LE Huge outsider (air, giant, native, oni, shapechanger)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +28

DEFENSE

AC 31, touch 11, flat-footed 28 (+4 armor, +3 Dex, +16 natural, –2 size)

hp 230 (20d10+120); regeneration 5 (acid or fire)

Fort +20, **Ref** +9, **Will** +17

Resist sonic 5; **SR** 27

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee mwk morningstar +32/+27/+22/+17 (3d6+12) or 2 slams +30 (2d6+12)

Ranged shocking missile +21 touch (4d6 electricity plus deafen)

Space 15 ft.; **Reach** 15 ft.

Special Attacks roaring gale

Spell-Like Abilities (CL 16th; concentration +21)

 Constant—*cloak of winds**, *fly*

 At will—*darkness*, *gaseous form*, *invisibility* (self only), *levitate*

 3/day—*control weather*, *quicken shout* (DC 19), *wind wall*

 1/day—*chain lightning* (DC 21), *whirlwind* (DC 23)

 * See the *Advanced Player's Guide*.

STATISTICS

Str 35, **Dex** 16, **Con** 22, **Int** 15, **Wis** 20, **Cha** 21

Base Atk +20; **CMB** +34; **CMD** 47

Feats Awesome Blow, Cleave, Combat Casting, Combat Reflexes, Great Cleave, Great Fortitude, Improved Bull Rush, Power Attack, Quicken Spell-Like Ability (*shout*), Weapon Focus (morningstar)

Skills Bluff +28, Disguise +28, Fly +25, Intimidate +28, Perception +28, Perform (string) +28, Sense Motive +28, Stealth +17

Languages Common, Giant

SQ change shape (Medium, Large, or Huge humanoid; *alter self* or *giant form II*)

ECOLOGY

Environment temperate mountains

Organization solitary, gang (2–4), or storm (5–8)

Treasure standard (masterwork chain shirt, masterwork morningstar, other treasure)

SPECIAL ABILITIES

Roaring Gale (Su) As a standard action three times per day, a wind yai can select a point within sight on which to conjure a violent updraft, violently flinging its opponents into the air. When it uses this ability, the wind yai must make a single bull rush combat maneuver check (CMB equal to the wind yai's caster level + its Cha bonus; +21 for most

wind yai) against all creatures in a 10-foot-radius burst.

Any creature with a CMD score lower than the result of this check is hurled 1d6 × 10 feet straight up, and lands prone in a spot 1d4 × 5 feet from its original position. The wind yai selects the direction it wishes to throw its victims, and may select a different direction for each victim, though each must be thrown in a straight line. Creatures take falling damage for any impacts while traveling up or down in this way; if a creature collides with an object during its sideways movement, both the creature and the object take 1d6 points of damage and the creature is knocked prone in the space adjacent to the obstacle.

Shocking Missile (Su) As a swift action, a wind yai can fire a bolt of electricity from its third eye as a ranged touch attack. This attack has a range of 180 feet with no range increment, and deals 4d6 points of damage. If the creature struck is wearing metal armor or is made of metal, it instead takes 4d8 points of damage. Upon being struck by this attack, the victim must make a DC 25 Fortitude save or be deafened for 1d4 rounds. The save DC is Charisma-based.

Wind yai may take after the graceful cloud giants in general appearance, but given their hard, icy stares and the brooding manner in which they carry themselves, observers may not immediately relate the two races. Whereas cloud giants wear their finely made robes and ornate jewelry with an air of regality and serenity, their oni imitators manage to make even the humblest garments and adornments seem ostentatious, and are always shrouded in an air of darkness that many liken to an ill omen. Though wind yai look as though they have one foot in the light of day and the other in the darkness of night, the shadow that perpetually swirls about the otherworldly beings is not the result of any natural source; in actuality, the supernatural night that constantly follows wind yai is a raw magical manifestation of their foul intentions and evil nature.

Wind yai do not shape the winds—they force their will upon them, commanding the powers of the sky to commit acts of domineering brutality with none of the natural grace normally associated with the element. Whereas a cloud giant is always accompanied by a gentle breeze, the malicious wind yai brings with it only furious storms, the chaotic winds tossing its hair about and blowing dust into its unblinking triad of eyes.

A wind yai is 20 feet tall and weighs over 5,000 pounds.

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A wind yai does not appear to walk upon the ground so much as glide across it—but even then, its exaggerated movements and overbearing demeanor make every footstep a thunderous stomp. An unexpected wayward breeze is enough to throw a stony-faced wind yai into a fit of rage,

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the delicate motions of nature an ever-present reminder of the wind yai's own blustering presence and lack of grace. Thus are wind yai desperate to gain some semblance of control over the capricious winds, and they use their sheer might and monstrous resolve to bend that untamable force to their will, taking pleasure in not only controlling nature, but also using it for unnatural acts of destruction.

Wind yai tend to wear thick, showy robes and heavy jewelry, though their great strength still allows them to move swiftly and with ease. Like all yai, wind yai each possess a third eye through which they can emit rays of destructive energy. In the case of wind yai, this powerful beam takes the form of a lightning bolt, as the oni channel the very essence of the storm into their attacks, simultaneously electrocuting their opponents while rendering them deaf with the cacophonous boom of thunder that follows the attack. They also possess the unique ability to send their foes flying into the air, commanding bursts of wind to carry their enemies aloft and bring them crashing back to the earth.

HABITAT & SOCIETY

Cloud giants possess one other thing wind yai yearn to claim mastery over—their instruments. But rather than use such delicate tools to create melodious works of art, wind yai are interested in their more destructive properties, and have a particular respect for bards, especially those who bend others to their will with their music. Thus do they tend to seek out such rhythmically inclined individuals, and when faced with a foe who possesses musical skill, wind yai will invariably seek to keep that individual alive, so they can force it to serve as the wind yai's enslaved jester and musician. An ensnared performer is usually forced to entertain its master until its fingers are cracked and raw and it inevitably falters while playing. Wind yai are hardly patient creatures, but nothing sets them off in quite the same way as a weak or inept musician, and even the most innocent mistake can mean the fatal end for an indentured bard. When wind yai are not presented with a suitable performer to capture and dominate, they seek out magical instruments, having a particular affection for rare, magical instruments, especially those with strings. A wind yai takes great pride in its musical possessions, and also finds a unique pleasure in assembling masses of enslaved musicians to perform thunderous symphonies.

Wind yai also take great pleasure in dominating cloud giants, perhaps even more so than bards, as they revere cloud giants' heavenly melodies above all others. Rather than apprehend these giants one by one, however, wind yai seek to dominate entire tribes of such beings, using their powers over the skies to trick particularly superstitious groups into thinking the oni are earthbound demigods or celestial messengers sent from on high. Groups of wind yai can be an even fiercer force, gathering entire legions of cloud giants under their command and leading them in aerial campaigns against helpless creatures on land. Evil cloud giants tend to make the best soldiers for wind yai leaders, though if the oni can manage to sway good-aligned cloud giants under their banner, the subsequent wars they wage are all the more satisfying.



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ROKUROKUBI

This human-sized woman is dressed in simple peasant clothing. From her shoulders sprouts a grotesquely long neck that coils about like a snake, and razor-sharp teeth fill her gaping maw.

ROKUROKUBI

CR 14



XP 38,400

LE Medium monstrous humanoid

Init +10; **Senses** darkvision 60 ft.; Perception +21

Aura nightfall aura (15 ft.)

DEFENSE

AC 28, touch 16, flat-footed 22 (+6 Dex, +12 natural)

hp 195 (17d10+102)

Fort +11, **Ref** +16, **Will** +13

DR 5/cold iron; **Immune** sleep effects; **SR** 25

OFFENSE

Speed 30 ft.

Melee bite +24 (2d6+4/19–20 plus rokurokubi's curse), 2 claws +23 (1d6+4)

Space 5 ft.; **Reach** 5 ft. (20 ft. with bite)

Special Attacks elongate neck

Spells Known (CL 12th; concentration +17)

6th (3/day)—*permanent image* (DC 21)

5th (6/day)—*feblemind* (DC 20), *nightmare* (DC 20)

4th (7/day)—*charm monster* (DC 19), *confusion* (DC 19), *locate creature*

3rd (7/day)—*dispel magic*, *fly*, *keen edge*, *wind wall*

2nd (7/day)—*ghoul touch* (DC 17), *invisibility*, *knock*, *touch of idiocy*

1st (8/day)—*charm person* (DC 16), *disguise self*, *obscuring mist*, *shocking grasp*, *sleep* (DC 16)

o (at will)—*arcane mark*, *detect magic*, *detect poison*, *ghost sound* (DC 15), *mage hand*, *message*, *open/close*, *prestidigitation*, *read magic*

STATISTICS

Str 18, **Dex** 23, **Con** 22, **Int** 15, **Wis** 12, **Cha** 21

Base Atk +17; **CMB** +21; **CMD** 37

Feats Combat Casting, Combat Expertise, Combat Reflexes, Deceitful, Improved Critical (bite), Improved Initiative, Iron Will, Weapon Finesse, Weapon Focus (bite)

Skills Bluff +26, Climb +24, Disguise +26, Intimidate +25, Perception +21, Stealth +26

Languages Aklo, Common, Tien

ECOLOGY

Environment any ruins

Organization solitary, pair, or harem (3–6)

Treasure standard

SPECIAL ABILITIES

Elongate Neck (Ex) A rokurokubi can stretch her otherwise normal-looking neck up to 20 feet in length, giving her reach with her bite attack and allowing her to threaten all foes within this range. In addition, she can deliver touch spells with her head.

Nightfall Aura (Su) A rokurokubi can choose to surround itself with an aura that simulates the most terrifying aspects of night, creating a sphere of *darkness* and *silence* (as the spells) with a radius of 15 feet. A rokurokubi is immune to the effects of her own nightfall aura, and can activate or suppress this ability as a free action. The *darkness* and *silence* effects can each be dispelled; if either of these effects is dispelled, a rokurokubi can reactivate her nightfall aura as a free action on her next turn.

Rokurokubi's Curse (Su) *Curse of Silence*: save Will DC 23; effect the target takes 1 point of Charisma damage per day, and its throat gradually closes in on itself, until the creature becomes permanently silenced after 1d4 days.

Spells A rokurokubi casts spells as a 12th-level sorcerer.

Rokurokubis are evil, sorcerous humanoids with malevolent origins and even viler intentions. Always taking the form of women, rokurokubis seek to spread as much mayhem and despair as possible, using their wicked magic to ruin lives, tear families apart, and at worst, maim and murder innocents. Such monsters make their homes within civilized societies and disguise themselves as simple commoners, but they take the form of monstrous hags with serpentine throats during the night (and even in the shadow of daylight should the mood strike them), and delight in the taste and feeling of warm blood running down their gullets.

At first glance, a rokurokubi looks much like any ordinary human woman. Upon closer inspection, however, her frail appearance and sickly hued skin begin to hint at the being's true nature. When a rokurokubi reveals her monstrous ability to stretch her neck to inhuman lengths or begins to weave her arcane sorcery, there can be no doubt as to her sheer otherworldliness. When she wills it, a rokurokubi may snake her long, rubbery neck up to 20 feet from her body. Down the length of this otherwise smooth, fleshy appendage, evenly spaced vertebrae show as sickening knobbls, lending further grotesqueness to the creature's already disturbing appearance.

While most prefer to utilize their dark magic to devastate enemies from the shadows, rokurokubis are far from helpless when forced to face foes head-on, and can be exceptionally canny combatants if cornered, using their long necks to deliver devastating bites to short-limbed foes at a distance. The aura of darkness and silence that surrounds a rokurokubi makes combating the fiend difficult for creatures that rely on melee attacks to damage or disable their foes but lack the ability to see in the dark.

When her neck is not distended from her body, a rokurokubi is 5-1/2 feet tall and weighs 150 pounds.

ECOLOGY

Rokurokubis' wan skin ranges in hue from pale blue to muted green, and thus most cover up their flesh with

makeup or wear concealing robes and gowns to disguise their identities. Their gnarly hands and fingers are perhaps the most difficult traits to hide, and thus many rokurokubis take to wearing loose-fitting gloves or clothes with oversized sleeves to mask their hands while in public. They use their bites in combat to gruesome effect, and their jagged teeth are like the creatures' necks in that they can be shortened and lengthened at will.

Rokurokubis are born and raised by their mothers. In order to reproduce, a rokurokubi must seek an unsuspecting humanoid male as her partner, though she may also occasionally copulate with more monstrous creatures—race matters not to a rokurokubi, whose savage and rapacious nature knows no bounds. Regardless of her partner's race, the offspring of a rokurokubi is always a rokurokubi, and rarely do such monstrous children bear any resemblance to the father, instead acquiring almost all their features from the mother who bore them, though they undoubtedly carry a spark of the father's nature within them as well, usually manifesting as odd quirks or obsessions with particular hobbies or activities. A rokurokubi's sire rarely has the chance to see his child come into being anyway, however, as the man is usually slain immediately after he has fulfilled his purpose and his vile partner has tired of his presence.

A rokurokubi's bizarre anatomy allows her to carry a child without her belly broadening noticeably, and she can even host multiple children of different fathers simultaneously, though with a third or fourth simultaneous pregnancy she does begin to show signs of fatigue as well as a widening girth, her already fragile body pushed to its absolute limits.

Unlike most other monstrous humanoids, rokurokubis have no need for sleep, and are thus immune to magical effects that would cause them to do such. Nonetheless, they understand that other creatures require such rest and utilize this weakness, shaping their magic to render victims unconscious, at which point they cause their targets further harm in the form of relentless nightmares. As most other creatures sleep at night, rokurokubis prey upon unsuspecting victims during this time more than any other.

HABITAT & SOCIETY

Rokurokubis tend to make their homes in dark, dank, secret places, far from settlements and the activities of what they deem to be lesser races. Caves, long-forgotten burial mounds, and deserted or crumbling homesteads are all likely hideouts

for these dangerous creatures. Solitary creatures by nature, rokurokubis leave their mothers shortly after they are old enough to survive on their own. When they do congregate, they usually do so only to execute complex, sinister plans that would be impossible to enact by themselves.

Rokurokubis' affinity with the night and their unusual physiology make them natural rogues and hunters, apt as they are at peering around corners and through windows as well as trapping victims in clouds of inky blackness and silence. While some rokurokubis seek no allegiances and only wish to kill for the sheer sport of it, others see the advantages in forming tentative alliances and making themselves available as assassins and spies, and thus sell their services to those foolish or desperate enough to seek them out. The cost of such a monstrous mercenary is usually exorbitant; rokurokubis have been known to strike deals with those customers who can't afford to pay them but who still entice them with a particularly interesting or challenging job. Such bargains are usually for something even more valuable to the asker than money, often something tangible such as a first-born son or daughter (to later be stripped of flesh and eaten), ashes of a loved one, or even one or more of the hirer's limbs. Those who refuse such offers are met with either amused indifference or unforgiving hatred, the latter almost inevitably resulting in the offender's immediate death.

