

A con-tinh's spirit is bound to a single fruit tree, and it carries the fruit of that tree in its basket. It cannot travel more than 100 feet from its tree, nor can it use its malevolence ability on victims outside that radius. If the tree is destroyed (chopped down, burned, or rotted with magic), the con-tinh is also destroyed immediately.

**Hanging Ghost:** Those who commit suicide are doomed to become ghosts, their spirits lingering in the Material Plane until they convince another person to kill themselves. Hanging ghosts use powers of illusion to tantalize people who are already imbalanced, showing them how a quick death solves their problems. A hanging ghost can use the following spell-like abilities at will: *silent image*, *nightmare*, and *programmed illusion*. It has no ability to compel another creature to commit suicide.

Hanging ghosts have the manifestation, frightful moan, and corrupting gaze special attacks described in the *Monster Manual*.

**Kuei:** A kuei, or phii ha, is the spirit of a humanoid that died by violence unavenged or with a purpose unfulfilled. It has the malevolence special ability.

**Ubume:** The "mourning ones" are the spirits of women who have died in childbirth or while pregnant. The mother and child cannot pass into the afterlife until the child is "born." An ubume appears as a weeping woman dressed in white, its hair long and unbound, usually flapping as if in a strong wind. It is often encountered haunting a roadside, asking passers by to hold its child. If a character refuses to hold the child, the ubume screams and its appearance transforms into a vision of horror, with the effect of the horrific appearance ability described in the *Monster Manual*. If a character agrees to hold the child, it grows increasingly heavy, forcing the character to make three successful Strength checks (DC 10, 15, and 20). A failed check means the character drops the unnaturally heavy child, again provoking the ubume's scream and horrific transformation. If the character succeeds at all three checks, he finds himself with a newborn child in his hands, while the ubume passes on to the afterlife. An ubume usually gives a successful character some reward.

## HANNYA

### Medium-Size Monstrous Humanoid

**Hit Dice:** 8d8+8 (44 hp)

**Initiative:** +2 (Dex)

**Speed:** 20 ft.

**AC:** 17 (+2 Dex, +5 natural)

**Attacks:** 2 claws +9 melee; bite +4 melee

**Damage:** Claw 1d4+1; bite 1d4

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

**Special Attacks:** Improved grab, constrict, *suggestion*, spell-like abilities

**Special Qualities:** Aversion to violets, SR 14

**Saves:** Fort +3, Ref +8, Will +6

**Abilities:** Str 12, Dex 15, Con 12, Int 10, Wis 11, Cha 13

**Skills:** Hide +13, Listen +12, Spot +13

**Feats:** Alertness, Blind-Fight

**Climate/Terrain:** Any land

**Organization:** Solitary or covey (2–4)

**Challenge Rating:** 4

**Treasure:** Standard

**Alignment:** Always chaotic evil

**Advancement:** By character class

A distant cousin to the hags of the *Monster Manual*, the hannya is a female human wu jen, sorcerer, shaman, or shugenja who has made an unholy pact with a dark spirit to effect her permanent transformation.

The upper half of a hannya's body is that of an elderly human female, with a long, hooked nose, a forked tongue like a snake's, and beady black eyes covered with a milky film. Her body is lean and bony, and her flesh is a sickly green. Sharp, yellow teeth line her mouth. Her black, greasy hair dangles in long curls over her hunched shoulders. Her thin fingers end in sharp claws.

The remainder of a hannya's body is that of a thick serpent, covered in green or black scales and cold to the touch.

Hannya speak Common, Draconic, and Yuan-Ti.

## COMBAT

A hannya is a devious, cruel fighter, preying almost exclusively on the weak and helpless. When confronted by an opponent that might be a match for her, she withdraws at the earliest opportunity. When a hannya detects the presence of a suitable victim, such as a traveling priest or a lost child, her typical strategy is to assume the form of an old woman with a kind face and pleasing manner, then plant a *suggestion* in her victim's mind that a lonely old lady needs help or desires company, or can provide the victim with shelter or food. If the victim is drawn to her, the hannya engages in pleasant conversation until the victim trusts her, then attacks.

**Improved Grab (Ex):** To use this ability, the hannya must hit with both claw attacks.

If it gets a hold, it can constrict.

**Constrict (Ex):** A hannya deals 1d4+1 points of damage with a successful grapple check against Medium-size or smaller creatures.

Hannya



While constricting, the hannya can use its claws and bite to attack only the constricted opponent.

**Suggestion (Sp):** A hannya can project a *suggestion* into the mind of an unwary character up to 100 feet distant. This is a mind-affecting ability, but is not language-dependent. It otherwise functions as the spell cast by an 8th-level sorcerer (DC 14). A hannya can use this ability as often as she desires, but it does not function on a creature that knows the hannya's true nature or views her as a threat.

**Other Spell-Like Abilities:** At will—*polymorph self*, *detect thoughts*. These abilities are as the spells cast by an 8th-level sorcerer (the save DC for *detect thoughts* is 13).

**Aversion to Violets:** A hannya does not voluntarily enter a home or any other building surrounded by beds of violets, nor does she attack a character carrying a bouquet of violets, either physically or with spells. In fact, a character carrying violets is immune to the *detect thoughts* and *suggestion* abilities of a hannya. In such a case, polymorphed into the form of an old woman, she sweetly asks her intended victim to put the flowers in a vase where she can admire them, or claim that she is allergic to violets and ask the victim to put them away.

## НАПНА ЧАРАКТЕРС

A hannya often has levels in a spellcasting class, such as shaman, shugenja, sorcerer, or wu jen. Her favored class is wu jen.

## НЕВИ-НО-ОННА

### Medium-Size Monstrous Humanoid (Spirit)

**Hit Dice:** 14d8 (56 hp)

**Initiative:** +5 (+1 Dex, +4 Improved Initiative)

**Speed:** 30 ft., swim 30 ft.

**AC:** 20 (+1 Dex, +1 natural)

**Attacks:** 2 serpent bites +15 melee, bite +10 melee

**Damage:** Serpent bite 1d4 and poison; bite 1 and poison

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

**Special Attacks:** Hypnotic gaze, poison, spells, snake command

**Special Qualities:** Poison immunity, serpent immunity

**Saves:** Fort +6, Ref +10, Will +12

**Abilities:** Str 10, Dex 13, Con 10, Int 17, Wis 16, Cha 17

**Skills:** Bluff +10, Concentration +7, Diplomacy +10, Hide +7, Listen +10, Move Silently +7, Perform +9, Search +10, Sense Motive +10

**Feats:** Combat Casting, Empower Spell, Great Fortitude, Improved Initiative, Still Spell, Weapon Finesse (serpent bites, bite)

**Climate/Terrain:** Warm land

**Organization:** Solitary, entourage (1 plus 2–20 slaves [humanoids of 2–5 levels lower than the hebi-no-onna, mostly PC classes] and 5–40 snakes [constrictors and Small, Medium-size, or Large vipers]), or cult (1 plus 2–20 slaves, 5–40 snakes, 0–5 dark or spirit nagas, and 10–100 cultists [humanoids of level 1–4, mostly NPC classes]).

**Challenge Rating:** 15

**Treasure:** Double standard

**Alignment:** Usually lawful evil

**Advancement:** By character class

Hebi-no-onnas are vain creatures who delight in the adoration or even worship of warped and deluded humanoids. Whether found as solitary murderers, powerful spellcasters with an



Hebi-no-onna

entourage of slaves, or at the center of an entire cult network, hebi-no-onnas are dangerous foes whose evil knows no bounds.

A hebi-no-onna appears as an ordinary human woman, generally very attractive and attired like a wealthy noblewoman, in a kimono of the finest silk or linen. Her voluminous sleeves, however, hide arms that are writhing serpents, complete with venomous bites. Hebi-no-onnas love precious stones, and drape themselves in jewelry beyond the limits of good taste.

Hebi-no-onnas speak Common and Draconic.

## СОЛБАТ

Hebi-no-onnas prefer to use their hypnotic gaze on opponents, and cast spells if they are able, before entering into melee. They are more in love with themselves than with any of their plans or goals, so they never hesitate to flee from a fight that is going poorly for them, even if it means leaving valuable slaves to their deaths as they cover her retreat.

**Hypnotic Gaze (Su):** Hypnotize for 2d4 rounds (as the *hypnotism* spell), range 30 feet, Will save (DC 20). Unlike with the *hypnotism* spell, creatures engaged in combat do not receive a bonus on their saving throws. When using this ability, a hebi-no-onna's eyes take on the yellow, slit-pupiled appearance of a snake's.

**Poison (Ex):** Serpent bite, Fort save (DC 17); initial and secondary damage 1d6 temporary Con.

Bite, Fort save (DC 17); initial damage special, secondary damage 1d8 temporary Wis. Creatures that fail the initial saving throw against this venom suffer vivid and horrifying hallucinations for 1d10+2 rounds, cowering for that duration. Cowering creatures are frozen in fear, lose their Dexterity bonus