

Advanced Dungeons & Dragons[®] 2nd Edition

Monstrous Compendium

Kara-Tur Appendix





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Kara-Tur

Appendix

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Distributed to the book trade by Random House, Inc. and in Canada by Random House of Canada, Ltd. Distributed to the toy and hobby trade by regional distributors. Distributed in the United Kingdom by TSR Ltd.

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0-88038-851-X
2116XXX1501

Welcome to the Kara-Tur Appendix to the *Monstrous Compendium* series. This volume describes the wondrous Oriental creatures native to the eastern region of the Forgotten Realms. As in previous volumes, all entries appear in alphabetical order. They're printed on looseleaf sheets, which you can place in the master binder and organize for your convenience. You may wish to remove or group the sheets for easy reference during an adventure.

All monsters included here are typical for their type. Likewise, the encounter tables are guidelines for general play. Variations of your own design are encouraged; DMs should note that variations are most effective when they depart from the expected.

DMs who are unfamiliar with the world of Kara-Tur will find a wealth of information in the *Oriental Adventures* book and the Kara-Tur campaign set, including spells, weapons, magical items, and character classes unique to the eastern realms. Two concepts merit special mention:

Spirits. In Kara-Tur, the spirit world closely touches the world of men, and spirits may share several traits with humans. Many spirits have physical bodies, for example, which are vulnerable to attacks that also harm the bodies of men. Some spirits eat food for nourishment and collect treasure. They also may mingle freely in human societies.

Celestial Bureaucracy. The Celestial Bureaucracy is a government of spirits that oversees and supervises the spirit world and the world of animals. A powerful being called the Celestial Emperor heads the Bureaucracy, and many greater spirits serve him in the Celestial Court. Many important positions in the Celestial Bureaucracy are held by Oriental dragons, including the chaing lung, the li lung, the lung wang, and the t'ien lung. (These and other Oriental dragons are detailed in the FORGOTTEN REALMS™ Appendix to the *Monstrous Compendium* series.) Officers of the Celestial Bureaucracy function much as the bureaucrats in the world of men; some are honorable and skilled, while others are corrupt, incompetent, or both.

Each major entry in this *Monstrous Compendium* includes the following information:

CLIMATE/TERRAIN— the area in which the monster is usually found. Unusual variations of the monster may appear elsewhere. Climates include arctic, subarctic, temperate, tropical, and subtropical. Typical terrain includes plain, forest, hill, and mountain.

FREQUENCY— the likelihood of encountering the creature in its typical climate/ terrain. *Very rare* is a 4% chance, *rare* is 11%, *uncommon* is 20%, and *common* is 65%. These percentages can vary in special areas, as determined by the DM.

ORGANIZATION— the general social structure the monster adapts. "Solitary" includes small family groups.

ACTIVE CYCLE— the time of day when the monster is most active. Exceptions are fairly common. Those most active at night may be active at any time in subterranean settings.

DIET— what the monster eats. *Carnivores* eat meat, *herbivores* eat plants, and *omnivores* eat both. *Scavengers* eat mostly carrion.

INTELLIGENCE— the monster's mental capacity, roughly comparable to the following Intelligence ability scores:

0	Non-intelligent or not ratable
1	Animal intelligence
2-4	Semi-intelligent
5-7	Low intelligence
8-10	Average (human) intelligence

11-12	Very intelligent
13-14	Highly intelligent
15-16	Exceptionally intelligent
17-18	Genius
19-20	Supra-genius
21 +	Godlike intelligence

TREASURE— the monster's valued possessions. Letters refer to the treasure tables in the *Dungeon Master's Guide* and should be used as general guides, not absolutes. The DM is advised to use restraint when determining sizeable treasure; apply common sense when determining treasure for smaller groups of monsters or caches in unusual locations. (For instance, underground treasure should be relatively small.) If treasure is assigned randomly, roll for each indicated type. If all rolls fail, no treasure is present. Large treasures are noted by parenthetical multiples, such as M x 2. If individual treasure is indicated, the DM decides which, if any, of the individuals are carrying it.

ALIGNMENT— the general behavior of an average monster. Exceptions, though uncommon, may be encountered.

NO. APPEARING— the average number of monsters in a wilderness encounter. The DM can alter this as necessary. This should not be used for dungeon encounters.

ARMOR CLASS— a rating of the monster's protection (abbreviated "AC"). This may be the result of manufactured armor (worn by humans and demihumans), natural armor due to physical structure or magical properties, or the difficulty in hitting due to a creature's speed, reflexes, or other abilities. Humans and demihumans who wear armor have an unarmored rating in parentheses. AC listings do not include any special bonuses noted in the description.

MOVEMENT— the monster's relative speed. Higher speeds may be possible for short periods. Human and demihuman movement rates often are determined by armor type (unarmored rates appear in parentheses). Movement modes are abbreviated as follows: *Fl* = flying, *Sw* = swimming, *Br* = burrowing, *Wb* = moving in a web. Flying monsters also have a Maneuverability Class from A to E.

HIT DICE— determines the number of hit points of damage the monster can withstand before dying. Unless stated otherwise, Hit Dice are 8-sided. To determine hit points, roll the indicated number of Hit Dice and total the result, adding any indicated modifiers. (For instance, if a monster has 5 +3 HD, roll five 8-sided dice and add 3 to the total.)

THACO—the attack roll the monster needs to hit Armor Class 0. This is always a function of Hit Dice, except that humans and demihumans always use player character THACOs regardless of whether they are PCs or "monsters." THACOs do not include any special bonuses noted in the monster descriptions.

NUMBER OF ATTACKS— how many times a monster can attack in a single melee round, excluding special attacks. This number can be modified by circumstance, such as the loss of a limb, or by spells such as *slow* or *haste*.

DAMAGE PER ATTACK— the amount of damage caused by a given attack, expressed as a spread of hit points (given as die roll combinations). Modifications are explained in the text.

SPECIAL ATTACKS— unusual attack modes. These are explained in the text.

SPECIAL DEFENSES— unusual defense modes. These, too, are explained in the text.

MAGIC RESISTANCE— the percentage chance that magic cast upon the creature will fail to affect it. If the magic penetrates the resistance, the monster is still entitled to a normal saving throw.

SIZE— the monster's physical dimension. Abbreviations used are: "T" = tiny (2' tall or less), "S" = small (2'-4'), "M" = man-sized (4-7'), "L" = large (7-12'), "H" = huge (12-25'), "G" = gargantuan (25' +).

MORALE: The likelihood of the monster to persevere in the face of adversity or armed opposition. This can be adjusted according to circumstance. Ratings are as follows:

2-4	Unreliable
5-7	Unsteady
8-10	Average
11-12	Steady
13-14	Elite

15-16	Champion
17-18	Fanatic
19-20	Fearless

XP VALUE— the number of experience points awarded for defeating the monster. This can be modified according to specific situations and for overall campaign balance.

COMBAT— how the monster fights, including special abilities, arms and armor, and tactics.

HABITAT/SOCIETY— the monster's general behavior, culture, social structure, attitudes, and goals.

ECOLOGY— how the monster fits into the campaign world, including the monster's useful products and by-products.

VARIATIONS. Close variations of a monster (for instance, kappa-ti and vampiric kappa) follow the description of the main monster. The index below serves as a guide for locating these variations.

Guide to Minor Listings in the Kara-Tur Appendix

This index is designed to help you find monsters whose names do not appear in large type at the top of a page. It includes:

- monster variations that do not receive their own page. For example, a djim is a variant form of the memedi. As shown below, you'll find "djim" under "memedi" among the Ms.
- alternate names for a creature with its own entry. For instance, "earthquake beetle" is another name for the jishin mushi, which appears in the J section.

—significant variations, such as "bamboo spirit folk," which is described under "spirit folk" in the S section.

"Name" refers to a creature without an alphabetical headline—the creature you want to find. "Entry" tells you which major alphabetical entry describes the monster you're looking for. A name in italics is an alternate name rather than a specialized form of the common monster.

Name	Entry
Bamboo spirit folk	Spirit folk
Carp hengeyokai	Hengeyokai
Cat hengeyokai	Hengeyokai
Cave kala	Kala
Ch'i-lin	Duruch'i-lin
Crab hengeyokai	Hengeyokai
Crane hengeyokai	Hengeyokai
Djim	Memedi
Djangknog	Memedi
Dog hengeyokai	Hengeyokai
Drake hengeyokai	Hengeyokai
Duru	Duruch'i-lin
Earth kala	Kala
<i>Earth spider</i>	Goblin spider
<i>Earthquake beetle</i>	Jishin mushi
Elder circle	Wang-liang
Einsaung nat	Nat
Foo dog	Foo creature
Foo lion	Foo creature
Fox hengeyokai	Hengeyokai
Frost barbarian	Men
Go-zu oni	Oni
Hare hengeyokai	Hengeyokai
Histachi	Yuan-ti, histachi
Hkum yeng nat	Nat
Gendruwo	Memedi
Greater flame spirit	Flame spirit
Greater nature spirit	Spirit, nature
Greater spirit centipede	Centipede, spirit
Humanoid gargantua	Gargantua
Insectoid gargantua	Gargantua
Ishikorobokuru	Korobokuru

Name	Entry
Jiji-ketsu-gaki	Gaki
Jiji-niku-gaki	Gaki
Kappa-ti	Kappa
Large stone spirit	Stone spirit
Least flame spirit	Flame spirit
Least nature spirit	Spirit, nature
Least spirit centipede	Centipede, spirit
<i>Legless ghost</i>	Chu-u
Lesser flame spirit	Flame spirit
Lesser nature spirit	Spirit, nature
Lesser spirit centipede	Centipede, spirit
Lu nat	Nat
Medium stone spirit	Stone spirit
Me-zu oni	Oni
Monkey hengeyokai	Hengeyokai
Panaspati	Memedi
<i>Paper ghost</i>	P'oh, gohei
Raccoon dog hengeyokai	Hengeyokai
Rat hengeyokai	Hengeyokai
Reptilian gargantua	Gargantua
River spirit folk	Spirit folk
Sea spirit folk	Spirit folk
Setan gendul	Memedi
Shinen-gaki	Gaki
Small stone spirit	Stone spirit
Sparrow hengeyokai	Hengeyokai
Tagamaling buso	Buso
Tigbanua buso	Buso
Uwil	Memedi
Vampiric kappa	Kappa
Wako	Men
Wedon	Memedi

CLIMATE/TERRAIN:	Tropical jungle
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Highly (13-14)
TREASURE:	P
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1
ARMOR CLASS:	2
MOVEMENT:	12
HIT DICE:	6
THACO	15
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-4/1-4
SPECIAL ATTACKS:	Spells, poison
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10%
SIZE:	S (3' tall)
MORALE:	Steady (12)
XP VALUE:	3,000

The bajang is an intelligent creature found in tropical jungles. It delights in terrorizing human settlements. A lesser spirit, its life-force is tied to a single tree in the forest in which it dwells.

The bajang's true form is that of a stunted, stocky human with a blunt nose, wispy hair, and pale brown skin. It has beady orange eyes and a wide, lipless mouth, which is permanently creased in an evil sneer. Its hands are bony claws, and its feet resemble the talons of a vulture. The creature speaks its own language, as well as the language common to the area it inhabits.

The bajang can *shape change* at will into the form of a small wildcat. The creature is most often encountered in this form. As a wildcat, it has light brown fur and retains its distinctive orange eyes.

Combat: A vicious and devious fighter, the bajang prefers wounded, weak, or otherwise helpless prey, attacking them in their sleep or ambushing them from behind. Generally, a bajang won't negotiate with opponents unless its life is clearly endangered, in which case it may lie outrageously or make any threat to save itself. If its tree is endangered, however, a bajang will always fight to the death.

Since its bony hands are too awkward to manipulate weapons, the bajang can only rake with its claws in melee. However, any opponent struck by its claws must make a saving throw vs. poison. A failed save means the victim suffers a -1 penalty on all saving throws and to-hit rolls for the next 2-7 (1d6 + 1) rounds. The effect is cumulative; each claw rake can increase the penalty.

In human form, the bajang can cast *curse*, *omen*, *divination*, *fate*, *ghost light*, *wind breath*, *steam breath*, and *transfix* three times per day. It can cast *ancient curse* once per day. Typically, the bajang is nowhere to be seen when it *transfixes* its victims, ordering them to stay put for an indefinite period. (This enables the creature to attack at leisure.) In combat, the bajang often uses *wind breath* and *steam breath* to weaken opponents, followed by claw attacks if it is within range. It holds *ancient curse* in reserve, and prefers to use it to threaten opponents who are about to destroy the bajang or its life-force tree.

The best way to eliminate a bajang is destroying its tree. After finding the tree—usually by observing the bajang's frantic efforts to protect it—a character can destroy it by chopping it down, setting it afire, or with another ruinous technique such as a *wood rot*



spell. The bajang suffers no ill effects while its tree is under attack, but once the tree is destroyed, the creature is immediately reduced to 0 hit points and disappears.

In wildcat form, the bajang retains the Armor Class, Hit Dice, movement, and hit points of its original form. It can attack three times per round, inflicting 1-2 points of damage for each successful bite and front claw attack. If both forepaw attacks are successful in the same round, it can attempt two rear claw attacks for an additional 1-2 points of damage each. A bajang cannot cast spells while in wildcat form.

Habitat/Society: The bajang makes its lair in its life-force tree. It prefers to live in a dense jungle, where its tree is more difficult for enemies to locate. Any tree is suitable for a bajang lair, but the creature usually selects one within a mile of a small village. The bajang raids the village regularly, attacking a sleeping victim and carrying the body back into the forest.

Bajang are solitary creatures, and they do not mate to reproduce. Instead, they are "reincarnated." When a bajang is killed, its spirit becomes dormant, waiting to be reborn in a corrupted forest. A "corrupted" forest might be the site of a bloody battle, the burial place of an evil wu jen, or the secret meeting place of an evil sect. When a tree has grown to maturity in this forest, the bajang's dormant spirit is absorbed through the roots during a full moon. A swelling appears at the bottom of the tree, then rises through the trunk. When the swelling reaches the highest limb, the now fully-formed bajang bursts through the bark. Its life-force is joined with that of the tree.

A bajang's treasure is a small collection of coins stored in a hollow of its tree. Bajang collect treasure more as a souvenir from a victim than for monetary value.

Ecology: Bajangs are carnivores, feasting on carrion when no other option exists. They are solitary, but some bajangs occasionally serve as familiars for powerful, evil wu jen.

CLIMATE/TERRAIN:	Any nonarctic land
FREQUENCY:	Uncommon
ORGANIZATION:	Band
ACTIVITY CYCLE:	Night
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	A
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-100
ARMOR CLASS:	6
MOVEMENT:	6
HIT DICE:	1-1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 (weapon)
SPECIAL ATITACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	S (4' tall)
MORALE:	Average (10)
XP VALUE:	15 (Lieutenant: 35)



The bakemono is an eastern variety of goblin, with similar habits and characteristics. Unlike goblins, bakemono are surface dwellers, and they are even more stupid than their western cousins.

No two bakemono are quite the same, even in size and overall shape. Their skin color varies from brilliant orange to fiery red to deep blue, while their eyes are typically black, yellow, green, or gray. Physical features may include a combination of small stunted wings, stumpy tails, hooves, fur, scales, huge noses, feathers, floppy ears, and hunched bodies. Clothing is similarly varied, ranging from tattered robes to shabby leather armor to filthy, cotton peasant dress. Most speak in high, shrill voices. All share the same nasty disposition.

Bakemono speak three languages: the trade language, the language of humans common to the area they inhabit, and their own language, which is similar to that of oni.

Combat: Bakemono are clumsy, impulsive fighters; strategic planning is unknown to them. They ambush their opponents whenever possible, and often charge straight ahead with weapons swinging. Bakemono seldom make their own weapons or armor, preferring to use items they have scavenged or looted on raids. A typical force is equipped as follows: spear (40%), naginata and short sword (20%), tetsubo and short sword (10%), short sword and shortbow (10%), kusari-gama and trident (10%), chain and shuriken (5%), and katana (5%).

When a large force is encountered, 20% of the bakemono have an Armor Class of 5. This AC rating stems from the armor pieces they're wearing. The pieces are in poor repair, often having been crudely and drastically altered to fit the individual bakemono's strange body. Bakemono armor won't fit PCs.

Like goblins, bakemono hate daylight and other strong illumination, but they are not unusually sensitive and incur no attack penalties when fighting in bright light. However, bakemono lack the goblin's infravision ability, so they enjoy no particular advantage when fighting in darkness.

Habitat/Society: A typical band of bakemono consists of 20-80 (1d4 x 20) adult males, a number of adult females equal to 60% of the number of males, and a number of children equal to the total number of adults. An oni or ogre mage usually rules each band.

For every 20 adult males, there is a lieutenant of greater size (HD 2, AC 4, THAC0 19, Dmg 1-8). This lieutenant receives his orders from the oni (or ogre mage) and has absolute command of the 20 males beneath him.

Conflict is a way of life. Bakemono drift from band to band as the mood strikes them, and accusations of disloyalty and treason often trigger violent battles. When not fighting amongst themselves, bakemono execute loosely-organized raids against human or humanoid settlements, or engage in banditry, preying on travelers and explorers. Neither females nor children fight in battles.

Bakemono steal virtually all their possessions, including weapons, food, and clothing. Except for a few inconsequential trinkets, all treasure items are divided among the lieutenants. Occasionally, bakemono acquire slaves as a result of their raids. There is a 20% chance that a bakemono band has slaves of various races. The slaves usually number 10-40% of the size of the band.

Since bakemono are poor miners, they are not inclined to make their lairs underground as western goblins do. Instead, bakemono typically establish a lair in an abandoned temple or village, driving out the rightful inhabitants if necessary. Bakemono lairs always lie in disrepair, are strewn with debris, and wreak of filth. Many lairs appear deserted as a result. On occasion (40% of the time), bakemono build a wooden stockade around their lair. About 10% of the band mans the stockade at all times, but it is not unusual to encounter these guards asleep, intoxicated, or otherwise neglecting their duties.

Ecology: Bakemono eat all types of wild game. Although they enjoy cooked meat, such preparation usually requires more effort than the bakemono are willing to spend. They also have a great weakness for strong drink and have been known to engage in brutal assaults on villages for the sole purpose of stealing sake. Aside from oni and ogre mages, bakemono have little to do with other creatures, and openly despise all humanoid races.

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate forests and jungles
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Highly (13-14)
TREASURE:	Q, T
ALIGNMENT:	Neutral

NO. APPEARING:	1
ARMOR CLASS:	0
MOVEMENT:	24
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-10
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	40%
SIZE:	M (5' tall)
MORALE:	Elite (13)
XP VALUE:	6,000

The bisan is a lesser spirit associated with a particular species of tree, usually one that is valued for its sap, gum, wood, or oils. These spirits most commonly are associated with camphor trees, but sometimes are linked to teak or mahogany.

The bisan's natural form is that of a beautiful woman. She has long, flowing hair—either dark brown, black, or white—and soft green eyes. She wears a blue or pale green silken robe. Her apparent age as well as her lifeforce is bound to a single tree. Depending on the tree's age, she may look young, middle-aged, or elderly. She may reflect her tree's appearance in other ways, too—wearing the flowers of the tree in her hair, for example, or, if her tree is mahogany, having dark, reddish brown skin.

Bisan are seldom encountered as women, however. They can *polymorph self* at will, and prefer the forms of insects, usually fruit flies, honey bees, or wasps.

Bisan speak the language of their own race and no other.

Combat: Highly intelligent and clever, a bisan can be a formidable enemy when angered, particularly if someone threatens her personal tree. In general, however, these spirits try to avoid combat, and prefer to use their spells to cause mischief and hardship. If forced to fight, a bisan flees at the first chance unless she is defending her tree.

Bisan can *polymorph self*, *turn invisible*, and *become ethereal* at will. Once per round they can cast *bless* (and its reverse, *curse*), *castigate*, *cause paralysis*, *pacify*, *animate wood*, *wood shape*, *elemental turning*, *quickgrowth*, and *ironwood*. The touch of a bisan (make a normal attack roll) inflicts 1-10 hit points of damage.

The bisan prefers to attack as an insect, because of its many advantages. In this form, she retains her spell use, hit points, attack rolls, and saving throws, while gaining the insect's tiny size and flying ability (Fl 6 with maneuverability class C). The bisan usually harasses trespassers with *castigate*, *animate wood*, and *quickgrowth* in an effort to frighten or intimidate them into leaving the area. Failing that, she attacks with her touch, *cause paralysis*, and—as a last resort—*curse*. The bisan rarely pursues a retreating opponent.

A bisan's lifeforce is linked to that of her personal tree. If her tree is chopped down, affected by *wood rot*, set on fire, or destroyed by any other means, the bisan is likewise affected. The bi-



san suffers no ill affects while her tree is under attack, but as soon as the tree is destroyed, the bisan is immediately reduced to 0 hit points and disappears. Obviously, a bisan will go to great lengths to protect her personal tree.

Habitat/Society: Bisan are spiritually bound to only one tree, but they protect other trees of the same variety in the immediate region. For example, a bisan associated with a camphor tree watches over all camphor trees in the surrounding area. The "surrounding area" may mean a few acres or several square miles, but 1 square mile is the most common area protected. The bisan's personal tree—usually the tallest or sturdiest in the area—usually stands at the center of the guarded region. Bisan are fiercely territorial, and seldom guard overlapping or shared areas.

Experienced woodsmen often know the location of bisan in their vicinity, and many of these spirits can be identified by local superstition. Although the bisan strive to protect their trees from harm, they allow humans (and others) to harvest their trees for sap, branches, fruit, or leaves. Trees at the end of their life spans even can be cut down without incurring the bisan's displeasure. In exchange, the bisan must be given an offering. If a harvester fails to provide a suitable offering, the bisan will become angry and hostile.

A bisan's lifespan parallels that of her personal tree. If the tree dies from natural causes—that is, if it was not intentionally destroyed by humans or other aggressors—the bisan's essence disassociates from the tree and takes up residence in a new sapling in the same region. If the gods are satisfied with the bisan's previous efforts to protect trees in her region, she may be rewarded with many new lives. The disassociated essence may divide into as many as four parts, each assigned to a new sapling somewhere in the world. In this way, a new generation of bisan is created.

Ecology: A bisan is sustained by sunlight and shares the nutrients of her personal tree. She can use the bark of her tree as a component in *potions of healing*.

	Tigbanua Buso	Tagamaling Buso
CLIMATE/TERRAIN:	Any nonarctic forests and mountains	All
FREQUENCY:	Uncommon	Uncommon
ORGANIZATION:	Pack	Pack
ACTIVITY CYCLE:	Night	Night
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Animal (1)	Animal (1)
TREASURE:	Nil	Nil
ALIGNMENT:	Chaotic evil	Chaotic evil
NO. APPEARING:	1-6	1-6
ARMOR CLASS:	4	5
MOVEMENT:	12	12
HIT DICE:	8+2	Special
THACO:	13	Special
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1-6/1-6/1-10	1-4/1-4/1-8
SPECIAL ATTACKS:	See below	Nil
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (7' tall)	M (5'-6' tall)
MORALE:	Average (10)	Average (10)
XP VALUE:	2,000	Varies



Fearsome, ghoulish creatures, buso were once friendly and helpful to humans, but have since become one of mankind's deadliest enemies.

Tigbanua buso, the most common variety, are exceptionally tall and lean, having long bodies and long necks which some can twist to see behind them. Their feet are bony and oversized, and their gnarled fingers end in sharp claws. Their hair is curly and dirty, their noses are flat, and their mouths are lined with sharp fangs. Filth and grime cakes their pale, leathery skin. All buso have a single red or yellow eye centered in their heads.

Combat: Tigbanua buso radiate an aura of fear with a 10-foot-radius, which automatically paralyzes creatures of less than 1 HD. Creatures of 1 HD or more must make a successful save vs. paralysis to avoid this effect. Victims of the fear aura remain paralyzed as long as they stay within 10 feet of the buso. When they leave the area, the paralyzation wears off in 3-8 (1d6 + 2) rounds. *Remove paralysis* or a similar spell may also restore mobility.

Not noted for their intelligence, tigbanua buso make crude attacks by leaping at lone travelers and helpless villagers under the cloak of night. They are extremely ferocious and attack whenever the opportunity presents itself. They attack with their sharp claws and fangs. The claws of a tigbanua buso transmit a horrible disease, and all victims of a claw attack must make a successful saving throw vs. death or become infected. Those infected eventually become tagamaling buso (see below).

Though buso resemble ghouls, they are not undead and are subject to all attack forms, including *sleep* and *charm* spells. All weapons inflict normal damage.

Habitat/Society: The origin of the tigbanua buso is the subject of much speculation. According to rumor, they once were a peace-loving race, whose sophisticated civilization sprawled along the southern mountain regions of Shou Lung. Since then, the buso have spread throughout Kara-Tur, with small packs settling near cemeteries, in desolate forests, and in rocky mountains.

Buso have no permanent lairs, roaming from area to area in search of victims. They collect no treasure.

Ecology: Buso are insatiable scavengers. They eat the flesh of any humanoid or animal, but consider carrion excavated from cemeteries to be a delicacy.

Tagamaling Buso

Tagamaling are the unfortunate victims of a tigbanua buso's claw attack. These victims become infected with a disease, which may transform them into a ghoulish creature every night.

A tagamaling buso resembles a somewhat shorter and thicker version of the tigbanua, lacking the tigbanua's long neck and lean body. In most other respects, the tagamaling is identical to the tigbanua, sharing its bony feet, clawed hands, sharp fangs, and single eyeball.

Each night after he has been infected, the victim may become a tagamaling when the sun sets. The chance is 1% the first night, and increases by 1% each subsequent night. (On night two, the chance is 2%; on night 3 it is 3%, etc.) Once transformed, the victim becomes savage and mindless, attacking (and devouring) every opponent he can get his claws on. The tagamaling has the same Hit Dice and hit points he had before the transformation. Characters with special abilities, including the use of magic, cannot use such powers when transformed. Their minds are filled only with rage and animal lusts.

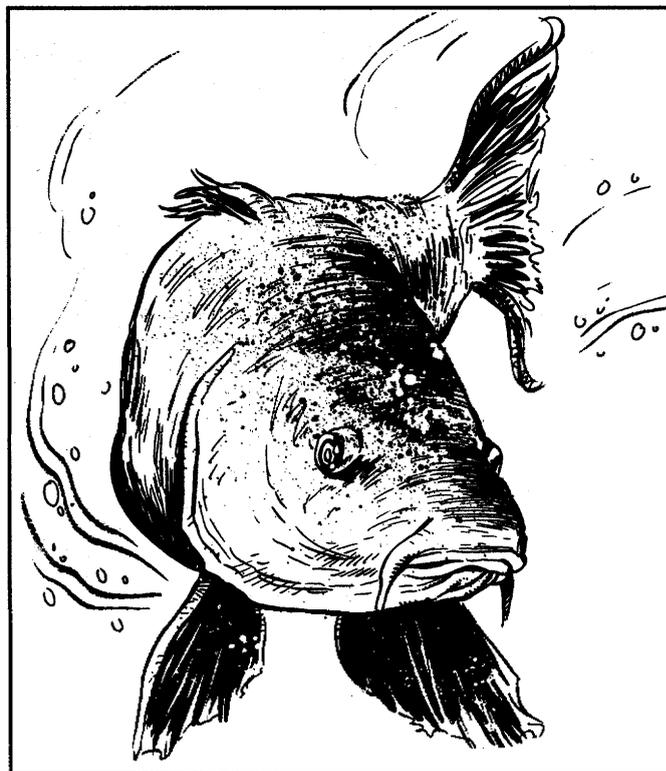
Twamaling buso have sharp claws and teeth like the tigbanua, but they cannot inflict disease nor do they radiate a fear aura. A transformed victim remains in the form of a tagamaling until dawn, at which time he resumes his normal form. The victim has no memory of any actions taken as a tagamaling.

Cure disease or a similar spell can negate this disease. However, once the disease reaches 100% (i.e., the victim has been infected for 100 consecutive days), the victim can no longer be cured and automatically assumes his tagamaling form every night.

Carp, Giant

Kara-Tur

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate fresh water		
FREQUENCY:	Uncommon		
ORGANIZATION:	Solitary or school		
ACTIVITY CYCLE:	Any		
DIET:	Omnivore		
INTELLIGENCE:	Animal (1)		
TREASURE:	Nil		
ALIGNMENT:	Neutral		
<hr/>			
NO. APPEARING:	1-4		
ARMOR CLASS:	6		
MOVEMENT:	Sw18		
HIT DICE:	8-12		
THAC0:	8 HD: 13	11 HD: 9	
	9 HD: 11	12 HD: 9	
	10 HD: 11		
NO. OF ATTACKS:	1		
DAMAGE/ATTACK:	2-20		
SPECIAL ATTACKS:	Swallow whole		
SPECIAL DEFENSES:	Nil		
MAGIC RESISTANCE:	Nil		
SIZE:	L (20'-30' long)		
MORALE:	Average (9)		
XP VALUE:	8 HD: 3,000	11 HD: 6,000	
	9 HD: 4,000	12 HD: 7,000	
	10 HD: 5,000		



The giant carp is a game fish favored by many races. It lives in all types of freshwater lakes and rivers.

A relative of the goldfish, the giant carp has golden scales evenly covering its plump body. The scales of some varieties are shiny enough to resemble tiny mirrors, while the scales of others are extremely thin, and look more like yellowish skin.

The giant carp has a single, broad dorsal fin centered on its back. A wide caudal fin, which extends from its thickly muscled tail, helps propel the fish through the water. Its paired pectoral and pelvic fins are often shredded or gone entirely, owing to the carp's tendency to poke among sharp rocks in search of food.

Combat: Giant carp are usually docile, harmless creatures. However, some have reportedly surfaced to attack small boats or swimmers. Others allegedly have taken the bait of a simple fishhook, much to the fisherman's surprise. If the carp are feeding, they will attack any creature who disturbs them. Females are especially touchy when spawning.

Giant carp attack by biting, inflicting 2-20 (2d10) hit points of damage with their sharp, curved teeth. Additionally, if an attack causes 12 or more hit points of damage, the carp may swallow its victim whole. The carp's ability to swallow large victims increases with its Hit Dice: at 8 HD, it can swallow a victim the size of a dog; at 9 HD, a large dog or colt; at 10 HD, a small man; at 11 HD, a normal-sized man; at 12 HD, a small ogre or oni.

Victims who have been swallowed suffer normal damage from the attack. Each round thereafter, they suffer 1 hit point of damage from the carp's digestive juices. A swallowed victim also has a 5% cumulative chance per round of suffocating.

To escape from the carp's stomach, a swallowed victim can cut his way free if he has a sharp-edged weapon. He also may be rescued by someone cutting or tearing at the carp from outside. When the carp has lost 50% of its hit points from such attempts, the victim can break free. A character on the inside suffers no penalty when making these attacks. Rescuers on the outside make attacks with a -2 penalty to their chance to hit, because they are

attempting to aim a series of blows at the same area. Thrusting and stabbing weapons have a 20% chance of striking the swallowed victim.

Habitat/Society: A giant carp has no lair as such. It spends most of its time scavenging for food on the oozy bottom of a lake or river, and seldom strays far from the area in which it was born.

A female carp lays thousands of eggs when spawning, though the vast majority of these are never fertilized. A carp becomes sexually mature between 10 and 20 years of age, and lives about 50 years.

Ecology: Giant carp eat any decayed matter they find in the muck and ooze. In addition, they swallow the eggs of other species of fish, as well as the fish themselves. Giant carp also feed on worms, weeds, frogs, snakes, crabs, and plankton.

Peoples of many races enjoy eating giant carp. A single fish can supply the needs of a village for quite some time. In spite of the dangers, the hunt for giant carp is often considered worth the risk, and fishermen sometimes organize expeditions specifically for catching these creatures. Giant carp can be eaten fresh or smoked.

In many places in Kara-Tur, the giant carp is considered a symbol of wealth, owing to the creature's golden scales. It also symbolizes perseverance, since the fish stubbornly persists in its chosen niche regardless of adversity. Wealthy nobles sometimes build tanks or pools in the courtyards of their temples, specifically for keeping giant carp. The nobles believe the fish will protect their fortunes.

Some primitive tribes believe a mystic link exists between particular species of fish, such as giant carp, and particular species of birds, such as peacocks and ravens, since both types of creatures lay eggs and both are associated with foretelling the future. These tribes believe that during certain times of the year, giant carp sprout wings and acquire the ability to breathe air. Though these rumors persist, no evidence of flying carp has been verified.

Centipede, Spirit

Kara-Tur

	Greater Spirit Centipede	Lesser Spirit Centipede	Least Spirit Centipede
CLIMATE/TERRAIN:	Any nonarctic land	Any nonarctic land	Any nonarctic land
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Special	Special	Special
INTELLIGENCE:	Ave (8-10)	Low (5-7)	Semi- (2-4)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1
ARMOR CLASS:	5	7	9
MOVEMENT:	See below	See below	See below
HIT DICE:	5+5	3+5	1+5
THAC0:	15	17	19
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-4	1-2	1
SPECIAL ATTACKS:	Fog cloud	Fog cloud	Fog cloud
SPECIAL DEFENSES:	Nil	Nil	Nil
MAGIC RESISTANCE:	25%	15%	10%
SIZE:	S (4' long)	T (1' long)	T (6 inches long)
MORALE:	Average (10)	Average (8)	Unsteady (5)
XP VALUE:	975	270	120



The spirit centipede is a poisonous shapeshifter that frequently administers punishments on behalf of the Celestial Bureaucracy. The creature resembles an enormous centipede about 4 feet long, complete with a segmented body, multiple legs, and two long feelers. However, it has a human face with a bald head, bushy moustache, and nine eyes evenly distributed about its head. The chitinous shell covering the length of its body alternates segments of green, scarlet, and silver.

The spirit centipede can utter simple phrases in trade language, as well as in languages common to the area it inhabits.

Combat: The greater spirit centipede can freely *shapeshift* between five forms, each representing one of the Five Venoms originally identified by the great Wa scholar Hujiko Jiriki. (See below.) *Shapeshifting* requires one full round, during which the centipede can take no other actions.

All five forms are about the same color and size. The creature also retains its Armor Class, hit points, and other attributes. Each form can bite or sting to inflict 1-4 hit points of damage. Additionally, each can cough up a black fog cloud with a 15' diameter.

As detailed below, movement rates and black cloud attacks vary between forms. Though the centipede can *shapeshift* an unlimited number of times per day, it only can use a given fog cloud attack three times per day. Victims must contact the cloud to suffer its effects. (The creature itself is immune.) All effects are cumulative.

Centipede. Movement rate: 18. Fog cloud: Victims must save vs. paralysis or become immobile for the next 2-8 (2d4) rounds.

Scorpion. Movement rate: 12. Fog cloud: Victims must save vs. spells. Failure means their vision is blurred for the next 2-8 (2d4) rounds. During that time, they suffer a -4 penalty to all to-hit rolls.

Snake. Movement rate: 15. Fog cloud: Victims suffer 1-10 hit points of poison damage. A successful saving throw vs. poison cuts this damage in half.

Spider. Movement rate: 18. Fog cloud: Victims are affected as if by a *pain* spell (Dexterity and Strength are reduced to 3, -3 penalty on to hit rolls, -1 on damage rolls, -3 on reaction at-

tacking adjustment, +4 on reaction defensive adjustment) for the next 2-8 (2d4) rounds. A successful saving throw vs. spells negates this effect.

Toad. Movement rate: 9. Fog cloud: Victims immediately fall into a deathlike coma for 1-6 turns. A successful saving throw vs. death magic negates this effect.

Habitat/Terrain: Spirit centipedes have no permanent lairs. They roam from place to place in search of food, or travel as directed by the Celestial Bureaucracy to punish heretics or the unworthy.

Ecology: All spirit centipedes can eat most inorganic objects, but they have a special taste for minerals. When freely given, and kept in an earthenware jar inside a building, a scale from a greater spirit centipede has the same properties as a *charm of protection from disease*.

Lesser Spirit Centipede

The lesser spirit centipede is a smaller version of the greater spirit centipede, with a few changes. Its chitinous shell is entirely black. Its *shapeshifting* is limited to three forms, which move more slowly than noted above: centipede (MV 12), snake (MV 9), and toad (MV 6). Its fog clouds work the same, except the region of effect is reduced to a 10-foot diameter. Regardless of its current form, if a lesser spirit centipede crawls over the body of an ailing person, it mimics a *cure disease* spell.

Least Spirit Centipede

The least spirit centipede is a small version of the lesser spirit centipede, with a few changes. Its chitinous shell is entirely white. It can *shapeshift* only between two forms with these movement rates: centipede (MV 6) and toad (MV 3). Its fog clouds work the same, except the diameter of the cloud is reduced to 5 feet. A spirit centipede may give us its reincarnation as a favor or to repay a debt of honor. When it dies under these conditions, the creature's body turns to brass. The brass body works as a *charm of protection from spirits* when hung inside a building.

CLIMATE/TERRAIN:	Any subterranean
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Nil
INTELLIGENCE:	Average (8-10)
TREASURE:	Nil
ALIGNMENT:	Chaotic neutral
NO. APPEARING:	1
ARMOR CLASS:	1 or -2 (see below)
MOVEMENT:	3
HIT DICE:	8
THACO:	13
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Can be hit only by +1 or greater weapons
MAGIC RESISTANCE:	20%
SIZE:	M (5' tall)
MORALE:	Steady (12)
XP VALUE:	3,000

The chu-u is a greater spirit. It seeks benevolent travelers who will testify on its behalf, so that it may be released from its tragic existence. It is also known as the "legless ghost."

From the waist up, the chu-u resembles an elderly human. This humanlike portion of the chu-u rests in a pool of shimmering mist about 5 feet in diameter. The color of the pool continually shifts from red to white to black. The visage of the chu-u may be male or female, but its face is always lined with wrinkles and it always has a mournful frown. Its flesh is greenish, and its eyes are milky slits. It wears red garments and a crown of thistles and mint. It moves by dragging itself along the ground with its hands, a process requiring great effort that is always accompanied by wails of agony.

The chu-u speaks all the languages it knew in its former life.

Combat: The chu-u can cast *ghost light* once per round at an unlimited range. It usually uses this ability to create a man-shaped figure to beckon travelers. If the travelers respond (and don't panic), the ghostly figure leads them to the chu-u.

When it encounters travelers, a chu-u immediately begins to plead for help, pointing out its pathetic condition and begging for them to hear its tale describing how it came to this sorry state. If the travelers declines to listen, the angry chu-u vows vengeance, turns to mist (an ability it can use at will), then is instantly sucked away through a crack in the earth or similar opening.

If travelers agree to listen, the chu-u relates the story of its life as a human. The story is always sad and is told in great detail, beginning with the bad decisions the chu-u made as a child, continuing through its sorrowful experiences as an adult, and ending with the circumstances of its death, usually the result of cowardice or ineptitude. The story lasts for 2-8 (2d4) hours. After the first hour, all those listening to the chu-u must make a successful saving throw vs. spells, or they become so overwhelmed with sympathy for the chu-u that their despair hinders their actions for the next 24 hours, causing them to make all attack rolls at a -1 penalty. If the listener (or listeners) interrupt the chu-u's story before it finishes, it vows vengeance and disappears as described above.

If the chu-u finishes its story it then asks the listeners to testify on its behalf to the King Judge (see below). If they agree, the chu-



u leads them to the spirit court. (Scholars disagree as to whether this is an actual journey or a spirit-induced dream.) If they refuse, it vows vengeance and disappears. Likewise, if the listeners attack the chu-u at any point, it disappears.

A wronged chu-u will exact its vengeance sometime in the distant future. It attacks when its victims least expect it, usually when they are asleep. The chu-u has the ability to turn its arms to mist and stretch them for an unlimited distance. Each misty arm snakes along the ground, through cracks and crevasses, under doors and windows, until it unerringly finds its mark. Since the chu-u has two arms, it can attack two victims at once—even if the victims are at opposite ends of the world.

The chu-u makes a normal attack roll for its misty assault; if successful, it chokes and strangles its victim, inflicting 1-4 hit points of damage per round. In each subsequent round, the choking hand continues to inflict 1-4 hit points of damage. At this point, no additional attack rolls are necessary; the victim cannot wrench the ghostly hand from his neck. The hand has an AC of -2; if it receives at least 10 hp of damage (from +1 weapons or better) or is magically negated (by *dispel magic* or a similar spell), it releases its victim and withdraws.

Wary victims may manage to prevent the chu-u's attack. If a victim-to-be visits a shukenja, who performs a successful purification ritual for this purpose, the chu-u will not exact its revenge.

Habitat/Society: Chu-u roam the shores of the River of the Tree Routhes. They were neither virtuous enough to pass the judges' examinations nor malevolent enough to merit additional sentencing. If a chu-u can convince a traveler to testify, the King Judge listens, then sends the traveler on his way. The chu-u will not approach that traveler again. The traveler may not learn the outcome of his testimony, since the King Judge often takes up to 100 years to decide a chu-u's fate.

Ecology: If the tears of a chu-u are collected in an opaque flask, they may be used as *oil of etherealness*.

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate plain, forest, jungle, hill
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Average (8-10)
TREASURE:	I
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-2
ARMOR CLASS:	7
MOVEMENT:	12
HIT DICE:	6
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-4
SPECIAL ATTACKS:	Laugh
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	20%
SIZE:	M (5' tall)
MORALE:	Steady (11)
XP VALUE:	2,000



The malicious con-tinh is a lesser spirit believed to be the spirit of a maiden who died before her time. She appears as a beautiful maiden (human or humanoid) with flowing hair and sparkling eyes. She wears the attire of a princess, and carries a large fan and a basket of fruit. A con-tinh is sometimes accompanied by a pair of cranes or sky blue doves, which serve as her familiars.

A con-tinh's lifeforce is tied to that of a single fruit tree. She carries the fruit of this tree in her basket. The fruit crumbles when anyone other than the con-tinh touches it.

The con-tinh speaks the languages common to the area, as well as any languages she knew in life.

Combat: The con-tinh's single desire is to destroy life, especially characters of the race she once belonged to herself (usually, this means humans). She is greatly feared. If an area is reputedly the home of a con-tinh, fools and wise men alike will avoid it, especially after nightfall.

The con-tinh cannot leave the area within a 100-foot radius of her tree. She spends daylight hours hiding in its branches, and usually is active only at night. However, if the con-tinh's tree is disturbed at any time, she will attack.

The con-tinh has two special attacks. The first is a weird laugh like the cackling of a madwoman. The con-tinh can use this laugh three times per night. Characters within 20 feet of the laughing spirit must make a successful save vs. death or be stricken with a debilitating insanity. This insanity reduces the victim's Intelligence and Wisdom to 2, and causes the loss of all abilities associated with these scores. (For example, the insanity prevents wu jen and shukenja from casting spells.) *Heal* or a similar spell restores sanity; each day, victims recover 1 point of both Intelligence and Wisdom until their original scores are fully reinstated.

The con-tinh also can project her spirit into the body of character once per night. Potential victims must come within 100 feet of her tree. She can make only one attempt per subject each night, but can try other subjects until she succeeds. A successful save vs. spells means the con-tinh's attempt has failed. If the victim's saving throw fails, the con-tinh inhabits the victim's body and takes complete control of its actions. The victim is unaware of what is happening, and will have no memory of it.

While inhabiting a victim, the con-tinh gains the character's physical abilities but no spells, special abilities, or powers related to the mind. However, the con-tinh retains her own mental abilities, including spell-casting. The con-tinh herself takes a ½ hit point of damage for every hit point her victim suffers. The projection lasts into daylight hours. If the inhabited character strays more than 100 feet from the con-tinh's tree, the con-tinh is forced to leave the body or be destroyed. Any spell that forcibly ejects the con-tinh also destroys the creature.

Only weapons of +2 or greater can hit a con-tinh. All attacks upon the spirit's personal tree also harm the spirit, hit point for hit point. (The tree has the same hit points and Armor Class as the con-tinh, regardless of the tree's size or type.) Any attack that destroys the tree—such as *wood rot*—also destroys the con-tinh.

Anyone who destroys the tree of a con-tinh must make a successful save vs. spells or suffer an *ancient curse*. Such curses typically involve annual crop failure (if the character is a farmer or land-owner) or periodic spontaneous fires in the victim's home (or other building owned by the character or his family). This power is automatic and can occur day or night.

Habitat/Society: According to legend, the Celestial Bureaucracy creates a con-tinh from the spirit of a young maiden who has died before her time, usually as a result of a misdeed. The most common misdeed is an illicit love affair, which ends when the maiden is murdered by a rival or jealous spouse. On rare occasions, sisters who conspired in the same misdeed both become con-tinh, their lifeforces tied to identical, adjacent trees.

A con-tinh with a crane or dove as a familiar often sends it scouting for victims. Mistaking the bird for a good omen, unwary victims may follow it straight to the con-tinh's tree.

A con-tinh's treasure (whatever she takes from victims) usually is buried near the base of her tree, in a deep hole.

Ecology: The dust of a crumbled fruit from a con-tinh's tree can be used as a component for a *potion of longevity*.

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate plain, forest, hill, and mountain
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Night
DIET:	Nil
INTELLIGENCE:	Genius (17)
TREASURE:	G
ALIGNMENT:	Chaotic good
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NO. APPEARING:	1
ARMOR CLASS:	-3
MOVEMENT:	24
HIT DICE:	10
THAC0:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-8/1-8 + special
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	70%
SIZE:	M (5' tall)
MORALE:	Champion (15)
XP VALUE:	6,000

The doc cu'o'c is a greater spirit who serves as the protector of a given region, provided the locals remain sufficiently deferential.

The doc cu'o'c appears as the body of half a man, who stands on a single leg. Each may dress differently, but doc cu'o'cs usually wear the native garb of the region they protect. Likewise, their physical features resemble those of the local inhabitants, including such things as beards, moustaches, and braided hair. A doc cu'o'c always grips an axe in his hand. A soft golden light envelops the tool, which otherwise resembles an ordinary woodsman's axe.

Doc cu'o'c are conversant in all languages of men.

Combat: Although it isn't aggressive by nature, a doc cu'o'c is a great enemy of evil spirits, particularly those who threaten its guarded region. It also is a skilled spellcaster, and can employ the following spells once per day: *cure disease*, *remove paralysis*, *cure blindness*, *oath*, and *remove curse*. It can cast *control weather* and *become astral* up to three times each day. It can become *invisible* at will, and can *see invisible* objects and spirits at all times.

The doc cu'o'c's most effective attacks come from its axe. Creatures struck by the axe suffer 1-8 hit points of damage. In addition, the weapon delivers a massive electrical shock, inflicting damage equal to the doc cu'o'c's current hit points. The victim is allowed a saving throw vs. spells; a successful save reduces the amount of electrical damage by half.

Doc cu'o'cs protect only their own regions. They are not above pointing out an equally suitable area for opponents to raid, even if that area is inhabited. If the spirit cannot encourage an opponent's withdrawal, or cannot frighten him away with *control weather*, a doc cu'o'c is most likely to charge the target and attack with its axe. With its low Armor Class and high resistance to magic (it can only be hit by weapons +3 or greater), the doc cu'o'c has little to fear from most opponents in melee. If a battle turns against the doc cu'o'c, it often *becomes invisible* to study its opponent. If the invisible spirit decides that defeating the opponent is unlikely, it will *become astral* and retreat to the safety of its lair on the Astral Plane.



Habitat/Society: A doc cu'o'c is drawn to an area when petitioned by the local inhabitants. Such an area may be as small as a single home or as large a modestly-sized village. The doc cu'o'c protects this area as long as the inhabitants conduct regular worship ceremonies and make small offerings. Appropriate offerings include food, handcrafted items, and treasure (doc cu'o'c are especially fond of coins and gems). If the locals shirk their worship services or neglect to make offerings, the offended spirit leaves the area, never again to return.

The doc cu'o'c's primary concern is the land it guards, not necessarily the inhabitants. Good fortune for the locals usually is only a side effect of the spirit's actions. A doc cu'o'c seldom, if ever, becomes directly involved in the affairs of the mortal world. For instance, a doc cu'o'c probably would ignore a request to provide food for a starving family, but might use *control weather* to provide sufficient rain for crops, thus ensuring a bountiful harvest.

A doc cu'o'c's lair is never found on the Prime Material Plane. Instead, the spirit creates a lair on the Astral Plane, usually in an isolated place that is unlikely to be disturbed by other life forms. A doc cu'o'c visits its lair only occasionally, most often to store the offerings from its worshippers, as well as any items obtained from vanquished evil spirits. If its lair is robbed, the doc cu'o'c returns to the Prime Material Plane, where it casts spells to wreak havoc over the area it protects. Once this is done, it leaves and never returns.

Ecology: The doc cu'o'c does not consume organic or inorganic substances for nourishment. Instead, it is refreshed and revitalized by the energies of the Astral Plane. A doc cu'o'c must spend at least one day per month in the Astral Plane to absorb these energies. If a month passes without a visit to the Astral Plane, the spirit creature loses 5% of its hit points per day (these lost hit points are fully recovered as soon as it spends a day in the Astral Plane).

	Ch'i-lin	Duru
CLIMATE/TERRAIN:	Temperate forests	Temperate forests
FREQUENCY:	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary
ACTIVE TIME:	Any	Any
DIET:	Special	Special
INTELLIGENCE:	18 (Genius)	18 (Genius)
TREASURE:	Nil	Nil
ALIGNMENT:	Lawful good	Lawful good
NO. APPEARING:	1	1
ARMOR CLASS:	- 2	0
MOVEMENT:	24 (ground or water), Fl 36	36 (ground, water, clouds), Fl 48
HIT DICE:	16	13
THACO:	5	7
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	1-10/1-10/3-18	1-6/1-6/2-12
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	See below	See below
SIZE:	G (75')	G (60')
MORALE:	Fanatic (18)	Fanatic (18)
XP VALUE:	18,000	15,000



The duruch'i-lin is one of the worlds most beloved creatures. Though seldom seen by man, the appearance of these creatures is always associated with longevity, health, and good fortune. The female duruch'i-lin is a "ch'i-lin." The male is a "duru."

A ch'i-lin is larger and more powerful than her male counterpart. Superficially, she resembles a giant version of the common unicorn. It is not unusual for a ch'i-lin to attain a height of 100 feet or more, though she is more commonly 50-75 feet tall. The ch'i-lin's coat is a riot of color, with splotches of red, yellow, black, white, and blue. Her belly is always brilliant yellow. She has the tail of a horse, the long jaws of a wolf, and a blunt, fleshy horn about 5 feet long extending from her forehead. Her voice sounds like the tinkling of silver bells.

Duruch'i-lin can speak all human languages, as well as the languages of all forest creatures.

Combat: The ch'i-lin is normally passive and docile, and resorts to violence only as a last resort. Her horn is too blunt to gore an opponent, but she can use it to fire *magic bolts* six times per round, each one aimed at a different target. A ch'i-lin's *magic bolts* have a +4 attack bonus and cause 3-18 (3d6) hit points of damage. She can *plane shift* and become *invisible* at will, and can cast both *crystalbrittle* and *bless* once per round. Though loathe to engage in physical combat, ch'i-lin can inflict 1-10 hit points of damage from two hoof attacks and 3-18 (3d6) hit points of damage from a bite.

The ch'i-lin is immune to all poisons, as well as all *death*, *charm*, and *hold* spells. She makes saving throws as if she were a 20th level wizard. An aura of golden flame surrounds her, acting as a permanent *deflection* spell. A ch'i-lin can walk on water as easily as she can walk on land.

A character who touches the horn of a living ch'i-lin gains the ability to cast an *omen* spell; this ability lasts for one hour.

Habitat/Society: The ch'i-lin has an affinity with all living creatures. She is especially fond of creatures of the forest, with whom she shares a strong bond of friendship and trust. She has no permanent lair, and prefers to roam the wilds in the company of her

animal friends. When desiring privacy, she usually *plane shifts* to another plane of existence, where she may meditate in solitude for up to 10 years at a time. The ch'i-lin tends to shun the civilized world, but she often makes an appearance when an especially benevolent ruler or wise sage is about to be born.

The first ch'i-lin was a blending of the bodies of two creatures, the ch'i (a stag with silver antlers and emerald eyes) and the lin (a war horse with a golden coat whose every step cracked the earth). Both creatures are now extinct.

Ecology: A ch'i-lin seldom walks on the ground, fearing she will accidentally trample an innocent insect or damage the vegetation. She eats only minerals and drinks only from the purest of streams. Her horn, when ground into a powder, can be used as an antidote for any poison. The coat of a ch'i-lin retains the properties of *deflection* even after the creature's death, and is highly prized as material for protective clothing.

Duru

The duru is a smaller, faster, and less powerful version of the ch'i-lin. He is identical in outlook and appearance to his female counterpart, except that his belly is blue and his protective aura is silver. He fires only three *magic bolts* per round, which have a +2 to-hit bonus and cause 2-12 (2d6) points of damage.

The courtship ritual of the duru is long and complex. When a duru finds an agreeable ch'i-lin, he introduces her to an assembly of forest animals, including at least one representative of every species in his territory. (The territory usually covers 10,000 sq. miles or more.) If the animals accept her, the male then introduces the ch'i-lin to representatives of the Celestial Bureaucracy. If they approve of the mating, the pair retires to another plane of existence, where they spend no less than five years sharing every detail of their life histories. The couple gives birth to a single infant, raising it in this alternate plane until it reaches maturity (about 50 years). When the child has matured, all members of the family go their own way.

	Greater Flame Spirit	Lesser Flame Spirit	Least Flame Spirit
CLIMATE/TERRAIN:	Any land	Active volcanos	Any land
FREQUENCY:	Very rare	Very rare	Very rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVE TIME:	Any	Any	Any
DIET:	Any combustible	See below	Any combustible
INTELLIGENCE:	Low (5-7)	Low (5-7)	Low (5-7)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral
NO. APPEARING:	1	1	1
ARMOR CLASS:	3	4	4
MOVEMENT:	12	12	9
HIT DICE:	6	4	2
THAC0:	15	17	19
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-10	1-6	1-4
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	+1 or better weapon to hit	+1 or better weapon to hit	+1 or better weapon to hit
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	L' (10' diameter)	M (6' diameter)	T (1' diameter)
MORALE:	Steady (11)	Average (10)	Average (10)
XP VALUE:	650	270	120

Like their cousins, fire elementals, flame spirits are native to the Elemental Plane of Fire. Flame spirits appear on the Prime Material Plane only if they have been summoned by magical means.

The greater flame spirit looks like a pulsating ball of flame. A snaky tendril of fire, about 5 feet long, continually emerges from random areas of the creature's body. No sooner does the tendril emerge than it is immediately withdrawn, only to re-emerge suddenly from another area of the body. The colored flames of the creature's body are an ever-shifting pattern of yellow, red, and green. It has no facial features aside from two oval patches centered in its body, which are deep red. The patches serve as eyes.

Flame spirits speak their own language. When summoned to an area of the Prime Material Plane, they also speak languages common to that area. Their voices sound like hissing steam.

Combat: Flame spirits are fierce, savage opponents that attack on sight and will fight to the death. They attack with their flame tendril to cause 1-10 hit points of damage. Any flammable object must successfully save vs. magical fire at a -1 penalty or burst into flames. Flame spirits cannot pass over water or any other noncombustible liquids.

Habitat/Society: Flame spirits only can be conjured in areas of open flame. To provide a greater flame spirit with a suitable shell, a fire must be built that has a diameter of at least 5 feet. Once the flame spirit occupies this shell, it swells to its full size, 10 feet in diameter.

Ecology: Evil wu jen often use greater flame spirits as bodyguards or to power huge furnaces used in magical experiments. These greater spirits consume any type of combustible material, but prefer seasoned wood and fresh parchment.

Lesser Flame Spirits

Lesser flame spirits are smaller versions of greater flame spirits, sharing their attitude and general appearance. Lesser flame spirits are 6-foot-diameter balls of fire, dull orange in color with black eyes. The creature's tendril extends only 3 feet and inflicts only 1-6 hit points of damage; however, once per day it can cast *pyrotechnics* as per the 2nd-level wu jen spell, using any fire source other than its own shell.

A lesser flame spirit can consume only volcanic ash, basalt, and other volcanic rock; hence, it must be summoned in or near active volcanos. To provide a lesser flame spirit with a suitable shell, a fire must be built that has a diameter of at least 3 feet. Once the flame spirit occupies this shell, it swells to its full size, 6 feet in diameter.

If a lesser flame spirit reduces any scrap of parchment to ashes, the ashes can serve as a component for noisome *spirit chasers*.

Least Flame Spirits

Least flame spirits are the least destructive type of flame spirit. They appear as a 1-foot-diameter ball of fire, pure white in color with tiny red eyes. A least flame spirit's tendril extends to a length of 2 foot and inflicts 1-4 hit points of damage. Once per day, the creature can cast *fiery eyes*, as the 1st-level wu jen spell.

Any candle flame is a suitable shell for a least flame spirit. Once summoned, the least flame spirit occupies the shell and swells to its full size, 1 foot in diameter. Relatively docile, least flame spirits are sometimes summoned to appear inside lanterns and then are used as light sources. As long as the summoner provides the least flame spirit with combustible materials for consumption, it passively remains inside the lantern.

If a least flame spirit reduces any scrap of pure silk to ashes, the ashes can be a component of a *charm of protection from fire*.

Foo Creature

Kara-Tur

	Foo Dog	Foo Lion
CLIMATE/TERRAIN:	Any land	Astral, ethereal, and various outer planes
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Mated pair or pack	Solitary or pride
ACTIVE TIME:	Any	Any
DIET:	Special	Special
INTELLIGENCE:	Very (11-12)	Exceptional (15-16)
TREASURE:	Nil	Nil
ALIGNMENT:	Chaotic good	Chaotic good
NO. APPEARING:	2-8	1-4
ARMOR CLASS:	0	-1
MOVEMENT:	27	21
HIT DICE:	7+7	11+11
THAC0:	13 (or 11)	9 (or 5)
NO. OF ATTACKS:	3	3
DAMAGE/ATTACK:	2-5/2-5/1-12	2-8/2-8/2-16
SPECIAL ATTACKS:	+1 vs. lawful evil	+1 vs. lawful evil
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	45%	55%
SIZE:	M (3'-4' long)	L (7' long)
MORALE:	Elite (13)	Champion (15)
XP VALUE:	3,000	7,000



Foo creatures are powerful extraplanar entities that can sometimes be convinced to serve or guard humans of good alignment.

Foo creatures have large, blunt heads with wide-set, bulging eyes. Their bodies appear somewhat leonine, with thick fur and large, padded feet. Their forelegs resemble those of lions, while their hind legs are more doglike.

Foo dogs are the most frequently encountered species of this creature. They have short, bush-tipped tails, long floppy ears, and broad noses. Their fur is typically golden or black, but also may be white, green, violet, or gray.

Each foo creature—dog or lion—speaks its own language as well as the language of other foo creatures. All foo creatures also speak the language of human or humanoid races with whom they have formed relationships.

Combat: Foo dogs bite and attack with their claws. When engaged in combat with opponents of evil alignment, the dogs attack as if they were 10 HD creatures. If the opponents are lawful evil, foo dogs gain a +1 bonus to their attack and damage rolls. Evil opponents who attack foo dogs suffer a -1 penalty to their attack rolls and inflicted damage.

Foo dogs can become *invisible* and *ethereal* at will. They can travel astrally and ethereally, both at will. In addition, their thunderous barking is 20% likely to create a gate that summons 1-6 additional foo dogs, provided the barking lasts 7 consecutive rounds or more.

Habitat/Terrain: Foo dogs can be encountered in any location in the Prime Material Plane, though they make their homes in the Astral Plane, Ethereal Plane, and various outer planes, particularly Olympus and Gladshiem. On occasion, they can be convinced to associate themselves with humans or humanoids of

good alignment on the Prime Material Plane, especially if the person requesting assistance impresses the foo dog as being kind and benevolent, or if the cause appeals to the foo dog's sense of justice. However, regardless of circumstance, a foo dog will not voluntarily remain in the Prime Material Plane for extended periods. A stay of more than a few weeks is rare.

Ecology: Foo dogs can consume virtually any inorganic matter in the Prime Material Plane. They enjoy devouring gems and precious metals in particular, especially platinum and silver.

Foo Lions

Foo lions look like big foo dogs with longer tails and larger mouths. Shaggy manes encircle their necks. Sometimes the manes are entangled with peony flowers. A foo lion's fur may be a variety of colors, but is most commonly black, orange, or gold.

Foo lions share the outlook, personality, diet, and habitats of foo dogs. They also have the same abilities and attack techniques. Though foo lions feel no animosity towards foo dogs, the two creatures rarely associate with one another.

When engaged in combat by opponents of evil alignment, foo lions attack as if they were 15 HD creatures. For opponents of evil alignment, attacking a foo lion involves the same penalties as attacking a foo dog. If a foo lion roars for at least 7 consecutive rounds, it has a 20% chance of *gating* in 1-2 additional foo lions.

Many noblemen of Kara-Tur consider foo lions to be symbols of courage and strength. Emblems of these creatures often are embroidered on the court robes of military officials. Stone statues of foo lions stand in front of many official buildings. On occasion, these statues and emblems are magically enchanted by wu jen, allowing them to petition foo lions in their home planes.

	Jiki-ketsu-gaki	Jiki-niku-gaki	Shikki-gaki	Shinen-gaki
CLIMATE/TERRAIN:	Any land	Any land	Any land	Any land
FREQUENCY:	Very rare	Rare	Uncommon	Uncommon
ORGANIZATION:	Solitary	Solitary or band	Solitary	Solitary or band
ACTIVE TIME:	Night	Night	Night	Night
DIET:	Special	Special	Special	Special
INTELLIGENCE:	Very (11-12)	Low (5-7)	Low (5-7)	Average (8-10)
TREASURE:	Nil	Nil	Nil	Nil
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil	Chaotic evil
NO. APPEARING:	1	1-4	1	1-3
ARMOR CLASS:	2	6	4	0
MOVEMENT:	12, Fl 6 (C)	12, Fl 6 (C)	12, Fl 6 (C)	Fl 18 (C)
HIT DICE:	8	3	5	4
THAC0:	13	17	15	17
NO. OF ATTACKS:	3	3	2	1
DAMAGE/ATTACK:	1-3/1-3/1-8	1-4/1-4/1-8	1-4/1-4	1-10
SPECIAL ATTACKS:	See below	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil
SIZE:	M (5' tall)	M (5' tall)	M (5' tall)	M (5' diameter)
MORALE:	Steady (11)	Average (10)	Average (10)	Steady (11)
XP VALUE:	3,000	6 5 0	1,400	1,400

Gaki are lesser spirits derived from the wicked, who have returned to the Prime Material Plane in the form of horrible monsters as punishment for their sins. The name "gaki" refers to a variety of such spirits. They are also known as the "nin-chu-ju-gaki."

There are four general types of gaki: the ghoulish jiki-niku-gaki, the vampiric jiki-ketsu-gaki, the disease-ridden shikki-gaki, and the fiery shinen-gaki. The type of gaki depends on the nature of the crimes committed in the spirit's former life. Although gaki differ in appearance and abilities, they are all extremely dangerous and share an insatiable hunger and thirst. Their appetites, however, are not satisfied by normal food or drink (see below).

Of the four types of gaki, the most common is the ghoulish jiki-niku-gaki. It appears as a gaunt humanoid with dry, flaking skin. It wears filth-caked robes. It has sharp yellow fangs, clawed hands, and bloodshot eyes that are deep set. It moves with a quick, shuffling gait. Though wingless, the jiki-niku-gaki can fly with surprising facility.

Like all gaki, the jiki-niku-gaki understands the languages known in its former life, as well as any languages common to the area it inhabits. However, the jiki-niku-gaki seldom speaks, and usually communicates with guttural grunts and moans.

Combat: All types of gaki have the following powers: *become invisible* at will, *polymorph* into an insect at will (moving at the flying speed listed for the particular type of gaki), and *passwall* three times per day. All gaki are immune to *charm*, *hold*, *drowsy insect*, and *sleep* spells. As spirits, they are subject to all spells affecting spirit creatures.

The jiki-niku-gaki can regenerate 1 hit point of damage per turn. They attack with their slashing claws and teeth, attempting to slay their victims as quickly as possible. Slain victims are carried into the wilderness and eaten. Jiki-niku-gaki prefer to ambush victims under the cover of darkness, but their obsessive hunger compels them to attack virtually any opponent they encounter, regardless of circumstances.

Some jiki-niku-gaki (about 5%) can consume either color or scents in addition to flesh. Such spirits feast on color and scents while *invisible*, and can do so while up to 20 feet away from their

victims. A victim in the vicinity of a color-eating jiki-niku-gaki will find the colors of his clothes gradually fading to shades of gray and his skin slowly bleaching itself white, a process which takes only 1-4 rounds to complete. If the jiki-niku-gaki is destroyed, the victim's skin and clothing regains its normal color 24 hours later. If the spirit manages to escape, the victim's skin color remains faded and he permanently loses 2 points of Charisma.

A character within 20 feet of a scent-eating jiki-niku-gaki will have all perfumes and other aromas absorbed from his body and clothing in 1-4 rounds. Like lost colors, the odors return in 24 hours if the creature is destroyed. If the creature escapes, and the odors do not return, the victim permanently loses 1 point of Charisma. In addition, he can no longer be detected by creatures with a strong sense of smell.

After any such color-eating or scent-eating is completed, there is a 50% chance that the jiki-niku-gaki turns visible and physically attacks the victim as described above. Otherwise, it is temporarily satiated, withdrawing into the wilderness to wait for other victims.

Habitat/Society: Jiki-niku-gaki are corrupted spirits of humans or humanoids who were guilty of excessive avarice in their former lives. Greedy merchants and miserly moneylenders often become these ghoulish, repulsive monsters.

Jiki-niku-gaki usually lead a solitary existence, but small bands occasionally are encountered. Such bands are continuing an association that began in their former lives. For instance, a four-man partnership in an oppressive real estate operation may exist as a band of four jiki-niku-gaki in the afterlife.

Like all gaki, jiki-niku-gaki have no permanent lairs, shuffling from place to place as they search the night for food. They are most frequently found near graveyards or on lonely roads and trails.

Ecology: Jiki-niku-gaki hunger for the flesh of the living, preferably that of humans. At night, they eat continually. No matter how much they have consumed, their hunger is never satisfied. When suitable prey is scarce, jiki-niku-gaki will eat corpses, unearthing them from cemeteries if necessary. To protect the dead from these creatures, families or friends will sometimes place a

gold coin on the forehead of the deceased; a corpse so protected will not be disturbed by a jiki-niku-gaki.

Jiki-ketsu-gaki

The jiki-ketsu-gaki are the most fearsome of all gaki. They are physically similar to the jiki-niku-gaki, except their flesh is dark and greasy, and they have shorter claws. They are the most intelligent of all gaki. They are also the most talkative, communicating in normal speech rather than grunts and moans.

The jiki-ketsu-gaki are vampiric, compelled to drain the blood of living human victims. In combat, they attack with their clawed hands and sharp teeth. If they score a successful hit with their bite attack, they remain attached to their victim, automatically draining 1-10 hit points of blood per round thereafter. Once attached, they do not let go until the victim is slain or they are destroyed.

Jiki-ketsu-gaki enjoy all of the spell abilities and immunities of jiki-niku-gaki, but they regenerate 1 hit point per round instead of 1 point per turn. Additionally, they only can be hit by +3 weapons or better, and they are immune to all cold-based and fire-based attacks.

About 15% of jiki-ketsu-gaki carry a special four-stringed biwa, which is made from the wood of a coffin. (A biwa resembles a lute.) While *invisible*, the jiki-ketsu-gaki plays his biwa for potential victims. All characters within 20 feet of the *invisible* creature can hear the discordant, metallic tones. These listeners must make a successful saving throw vs. paralyzation or remain transfixed for the next 1-4 rounds. At the end of each round, the jiki-ketsu-gaki stops playing and tightens the biwa's strings. With each tightening, a string snaps, causing 1-4 points of damage to each transfixed listener (for a maximum loss of 16 points). When the jiki-ketsu-gaki finishes playing, he becomes visible, and the transfixed victims remain stationary. However, as soon as any transfixed victim is attacked, that character becomes active again and can defend himself. A jiki-ketsu-gaki's biwa cannot be played by any creature other than its owner.

Jiki-ketsu-gaki are corrupted spirits of priests or other holy men who were guilty of heresy in their former lives. They are solitary creatures with no permanent lairs, typically encountered near abandoned temples, ancient shrines, or cemeteries.

Shikki-Gaki

The disease-ridden shikki-gaki resemble bony humanoids whose gray skin is pitted and decayed. Their facial features resemble a jiki-niku-gaki's, except their teeth are blunt and rotted. Like other gaki, shikki-gaki can walk and fly. They speak in grunts and moans.

These hideous creatures attack with their claws. Any victim struck by a shikki-gaki must make a successful saving throw vs. poison or be stricken by disease. The victim must make the save each time the gaki scores a successful hit. If the saving throw fails, the victim becomes ill in 2-12 (2d6) turns. The victim becomes delirious, suffering from intense chills and fevers, losing 1 hit point of damage per hour. During this time, although the victim can stumble along at half his normal movement rate, he cannot participate in any physical activity more demanding than movement, nor can he cast spells or even think clearly. He does not

recover hit points normally. *Healing* spells have no effect until the disease runs its course or the victim is cured (by *cure disease* or a similar spell). The disease lasts for 2-5 (1d4 + 1) days or until the victim dies.

Shikki-gaki have all of the spell abilities and immunities of jiki-niku-gaki, except that they regenerate hit points at the rate of 2 per turn. Additionally, they can be hit only by +1 weapons or better and are immune to all types of disease and poison.

Most shikki-gaki are the corrupted spirits of irresponsible medical personnel or negligent servants. But about 15% once were lesser nature spirits that inhabited mushrooms or other fungi sprouting from the trunks of decaying trees. These nature spirits completely succumbed to their evil aspect. Usually, they developed a taste for bluebirds, butterflies, or similarly docile creatures. The Celestial Bureaucracy warned them to stop, but they persisted. As a result, they were destroyed and reborn as a mushroom shikki-gaki.

During daylight hours, mushroom shikki-gaki look like a large mushroom. The mushroom conceals itself in a cave or other dark place where it sleeps all day, snoring loudly. Knowledgeable characters may recognize a snoring fungus for what it really is. A mushroom shikki-gaki cannot move, attack, or respond in any other way in its mushroom form and is vulnerable to all attacks that normally affect gaki. Additionally, it can be destroyed in this form by being doused with a dipper of hot soup or salt water.

Shikki-gaki are solitary creatures with no permanent lairs. They are usually found in forests, caves, or similarly damp and dark places.

Shinen-Gaki

The shinen-gaki resembles a hovering ball of fire. Its flames can be blue, white, or yellow, but they're usually bright red. A dark spot near the center of the fireball's surface serves as its eye. The creature has no other notable features.

Like other types of gaki, the shinen-gaki understands the languages of its former life along with languages common to the area in which it resides. The shinen-gaki cannot speak, however.

This creature is the least dangerous form of gaki, although it hungers for all living creatures, and attacks any creature it encounters. It most commonly appears at night, on lonely roads or in woods. Its strange light attracts curious victims. When a victim draws close, the shinen-gaki ignites the surrounding area, attempting to trap the character in a circle of flame. The creature can extend a fiery tendril up to 5 feet long, lapping at its captives. Each tendril inflicts 1-10 hit points of fire damage.

Shinen-gaki have all of the spell abilities and immunities of jiki-niku-gaki, except that they regenerate hit points at the rate of 3 per turn. Additionally, they can only be hit by +2 weapons or better and are immune to all fire-based attacks. However, they save with a -2 penalty vs. water-based attacks, and each die of damage they suffer from such attack is increased by 1 hit point.

Shinen-gaki may originate from the spirit of any wicked human, but often they're created from the spirit of a traitorous or cowardly soldier. These creatures usually are solitary, but some adventurers have encountered small groups of them. Shinen-gaki have no permanent lairs.

	Reptilian Gargantua	Humanoid Gargantua	Insectoid Gargantua
CLIMATE/TERRAIN:	Tropical and subtropical islands	Tropical and subtropical islands, jungles, and mountains	Tropical, subtropical, and temperate mountains
FREQUENCY:	Rare	Very rare	Rare
ORGANIZATION:	Solitary or mated pair	Solitary or mated pair	Solitary or mated pair
ACTIVE TIME:	Night	Any	Any
DIET:	Special	Omnivore	Omnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)	Low (5-7)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Chaotic neutral	Chaotic neutral	Chaotic neutral
NO. APPEARING:	1-2	1-2	1-3
ARMOR CLASS:	2	4	6
MOVEMENT:	18, Sw12	21	6, Fl 36 (E)
HIT DICE:	50	35	20-30
THACO:	5	5	5
NO. OF ATTACKS:	3	2	1
DAMAGE/ATTACK:	3-30/3-30/6-60	4-40/4-40	3-30
SPECIAL ATTACKS:	See below	Trample	See below
SPECIAL DEFENSES:	Regeneration	Regeneration	Regeneration
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	G (100'-200' tall)	G (80'-100' tall)	G (60' long)
MORALE:	Elite (14)	Elite (14)	Elite (13)
XP VALUE:	43,000	28,000	20 HD: 14,000 30 HD: 24,000

Gargantua are truly monstrous species, both in size and ferocity. Whether they are throwbacks to another age, aberrations of natural processes, or results of crazed magical experiments is unknown.

Gargantua appear in many different forms, but most resemble gigantic humanoids, insects, and reptiles. Of these three types, the most common is also the largest and most dangerous: the reptilian gargantua.

The reptilian gargantua is so immense that it dwarfs virtually all of the world's creatures. Some reptilian gargantua move on all fours. Most, however, are bipedal, supported by two massive legs rivaling the width of the largest tree trunks. The creature's body is thick and bulky. Rocky scales—usually dark green with black accents—cover it from head to toe. Its smooth belly is a lighter shade of green. Certain rare types have mottled scales in shades of brown, gray, and yellow.

Its hands are almost human, though each of its four, long fingers ends in a hooked claw. Its feet are flat and broad, with webbed toes. The toes also end in hooked claws, but they're shorter and thicker than those on its fingers. A bony ridge stretches from the base of its neck, down along its spine, and extending the length of its immense tail.

The head of the reptilian gargantua is somewhat small in proportion to its body. It has two glaring eyes, usually gold or bright red. Its nostrils are flush with its head, and its ears are twin triangular projections resembling tiny wings. Its mouth is a wide slash that nearly bisects its entire head and is lined with rows of long fangs.

The reptilian gargantua cannot speak, but it emits deafening roars that sound like the trumpeting of a bull elephant amplified a thousandfold. It can breathe both air and water.

Combat: Although it has some degree of intelligence, the actions of the reptilian gargantua—along with the actions of most gargantua—are those of mindless brutes bent on destruction for destruction's sake. It attacks with sweeping rakes of its front claws and lunging bites from its powerful jaws. If moving upright, it can trample victims for 10-100 (10d10) hit points of damage. It continually sweeps the ground it with its massive tail,

swinging 90 feet behind it and to each side. Any creature within range of the tail must make a successful saving throw vs. death or suffer 8-80 (8d10) hit points of damage.

A rampaging reptilian gargantua is all but oblivious to its surroundings, crushing everything—and everyone—in its path. The ground trembles under its weight when it walks. Since quaking earth always foreshadows its appearance, it never can surprise its prey. When swimming, a reptilian gargantua is similarly handi-capped, as its appearance is always preceded by swirling waters or crashing waves. Additionally, its immense size makes it easy to spot from a distance. Furthermore, the squealing roars that accompany its every action make it virtually impossible to ignore.

The reptilian gargantua's tough hide gives it an Armor Class of 2, forming a strong defense against most physical attacks. When it does suffer damage, the creature can regenerate 4 hit points per round.

Fortunately, reptilian gargantua seldom bother humans. But their memories are long, and their appetite for revenge is nearly limitless. Humans who attack reptilian gargantua, disturb their lairs, or otherwise provoke the creatures will find themselves relentlessly pursued—even it means the gargantua must cross thousands of miles of ocean. This creature's hunger for revenge is seldom satisfied until it has thoroughly ravaged its attackers' villages. Sometimes, entire provinces will be laid to ruin.

The surest way to provoke the wrath of a reptilian gargantua is to threaten its offspring. Adult gargantua have remarkable mental bonds with their young, enabling them to locate their young with pinpoint accuracy at an unlimited range.

In spite of their reputation as mindless destroyers, reptilian gargantua actually possess a simple empathy that enables them to sense the emotions and desires of others, albeit on a primitive level. They seem to instinctively know which creatures bear them ill will, and direct their attacks accordingly.

Habitat/Society: A few reptilian gargantua make their home on the floors of subtropical oceans. Most, however, live on remote tropical islands, far from civilized lands. Such islands are scattered throughout the oceans of Kara-Tur, with most of them uncharted. The most notable exception is the Isle of Gargantua, one

of the Outer Isles off the southwestern tip of Wa. This island is inhabited entirely by gargantua of various types.

Explorers in the arctic regions of Kara-Tur once found a maturing reptilian gargantua frozen in a block of ice. The explorers built a massive sled to haul their discovery back to civilization. The ice began to thaw en route, reviving the creature. The gargantua shattered the melting ice block, crushed his captors, and lumbered into the mountains.

Any grotto or cave that provides shelter, privacy, and sufficient room to house a reptilian gargantua can serve as its lair. Fiercely territorial, a reptilian gargantua and its family usually claim an area of several square miles as their personal property, defending it against any and all intruders. Since their eyes are sensitive to bright light, the creatures spend most of the day sleeping in their lairs, becoming active at night to search for food and patrol their territory. Their thunderous roars make their presence known to all. Reptilian gargantua do not collect treasure or any other items.

Reptilian gargantua live several hundred years. They choose mates within a few years of reaching maturity, and remain with them for the rest of their lives. A female reptilian gargantua gives birth to a single offspring once per century. The birth of a reptilian gargantua is marked by shattering thunderstorms that rock the skies over the territory of its parents for 101 days.

An immature reptilian gargantua stands about 20'-40' tall. It also has 10 HD (THAC0 11) and a movement rate of 12 (Sw 9). A youngling's claws inflict 1-10 hit points of damage each, and its bite inflicts 2-24 (2d12) hit points of damage. Its tail—not nearly as formidable as an adult's—sweeps the ground in an arch reaching 20 feet behind and to both sides, inflicting 3-18 (3d6) points of damage to all victims who fail their save vs. death.

Ecology: The reptilian gargantua is an omnivore. It primarily eats plants, swallowing whole trees in a single gulp. But it also enjoys living prey of all varieties. It can even dine on minerals, gems, and other inorganic substances in times of scarce vegetation and game.

Reptilian gargantua shun the company of other creatures. They especially dislike other types of gargantua, which sometimes compete with their reptilian cousins for the same territory.

Reptilian gargantua have two properties useful to humans:

- The petal of any flower that grows in the footprint of a reptilian gargantua can serve as a component for a *potion of growth*. Such a flower must grow naturally in the footprint; it cannot have been planted there by a human or other intelligent being.

- As noted above, thunderstorms occur when a reptilian gargantua is born. If a dead creature of any kind is struck by a lightning bolt from such a storm, the bolt acts as *resurrection* spell.

Humanoid Gargantua

Humanoid gargantua are the least intelligent type. They resemble gigantic humans, somewhat anthropoid facially, with stooped shoulders, long arms, and jutting jaws. Long, greasy hair dangles about their shoulders, though a few humanoid gargantua are completely bald. They stand 80 to 100 feet tall and are sometimes covered with black, brown, or golden fur. Their skin color ranges from pale pink to dull yellow to deep black. They have blunt noses, huge ears, and bright eyes, which are usually brown or red. Single-eyed humanoid gargantua also are rumored to exist.

Humanoid gargantua have no language of their own, but because of their strong empathy with humans, they are able to comprehend short phrases of human languages 25% of the time. The movements and other actions of humanoid gargantua are typically accompanied by thunderous bellowing and grunting.

The creature attacks with its two fists for 4-40 (3d10) hit points

of damage each. It seldom uses weapons or tools, since its blunt fingers manipulate these objects with difficulty. However, reports exist of humanoid gargantua wielding trees like clubs. The creatures also can make trampling attacks on anyone (or anything) who comes underfoot, causing 10-100 (10d10) points of damage. Humanoid gargantua regenerate hit points at the rate of 4 per round.

Like reptilian gargantua, humanoid gargantua possess a simple empathy that enables them to sense the basic emotions and desires of others. Unless hungry, they tend to avoid creatures who intend them no harm, while actively seeking out and pursuing those with hostile intentions.

Humanoid gargantua live in valleys, in suitably sized caves in remote, jagged mountains, or on their own islands, far from civilized regions. They collect no treasure, spending most of their time eating and sleeping.

They live for several centuries, and mate for life. Once every hundred years or so, a female humanoid gargantua gives birth to 1-2 offspring. An immature humanoid gargantua is about 20'-30' feet tall. It has 8 HD (THAC0 13) and a movement rate of 15. Its fists inflict 1-10 points of damage each. It cannot make trampling attacks.

These monsters peacefully coexist with other creatures in their environment, but humanoid gargantua compete fiercely with rival gargantua, and violent conflicts often result. Many such conflicts continue until one of the gargantua is dead.

Humanoid gargantua eat all types of game and vegetation, preferring deer, bears, horses, and similar game.

Insectoid Gargantua

Adult insectoid gargantua resemble immense moths. Their bodies are covered with fine fur, usually gray or black, and their wings bear colorful patterns in brilliant blue, red, yellow, and green. Their movements and other actions are accompanied by a piercing screech that sounds like a warning siren.

The insectoid gargantua begins life as a gigantic egg, which hatches to reveal a gigantic larva. This larval form has 20 HD. As a larva, the insectoid gargantua can shoot a strand of cocoon silk to a range of 60 feet. This silk is exceptionally strong and sticky, adhering to whatever it hits. With this silken strand, the larva can entangle and immobilize victims. A strand can be severed in three ways: with 20 points of damage from an edged weapon, a successful "bend bars/lift gates" roll, or by monsters of 10 HD or more.

The larval insectoid gargantua grows at a phenomenal rate, increasing 1 HD per week. Upon attaining 25 HD, the larva spins a cocoon and enters the pupal stage. It remains a pupa for 2-8 (2d4) weeks, finally emerging as an immense moth with 30 HD. In this form, the creature can no longer spin silk. However, by flapping its wings, it can create a huge windstorm, 60 feet wide and extending 240 feet ahead. To remain safe, everyone and everything within the path of the storm must be solidly anchored (e.g., tied to a boulder). Unanchored victims must make a saving throw vs. death with a -4 penalty. Those who fail their saving throw are blown back 10 to 40 feet, suffering 1d6 hit points of damage for every 10 feet blown.

Insectoid gargantua establish lairs in the valleys and caverns of warm, mountainous regions. They live for several hundred years. Females lay a single egg every decade, but there is only a 20% chance that any given egg is fertile.

These mothlike creatures eat all types of game and vegetation. They prefer mulberry trees, and in just a few hours, a hungry insectoid gargantua can consume an entire grove of them.

The silk of insectoid gargantua larvae can be woven into cloth from which magical robes are created.

Goblin Rat

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate plain, forest, hill, and mountain
FREQUENCY:	Rare
ORGANIZATION:	Pack
ACTIVE TIME:	Night
DIET:	Omnivore
INTELLIGENCE:	Low to average (5-10)
TREASURE:	B
ALIGNMENT:	Lawful evil
<hr/>	
NO. APPEARING:	1-20
ARMOR CLASS:	7
MOVEMENT:	9
HIT DICE:	3
THACO:	17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-8 or by weapon
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Shape change
MAGIC RESISTANCE:	10%
SIZE:	S (3'-4' tall)
MORALE:	Average (10)
XP VALUE:	270

The goblin rat is a repulsive, disease-ridden shapechanger and a cousin of the hengeyokai.

Unlike the hengeyokai, the goblin rat can assume only two forms: animal and humanoid. In its animal form, it looks like a giant rat, about 3 feet from nose to rump with a lean body and black or brown fur. Its hairless tail is nearly as long as its body. It has pointed ears, beady red or black eyes, and a mouth filled with sharp fangs. In its humanoid form, it appears as a ratman—a short human with a wiry body, thin moustache, greasy skin, and darting eyes.

Goblin rats do not have their own language, but they speak the trade language as well as any languages common to their immediate area. They can speak only in humanoid form.

Combat: Goblin rats almost always prefer flight to combat, even when their lairs are threatened. However, when cornered or hungry, goblin rats will fight ferociously.

In either form, the goblin rat retains all its hit points and abilities. Changing forms requires one full round, during which the creature can take no other actions. Armor and equipment do not change form along with the goblin rat. When changing from humanoid to animal form, all weapons and armor fall from its body to the ground.

While in animal form, a goblin rat cannot use weapons or armor. It attacks with its bite instead. Each successful hit inflicts 1-8 points of damage and has a 5% chance of transmitting a disease to the victim. Cholera, plague, and fevers are the diseases most commonly transmitted.

In its ratman (humanoid) form, a goblin rat cannot inflict damage with its bite. It can use weapons and armor, however. It favors spears, naginata, and two-handed swords. For armor, it prefers studded leather and ring mail (yielding AC 6).

When 10 or more goblin rats are encountered, one of the creatures serves as king of the group. The king has 5 HD, AC 4, and—in rat form—bites to inflict 3-11 (1d8 +2) points of damage. In humanoid form, the king typically wields a two-handed sword.

The goblin rat is terrified of all cats and catlike creatures. When facing such felines, it must make a saving throw vs. paralyzation.



Goblin rats who fail their saving throw flee in panic for one full turn; those who succeed are unaffected by the feline's presence. Feline creatures gain a +1 bonus to all attack rolls when fighting goblin rats. (This bonus stems from the antipathy between the two creatures and the goblin rat's extreme fear.) Such is the extent of this fear that even lifelike paintings of cats can protect a household from goblin rats. (A painting is considered to be sufficiently lifelike if it is a painting of quality and has been created for the express purpose of keeping away goblin rats.)

Habitat/Society: Goblin rats live on the fringes of human settlements. They usually dwell in abandoned huts, deserted temples, or other buildings from which they have driven the former owners. A typical rat pack is an extended family of 1-10 adult males, an equal number of adult females (as dangerous as males), and a number of young equal to the total number of adults.

The largest male adult is the self-declared king. He maintains absolute authority over the pack. If the king is challenged by another male rat in the pack, they duel to the death in their animal forms, with the winner assuming the kingly duties.

Under the cover of night, goblin rat packs make raids into human villages to steal food and livestock. Occasionally, they also prey on lone travelers. Goblin rats hoard sizeable treasure, including coins, gems, and other shiny trinkets, which they usually bury in deep holes behind their lairs.

Ecology: Goblin rats eat whatever morsels they can scrounge. Hunting is not their forte, so they prefer easy, domesticated prey such as pigs, sheep, and horses. They also enjoy fruits and grains.

Goblin rats are symbols of cowardice and deviousness. Because of the diseases they carry, they are not considered desirable company by other creatures. Oni have been known to employ them as servants, however. The flesh of this creature is inedible. Some folk consider the whiskers to be an effective cure for baldness, and create a tonic by boiling the whiskers in water.

CLIMATE/TERRAIN:	Subtropical and tropical oceans
FREQUENCY:	Rare
ORGANIZATION:	School
ACTIVE TIME:	Any
DIET:	Carnivore
INTELLIGENCE:	Average to high (8-14)
TREASURE:	U
ALIGNMENT:	Lawful neutral

NO. APPEARING:	4-40
ARMOR CLASS:	7
MOVEMENT:	6, Sw15
HIT DICE:	1 to 4
THACO:	1 HD: 19 3 HD: 17 2 HD: 19 4 HD: 17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Immune to water attacks
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	Steady (11)
XP VALUE:	1 HD: 35 3 HD: 120 2HD: 65 4 HD: 175

The hai nu are a race of intelligent aquatic creatures. Though passive by nature, their close relationship with the Lord of the Sea can make them formidable enemies.

Hai nu are humanoids. Their lean, solidly muscled bodies are covered with soft fur in shades of green, blue, and yellow. They have webbed hands and feet, with short, blunt claws extending from their fingers and toes. Bony ridges encircle their sunken black eyes. Rows of thin gill slits extend the lengths of their necks. Hai nu can breathe underwater as well in the air above, but they cannot tolerate long periods on land.

Hai nu can speak the language of their own race and the court language of the Sea Lord.

Combat: Peaceful by nature, hai nu prefer solitude. They seldom attack surface vessels. However, they vigorously defend their hunting grounds and homes, fighting to the death if cornered or threatened.

When encountered, a school of hai nu bears the following arms: trident and speargun (treat as spear), 50%; short sword, 20%; trident and dagger, 20%; short sword and net, 10%. The humanoids have excellent relationships with sharks, porpoises, and whales; there is a 40% chance that 3-12 (3d4) of such creatures accompany any school of hai nu. In addition, 2-12 (2d6) tame sharks always defend a hai nu community.

When combat is required, hai nu fight as a team, coordinating their efforts for maximum effect. This typically means surrounding their enemies and attacking from all sides. Their sharks and other aquatic animal allies then attack stray opponents, while distracting and weakening others. Should the opponents surrender, hai nu typically allow them to leave—but not before securing a promise that the opponents will never come back. A hai nu's memory is long. If these opponents violate their promise and return, the hai nu will attack them mercilessly, pursuing them if need be, until the last enemy is destroyed.

Ordinarily, hai nu avoid direct confrontations. They prefer to discourage trespassers and other potential enemies by subtle means. For example, fishermen who ply the waters of the hai nu may find their lines cut and their nets fouled. Sailors may find small leaks in the bottom of their ships. Undersea explorers may



find themselves trailed by a school of huge sharks. Should such actions fail, the hai nu may petition the Sea Lord for help, which can result in massive storms or the appearance of a typhoon dragon (tan mi lung), which drive away the hai nu's foes.

Hai nu are immune to all forms of water-based attacks, including water-based spells. They suffer twice the normal damage from fire-based attacks, including fire-based spells. From cold-based attacks, they lose 1 additional hit point per die of damage. In addition, they suffer 1 hit point of damage for each round spent totally out of water.

Habitat/Society: Hai nu live in the warm, shallow seas of subtropical and tropical regions. They spend their days gathering fish and attending the court of the Sea Lord. They make their simple communities in the hulls of sunken ships and amid strands of thick seaweed on the ocean floor.

A hai nu school typically consists of 4-40 adults. Their society is matriarchal, and 75% of any school is female. Each school is led by a matron with 6 HD and an Armor Class of 5. The school's female adults make decisions by consensus, but the matron reserves the right to veto any judgement with which she disagrees.

A female hai nu spawns about once every two years, laying 2-12 (2d6) eggs at a time, of which only 50% are fertile. Hatchling hai nu are virtually defenseless, as they are less than 6 inches long with 1-2 hit points and an AC of 10. The hatchlings reach maturity in about three years. Until then, they never stray from their mother's side; she will fight to the death to defend them.

Hai nu love bright treasures and have a particular affinity for gems and statuary. Half of all acquired treasure is deposited in crevasses in the ocean floor as a tribute to the Sea Lord. Hai nu gather their treasure from sunken ships, but when a tribute to the Sea Lord is overdue, they have been known to attack passing ships with the express purpose of stealing cargo.

Ecology: Hai nu eat nearly all types of sea life, favoring oysters, crabs, fish, and seaweed.

CLIMATE/TERRAIN:	Subtropical and tropical oceans	
FREQUENCY:	Rare	
ORGANIZATION:	School	
ACTIVE TIME:	Any	
DIET:	Carnivore	
INTELLIGENCE:	Average to high (8-14)	
TREASURE:	U	
ALIGNMENT:	Lawful neutral	

NO. APPEARING:	4-40	
ARMOR CLASS:	7	
MOVEMENT:	6, Sw15	
HIT DICE:	1 to 4	
THAC0:	1 HD: 19	3 HD: 17
	2 HD: 19	4 HD: 17
NO. OF ATTACKS:	1	
DAMAGE/ATTACK:	By weapon type	
SPECIAL ATTACKS:	Nil	
SPECIAL DEFENSES:	Immune to water attacks	
MAGIC RESISTANCE:	Nil	
SIZE:	M (5' tall)	
MORALE:	Steady (11)	
XP VALUE:	1 HD: 35	3 HD: 120
	2HD: 65	4 HD: 175

The hai nu are a race of intelligent aquatic creatures. Though passive by nature, their close relationship with the Lord of the Sea can make them formidable enemies.

Hai nu are humanoids. Their lean, solidly muscled bodies are covered with soft fur in shades of green, blue, and yellow. They have webbed hands and feet, with short, blunt claws extending from their fingers and toes. Bony ridges encircle their sunken black eyes. Rows of thin gill slits extend the lengths of their necks. Hai nu can breathe underwater as well in the air above, but they cannot tolerate long periods on land.

Hai nu can speak the language of their own race and the court language of the Sea Lord.

Combat: Peaceful by nature, hai nu prefer solitude. They seldom attack surface vessels. However, they vigorously defend their hunting grounds and homes, fighting to the death if cornered or threatened.

When encountered, a school of hai nu bears the following arms: trident and speargun (treat as spear), 50%; short sword, 20%; trident and dagger, 20%; short sword and net, 10%. The humanoids have excellent relationships with sharks, porpoises, and whales; there is a 40% chance that 3-12 (3d4) of such creatures accompany any school of hai nu. In addition, 2-12 (2d6) tame sharks always defend a hai hu community.

When combat is required, hai nu fight as a team, coordinating their efforts for maximum effect. This typically means surrounding their enemies and attacking from all sides. Their sharks and other aquatic animal allies then attack stray opponents, while distracting and weakening others. Should the opponents surrender, hai nu typically allow them to leave—but not before securing a promise that the opponents will never come back. A hai nu's memory is long. If these opponents violate their promise and return, the hai nu will attack them mercilessly, pursuing them if need be, until the last enemy is destroyed.

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find themselves trailed by a school of huge sharks. Should such actions fail, the hai nu may petition the Sea Lord for help, which can result in massive storms or the appearance of a typhoon dragon (tan mi lung), which drive away the hai nu's foes.

Hai nu are immune to all forms of water-based attacks, including water-based spells. They suffer twice the normal damage from fire-based attacks, including fire-based spells. From cold-based attacks, they lose 1 additional hit point per die of damage. In addition, they suffer 1 hit point of damage for each round spent totally out of water.

Habitat/Society: Hai nu live in the warm, shallow seas of subtropical and tropical regions. They spend their days gathering fish and attending the court of the Sea Lord. They make their simple communities in the hulls of sunken ships and amid strands of thick seaweed on the ocean floor.

A hai nu school typically consists of 4-40 adults. Their society is matriarchal, and 75% of any school is female. Each school is led by a matron with 6 HD and an Armor Class of 5. The school's female adults make decisions by consensus, but the matron reserves the right to veto any judgement with which she disagrees.

A female hai nu spawns about once every two years, laying 2-12 (2d6) eggs at a time, of which only 50% are fertile. Hatchling hai nu are virtually defenseless, as they are less than 6 inches long with 1-2 hit points and an AC of 10. The hatchlings reach maturity in about three years. Until then, they never stray from their mother's side; she will fight to the death to defend them.

Hai nu love bright treasures and have a particular affinity for gems and statuary. Half of all acquired treasure is deposited in crevasses in the ocean floor as a tribute to the Sea Lord. Hai nu gather their treasure from sunken ships, but when a tribute to the Sea Lord is overdue, they have been known to attack passing ships with the express purpose of stealing cargo.

Ecology: Hai nu eat nearly all types of sea life, favoring oysters, crabs, fish, and seaweed.

CLIMATE/TERRAIN:	Any land
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or covey
ACTIVE TIME:	Night
DIET:	Carnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	X, Y
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-4
ARMOR CLASS:	3
MOVEMENT:	9
HIT DICE:	8
THACO:	13
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4/1-4/1-8
SPECIAL ATTACKS:	Constriction
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	35%
SIZE:	M (7' long)
MORALE:	Steady (12)
XP VALUE:	2,000

A vicious variety of oriental hag, the hannya is a cross between a wretched old woman and a serpent with an insatiable hunger for human prey.

The upper portion of a hannya's body is that of an elderly human female. Her nose is long and hooked, her tongue long and forked, and her beady black eyes are covered with a milky film. Her body is lean and bony, her flesh a sickly green. Sharp yellow teeth line her mouth. Her black, greasy hair dangles in long curls over her hunched shoulders. Her long, thin fingers end in sharp claws. She wears the tattered clothes of a peasant, which are usually black or grey in color, and caked with filth.

The bottom portion of a hannya's body is that of a thick serpent. This serpentine segment is supple and well-muscled, enabling the hannya to grasp and constrict victims like a boa. Thin green or black scales cover her skin, and they feel cold to the touch.

Hannya speak languages that are common to the areas they inhabit, as well as the languages of yuan-ti and all reptiles. An excited or agitated hannya speaks in sputtering hisses, interspersed with long, high-pitched cackles,

Combat: The hannya is a devious, cruel fighter, preying almost exclusively on the weak and helpless. When confronted by an opponent of equal or greater power, she withdraws at the earliest opportunity. But when facing a weaker adversary, she attacks with unparalleled viciousness, relishing her victim's every scream.

The hannya can *polymorph self* at will and has continual *ESP* to a radius of 100 feet. Additionally, she can project a suggestion into the mind of an unwary character up to 100 feet distant. When she detects the presence of a suitable victim, such as a traveling priest or a lost child, the hannya's typical strategy is to *polymorph* into the form of an old lady with a kind face and pleasing manner. Using her *suggestion* ability, she plants an idea in her victim's mind. She suggests to her victim that a lonely old lady needs help or desires company, or can provide him with shelter and food. If the victim is drawn to her, the *polymorphed* hannya engages him in pleasant conversation, attacking as soon as the victim drops his guard.

The hannya attacks with her claws and bite. She also can constrict a victim with her tail to inflict 1-4 hit points. If the first at-



tempt to constrict a victim succeeds, the victim is constricted automatically each round thereafter, suffering an additional 1-4 hit points of damage per round. Constricted humanoid creatures can free themselves from a hannya's coils with a successful "bend bars/lift gates" roll. If a companion attempts to free an encoiled victim by attacking the hannya with a weapon, the chance of accidentally striking the victim is 20%.

A hannya has an aversion to violets. She will not voluntarily enter a home or any other building surrounded by beds of these flowers. A character carrying a bouquet of violets is protected from hannya; a hannya will not physically touch such a character, nor can she affect such a character with her spells. In such cases, the hannya, *polymorphed* as an old woman, will sweetly ask the victim to put his flowers in a vase where she can admire them, or claim that she is allergic to such flowers and ask the victim to put them away. (Note that such requests are verbal appeals, not suggestions, because a victim with violets is immune to the hannya's spells.) If the victim complies, the hannya attacks.

Habitat/Society: Hannya are former human female *wu jen* or *shukenja* of evil alignment who have been outcast from their villages for crimes against the community. Seeking revenge, these bitter women make unholy pacts with dark spirits, pledging their loyalty and worship in exchange for assuming the powerful hannya form.

Hannya dwell in abandoned buildings or ruined temples, usually near the outskirts of human settlements. They usually live alone, but sometimes several join together in a covey, equally sharing in any prey they lure to the lair. Hannya collect coins and other treasure items to use as bait for greedy victims, alerting passers-by to the presence of treasure by *suggestion*.

Ecology: The ravenous hannya eat all manner of living creatures. They favor human and humanoid flesh. They seldom associate with other monsters, but occasionally align with yuan-ti for the purpose of attacking large groups of humans.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Uncommon
ORGANIZATION:	Solitary or band
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	Very to exceptional (12-15)
TREASURE:	N, P
ALIGNMENT:	Varies (usually Chaotic good or evil)
NO. APPEARING:	1-20
ARMOR CLASS:	10 (as unarmored human or biped; see below for animal form)
MOVEMENT:	12 (as human or biped; see below for animal form)
HIT DICE:	1
THAC0:	20
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon (as human or biped; see below for animal form)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	Human or biped: M (5'-6' tall) Animal form: S (2'-3' long)
MORALE:	Elite (13)
XP VALUE:	420



Hengeyokai are a race of intelligent shapechangers. Several sub-races exist, each representing a different type of animal.

Hengeyokai can be shukenja, kensai, bushi, or wu jen. They can never be samurai or ninja, since they are not human. The minimum and maximum ability requirements for a hengeyokai are summarized on a table below.

A hengeyokai can *shapeshift* between three different forms: animal, biped, and human. Each hengeyokai can assume only one animal form. The most common are carp, cat, crab, crane, dog, drake, fox, hare, monkey, raccoon dog, rat, and sparrow. Each animal form has its own alignment restrictions and special abilities; consult the Hengeyokai Creatures table below.

When in animal form, the hengeyokai is indistinguishable from normal animals of its kind. The change in form is genuine. Hence, the animal form appears normal and real to a caster who uses spells that reveal illusions.

When in bipedal form, the hengeyokai looks like a humanoid animal. He stands on his hind appendages to the height of a normal man. The front appendages (wings, paws, or fins) change into hands, capable of gripping and using normal weapons. The rest of the body retains the animal's general appearance, including fur, feathers, wings, a tail, and other characteristic features.

When in human form, the hengeyokai looks like a normal human being. Like his animal form, the human form is genuine and cannot be detected by spells that reveal illusions. However, the human form always retains one or more distinctive features of the animal form. For instance, a sparrow hengeyokai may have a pointed nose, and a rat hengeyokai may have beady eyes and long whiskers. (The DM determines such identifying features.)

Hengeyokai have their own language, which is the same regardless of their animal type. They can speak this language in all three of their forms. Additionally, hengeyokai can converse with normal animals and speak the trade language, as well as the languages of humans in the area. Hengeyokai only can speak human languages when in their human or bipedal forms.

Combat: The ability to *shapechange* is natural to hengeyokai. They are not lycanthropes, and have none of the characteristics of lycanthropy. In other words, they are not limited by the cycles of the moon, are not especially susceptible to silver weapons, cannot transmit their power through wounds, and cannot heal their own wounds by simply changing form.

Each day, a hengeyokai can *shapechange* the number of times that equals his level. For instance, a 1st level hengeyokai can change from human to animal (or biped) only once in a given day. He must remain in that form until the next day, when he can shapechange again.

Changing form requires one complete round. The hengeyokai can take no other actions during that time. Armor and equipment do not change form; they simply drop to the ground. A hengeyokai has the same level and ability scores in each form. When he reaches 0 hit points in any form, he is slain.

Total hit points vary between forms. In animal form, a hengeyokai has only half the total he has in human or bipedal form (rounded up). Hit points lost in one form are carried over point for point when the creature changes form. In other words, if a hengeyokai normally has 23 points as a human, he has a maximum of 12 in animal form. If he loses 8 points in human form, and stays in that form, his current total will be 15 (23 - 8 = 12). If he changes to animal form, his total will drop to 4 (12 - 8 = 4). If a hengeyokai would be reduced to 0 hit points (or less) when changing to animal form, he cannot make the change.

Each form has advantages and disadvantages:

In animal form, hengeyokai have the movement rate, Armor Class, and damage range shown on the Hengeyokai Creatures table below. They also gain infravision at a 120-foot range and acquire the ability to speak with normal animals. Conversations with normal animals are usually limited to a few simple phrases and concepts, depending on the sophistication of the animal.

The animal form has disadvantages, too. As noted above, a hengeyokai has only half his normal hit points when in animal form. He cannot wear armor, use weapons or equipment, or cast

spells. He may be mistaken for—and hunted as—a normal animal. He cannot speak any languages other than those of the hengeyokai and normal animals, though he can understand any languages he knows.

In *bipedal form*, the hengeyokai can speak any language he knows (including human and animal languages), has infravision to a range of 120 feet, has his full number of hit points, can cast spells, and can use weapons, equipment, and armor.

However, the bipedal hengeyokai cannot use the special movement abilities of its animal form, regardless of its appearance. (For instance, a hengeyokai sparrow cannot fly in bipedal form, and a bipedal carp must use the normal swimming rules.) The movement rate for all bipedal hengeyokai is 12. Furthermore, the bipedal form is distinctive, and easily recognized as a hengeyokai.

In *human form*, the hengeyokai can cast spells, wear armor, and use weapons and equipment. He has his full number of hit points and can easily pass for a normal human being. However, he has no infravision and he cannot speak to animals, although he still can understand their speech.

A hengeyokai's choice of form depends on his situation:

- The animal form usually is used for reconnaissance and exploration rather than fighting, unless the animal form provides an especially advantageous attack or Armor Class. (For instance, if a dog hengeyokai in human form has neither arms nor armor, he probably would change to an animal to fight. As a dog, his AC is 9 and he can bite for 1-6 points of damage.)

- The bipedal form is most natural for the hengeyokai. It also is preferred for intimidating opponents, as well as for its language and infravision capabilities.

- The human form is most commonly used in combat. In this form, the hengeyokai attacks savagely and unrelentingly, *shapeshifting* to its animal form when necessary to escape from danger or to pursue a fleeing opponent.

Habitat/Society: Hengeyokai are found throughout the world, usually on the fringes of human civilization. Hengeyokai do not form communities or villages of their own, preferring to form loosely organized bands, dwelling in crude but sturdy shelters made of wood and stone.

In general, the hengeyokai are a secretive race. They prefer to avoid prolonged contact with humans. Unlike most other races, hengeyokai do not form clans. They have little desire for land or position and never establish formal families or strongholds.

Hengeyokai of good alignment sometimes become protectors of human families or villages. As protectors, they assume the responsibilities of defending the area from outsiders and see to the general well-being of the inhabitants. In return, the hengeyokai receive offerings of food, gifts, and services from those they protect. Such offerings cover all the hengeyokai's needs.

The majority of hengeyokai are of chaotic alignment and form no associations with humans. Humans who dwell in the same area as a hengeyokai band usually are aware of the different animal forms this race may assume, as well as the usual alignment of each. The humans act accordingly. For instance, a fox hengeyokai is usually evil, so humans avoid it.

A typical hengeyokai band seldom consists of more than 20 adult members. Males and females are equal in number, as well as in abilities. The band includes one 2nd or 3rd level bushi (50% chance of either), who serves as the leader. The leader may be male or female. There is a 20% chance that a band includes a 1st or 2nd level shukenja, a 10% chance of a 1st or 2nd level wu jen, and a 10% chance of a 1st or 2nd level kensai. The remaining hengeyokai are 1st level bushi. A few hengeyokai are bushi, shukenja, wu jen, and kensai of levels higher than those noted above. Such higher-level creatures seldom belong to a band, preferring to strike out on their own.

Hengeyokai have little use for material possessions. They rarely accumulate more than a few coins as treasure. Whatever else they acquire is usually exchanged for practical items, such as food or weapons, or given away to needy recipients.

Hengeyokai strive to make their lives as simple as possible. They enjoy storytelling, horticulture, and all forms of physical recreation such as swimming, running, and climbing. Though suspicious of strangers, they make deep and lasting friendships with those who treat them with kindness.

Ecology: The hengeyokai diet is similar to that of humans. However, they tend to eat foods associated with their animal forms. For instance, a cat hengeyokai may be a strict carnivore, while a sparrow hengeyokai may eat only seeds and grain.

Not many hengeyokai are artisans, but a few have natural artistic talent and exceptional skill. They are especially noted for their nishiki-e and beautifully carved kongi rikishi. The nishiki-e, colored woodcuts, have been known to fetch as much as 1,000 ch'ien from art collectors. Kongi rikishi are guardian figures mounted at the entrances of temples.

Hengeyokai Creatures

Creature	Align.	Dmg	AC	MV	Modifications
Carp	Any good		7	SW 12	+1 Wis, -1 Str
Cat	Any chaotic	1-3	9	12	-1 Dex, -1 Wis
Crab	Any	1-3	8	3, Sw6	+2 Str, -2 Cha
Crane	Any good	1-2	9	6, Fl12 (C)	+1 Wis, -1 Dex
Dog	Any good	1-6	9		+1 Con, -1 Int
Drake	Any good		7	Yn 12 (C) Sw9	+1 Cha, -1 Dex
Fox	Any evil	1-3	6	15	+1 Int, -1 Wis
Hare	Any good		5	18	+1 Wis, -1 Str
Monkey	Any chaotic		6	12	+2 Dex, -2 Wis
Raccoon dog	Any evil	1-6	9	9	+2 Str, -2 Wis
Rat	Any evil	1-3	5		+2 Con, -2 Cha
Sparrow	Any good		3	3, Fl3 (C)	+2 Cha, -2 Con

Hengeyokai Abilities

Ability	Min.	Max.
Str, Int, Wis, Con	12	18
Dex	9	18
Cha	12	17

Notes

Alignment requirements are strict, and apply all three of a hengeyokai's forms.

Damage (Dmg) listings apply to animals with natural weapons, such as teeth or claws. Natural weapons can be used only when the hengeyokai is in animal form.

Armor Class (AC) applies only to the animal form, not the bipedal or human form. It cannot be augmented by armor or shields.

Movement (MV) indicates the hengeyokai's movement rate in animal form.

Modifications include changes to the hengeyokai's score based on its animal type. These modifications cannot increase a hengeyokai's scores above the racial maximums, but can make them lower than the minimums.

CLIMATE/TERRAIN:	Subtropical mountains and forests
FREQUENCY:	Rare
ORGANIZATION:	Tribe
ACTIVE TIME:	Any
DIET:	Omnivore
INTELLIGENCE:	Average (8-10)
TREASURE:	B
ALIGNMENT:	Neutral

NO. APPEARING:	2-20
ARMOR CLASS:	6
MOVEMENT:	6, Sw9
HIT DICE:	2+1
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 or by weapon type
SPECIAL ATTACKS:	Nil
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	Average (10)
XP VALUE:	65



The hsing-sing are a race of reclusive ape-like humanoids. Many scholars consider the hsing-sing to personify the principles of pacifism and harmony with nature.

Hsing-sing have bulky bodies covered with thick white fur. As they age, their fur darkens to rich, golden tones. Their long arms extend nearly to the ground. When swimming, their large, flat feet propel them through the water with ease. Their hairless faces look almost human, with bright blue or brown eyes, small noses, and smooth skin. However, their teeth are much longer and sharper than human teeth, resembling the fangs of carnivorous apes.

Their long fur offers natural protection against the elements, and hsing-sing do not wear clothing. However, tribal leaders sometimes wear armbands made of intricately woven vines as a symbol of authority. Females sometimes weave wild flowers into the fur of their arms and legs.

Hsing-sing speak the trade language and the language of their own race.

Combat: Hsing-sing are normally passive, friendly creatures, preferring flight to confrontation. But once a year, usually at the onset of spring, adult males instinctively complete a "war season." This season lasts for 6-16 (2d6 + 4) days. During that time, male hsing-sing become extremely savage and aggressive. They organize raiding bands of 4-20 (5d4) members, and attack human and humanoid settlements on the edge of their territories. Such attacks are impartial; the hsing-sing pillage good and evil creatures alike. To maximize the advantage of surprise, the hsing-sing seldom attack the same settlements two years in a row.

A raiding band of hsing-sing are armed with blowguns (50%), spears (30%), and parangs (20%). Additionally, 50% of the band carries specially constructed wicker shields. (Like any shield, it raises their Armor Class to 5.) Hsing-sing are quite adept at using poison, and their blowgun darts are always dipped in noxious concoctions. They have two principal poisons. The first type of poison causes death in 2-5 rounds if the victim fails his saving throw vs. poison. If the save is successful, the poison still causes 1-8 hit points of damage. The second type of poison is a strong

muscle relaxant. If the victim fails his save, the poison paralyzes him for 2-12 (2d6) turns. If the saving throw is successful, the poison slows him (as per the spell) for 1-6 turns.

Habitat/Society: A hsing-sing tribe consists of 2-20 (2d10) males, an equal number of females, and a number of children equal to 50% of the total number of adults. Females have 1 hit die and fight from the branches, hurling clubs and stones at attackers. Children have 1-2 hit points and cannot make attacks. The oldest male member of the tribe serves as its leader.

A hsing-sing lair is a simple sleeping platform perched in the highest branches of a tall tree. A thatched roof offers some protection from the elements. Each family shares a single platform. Because of their love of nature, hsing-sing often keep rabbits, parrots, and other small creatures as pets.

Hsing-sing lead a simple existence. They spend most waking hours hunting for food, frolicking in the trees, and telling stories. Aside from making wicker shields, weapons, and simple tools, they practice no crafts. Though hsing-sing have no desire for material wealth, they collect small amounts of treasure, which they use for trade with humans. They usually stash their treasure in a hollowed-out branch near their sleeping platforms.

Ecology: Hsing-sing eat fruits and grains indigenous to the areas they inhabit, supplemented with small amounts of fish, deer, and other wild game. Because of their weakness for strong drink, they occasionally come to human villages to trade. On these trips, they bring rare treasure from the hidden enclaves of the forest, such as parrots, rare bird feathers, scented roots, and exotic fruits. In exchange, they take forged metal, pottery, rice, and wine.

Human hunters sometimes track down and kill hsing-sing for their fur. The golden fur of an elder hsing-sing is especially prized.

CLIMATE/TERRAIN:	Temperate plain, forest, hill, and mountain
FREQUENCY:	Rare
ORGANIZATION:	Solitary or pack
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	Genius (17-18)
TREASURE:	I, S, T
ALIGNMENT:	Chaotic evil
NO. APPEARING:	1-6
ARMOR CLASS:	7
MOVEMENT:	15
HIT DICE:	6
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 or by weapon type
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	M (5' tall)
MORALE:	Steady (11)
XP VALUE:	4,000

Lesser spirits who are cousins of the hengeyokai, the hu hsien are a race of shapeshifting foxes—cunning, clever, and capable of endless mischief.

A hu hsien has two basic forms, and can *shapechange* freely between them. Its primary form looks like a normal fox with rust-colored or silver fur. Unlike a normal fox, however, a hu hsien fox can walk on its hind legs and hold items in its front paws. The hu hsien's second form is that of a human maiden. She has exceptional beauty and grace (18 Charisma). Her hair is long and flowing, and she wears long, silken robes. But unlike a normal maiden, the hu hsien's human form has a foxlike tail. The lovely hu hsien usually takes care to hide the tail beneath her robe.

The hu hsien can speak all languages common to the area she inhabits, as well as the language of animals.

Combat: Hu hsien delight in their ability to manipulate and torment hapless humans. They are noted for their trickery, and a character who scoffs at their existence is among the hu hsien's favorite victims.

A hu hsien can employ the following spell-like effects at will, once per round: *become invisible*, *polymorph self*, *disguise*, *chameleon*, *know history*, *hypnotism*, *read magic*, *comprehend languages*, *ventriloquism*, *apparition*, *ESP*, and *hypnotic pattern*. Once per day, she can use *possess*, *servant horde*, and *major creation*. Three times per week, she can use either *reward* or *ancient curse*. When in human form, she has the power of *fascination*.

The hu hsien can be hit only by +3 weapons or better. She has limited regeneration, healing at the rate of 2 hit points per hour. She is immune to fire and takes only half damage from cold-based attacks (no damage on a successful saving throw). She suffers double damage from electrical-based attacks. She greatly fears thunderstorms, since the Celestial Emperor sometimes sends the Thunder God to punish the hu hsien for her wicked ways.

The hu hsien sustains herself by draining the life force of human victims. To do so, she must assume human form and trick a human into spending time with her, generally by using her *fascinate* power to cause the victim to fall hopelessly in love. Thereafter, each day the victim spends with the hu hsien results in the loss of one experience level, similar to the effects of an *energy drain*. The victim, totally blinded by love, is not aware of what is



happening and does not realize what has befallen him. Once this process begins, the victim only can be saved if the hu hsien is driven away or destroyed by others.

Habitat/Terrain: Hu hsien typically make their lairs near the outskirts of human villages. They sometimes occupy abandoned houses, using their magical powers to create the illusion of great wealth and luxury. Occasionally, their lair is a normal fox den, but the enchanted interior looks like a great mansion. Many times an unfortunate traveler has dined and slept in a grand hall, only to awaken in the cramped space under the floors of an old house, the guest of a hu hsien.

Hu hsien are not entirely cruel and ungrateful. They have been known to reward people who show them generosity or treat them kindly. Such rewards usually involve success at examinations, good fortune, or rescue in a moment of great danger.

Hu hsien are particularly attracted to scholars, both as allies and victims. A scholar who befriends a hu hsien, usually with regular tributes of gems and coins, may sometimes petition the lovely fox-creature's help in matters of academic research. The scholar lights sticks of incense in his study, then leaves the room for the night. When he later returns, the scholar will discover a particular volume protruding from the stacks on his shelves, or a particular document displayed on his desk. This volume or page contains the information he sought, courtesy of the hu hsien.

Hu hsien value wealth, and frequently acquire great treasure caches. Because of this, some wealthy people attribute their own material success to the worship of this lesser spirit. Near their mansions, they construct clay shrines in honor of the hu hsien, bearing the image of a fox embracing an ornately-dressed human. Tributes of gems, coins, and prayer are offered daily at these shrines.

Ecology: Though hu hsien obtain all sustenance from human victims, they have a weakness for wine of any type. Once intoxicated, they revert to their primary fox form.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Nil
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	Nil
MOVEMENT:	Nil
HIT DICE:	Nil
THACO:	Nil
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Nil
SPECIAL ATTACKS:	Ability drain
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	Nil
MORALE:	Nil
XP VALUE:	7,000

A projection of the evil thoughts of a living person, the ikiryō is a lesser spirit that obsessively pursues its victim until either it or the victim is destroyed.

An ikiryō springs into existence as a manifestation of intense jealousy or hatred, which is directed toward a specific person. Only a human or humanoid can create this spirit; monsters cannot. No one can intentionally create an ikiryō. The person who generates this deadly spirit is seldom, if ever, aware of its existence.

Once created, the ikiryō has a will of its own. It seeks out the object of its creator's dark emotions, and attempts to erode the victim's abilities until he dies. The ikiryō's creator cannot negate, command, or control the spirit in any way. An ikiryō never does what it does on behalf of the person who created it.

The ikiryō has no physical form of any kind; it is only experienced as a presence of psychic energy. As such, it cannot be seen or detected by *detect invisibility* or *detect life*. A *detect evil* spell reveals an aura of evil surrounding the victim it is trying to destroy. A *detect harmony* spell reveals that something about the victim and his surroundings is out of place, but it does not specifically reveal the ikiryō's presence.

Only a *true sight* spell (or its equivalent) causes the ikiryō to appear. In this case, it looks like a shimmering, ghostly image of the person who created it.

Combat: An ikiryō always has a specific living character as its target. After its creation, the ikiryō travels unerringly in the direction of that victim, moving at its full movement rate. The ikiryō can locate its victim anywhere in the world, although it cannot seek him out on other planes of existence. Should its victim be on another plane at the time of the ikiryō's creation, the ikiryō dissipates within 24 hours, unless the victim returns to the Prime Material Plane during that time.

When an ikiryō finds its victim, it stays with him until either it or the victim is destroyed. Once an ikiryō has contacted its victim, it can follow him anywhere, including other planes of existence. Each day the ikiryō stays with the victim, the victim loses 1 point from every ability score. The loss occurs at the end of each 24-hour period. The victim also loses the use of any attributes that depend upon those scores. (For instance, if a wu jen's Intelligence drops from 10 to 9, he cannot cast his 5th level spells.)



Unless the victim has detected the presence of the ikiryō by one of the methods described above, he probably won't realize exactly what is happening to him. He will feel disturbed and restless, and even the freshest air will seem stagnant. He will tire easily and feel exhausted. But he may not realize his ability scores are dropping, or how much. If any ability score is reduced to 0, the victim dies, and the ikiryō blinks out of existence.

If a victim survives the drain, he only can recover ability points when the ikiryō is banished or destroyed. At that time, lost ability points return at the rate of 1 point per ability, per day.

An ikiryō is extremely difficult to thwart. A *protection from evil 10'* radius spell temporarily keeps the ikiryō at bay, but the spell does not harm it. *Invisibility to spirits* prevents the ikiryō from locating its victim, but as soon as the magical effects fade, the ikiryō is back on track. *Summon spirit* causes the ikiryō to instantly take the form of the person who created it, complete with all of the creator's strengths, weaknesses, and other attributes. If this summoned form is destroyed, the ikiryō is likewise dispelled. An *exorcism*, if successful, banishes the ikiryō, forbidding it from ever returning.

Perhaps the easiest way to destroy an ikiryō is to seek out the person who generated it. If this person is confronted with the existence of the ikiryō, the creature vanishes forever, regardless of whether the person accepts responsibility for the spirit's creation.

In game play, either an NPC or PC may create an ikiryō, and either may be its victim. The DM determines when the formation of the spirit is appropriate. As DM, you may know of an NPC who harbors secret resentments against a PC; the ikiryō can attack that PC.

Habitat/Society: Ikiryō have no lairs. They do not collect treasure or organize themselves into formal groups.

Ecology: Primitive villagers shun those who have been attacked by an ikiryō, believing them to be harbingers of bad fortune.

CLIMATE/TERRAIN:	Temperate forests
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Night
DIET:	Carnivore
INTELLIGENCE:	Animal (1)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1-3
ARMOR CLASS:	3
MOVEMENT:	9, Fl3 (D)
HIT DICE:	5+4
THAC0:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	2-16
SPECIAL ATTACKS:	Tremor
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	Nil
SIZE:	L (W-10' long)
MORALE:	Average (8)
XP VALUE:	420

The jishin mushi is a giant carnivorous insect. Also known as the earthquake beetle, it is capable of generating tremors of extraordinary magnitude.

The jishin mushi has six legs and a plump body. A tough, blue-green carapace covers its back, while thick gray plates protect its underside. Its legs are covered with black bristles and end in flat, bony hooks. These hooks are useless as weapons but helpful for digging.

The earthquake beetle's carapace conceals a pair of wing sheaths. When it takes flight, the beetle raises the sheaths to expose four wings. The two smaller wings near the head help the creature maneuver. The two larger wings behind propel the insect through the air, beating so rapidly they nearly become invisible. When the beetle lands, it withdraws all four wings beneath the sheaths to keep them protected.

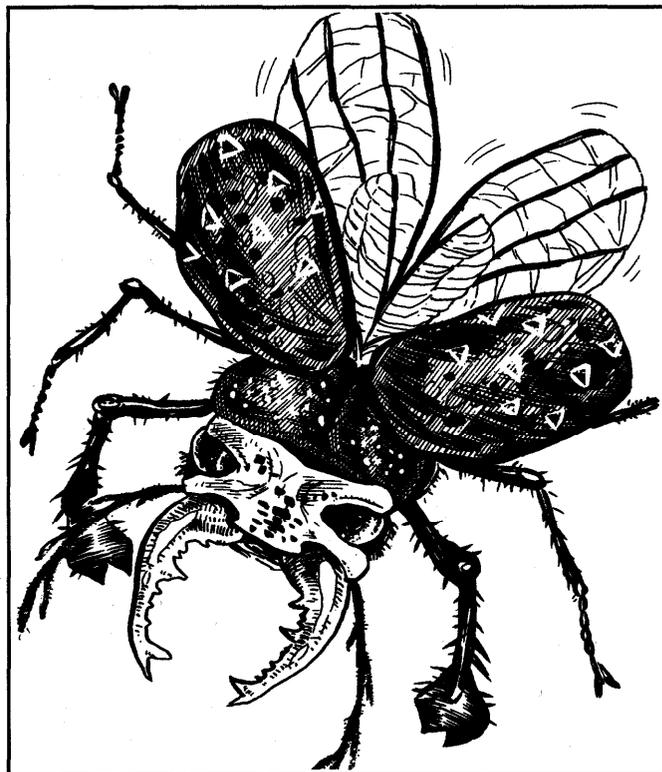
Two antlerlike feelers extend from the top of the creature's head. Both are covered with tiny hairs. The feelers are the beetle's primary sensory organs, providing a powerful sense of smell. With them, a jishin mushi can smell prey up to 100 yards distant.

A pair of bulbous black eyes sit atop the beetle's head, and two strong mandibles curl out from its mouth. The jagged mandibles are well suited for crushing and tearing food, as well as for attacking enemies.

Combat: The jishin mushi is not aggressive by nature, attacking only to defend itself and to kill edible prey. Its powerful mandibles can inflict 2-16 (2d8) hit points of damage per bite. The mandibles also are used to grasp and drag victims back to the privacy of the forest. However, the mandibles are poorly designed to clamp objects, and most grasped victims easily can slip free. For this reason, the jishin mushi will ordinarily continue its attacks until its victim is dead or unconscious before dragging him off to eat.

The creature's most dangerous weapon is its ability to create tremors in the earth. By striking its abdomen on the ground, the jishin mushi generates a small tremor, which grows in intensity with repeated blows. The effects of these tremors over successive rounds are as follows:

- Round 1: Any creature within 5 feet of the jishin mushi must



make a successful saving throw vs. breath weapon or be knocked to the ground.

- Round 2: Any creature within 10 feet must make a successful saving throw vs. breath weapon or be knocked to the ground.
- Round 3: The radius of the tremors extends to 15 feet. Those within 5 feet of the creature are thrown violently about, suffering 1-6 hit points of damage and losing the opportunity to make an attack that round.
- Round 4: The radius extends to 20 feet. Those within 10 feet suffer 1-6 points of damage and lose the opportunity to attack.
- Round 5: The radius extends to 25 feet. Those within 15 feet suffer 1-6 points of damage and lose the opportunity to attack. Cracks in the earth begin to appear within 5 feet of the creature.
- Round 6: The radius extends to 30 feet. Those within 20 feet suffer 1-6 points of damage and lose the opportunity to attack. The area within 10 feet of the creature suffers the effects of an earthquake spell. At this point, the jishin mushi must take to the air to avoid the consequences of its own deeds.

Habitat/Society: Jishin mushi establish lairs in the deep woods, beneath piles of decaying vegetation, in crevasses, or—in especially large forests—in the trunks of rotting trees that have fallen to the ground. Occasionally, the beetles will burrow tunnels if the earth is soft enough. In any case, a jishin mushi's lair is only temporary. The creature spends all waking hours prowling the forests in search of food. After a strenuous night of hunting, it rests in the nearest suitable lair.

Ecology: A jishin mushi eats all types of meat. It is particularly fond of oxen and sometimes attacks these animals as they work in a farmer's fields.

The ichor of the jishin mushi is greatly prized by incense makers, fetching as much as 2 tael for a flask. Certain primitive tribes consider larval jishin mushi a delicacy.

CLIMATE/TERRAIN:	Cave Kala Arctic hills, mountains, and plains	Earth Kala Arctic hills, mountains, and plains
FREQUENCY:	Rare	Rare
ORGANIZATION:	Pack	Pack
ACTIVE TIME:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Low (5-7)	Low (5-7)
TREASURE:	0	P
ALIGNMENT:	Neutral	Neutral
NO. APPEARING:	1-10	1-12
ARMOR CLASS:	- 1	2
MOVEMENT:	9	6
HIT DICE:	8	6
THACO:	13	15
NO. OF ATTACKS:	2	2
DAMAGE/ATTACK:	1-8/1-8 or by weapon	1-6/1-6 or by weapon
SPECIAL ATTACKS:	Pain	Disease
SPECIAL DEFENSES:	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6' tall)	M (6' tall)
MORALE:	Steady (12)	Steady (11)
XP VALUE:	1,400	650



The kala are a primitive spirit race of ferocious flesh-eaters and cannibals found in icy wastelands.

Two varieties exist: the cave kala and the earth kala. The cave kala are slightly more common. Physically similar to humans, cave kala have elongated heads that narrow to points. They're usually bald. Their skin is pale yellow and cold to the touch. They have dull black eyes, big ears, and long snouts that dangle over their upper lips. Razor-sharp talons grow from their fingers. Their feet are broad and flat, enabling them to move easily over snow and ice. Kala are inured to the cold; regardless of weather, they don no more than a loincloth of leather or fur.

Kala speak their own language as well as the language of human and humanoid tribes in the immediate area.

Combat: Kala are always hungry, and all warm-blooded creatures are potential meals. The kala attack victims on sight, pursuing relentlessly. On occasion, a ravenous band of kala will raid human camps and villages for food.

All kala are expert trackers and hunters. They can follow any trail that's up to 48 hours old, with an 80% base chance of success. This chance drops 10% for each additional day the trail has grown cold. (For instance, if a trail was made 3 days—or 72 hours—ago, kala have a 70% base chance of following it.)

These vicious carnivores attack with their clawed hands or wield primitive stone axes. They hold one axe in each hand, and each weapon inflicts 1-8 hit points of damage. Assume that half a kala band carries these axes.

The bite of a kala (make a normal attack roll) inflicts no damage, but it injects a terrible toxin. The venom causes progressive pain unless the victim makes a successful saving throw vs. poison. These pains begin slowly and build in intensity. On the first round of effect, the victim notices discomfort similar to a strong headache. On the second round, the pain spreads, causing the victim to suffer a -1 penalty on his attack and damage rolls, and a +1 penalty on all saving throw rolls. By round three, the pain is quite strong, increasing the penalties to -2/ +2. By round four, the pain is excruciating, and the penalties are -4/ +4. By round

five, the pain is so great that it incapacitates the victim; he cannot move, attack, or take any other actions. From the time of the initial bite, the pains last for 1-3 turns.

Kala are immune to all types of cold-based attacks.

Habitat/Society: Cave kala make their lairs in mountain caves in the most desolate reaches of frigid wastelands. They live in family groups of 2-8 (2d4) males, an equal number of females, and a number of immature kala equal to 25% of the adults. The largest male serves as the group's leader.

During the yearly mating season, males often engage in fierce battles for the most desirable females. The losing males are banished from the group. Bitter and humiliated, these solitary kala are especially dangerous.

Ecology: Kala eat all types of meat, consuming carrion and occasionally each other in times of scarce game. Villages near kala territory sometimes offer sizeable bounties for the creatures' heads (or similar evidence of their destruction).

Earth Kala

Earth kala are a smaller and slower species of kala who have no permanent lairs. They are nomads, moving their camps according to the season and the supply of game. Physically, they resemble cave kala, but the earth kala's skin is rosy pink and they have blonde or dark brown hair.

Earth kala share the outlook and abilities of their cave-dwelling cousins. Like the cave kala, they can wield stone axes in each hand. Earth kala cannot inject poison with their bite. Instead, they can use their breath to cause disease to all who fail their saving throw vs. death. This breath has a range of 5 feet, a width of 2 feet, and can be used three times per day. The breath disease slowly weakens its victim, causing him to lose 1-6 hit points per day. While so diseased, the victim cannot heal or benefit from a *potion of healing* or from *cure light wounds* or similar spells. Only *cure disease* or a similar spell can negate the effects.

CLIMATE/TERRAIN:	Temperate hills and forests
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Any
DIET:	Special
INTELLIGENCE:	Average (8-10)
TREASURE:	See below
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	6
MOVEMENT:	15
HIT DICE:	11
THAC0:	10
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	2-12/2-12
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	See below
SIZE:	L (9' tall)
MORALE:	Elite (13)
XP VALUE:	6,000

A greater spirit, the kaluk is a manifestation of human avarice and a scourge of the greedy.

The kaluk resembles an elephant that walks on its hind legs. Its frame is thinner than an elephant's, and it has a huge, protruding belly. A sparse layer of short silver hair covers its thick black hide, which has the texture of leather and smells like rotting meat. The beast has the legs and feet of an elephant, but its arms are those of a human powerhouse. Its fingers are blunt stubs that cannot effectively manipulate tools or weapons. It has ears like a hare, a trunklike snout, and two huge, bulging violet eyes with black pupils. Two crimson tusks extend from its mouth, curving outward to a length of 5 feet. It wears a sparkling cape of golden scales that brushes the ground when it walks.

The kaluk speaks the languages of all animals. It also speaks the trade language, and the languages of any humans common to the area it inhabits.

Combat: The kaluk is motivated by an insatiable lust for wealth. It continually seeks out human victims to rob. When a kaluk encounters a victim, it demands that he give up all of his gems, coins, and other treasure. The kaluk has no interest in weapons, unless they are made of precious metals or are encrusted with jewels. The beast has no interest in magical items, either, except enchanted jewelry or gems, such as a *pearl of the rising tide*. Victims who offer even token resistance are attacked without mercy.

The kaluk can make two goring attacks per round with its tusks, inflicting 2-12 (2d6) hit points of damage each. It can use *ESP* and *detect invisibility* at will. Three times per day, it can use *suggestion* and *steam breath*, as per the spells. It can envelope itself in a *stinking cloud* three times per day, extending to a radius of 10 feet. Once per month it can place a victim in *temporal stasis* (suspended animation) by touching the victim with its hand. There is no saving throw. The effects last until the magic is removed by *dispel magic* or the *temporal reinstatement* (the reverse of *temporal stasis*).

The kaluk is immune to all *charm*, *sleep*, and *hold* spells.

Habitat/Terrain: The kaluk has no permanent lair, roaming the hills and forests that border human settlements in search of victims to rob. Fearful of retaliation, it enters villages or cities only when wilderness victims are especially scarce.



Kaluk are asexual and do not reproduce biologically. When a kaluk nears the end of its 500-year life span, it seeks out a human who has led a life of greed and avarice. Sometimes a representative of the Celestial Bureaucracy will suggest a suitably greedy human to an aging kaluk. The kaluk tracks down its victim, places him in *temporal stasis*, and carries him to a secluded wooded area. The kaluk chants and dances around the immobile body for a full day. At the end of the day, the kaluk removes its horns and attaches them to the human's head. This triggers a transformation; the human becomes a new kaluk.

When the new kaluk appears, the old kaluk dies. Its aged flesh crumbles from its body, leaving only a pile of black bones. The new kaluk is obliged to bury the bones, digging a deep grave in the earth with its tusks.

Humans can bribe a kaluk to leave them alone by presenting an offering of joss-paper. Joss-paper is a piece of parchment about 4 inches square, made from bamboo wood pulp and imbedded with pieces of gold leaf. If a kaluk who has ambushed a human is offered a section of joss-paper, the beast will accept the joss-paper and attach it to his cape. The kaluk then immediately loses all interest in the human and seeks out a stream or other reflective surface so that he can admire the new addition to his cape. Joss-paper is extremely difficult to manufacture; only characters with the paper-maker proficiency are able to make joss-paper of a quality that is acceptable to kaluk.

Ecology: The kaluk eats all the treasure it acquires, including coins, gems, jewelry, and magical items. All items are digested immediately. A defeated kaluk's body holds no treasure.

Many people consider the kaluk to be symbol of excess and self-indulgence. They sometime engrave a kaluk head on eating utensils, amulets, and pottery as a reminder to avoid gluttony.

A kaluk's arm or leg bone can serve as a *club* +2. If any tree branch is rubbed in the powdered tusk of a kaluk, it will function as a *divining rod* as per the spell for the next 1-4 days. A kaluk's golden cape may fetch as much as 10,000 ch'ien from collectors.

	Common Kappa	Kappa-Ti	Vampiric Kappa
CLIMATE/TERRAIN:	Tropical, subtropical, and temperate lakes and rivers	Tropical, subtropical, and temperate lakes and rivers	Tropical, subtropical, and temperate water
FREQUENCY:	Rare	Very rare	Very rare
ORGANIZATION:	Family	Solitary	Solitary
ACTIVE TIME:	Any	Any	Night
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Low to average (5-10)	Low to average (5-10)	Average (8-10)
TREASURE:	D	D	D
ALIGNMENT:	Chaotic evil	Chaotic evil	Chaotic evil
NO. APPEARING:	1-6	1	1-2
ARMOR CLASS:	3/-2	3	0/-2
MOVEMENT:	6,Sw18	12,Sw36	9,Sw18
HIT DICE:	4	8	7+7
THAC0:	17	13	13
NO. OF ATTACKS:	2	2	3
DAMAGE/ATTACK:	5-10/5-10	10-20/10-20	5-10/5-10/1-6
SPECIAL ATTACKS:	Nil	Nil	Strength drain
SPECIAL DEFENSES:	Regeneration	Regeneration, camouflage	Regeneration
MAGIC RESISTANCE:	Nil	Nil	Nil
SIZE:	S (2' tall)	M (4'-5' tall)	S (3' tall)
MORALE:	Steady (11)	Steady (11)	Steady (12)
XP VALUE:	270	1,400	2,000

The kappa are a race of amphibious humanoids who live in fresh-water lakes, ponds, rivers, and streams.

They are small creatures, standing about 2 feet tall and weighing about 20 pounds. All kappa have bent backs and a crouched posture. At a distance, they're often mistaken for small monkeys. A hard shell covers their backs.

Kappas are covered with scales—usually dark green with yellow splotches, but occasionally dull blue with yellowish brown accents. Both males and females have protruding pot bellies. They also have pouches near the base of their abdomens, like kangaroos. The kappa's feet resemble those of a snapping turtle, each with three webbed toes ending in hooked claws. Their hands are similarly webbed. Long, razor-sharp talons extend from their fingertips. Their heads are flat and plump, and their broad mouths are filled with multiple rows of hooked teeth. Their round, bright eyes are usually red or yellow. A transparent lid covers the eyes, enabling the creature to see clearly underwater. Most kappa have long noses resembling a bird's beak, but some have shorter, more humanlike noses.

Like other amphibians, kappa are cold-blooded. They are clammy to the touch, and smell vaguely of fish. With their unique lungs, kappa can breathe both water and air.

The top of a kappa's head is concave, forming a small bowl. The kappa fills the bowl with water from his or her home (a lake, river, or pond). This water is the source of a kappa's strength; if the fluid is spilled, he or she loses vitality. In emergencies, kappa can refill their head-bowls with fresh water from any source. A thin ridge of hair encircles the base of the kappa's head-bowl. The hair is usually cut short, but scholarly and artistic kappa let this hair grow long to symbolize their intellectualism.

Kappa speak their own language. Most adult kappa also can speak the language common to the area they inhabit.

Combat: Generally, a kappa's behavior is unpredictable and extreme. They delight in the discomfort of others, but they are usually polite at first, even to potential prey. So self-centered are kappa that potential victims sometimes can placate them by complimenting their manners, appealing to their egos, and offering money and valuables. But if the kappa is insulted, hungry, or just

plain ornery, it shows no mercy. In many areas of Kara-Tur, kappa are a major cause of drowning, since they enjoy ambushing unsuspecting victims and dragging them beneath the water.

Despite their small size, all kappa boast incredible Strength (18/00), which grants them a +3 bonus to their attack and damage rolls. In combat, they fight with their clawed hands, viciously rending their victims. Kappa prefer not to use most weapons, but may attack with daggers and darts if they're available. Some kappa arm themselves with rocks.

With their supple bodies, kappa move fluidly on both land and water. Their ease of movement and tough scales provide an admirable defense. They are difficult to harm from behind, since their protective shell gives them an AC of -2 for rear attacks.

Each kappa family has developed and mastered its own style of martial arts, including 1-6 special maneuvers in that style. These maneuvers commonly involve grappling and holding. They also include techniques that throw an opponent off balance and inflict maximum damage. Typical special maneuvers are Feint, Concentrated Push, Crushing Blow, Eagle Claw, and Great Throw.

Kappa are so proud of their prowess as hand-to-hand fighters that they often offer a victim the chance to wrestle. If the victim wins, the kappa will grant him free passage. If he loses, the kappa will drag him underwater and eat him.

One of the kappa's favorite contests is finger wrestling. The kappa and the victim link their smallest fingers while standing on the shore, then attempt to pull each other into the water. To simulate this contest, the kappa and the victim each attempt a "bend bars/lift gates" roll. The kappa uses his Strength of 18/00. If both wrestlers succeed or fail in a particular round, nothing happens. If the victim succeeds and the kappa fails, the victim wins and is allowed to go on his way. If the kappa succeeds and the victim fails, the victim has been pulled underwater.

About 10% of adult male kappa can cast spells. This talent is innate; the spellcaster does not have to memorize the spells. However, the kappa only can cast spells while he is within one mile of his home. The creature casts spells as if he were a wu jen whose level equals the kappa's Hit Dice. For example, a vampiric kappa with this ability has 7 HD; he casts as 7th-level wu jen. Kappa have access to any of the wu jen spells listed in the *Oriental Ad-*



ventures book, but they favor the water-based magic. All kappa are immune to water-based spells.

Kappa can regenerate 1 hp per round. Although a kappa cannot regrow a severed limb, he can rejoin it to his body if he is left undisturbed to rest for a period of 4-7 (1d4 + 1) weeks.

The kappa's most vulnerable point is his head-bowl. If this bowl is emptied, the kappa's powers are severely diminished. His Strength becomes normal; typically, that means it drops to 10. He also loses his ability to regenerate damage, and loses 2 hit points per round until the water is restored.

Emptying the head-bowl is not as likely as it may seem. Although kappa occasionally can be tricked into bowing (and spilling the water), the majority are too clever for this. In combat, the water can be spilled if the opponent makes a successful "bend bars/lift gates" roll for this purpose, or if he executes an appropriate martial arts maneuver.

About 5% of all kappa release a *death curse* when they die. The *death curse* is cast by the kappa's spirit on the opponents who defeated him in his final battle. Up to four opponents can receive the *death curse*. Each affected opponent must save vs. death magic exactly four rounds after the kappa's death. Those who fail their saving throws acquire a permanent -4 penalty to their attack and saving throw rolls; additionally, everyone within a 30' radius of a *curse* character suffers a -2 penalty to their attack and saving throw rolls for as long as they remain within that radius. The *death curse* only can be lifted by a *remove curse* spell cast by a shukenja of 10th level or higher.

Habitat/Society: Kappa live in bodies of fresh water, making their lairs under rocks and bridges. They have an extreme aversion to salt water, and exposure to salt water for extended periods of time usually is fatal.

A kappa lair is often marked by a large stump or flat rock near the surface of the water. Usually, the landmark is concealed by a circle of high weeds or marsh grass. The kappa uses this stump or

rock as a sunning spot. Under the water, a large rock or pile of stones conceals the entrance to the actual lair, which opens into a tunnel that leads to a small, water-filled cavern. A hole in the cavern floor contains the kappa's treasure, which comprises coins, jewelry, and magical items taken from victims. The treasure hole is concealed by a large stone.

A kappa family consists of 2-6 adult males with an equal number of females. The number of children equals the total number of adults. Mating is initiated by the females, who vigorously pursue the male of their choice until the male submits. A female lays 1-6 eggs every year, about half of which actually hatch. The mother keeps the eggs hidden in her pouch, and carries the young in her pouch for up to a year after they hatch. A young kappa grows quickly, reaching full maturity in about five years. They can walk, swim, and speak as soon as they hatch, however. Kappa live to be about 100 years old.

These creatures are oblivious to the problems and concerns of others—even members of their own families. A kappa rarely will come to the aid of endangered kin unless he himself would benefit. Before he will act, his own safety must be reasonably assured and he must be fairly confident that his efforts will lead to personal gain—such as treasure or food.

Humans who share an area with a kappa learn to throw food and trinkets into his water as an offering. These humans write the names of their family members on the gifts, so the kappa is aware of their source. On rare occasions, a kappa acquires a deep respect for a particular human who is especially helpful, deferential, or threatening; in such cases, the kappa may offer to teach the human some of its skills.

Ecology: Kappa eat humans, cows, and sheep when they can get them; otherwise they content themselves with fish. They are especially fond of horseflesh, and often attempt to drag these animals to their doom. Kappa also enjoy cucumbers and melons.

Kappa-Ti

Kappa-ti are larger, faster, stronger versions of the common kappa. Their Strength is 19 (+ 4 to combat rolls) and they grow to a height of 5 feet. They lack a protective shell. Common kappa find them repulsive. Kappa-ti always are encountered alone or in mated pairs. Their natural camouflage gives them a 75% chance of avoiding detection in the wild.

Vampiric Kappa

Vampiric kappa resemble common kappa in behavior, but they differ physically. Vampiric kappa are somewhat taller and weigh slightly more, and their eyes glow with a red fire. Their scales are tougher and more resilient. On dry land, the agile vampire is significantly faster. Vampiric kappa also tend to be more intelligent.

Vampiric kappa share the strength and cunning of common kappa, as well as their spellcasting abilities. In addition, vampiric kappa can make biting attacks. Once a successful bite has been scored, a vampiric kappa retains its grip, draining 1 point of Strength each round (but causing no further damage). This grip can be broken in three ways: by slaying the vampiric kappa, emptying its head-bowl, or making a successful "bend bars/lift gates" roll. If the victim's Strength reaches 0, he is slain.

Any victim of the kappa's bite has a 50% chance of contracting a debilitating disease. This disease causes the loss of 1-3 Strength points per day until cured, or until the victim dies. If the disease is cured—by *cure disease* or a similar spell, for example—the victim recovers 2-3 Strength points per day of rest.

Vampiric kappa seldom live in families with children. They dwell alone or with a mate. They prey on any living creatures they encounter, including other kappa.

Korobokuru

Kara-Tur

CLIMATE/TERRAIN:	Common Korobokuru	Ishikorobokuru
	Tropical, subtropical, and temperate mountains, hills, jungles, and forests	Arctic and subarctic mountains, hills, jungles, and forests
FREQUENCY:	Uncommon	Very rare
ORGANIZATION:	Clans	Clans
ACTIVE TIME:	Any	Any
DIET:	Omnivorous	Omnivorous
INTELLIGENCE:	Semi- to highly (3-15)	Semi- to highly (3-15)
TREASURE:	Individual: L, N; Clan: R, X	Individual: M, N, Q; Clan: A
ALIGNMENT:	Chaotic good	Chaotic good
NO. APPEARING:	20-200	10-100
ARMOR CLASS:	10	10
MOVEMENT:	6	6
HIT DICE:	1	1+2
THACO:	20	20
NO. OF ATTACKS:	1	1
DAMAGE/ATTACK:	By weapon	By weapon
SPECIAL ATTACKS:	See below	See below
SPECIAL DEFENSES:	See below	See below
MAGIC RESISTANCE:	See below	See below
SIZE:	S (4' tall)	S (3' tall)
MORALE:	Elite (13)	Elite (13)
XP VALUE:	175	270



The korobokuru are a race of Oriental dwarves who live in remote areas. They seldom come in contact with other races.

Korobokuru stand about 4 feet tall. Their arms and legs are slightly longer in proportion to their bodies than those of a human. They are leaner than western dwarves, with an average weight of about 120 to 140 pounds. Most are bowlegged. They have big, bright eyes—either blue, green, or brown. Their ears are small and somewhat pointed. Their noses are round with flaring nostrils, and their lips are wide and full. Thick hair, usually light brown or blonde, covers their arms and legs, and grows in wild tangles from their heads. Most adult males have sparse beards, and even a few women have short whiskers sprouting beneath their chins. The majority of korobokuru are chaotic or neutral, although they have no alignment restrictions.

Korobokuru look wild and unkempt. They favor simple clothing, such as cotton trousers and blouses, or a kimono tied at the waist with a rope sash. Clothing is often loose or oversized, wrinkled but clean. Bright colors are shunned in favor of muted greens and browns. As a rule, korobokuru avoid gaudy jewelry and other flashy accessories, but they wear colorful stones on leather straps around their necks, and sometimes decorate their hair with flowers.

Korobokuru can be barbarians, bushi, samurai, and wu jen. The most common class is barbarian, and samurai are rare. No korobokuru clans hold a position high enough to be samurai. As a result, korobokuru clans must be sponsored by a human clan.

Korobokuru are an extremely hardy race, and as such, they gain a +1 bonus to their initial Strength and Constitution scores. However, they are not exceptionally bright, and their initial Intelligence scores are modified by -2. The table below summarizes minimum and maximum ability scores.

All korobokuru speak the language of their tribe. They also

can speak the trade language, plus the tongues of the spirit folk and hengeyokai. They do not speak an alignment language and cannot learn additional tongues.

Combat: These dwarves live in harmony with creatures who share their environment, provided those creatures do not compete with them directly. Korobokuru prefer not to associate with other races, however, and they're fiercely territorial. They challenge all unwanted trespassers, attacking if necessary to drive them away.

By nature, korobokuru are more resistant to magical attacks than most other eastern races. They gain a saving throw bonus of +1 per 4½ points of Constitution. (For example, a korobokuru with a Constitution of 10 gains a +2 bonus, while a korobokuru with a Constitution of 7 has a +1 bonus.) The +1 bonus applies to saves vs. magical rods, staves, wands, or spells.

Korobokuru also resist harm from toxic substances. Because of their exceptionally strong Constitution, all korobokuru make saves vs. poison with the same bonus that applies to magical attacks (+1 for every 4½ points of Constitution).

Korobokuru boast many of the special survival skills of western dwarves, exceeding them in some cases. For instance, the korobokuru have exceptionally keen infravision with a range of 120 feet. When studying an underground passage, they can accurately determine its grade and slope 80% of the time. They can determine their approximate depth underground 70% of the time. When studying an underground area within 10 feet of their current position, they can detect new tunnel construction 80% of the time, sliding or shifting walls or rooms 70% of the time, and stonework traps, pits, and deadfalls 60% of the time. Additionally, korobokuru have a 66% chance of recognizing and identifying any normal (nonmagical and unintelligent) plant or animal.

Korobokuru enjoy an advantage when battling certain foe. They hate bakemono, goblins, goblin rats, and hobgoblins. This hatred is so intense that korobokuru receive a +1 attack bonus when fighting these creatures. In addition, large opponents (gi-

ants, oni, ogres, ogre magi, titans, etc.) suffer a -4 penalty when attempting to hit a korobokuru. (This results from the korobokuru's small size, plus their skill at battling larger creatures.)

A typical korobokuru force is half male, half female. Males and females are equally adept at fighting. When prepared for battle, korobokuru usually carry shields and wear leather scale armor, which gives them an AC of 6. Generally, a force is armed as follows: short sword (25%), spear (20%), naginata (20%), bow with leaf head arrows (15%), bow with frog crotch arrows (10%), and blowgun (10%). Because of their size, korobokuru cannot use the no-dachi (two-handed swords), pole arms other than naginata, or any bow but the horsebow.

A korobokuru force consists of 20-200 members, with the following chain of command. A 2nd- to 5th-level barbarian leads each unit of 20 korobokuru. (To determine the level randomly, roll 1d4 + 1.) If a force includes 60 or more members, a 6th-level barbarian acts as overall commander. (He's the superior of the three barbarian leaders, who each command a group of 20.) If a force has 80 or more members, a supreme commander of 7th or 8th level (50% chance of either) heads up the entire group, including the leaders and commander below him. This supreme commander may be a barbarian (60% chance), bushi (30% chance), or samurai (10% chance). Finally, a force of 80 or more also includes one wu jen of 2nd to 5th level (roll 1d4 + 1 to randomly determine the level).

Korobokuru avoid the affairs of men. However, humans occasionally may recruit them as allies if the korobokuru can be convinced that a cause is righteous.

Habitat/Society: Members of this race dwell in remote sites of great natural beauty, such as lush mountain valleys or sprawling tropical forests. They live in simple villages or camps, and move only when the advance of human settlements requires it. Their buildings are quite crude, with thatched roofs and walls of mud, sticks, and rocks.

These Oriental dwarves organize into families and clans much as humans do. A korobokuru settlement is a huge, extended family, comprising 20-200 (1d100 x 20) adult males, an equal number of adult females, and a number of children equal to 25% of the adults. Korobokuru mate for life and share a profound bond with their spouses; it is not unusual for a mate to refuse all nourishment if his or her spouse is killed, eventually succumbing to starvation. A female rarely gives birth to more than one or two children during her life. The parents are extremely protective of their young, fighting to the death if necessary to defend them. Korobokuru live for about 400 years.

Culturally, korobokuru are much less advanced than their human neighbors. Some create simple pieces of art, such as modest makimono and kakemono (picture scrolls), and nishiki-e (colored woodcuts). Most of their time is devoted to practical tasks, however, such as hunting and tending small farms near their secluded settlements.

Each family tends to specialize in a certain craft or skill, which the parents teach their children. Common specialties include farming, hunting, fishing, weaving, weaponry, military arts, and painting. At least 50 years of study is required before a korobokuru considers himself a master of his craft. On occasion, an especially skilled korobokuru will accept nonfamily members as apprentices. This practice is encouraged if a settlement needs more members of the master's occupation.

Korobokuru enjoy collecting treasure, especially coins and gems. However, they consider it in poor taste to display their wealth. While traveling, they carry only a few coins. While at home, they rarely keep treasure items on their person. Families bury their treasures in deep holes inside their huts.

Most other races find korobokuru primitive and inferior.

Human societies rarely embrace them as equals. Korobokuru typically are seen as rude, pugnacious, boastful, and somewhat comical by the rest of the world. The dwarfish folk resent this reputation, but do little to disprove it.

Korobokuru tend to avoid or shun outsiders, but occasionally they invite a friendly visitor to participate in a special incense ceremony conducted by community elders. This ancient ritual signifies trust and mutual respect. The ritual lasts 24 hours, though characters with the etiquette or tea ceremony proficiency can reduce this time by 25%. The ritual involves the meticulous preparation and burning of an incense, which is made from powdered herbs, roots, and minerals. The korobokuru carefully explain each step of the ceremony to invited participants. If a participant attempts to leave early, the elders become insulted and permanently banish him from the settlement. If a participant completes the ceremony, he is accepted as an equal and is welcome to share the settlement's hospitality for as long as it pleases him.

Ecology: Korobokuru produce few items that interest most outsiders, but their makimono, kakemono, and nishiki-e can fetch high prices from collectors of primitive art. In human communities, armor and weapons manufactured by korobokuru are bought for prices up to 10% higher than locally forged items.

Korobokuru tend small farms of vegetables and grains, and supplement their diets with fish and small game. Larger korobokuru settlements raise herds of cattle, sheep, and swine.

Ishikorobokuru

Ishikorobokuru are a rare strain of korobokuru adapted for survival in the coldest regions of Kara-Tur. The ishikorobokuru are shorter and stockier than the common korobokuru. Their skins are bluish, and their hair is silver. They speak their own language as well as the languages of common korobokuru, spirit-folk, hengeyokai, and any human or humanoid races living in the same area. The ishikorobokuru share the same ability restrictions as the common korobokuru. Except for an occasional wu jen, ishikorobokuru are exclusively barbarians.

Ishikorobokuru share the outlook, habits, and abilities of the common korobokuru. In addition to attack bonuses received by korobokuru, the ishikorobokuru also gain a +1 attack bonus against kala, with whom they sometimes compete for territory. Ishikorobokuru are immune to all cold-based attacks, but they receive double damage from fire-based attacks. A typical ishikorobokuru force is armed with hand axes (30%), spears (25%), clubs (25%), and bows with leaf head arrows (20%). Females fight with the same skill as males.

An ishikorobokuru tribe comprises 10-60 (1d6 x 10) adult males, an equal number of females, and a number of children equal to 25% of the number of adults. For every 20 males, there is a 2nd- to 5th-level barbarian who serves as leader (roll 1d4 + 2 to randomly determine the level). In tribes of more than 20 males, a single 6th- or 7th-level barbarian (50% chance of either) serves as the supreme leader. Additionally, these larger tribes include one 2nd- to 5th-level wu jen. The tribes are nomadic, and make temporary settlements in easily defended caves, moving on when they exhaust the game in the area.

Korobokuru Abilities

Ability	Minimum	Maximum
Strength	8	19
Intelligence	3	15
Wisdom	3	17
Dexterity	6	18
Constitution	12	18
Charisma	3	16

CLIMATE/TERRAIN:	Tropical, subtropical, temperate oceans
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Night
DIET:	Special
INTELLIGENCE:	Genius (17)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	18, SW 12 (females: Fl 12) Tentacles: 12
HIT DICE:	50
THAC0:	7
NO. OF ATTACKS:	7 (tentacles), 2 (fists)
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Trample, spit, mist
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	G (80-100')
MORALE:	Fanatic (17)
XP VALUE:	45,000

Among the most fearsome creatures in all of Kara-Tur, the krakentua is a powerful demon spirit with an insatiable appetite for destruction and an obsessive desire to enslave those it considers inferior.

The krakentua has the body of a human and the head of a kraken. It stands 80-100 feet tall, and wears luxuriant silken robes in rich colors, usually violet or red. Its leathery, dark green skin is as cool to the touch as a serpent's scales. Seven tentacles extend from its head, each nearly 20 feet long. The tentacles are as agile as human hands, capable of wielding weapons and tools with ease.

The krakentua has huge red eyes with black pupils, and a chitinous beak hidden beneath its tentacles. Red mist continually oozes from the pores of its body. As a result, many observers to mistakenly believe the creature hovers atop a crimson cloud. The beast can breathe both water and air.

A master of language, the krakentua is conversant in the tongues of all lands and creatures of Kara-Tur.

Combat: A male krakentua typically has 200-250 hit points, while the average female boasts 350. The male attacks with its tentacles, using them like whips to inflict 1-4 hp of damage each. If a tentacle makes a successful hit, it can grab its victim too, inflicting 1-10 hp of crushing damage in each subsequent round. The tentacle has the following chances of pinning its victim's arms: one upper limb, 50%; neither limb, 25%; both limbs, 25%. The victim cannot free himself unless the tentacle is severed. Each of the seven tentacles has 15 hp (which is in addition to the hit points of the body). A krakentua commonly wields weapons in some of its tentacles, preferring katana and wakizashi.

A male krakentua can attack with his fists for 1-10 hp of damage each. He also can trample victims who fall underfoot for 1-100 hp of damage. He can spit a stream of cherry milk at any single victim up to a distance of 100 feet; the victim must save vs. poison or be blinded for 2-12 segments. He can belch a cloud of foul red mist 50 feet in diameter; victims within the mist cloud must save vs. poison or suffer 1 hit point of damage.

A female krakentua is considerably more powerful than the male. Her tentacles strike for 1-8 hp of damage and inflict 2-12 hp of constriction damage per round. In addition to all of the male's



abilities, she boasts continual *ESP*, *clairaudience*, *detect lie detect evil*, and *detect good*.

In intelligent victims, a female can induce dreams so lifelike that they are indistinguishable from reality. While her victims dream, the krakentua can imprint their mental aura, which allows her to track them later. The more energy the victims expend in their dreams (e.g., by fighting for their lives in the dream-world), the stronger the imprint. The stronger the imprint, the greater the krakentua's ability to find them later. Creating the dreams is extremely stressful for the krakentua. She cannot create dreams for more than an hour a month, and she can never create more than three dreams in immediate succession.

Unlike males, female krakentua have a limited ability to fly, hovering through the air as if levitating. The female can fly for up to 10 hours before she must immerse herself in sea water for a full day. When flying, she sheds a mysterious "trail" of dead octopi. The octopi seldom exceed 3 feet in diameter. It is thought that the krakentua *gates* in octopi from the ocean, and absorbs their life-force to power her flight.

Habitat/Society: Krakentua can be found in any remote sea area of Kara-Tur. They prefer uninhabited islands or the warm ocean depths, but occasionally they dwell off-shore near civilized coasts.

Krakentua reproduce asexually. The female has an eighth tentacle that functions solely as a reproductive organ. When the female reaches full maturity (about 1,000 years old), the eighth tentacle breaks off and sinks to the bottom of the ocean. One to four buds form on the tentacle. Each bud swells into a pod, 30 feet in diameter, then hatches a new krakentua.

Krakentua have no affinity for treasure. However, they are obsessed with maintaining a congregation of slaves, who must worship and honor them. Human slaves are preferred.

Ecology: Krakentua consume any type of vegetable matter. In particular, they relish cherries and cherry tree milk.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Night
DIET:	Nil
INTELLIGENCE:	Average to very (8-12)
TREASURE:	Nil
ALIGNMENT:	See below

NO. APPEARING:	1
ARMOR CLASS:	- 4
MOVEMENT:	18
HIT DICE:	3 to 6
THAC0:	See below
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	Possession
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	10%
SIZE:	M (5'-6' tall)
MORALE:	Elite (14)
XP VALUE:	3 HD: 1,000 4 HD: 2,000 5 HD: 3,000 6 HD: 4,000



A lesser spirit of the dead, the kuei is a manifestation of a human or humanoid who died by violence unavenged or with a purpose unfulfilled. The spirit's former body was not buried.

The kuei looks exactly as it did at the time of death, wearing the same clothes and appearing to be the same age. The spirit looks solid, but cannot be touched; objects pass harmlessly through it.

A kuei speaks the same languages it did in life, but its voice is flat, emotionless, and monotone.

Combat: The powers of a kuei depend on its Hit Dice. These powers are summarized on the table below. The approximate chance of encountering any particular kuei is as follows: 3 HD (10%), 4 HD (20%), 5 HD (40%), 6 HD (20%). The DM is free to make exceptions to these chances if a kuei is derived from a particular character; for instance, if derived from an exceptionally powerful character, the kuei probably would have 6 HD, while a kuei derived from a relatively weak character would have 3 HD.

Kuei can become *ethereal* at will. They also have the ability to *possess*; this power can be used three times per day. They are immune to *ESP* and all *charm*, *enchantment*, *illusion*, and water-based spells. They suffer no damage from normal fire and cold attacks; magical fire and cold attacks cause only half the normal amount of damage.

When encountered, a kuei normally attempts to *possess* a victim, usually the person who appears to be the most healthy and formidable opponent. If the kuei succeeds in inhabiting its victim's body, the spirit's own form disappears. The kuei then uses the physical body of the victim to complete whatever task still binds it to the Prime Material Plane. While in control of a victim's body, the kuei uses its own powers and its abilities; it cannot use the abilities of its victim.

The kuei's *possession* can be broken by three means: the death of the victim, fulfillment of the spirit's task, or an *exorcism* spell (or a similar spell intended to drive out spirits). Once the *possession* is broken, the victim returns to his normal self with no knowledge of what has transpired.

Habitat/Society: The alignment of a kuei depends on the nature of the task it must fulfill. Typical tasks include seeking vengeance on its killer, fulfilling an oath, or arranging for the temple ceremonies that are necessary for its release. While attempting to fulfill an oath, a kuei can inhabit its victim's body indefinitely. For example, a kuei who must complete an oath of marriage might inhabit a bride's body and reside with her husband until the ruse is discovered—which may take years if he's inattentive.

Kuei roam the world endlessly. They have no permanent lairs, nor do they collect treasure. They usually appear within a few miles of the site at which they died, but they literally can be encountered anywhere—from the frozen wastelands of the arctic to the hottest desert sands. Although kuei are not affected by sunlight, they are most active at night.

Ecology: Kuei neither eat nor sleep; their inactivity during the daytime is more akin to meditation than rest. If they are inhabiting a victim, however, they may go through the motions to avoid being discovered.

Kuei rarely associate with other creatures, though they sometimes accept the advice of evilly-motivated characters who direct them to suitable victims.

Kuei Attack Statistics

HD	Weapon Needed to Hit	THAC0	Damage
3	+1	17	1-6
4	+2	17	1-8
5	+3	15	1-10
6	+4	15	1-12

	Gendruwo	Common Memedi
CLIMATE/TERRAIN:	Any	Any
FREQUENCY:	Uncommon	Uncommon
ORGANIZATION:	Solitary	Solitary
ACTIVE TIME:	Night	Night
DIET:	Special	Special
INTELLIGENCE:	High (13-14)	Semi- to high (2-14)
TREASURE:	Nil	Nil
ALIGNMENT:	Chaotic neutral or chaotic good	Neutral
NO. APPEARING:	1-3	1
ARMOR CLASS:	5	6
MOVEMENT:	24	24
HIT DICE:	3	1
THACO:	17	19
NO. OF ATTACKS:	1	Nil
DAMAGE/ATTACK:	By weapon type	Nil
SPECIAL ATTACKS:	Fear	Fear
SPECIAL DEFENSES:	+1 or better weapon to hit, invisibility, etherealness	+1 or better weapon to hit, etherealness
MAGIC RESISTANCE:	35% (see below)	Nil
SIZE:	M (5'-6' tall)	S (3'-4' tall) or M (5'-6' tall)
MORALE:	Steady (11)	Average (9)
XP VALUE:	650	35

The memedi include a broad variety of lesser spirits. They are responsible for many of the strange phenomena that frighten and perplex the living.

Common memedi are incorporeal beings found most often on Bawa and other southern islands, although they also have been reported elsewhere in Kara-Tur. Common memedi include djim, djangkong, panaspati, setan gundul, uwil, and wedon.

Memedi who attract the most attention are gendruwo. These playful spirits delight in causing mischief and harassing humans. Gendruwo can change their appearance at will. They have been encountered in the forms of dogs, peacocks, cattle, and lizards. Their favorite form is that of someone known by (or related to) the victim of their mischief. In their natural form, which they seldom assume, gendruwo are featureless humanoids made of shimmering, multi-colored mist.

Gendruwo, as well as all types of common memedi, speak archaic forms of the local languages in short, clipped phrases.

Combat: Any character who sees a memedi must make a successful saving throw vs. wands. If he fails, he responds as if he has been affected by a *fear* spell. In other words, the victim turns and moves at his fastest possible speed away from the memedi, for six rounds. Common memedi have no other attacks or special abilities. They are, in fact, quite harmless.

Gendruwo share the common memedi's dislike of physical combat. However, in a desperate situation—e.g., if cornered or seriously threatened—gendruwo may use any available weapon to defend themselves. As soon as the danger has passed, they dispose of such weapons. Gendruwo find the use of human weaponry demeaning and distasteful.

Kidnapping is the gendruwo's most dangerous ability. The spirits can enter the Ethereal Plane at will, and they can take one human victim with them to the border ethereal. In order to kidnap a



victim from the Prime Material Plane, the gendruwo must offer him a morsel of food, such as a bit of meat or a piece of *kastera* (sweet sponge cake), usually presented on a silver tray. If the victim accepts the food, the gendruwo can then whisk him away to the border ethereal, far from friends, home, and family. A kidnapped victim cannot escape the grasp of a gendruwo, and no saving throw is allowed. Once in the border ethereal, the victim is released while the gendruwo returns to the Prime Material Plane to continue its harassment of humans. The kidnapped victim must find his own way home.

Gendruwo have a magic resistance of 35%. However, this does not apply to spells specifically intended for spirits. For instance, gendruwo are resistant to *hail of stone* but not to *abjure*.

Habitat/Society: Gendruwo have no permanent lairs, though they take refuge on the Ethereal Plane when threatened or harmed. Gendruwo are solitary by nature, but sometimes congregate in small groups to execute especially devious pranks. Most often they appear after dark, in lonely, secluded places.

The pranks of gendruwo usually are annoying but harmless. For instance, they may give travelers the wrong directions or appear unexpectedly to startle the inattentive. If a gendruwo's prank possibly could result in harm—e.g., if false instructions lead a traveler into a valley of monsters—the gendruwo may appear later to inquire about the victim's health and offer assistance.

When a gendruwo is in a dark or devilish mood, however, its pranks tend to be mean-spirited if not downright dangerous. For example, it may appear before a human in the form of a trusted friend and proceed to tell vicious lies, such as "your wife has left you" or "your brother has been murdered."

Ecology: Gendruwo eat all kinds of food and drink. Fearful humans sometimes leave generous offerings of food on the outskirts of their villages in hopes of keeping gendruwo away. Gendruwo also consume all types of paper and parchment. They enjoy annoying humans by eating crucial documents and books.

Djim

Djim are spirits of deceased priests, typically appearing as elderly, bald men wearing long prayer robes. Djim never make eye contact with humans or communicate with them directly. Instead, djim continually mumble chants and prayers in an archaic form of the local tongue.

Djim attend the funeral services of nobles and other wealthy men, to ensure safe passage of the deceased to the spirit world. However, they appear at the funeral only if the ceremony is performed exactly as prescribed. Local custom may dictate certain variations, but in general, djim prefer that the family follows these steps:

- After the deceased has drawn his final breath, the body is laid out on a special tatami mat upon which a living person has never set foot. The body is then covered by a silken shroud with the head exposed.
- The eldest son places a coin in a bowl, covers it with a silken cloth, then takes it to the nearest stream or pool. He throws a lighted candle and a handful of rice into the water, removes the cloth, and throws in the coin. Now having “purchased” the water, he fills his bowl from the stream.
- The eldest son uncovers the feet of the body, washes them with the “purchased” water, then covers them with the shroud.
- The entire household, along with the deceased’s friends and associates, bare their feet, and express their sorrow by chanting, wailing, and moaning for a period not less than one hour.
- The shroud is removed. A twig is placed in the body’s right hand and a fan is placed in the left hand; these are to sweep away evil spirits. The family places rings, bracelets, and other jewelry on the deceased, so that he makes a good impression when he enters the afterlife.
- The eldest son prepares several pieces of spirit money, called fang lu ch’ien. Each fang lu ch’ien is a round piece of paper in the shape of a coin, usually blue in color. On the day of the funeral, the fang lu ch’ien are scattered behind the procession. The sound of chanted mumbles heralds the arrival of a djim, who appears several yards behind the procession, collecting the scattered fang lu ch’ien. The appearance of the djim and his acceptance of the fang lu ch’ien ensures that the deceased’s passage to the spirit world will be a safe one.

Djim are neither violent nor malicious. If attacked, they simply vanish, never to return to that particular area.

Djangkong

Djangkong take the form of a human skeleton with translucent bones and teeth made of black glass. When a human of good alignment is buried in an isolated area, djangkong sometimes appear in order to keep the deceased from becoming lonely.

Djangkong choose their haunts carefully. The ideal spot is a well-constructed crypt far from human settlements, preferably sheltered by tall trees. To attract the djangkong, carvings of animals native to the area should be placed in a line that leads to the crypt. Each corner of the crypt should be marked by a small stone bearing the name of the deceased; these markers, called tse’ stones, define the area as a home for the dead.

The crypt itself should have the shape of a box or pyramid. It should contain a large grave marker made of granite or marble, and the marker must be in the south side of the crypt. Two arm chairs made of stone should stand side by side, their backs to the grave marker. The djangkong sits in one of these stone chairs, and the spirit of the deceased sits in the other.

To keep a djangkong happy, the family of the deceased must make a special offering at the crypt each year, during the first two weeks of April. The offering must include a variety of meats

and vegetables, a sack of gold and silver coins, a bundle of incense sticks, a broom, and hoe. The djangkong will use the broom and hoe to rid the area of weeds and keep it clean. As long as the djangkong stays happy and remains in the crypt, the area bounded by the tse’ stones is permanently charmed by *protection from evil*.

Panaspati

The panaspati is a grotesque memedi resembling a human body with its head between its legs. The creature walks on its hands and breathes fire. The fire appears to be normal, but it generates no heat and causes no damage.

Humans often summon a panaspati to frighten or intimidate their enemies. Two adult humans must summon the spirit creature; one alone will not suffice. If the panaspati appears (10% chance per day) and both humans resist its *fear* (i.e., they don’t run away), the panaspati asks for an offering of food and coins. If the panaspati rejects their offering, it vanishes, and the humans lose all their body hair. (It will grow again normally, however.) If the spirit accepts the offering, it asks the humans whom they wish to frighten. The panaspati will then harass the selected victim for a full day, after which it disappears.

Setan Gundul

The setan gundul appears as a small child whose head has been completely shaved, except for a topknot. This spirit is the only type of memedi that cannot speak.

Setan gundul can be summoned only by an unmarried woman who is at least 80 years old. The woman summons the spirit by falling into a trance for two full days, after which the setan gundul appears. The spirit holds a brass mirror in its hands. Any person who resists the setan gundul’s *fear* attack, and then gazes into its mirror, sees an omen of his future (e.g., a violent death, rich treasure, or great honor). The setan gundul seldom stays for more than a day, usually arriving after sunset and leaving before dawn. However, it may linger for longer periods if it receives tributes of food and is treated with kindness.

Uwil

Uwil are derived from the spirit of dead sohei. They are the most intelligent of all memedi, and also cooperate most fully with humans. Men often seek their advice. Uwil always walk with their heads held downward because their brains are so heavy.

Uwil reside far from human civilizations, usually in caves and underground tunnels. They always are accompanied by 1-4 pure white bats, which offer companionship. The uwil’s bats are like normal bats in every respect, except they eat only stalactites. Uwil will converse with a human who treats them with respect, especially if he brings special food for the bats, such as gem-encrusted stalactites.

Wedon

Wedon resemble humans who are covered in white silken sheets from head to toe. These spirits are perhaps the most feared of all memedi, as they are considered to be omens of death, destruction, and misery. The appearance of a flock of sparrows or loons usually foreshadows the wedon’s arrival. Wise humans respond to these omens by moving to another location, seeking the aid of a priest or other holy man, or by praying to the gods for redemption. However, should the birds linger in the area or pursue any fleeing humans, the arrival of a wedon is inevitable. Any person who sees a wedon must make a successful save vs. wands or flee.

CLIMATE/TERRAIN:	Wako (Sea Pirate) Tropical, subtropical, and temperate oceans and coasts	Frost Barbarians Arctic mountains
FREQUENCY:	Uncommon	Rare
ORGANIZATION:	Band	Tribe
ACTIVE TIME:	Any	Any
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Average to very (8-12)	Average (8-10)
TREASURE:	A	C
ALIGNMENT:	Lawful evil	Lawful evil
NO. APPEARING:	30-180	20-80
ARMOR CLASS:	See below	See below
MOVEMENT:	12	12
HIT DICE:	1 (2-7 hit points)	1 (2-7 hit points)
THAC0:	20	20
NO. OF ATTACKS:	1 (at +2)	1
DAMAGE/ATTACK:	By weapon +1	By weapon
SPECIAL ATTACKS:	Nil	Nil
SPECIAL DEFENSES:	Nil	See below
SIZE:	M (5'-6' tall)	M (4'-5' tall)
MORALE:	Steady (11)	Average (10)
XP VALUE:	Varies	Varies



Of all the men of Kara-Tur, few are more feared than the wako and frost barbarians. Wako are merciless pirates, preying on all who travel the seas. Frost barbarians are savage tribesmen of the arctic mountains, renowned for their brutality.

Wako

The wako are a loosely organized band of men of low class who have fled their homelands or have been hired by powerful lords. They ply the warm seas, boarding ships and raiding coastal towns. They are desperate and dangerous, and even the fierce western pirates regard them with fear.

Wako speak the trade language. They also speak the languages of many lands bordering the oceans upon which they sail.

Combat: Wako are virtually fearless in combat. Knowing that their capture means torture and death, the wako fight to the last man, no matter how hopeless the situation. Negotiation with wako is seldom an option. These pirates take no prisoners, but they may take slaves, who will be sold or kept for personal use in the wako's secret coastal settlements.

Because of their fearlessness, all wako gain a +2 bonus to their attack rolls and a +1 bonus to damage rolls. A typical force is equipped as follows: hara-ate-gawa and sword (50%); do-maru and sword (15%); sword and bow (10%); kote and spear (10%); haramaki, sword, spear, and bow (10%); kote, do-maru, sword, and bow (5%). All leaders and high-level wako wear o-yoroi and usually carry swords and bows.

Habitat/Society: The wako lair is a permanent settlement in a secluded and easily defended coastal area. Wako sometimes establish their settlements on the lands of their sponsoring lords. In any case, a wako settlement is surrounded by high stone walls and is constantly patrolled.

For every 30 wako encountered, there is a 5th level bushi. For every 60 wako, there is a 7th level barbarian. (These are in addition to wako indicated by the dice.) A wako band is always led by

a 10th level samurai, who is aided by a barbarian lieutenant of 8th level and 1-3 bushi mates of 6th level. For every 30 wako present, there is a 5% chance that a 6th- to 9th-level wu jen is present. (To determine this wu jen's level, roll 1d4 and add 5.)

Ecology: Unless their sponsoring lords decide otherwise, ships from all countries are equally susceptible to wako attacks. Rival wako bands sometimes battle for control of a particular region, but for the most part, wako bands give each other wide berth.

Frost Barbarians

The frost barbarians are warlike tribesmen who live in primitive villages in remote, mountainous arctic regions. They are short and stocky, with matted hair and beards, and chalky skin. Though they speak their own language, tribal leaders usually are conversant in the trade language.

Frost barbarians ambush and attack anyone who ventures within 20 miles of their villages. Small barbarian groups occasionally travel far from their homes while hunting. Most often, these barbarian hunters also attack everyone they encounter, presuming them to be competitors for the same game.

Frost barbarians are armed as follows: club (30%); spear (20%); stone axe (20%); stone axe and spear (20%); long sword (10%). All wear heavy furs, which give them an effective AC of 9. Frost barbarian leaders wear leather armor (AC 8) and carry long swords and stone axes. The arctic animal furs worn by frost barbarians, along with their naturally pale skins, makes them nearly impossible to see against the snow and ice. This camouflage gives their opponents a -5 penalty to surprise.

For every 20 tribesmen encountered, there is one 3rd level barbarian. For every 40 tribesmen, there is a 4th level barbarian. As the numbers increase to 80 or more, a tribe includes one 7th or 8th level barbarian. All other tribesmen are 1st level barbarians. The highest ranking barbarian serves as leader.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVE TIME:	Night
DIET:	Special
INTELLIGENCE:	Very (11-12)
TREASURE:	Nil
ALIGNMENT:	Neutral

NO. APPEARING:	1-2
ARMOR CLASS:	
MOVEMENT:	12 Fl 12 (A)
HIT DICE:	10
THACO:	11
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	5-12 (1-8+4)/5-12 (1-8+4)
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
SIZE:	L (8' tall)
MORALE:	Champion (15)
XP VALUE:	4,000



Men-shen are greater spirits who serve as guardians. They protect a place or person against intruders, evil spirits, or similar threats.

The men-shen appears as an oversized human with a grim countenance and golden skin. His eyes may be black, blue, or red. He may be bald or have long, flowing hair, which spills over his shoulders. Some men-shen wear a single topknot, which is braided with flowers and hangs to the middle of their backs.

Men-shen don the regalia of an army general. Their clothing is pressed and spotless, their medals and buttons polished and sparkling. Each men-shen carries a large red sword.

Men-shen speak the languages of all inhabitants of Kara-Tur, as well as the language of the Celestial Court.

Combat: If a men-shen has been assigned to protect a place or person, or if he has agreed to perform any other service, he will faithfully discharge his duties to the death.

The men-shen is exceptionally difficult for opponents to strike. He commands continual *ESP* with a 30-foot radius, and no opponent within 30 feet can surprise him. He can fly, and also can become *invisible* at will. Furthermore, he can attack while *invisible*, as per *improved invisibility*. Finally, a men-shen can *become astral* at will and *polymorph self* twice per day. When *polymorphed*, the men-shen usually takes the form of an oni (or a similarly fearsome creature) in order to frighten away skittish opponents. The fierce countenance of the men-shen acts as an *apparition* spell on his victims (+1 bonus to men-shen's surprise; creatures of 1 HD or less must save vs. spell or flee for 1-3 rounds).

The men-shen primarily attacks with its sword, which grants him a +4 bonus to attack and damage rolls. No other creature can use a men-shen's sword. If a men-shen is destroyed, his sword will crumble to dust. In order for a sword to retain its potency, the men-shen must return daily to the Celestial realms. Each day spent away from these realms causes the sword to lose 1 point from its attack bonus; its damage bonus is unaffected.

The men-shen is immune to *fear charm*, and *hold* spells of all types. He suffers half damage (or no damage) from spells that cause the loss of hit points.

Habitat/Society: The first two men-shen were originally famous generals of a good emperor. When the emperor fell ill due to the nightly visits of an evil dragon, these generals volunteered to stand watch at his door. For several nights, nothing happened; still, the generals never deserted their posts, remaining alert at all times and shunning sleep. Concerned for the well-being of the generals, the emperor ordered that paintings of the two men be rendered on the door posts. So effective had been their vigilance that even the paintings kept the dragon at bay.

To this day, mortals paint the images of men-shen on the door posts of their homes, hoping to frighten evil spirits. Any painted image of a men-shen may be occupied by an astral men-shen; the chance is 5%. Homeowners rarely are aware of the existence of these astral spirits.

The Celestial Emperor sometimes assigns tasks to men-shen, but more often these spirits are invoked or summoned by mortals. The men-shen generals consider each request for assistance; if the generals deem such requests to be worthy, a men-shen (or men-shen couple) is dispatched. Such requests usually involve guarding tombs, shrines, or treasure vaults. Requests for men-shen to intervene directly in mortal affairs—e.g., an attack upon a human's enemies—usually are ignored by the generals. When assigned as a guardian, a men-shen's duties normally extend from dusk to dawn, allowing him to spend the rest of the day in the Celestial Court.

Ecology: Men-shen do not eat or drink. Instead, they are refreshed and energized merely by attending the Celestial Court.

	Einsaung Nat	Hkum Yeng Nat	Lu Nat
CLIMATE/TERRAIN:	Tropical jungle	Tropical jungle	Tropical jungle
FREQUENCY:	Rare	Very rare	Rare
ORGANIZATION:	Solitary	Solitary	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Very (11-12)	Average (8-10)	Low (5-7)
TREASURE:	Nil	Nil	Nil
ALIGNMENT:	Chaotic good	Neutral	Chaotic evil
NO. APPEARING:	1	1	1
ARMOR CLASS:	2	0	- 2
MOVEMENT:	12	12, F112(C)	9
HIT DICE:	2	4	8
THAC0:	19	17	13
NO. OF ATTACKS:	1	2	3
DAMAGE/ATTACK:	1-6	1-6/1-6	1-8/1-8/1-4
SPECIAL ATTACKS:	Nil	Fear	Disease
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	10%	30 %	10%
SIZE:	S (3' tall)	M (4' tall)	S (6' tall)
MORALE:	Steady (11)	Elite (13)	Elite (13)
XP VALUE:	975	3,000	8,000

The nats are a group of lesser spirits who resemble small, squat humanoids. They have brightly colored skins—usually red, blue, or yellow. Their hair is wild and tangled, and their hands end in long, clawed fingernails. All have sharp fangs.

Nats speak the language of their own kind, as well as the languages of wu jen who are common to their area.

Combat: All nats can use following abilities at will: *become invisible*, *levitate*, *ESP*, *comprehend languages*, *deflection*, *dream vision*, *possess animal*, *detect shapechanger*, *quickgrowth*, *passwall*, and *dancing blade*. They are immune to poisons and diseases, and suffer half damage from electrical and fire-based attacks (no damage if the saving throw is successful).

Einsaung

An einsaung is the most common form of nat. In addition the combat abilities above, it can do the following at will: *become ethereal*, *beneficence*, *know history*, *slow poison*, *detect curse*, *protection from evil 10-foot radius*, and *polymorph self*. Once per day, it can *cure disease* and divine an *omen*. Once per week, it can *dispel evil* and *possess* victims. The einsaung radiates an aura which acts as a *bless* spell on the owner and family of the house it occupies. The radius of this aura completely covers the house and all its grounds. Only magical weapons with a +1 or greater bonus can hit an einsaung.

The einsaung is extremely shy, preferring to remain *invisible* and *ethereal*. When the family of the house it occupies is threatened, the einsaung uses *possess* to inhabit a person and act through his body. Einsaung most often aid their households by providing advice, information (both of which mysteriously appear), and good fortune.

If a family offers food and small treasures to encourage it, an einsaung will move into the family's house and act as a protector. If the spirit is not honored and fed regularly, it may decide to leave. (The family will consider this loss a sign of bad luck to come.) The nat's "home" is always the southern cornerpost of the house. Although its actual lair is on the Ethereal Plane, the einsaung always centers its activities around this post.

Though shy, einsaung sometimes reveal their true forms in order to play with small children, whom they adore. The spirits en-

joy all types of food, especially fruit and nuts.

Hkum Yeng

In addition to the powers common to all nats, hkum yeng have the following abilities. Once per round, at will, they can use *purify food and drink*, *create spring*, *snake summon*, *dispel magic*, *castigate*, *oath*, *hail of stones*, *fire ruin*, *elemental burst*, and *become ethereal*. Three times a day, they can use *animate fire* and *animate wood*. Once per day, they can *quell* and *remove curse*. Once per week, they wield the power of an *ancient curse*.

A hkum yeng radiates an aura of fear with a 10-foot radius. Those who enter this aura and see or detect the spirit must make a save vs. spells. A failed save means the victim flees in panic for 2-5 rounds. Hkum yeng only can be hit by weapons of +2 or better.

This lesser spirit protects an entire village—usually a village of fierce savages. The hkum yeng takes up residence at some central point, such as the head stakes of a headhunting tribe. If the villagers neglect their offerings or otherwise offend the spirit, the hkum yeng brings misfortune and death.

Lu Nat

This nat is single-mindedly malicious, seeking to cause harm whenever and wherever possible. It makes its lairs in graveyards and can be appeased by offerings of food. In addition to the powers of all nats, alu nat can cast *apparition*, *transfix*, *melt*, *fire shuriken*, and *stinking cloud* three times per day. Once per day, it can use *water to poison* and *wood rot*. Only +1 or greater weapons can hit a lu nat.

An *invisible cloud of disease* with a 10-foot diameter surrounds this spirit. Each round that victims spend in this cloud, they must save vs. death. If they fail, they become infected with a rotting disease. The disease causes the loss of 1-10 hit points per round until cured. An infected victim cannot heal naturally or benefit from healing spells.

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate ocean		
FREQUENCY:	Rare		
ORGANIZATION:	School		
ACTIVITY CYCLE:	Any		
DIET:	Carnivore		
INTELLIGENCE:	Very (11-12)		
TREASURE:	I		
ALIGNMENT:	Chaotic good		
NO. APPEARING:	2-20		
ARMOR CLASS:	7		
MOVEMENT:	Sw 18		
HIT DICE:	2 to 5		
THAC0:	2 HD: 19	4 HD: 17	
	3HD:17	5 HD: 15	
NO. OF ATTACKS:	1		
DAMAGE/ATTACK:	By weapon type		
SPECIAL ATTACKS:	Spells		
SPECIAL DEFENSES:	Spells		
MAGIC RESISTANCE:	Nil		
SIZE:	L (6' long)		
MORALE:	Average (10)		
XP VALUE:	2 HD: 120	4 HD: 270	
	3-HD:175	5 HD: 420	



Eastern relatives of mermen, ningyo are a reclusive, peace-loving race of intelligent sea-dwellers.

Ningyo have slender human torsos, which are covered with pale yellow or light blue skin. They also have the scaly tails of fish, which are deep green or dark blue in color. Wide fins at the end of their tails help propel the ningyo through water. Their eyes are silver or gold. Male ningyo are about 6 feet long; females measure about 5 feet.

These creatures have flaming red tresses. Males wear their hair to their shoulders. Females have hair that flows to their waists. Many ningyo adorn themselves with necklaces and bracelets made of colorful shells, strung on lengths of woven seaweed.

Ningyo can breathe both water and air, but being away from the water debilitates them, and they seldom surface while swimming. Sailors and beach-combers occasionally have spotted ningyo sunning themselves on flat rocks near the ocean shore. Sometimes they leap upward through the surface of the water, spinning and twisting through the air before splashing back into the sea.

Ningyo speak the Lord of the Sea's language, as well as the trade language. They also can converse with all types of fish.

Combat: Ningyo are generally passive, and prefer to avoid violent confrontation. However, if forced, they will fight with whatever weapons are available, swimming to safety as soon as the danger has passed or an opening presents itself.

Ningyo normally do not carry weapons, but when armed, they have either spears or tridents. Typically, 60% of an armed ningyo force carries tridents, and 40% have spears.

Ningyo have the spellcasting abilities of a shukenja and wu jen whose level equals their Hit Dice. Thus, a 3 HD ningyo has the spellcasting abilities of a 3rd-level shukenja and a 3rd-level wu jen. Typical spells employed by ningyo include *bless*, *cure light wounds*, *deflection*, *know history*, *comprehend languages*, *ghost light*, *hypnotism*, and *animate water*.

Ningyo cannot survive out of water for any length of time. Each round they spend above the surface, they suffer 1 hit point of damage.

Habitat/Society: Ningyo do not form permanent settlements. Instead, they roam with the currents and follow the schools of fish upon which they feed. They sometimes construct temporary shelters by lining underwater ledges with seaweed; such shelters are commonly used for spawning females.

A ningyo school comprises 1-10 males, an equal number of females, and a number of children equal to 50% of the adults. For every 10 adults, there is a leader with 2 or 3 Hit Dice. For schools with 20 or more adults, there is a chieftain with 4 or 5 Hit Dice (in addition to any leaders). Schools with 20 or more adults have a 25% chance of being accompanied by 2-8 (2d4) dolphins, who serve as the ningyo's guards and aides.

Female ningyo give birth to 1-4 infants about once every 10 years. The infants grow quickly, reaching 3 feet in length (1 HD) within the first year. Following a season in which the females have been especially prolific, a ningyo school may split into two schools, each school going their own way. A ningyo has an average life expectancy of 200 years.

Ningyo show little interest in the surface world, preferring instead to serve the Lord of the Sea. Unlike the sea spirit folk, they are under no obligation to obey him. But the ningyo have a long tradition of loyal service, and rarely ignore the Sea Lord's summons or requests. Despite their apathy towards the affairs of men, ningyo feel kindly towards humans and often help them. Sailors consider ningyo to be protectors, and sometimes make offerings to them, especially during great storms.

Ecology: Ningyo have an affinity with all sea creatures who share their philosophy of peace. In addition to dolphins, ningyo have been known to align themselves with sea spirit folk, particularly when engaged in service to the Sea Lord.

Ningyo eat all varieties of small fish, enjoying an occasional oyster or crab. They supplement their diets with seaweed and plankton.

	Common Oni	Go-Zu-Oni	Me-Zu-Oni
CLIMATE/TERRAIN:	Temperate mountains, hills, plains, forests, and subterranean	Any land	Any land
FREQUENCY:	Rare	Very rare	Very rare
ORGANIZATION:	Solitary or band	Solitary or band	Solitary or band
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Carnivore	Carnivore	Carnivore
INTELLIGENCE:	Average (8-10)	High (13-14)	High (13-14)
TREASURE:	A	S	S
ALIGNMENT:	Lawful evil	Lawful neutral	Lawful neutral
NO. APPEARING:	1-100	1-20	1-20
ARMOR CLASS:	4	0	2
MOVEMENT:	9	9	12
HIT DICE:	8	12+8	10+5
THAC0:	13	9	11
NO. OF ATTACKS:	2	3	2
DAMAGE/ATTACK:	3-10/3-10	6-16/6-16/1-10	3-18/3-18
SPECIAL ATTACKS:	Spells	See below	See below
SPECIAL DEFENSES:	Nil	Regeneration	Regeneration
MAGIC RESISTANCE:	Nil	20%	40%
SIZE:	L (7'-8' tall)	L (8'-9' tall)	L (9' + tall)
MORALE:	Elite (13)	Champion (15)	Elite (14)
XP VALUE:	1,400	11,000	10,000

Oni are ferocious lesser spirits who use their awesome strength and magical abilities to dominate and terrorize the regions they inhabit.

The common oni stands 7 to 8 feet tall, resembling a thickly-muscled humanoid whose arms and legs are covered with coarse hair. Their hands end in dirty, thick talons, and hooked toenails grow from their wide feet. Their skin is normally red, but other colors have been noted, including green, black, orange, and purple. Blue-skinned oni also exist, but these are more commonly known as ogre magi, because they have as much in common with the western ogre as they do they with eastern oni.

The features of the common oni are fearsome to behold. They have from one to three bulging eyes and broad, pointed ears. One or two thick horns may sprout from their foreheads. Many oni wear shoulder-length hair—usually silver, black, or green—which sometimes is tied in long braids that drape down their backs. Long golden or ivory fangs line their mouths.

An oni's garb imitates the clothing of the local human population. If an oni band dwells near a military outpost, the lesser spirits usually wear armor pieces, including metallic arm and leg bands and even military insignia that have been taken from murdered soldiers. If an oni band lives near a poor farming community, they usually don peasant smocks and sandals. In any case, an oni's equipment and clothing is always more ragged and filthy than that of his human counterpart.

Common oni can speak the language of their kind, as well as the languages of tengu, bakemono, hengeyokai, and the local human population. Their voices are deep, resonant, and very loud. An oni's snore rumbles like thunder, while its laugh is powerful enough to shake the leaves from the trees.

Combat: Most common oni are bloodthirsty and cruel. Not only do they attack for food, but also for the sheer delight of hurting and bullying other creatures. The common oni usually fights with a pair of two-handed swords, one in each hand, but the creature will use other large weapons if available. It also can make slashing attacks with its powerful claws.

The common oni can *polymorph self* three times per day, *fly* three times per day, *become invisible* two times per day, use *cloud*

trapeze (for themselves only) once per day, and *cause fear* at will. A few common oni (5%) can spew a column of molten copper at a target up to 10 feet away (make a normal attack roll), causing 4-24 (4d6) hit points of damage. The oni can make one copper-spitting attack each day.

Common oni frequently command lesser creatures such as bakemono, goblin rats, and jiki-niku-gaki. When common oni are encountered, there is a 10% chance that they are accompanied by 2-20 (2d10) of these creatures. (To randomly determine the type of creatures accompanying oni, roll 1d6; 1-3 = goblin rats, 4-5 = bakemono, 6 = jiki-niku-gaki.) In the oni lair, 4-40 (4d10) bakemono or goblin rats are always present (50% chance of each), attending the court of the more powerful oni.

A hungry or enraged oni typically attacks by charging its opponent, slashing with its weapons or claws like an uncontrollable beast. However, oni bands are capable of more subtle strategies, particularly when ambushing travelers or other unsuspecting prey. For instance, one oni may use *polymorph* to become a friendly-looking farmer, who engages a traveler in conversation. Meanwhile, other members of the oni band may become *invisible*, and attack the traveler from behind. If a battle turns against an oni band, one of the lesser spirits may use its *cloud trapeze* ability, escaping to rally goblin rats or other reinforcements.

Although oni have little concern for other creatures, they do have a sense of honor and pride, and resent being implicated in crimes they did not commit. For instance, the tale is told of a yakuza gang who convinced a village that an oni had committed certain crimes. In truth, the yakuza themselves were responsible. When the villagers began to hunt the oni, it became enraged, vowing to seek out and destroy the yakuza. (The oni enjoyed its notoriety as the scourge of the countryside, but it was not about to accept the blame for the yakuza gang's actions.) The oni made peace with a group of sympathetic humans, who helped the lesser spirit track down the yakuza. Following the yakuza's defeat, the oni honorably parted company with the humans. Then it resumed its evil ways.

Habitat/Society: The creation of the oni remains a matter of speculation. Most scholars believe that oni originate from the cor-



rupted spirits of evil humans. Others believe the Celestial Bureaucracy created oni to test the diligence of Kara-Tur's more noble inhabitants, as well as to maintain the balance between good and evil. Regardless of their origin, oni persist throughout Kara-Tur, thriving in most of the world's temperate lands.

Oni usually dwell in desolate and forbidding places, such as rocky mountain regions, deserted ruins, and other sites commonly considered to be haunted. They also may take up residence along a lonely highway near a shrine or gate, harassing all who pass by. Occasionally, an oni may live within a city, hiding in vacant buildings or in the shadows of the city's most destitute streets.

In rare instances, one of these vicious spirits may rule a small village of humans, and live within the village. This powerful oni may use its *polymorph* ability to disguise itself as a human tyrant. If it is especially arrogant, it may operate openly.

An oni band may comprise up to 100 members. Decisions are made collectively by the largest and wisest oni. Females are as powerful as males, fighting with equal prowess and sharing in the command. Male oni have been known to take humans for brides.

Common oni enjoy music and dance. Occasionally they can be found playing red and blue flutes, singing and stomping for hours on end. Such celebrations often follow an oni victory in battle or the discovery of a luxurious treasure. Interrupting an oni musical performance is guaranteed to infuriate them.

Oni covet treasure of all types. Typically, they bury valuables in sturdy iron chests near their lairs. Some oni swallow their treasure items, keeping them safe inside their stomachs.

Ecology: Oni have vast appetites and eat all kinds of game and domestic animals. They're especially fond of cattle, deer, sheep, and large birds. Human or humanoid flesh also has been known to end up in their stomachs. According to legend, a thirsty oni once drank an entire lake in one sitting; when made to laugh, the oni coughed up the water and refilled the lake.

In addition to bakemono, goblin rats, and gaki, oni will associate with other evil creatures and humanoids, provided such asso-

ciations promise to benefit the oni. Oni are fond of black animals such as ravens, black snakes, and black cats, and will often pause to admire and speak with them.

An island inhabited entirely by oni is rumored to exist somewhere in the middle of the Celestial Sea. No human explorer has ever visited the island—at least, none has returned from such a visit. The island is said to be the home of elderly oni who have grown weary and wish to live out their days in peace. Towering mountains of black diamond, rivers of molten silver, and beaches of crimson sand grace the isle. A high iron gate rings the place completely. Thousands of tiny black oni, each no more than a foot tall, guard the island against intruders. In spite of their size, these tiny oni are said to be as powerful as their larger counterparts.

Go-Zu Oni

Go-zu oni are the most powerful type of oni. Unlike common oni, who are masterless, the go-zu oni are soldiers of the Celestial Bureaucracy. They serve their commanders faithfully and loyally.

Go-zu oni resemble common oni, but they are larger, and their bodies are thicker. Their skin is usually dark orange, gray, or deep purple. They have the heads of bulls, with large snouts, small ears, and two long horns. Go-zu oni wear ornate robes and polished armor, which is appropriate to their position as servants of the Celestial Emperor. They speak all human languages, along with the languages of tengu, oni, bakemono, all animals, and the Celestial Court.

Go-zu oni fight with two-handed swords, spears, naginata, halberds, and tridents. In combat, they can make two attacks with a weapon or with their hands. They also can make a single going attack with their horns. They can *polymorph self*, *cause fear*, *become invisible*, *fly*, and cast *fire shuriken* at will. Twice per day, they can use *cloud trapeze* (for themselves only). They automatically can *detect invisible* objects and creatures. Their strength equals that of a hill giant, and they regenerate 3 hit points per round.

Along with the me-zu oni, the go-zu oni form the bulk of the Celestial Emperor's army in times of trouble and insurrection. They also oversee the lands of the dead and serve as escorts to these lands for the reluctant departed. Go-zu oni have no permanent lairs in the Prime Material Plane; they make their homes in the Celestial Court.

Me-Zu Oni

Like the go-zu oni, me-zu oni are servants and soldiers of the Celestial Emperor. The me-zu oni hold higher positions in the army, however, and command the go-zu oni. When encountered, the me-zu oni are always on a specific mission assigned by the Celestial Bureaucracy. They will not tolerate interference from humans or other lesser creatures.

Me-zu oni resemble go-zu oni, but are larger, and have the heads of horses. They also lack horns. Me-zu oni can speak and understand any language.

In addition to the weapons used by the go-zu oni, me-zu oni may use whips and lassos to attack their opponents. They can *polymorph self*, *become invisible*, *cause fear*, and *fly* at will. They can become *ethereal* and *astral* three times per day each, and can use *cloud trapeze* (for themselves only) three times per day. They have the spell casting ability of 10th-level wu jen; their most common spells include *fiery eyes*, *melt*, *fire shuriken*, *whip*, *animate fire*, *fire ruin*, *hold person*, *dancing blade*, *polymorph other*, *wall of fire*, *creeping darkness*, and *fire breath*. They boast sight abilities equaling the *true seeing* spell, which are in effect at all times. Their Strength equals that of a stone giant, and they can regenerate 3 hit points per round.

CLIMATE/TERRAIN:	Temperate plains and hills
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	High (13-14)
TREASURE:	Q
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1
ARMOR CLASS:	4
MOVEMENT:	6
HIT DICE:	5
THACO:	15
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	1-6 or by weapon type
SPECIAL ATTACKS:	Drought
SPECIAL DEFENSES:	+1 or better weapons to hit
MAGIC RESISTANCE:	Nil
SIZE:	S (2'-3 tall)
MORALE:	Average (10)
XP VALUE:	1,400

This diminutive humanoid boasts impressive powers, and is greatly feared by the common folk. He is among the most arrogant and obnoxious of the lesser spirits.

The p'oh stands no more than 3 feet tall. He has ruddy bronze skin and long red hair, often tied in a ponytail with dried vines. He has narrow eyes, either blue or green, a pug nose, and oversized ears. His thin mouth is usually twisted in a condescending grin. His stubby legs make him wobble when he walks. He wears gowns made of the finest silk, interwoven with threads of gold and silver.

The p'oh speaks the language of his own kind as well as the trade language.

Combat: A p'oh is more of a pest than a fighter, avoiding physical combat whenever possible. He will threaten, insult, and otherwise intimidate potential adversaries, attacking only as a last resort. When facing equal or inferior opponents who refuse to back down or give in to his demands, the p'oh will attack, fighting fearlessly and without mercy. When facing formidable foes who refuse to be intimidated, the p'oh usually will withdraw, rather than risk his own neck. He can become *invisible* at will.

If combat ensues, the p'oh attacks, wielding a club cut from a dead tree, or an iron rod instead. Occasionally, a p'oh carries a more common weapon, such as a katana or a wakizashi. In addition to the damage inflicted with each successful hit, the p'oh's victim must make a saving throw vs. spells. If the saving throw is successful, the victim suffers no further effect. If the saving throw fails, the victim is desiccated by the drying touch of the p'oh, and loses 1 point of Constitution. If the victim's Constitution drops to 2, the character cannot fight, stand, cast spells, or take any other actions. If his Constitution drops to 0, the victim is dead. If a desiccated victim survives his encounter with a p'oh, he recovers 1 Constitution point per day.

Common folk are most fearful of the p'oh's ability to *create drought* (as the wu jen spell). The p'oh can use this power once a week, affecting an area 5 miles in diameter. The drought persists until one of the following occurs: the p'oh cancels it, the p'oh is killed, or the spell is countered by *ice blight*.

Habitat/Society: The p'oh is a wandering spirit, active both day and night. He is most commonly encountered in agricultural



lands well away from populous areas. Once the p'oh arrives in a suitable area, he locates a secure lair, such as a cave, a high plateau, or a hollow tree in a dense forest.

After the p'oh has chosen a lair, he appears to the peasants, announcing that he has honored them with his presence by settling in their area. The p'oh then demands that the peasants make weekly offerings to him (which the p'oh will collect while *invisible*). If the peasants make the requested offerings and the p'oh accepts them, the p'oh remains in the area, causing no mischief. If the offerings are insufficient, the p'oh will become angry and cause a drought to settle in the area. The drought continues until the peasants resume their offerings (or otherwise make peace with the p'oh), or until the p'oh is driven away or destroyed.

Offerings that a p'oh requests usually involve large quantities of water or other potables, as well as fruits and vegetables. Sometimes a p'oh intentionally demands ridiculous offerings from the peasants he oversees, either to test their resolve or simply to harass them. Such demands might include a basket of corn containing exactly 10,001 kernels, 100 gallons of water from a distant ocean, or an unmelted snowflake. If the villagers refuse or cannot comply, the p'oh punishes them with drought.

On rare occasions, the Celestial Emperor sends a p'oh to an area to punish the inhabitants for some transgression or crime. In such instances, the p'oh forgoes his normal requests for offerings, and leaves after he has caused a drought according to the Emperor's wishes. More often, however, the p'oh acts on his own initiative. Along country roads, peasants commonly erect small shrines in the p'oh's honor, in an attempt to keep these pesky creatures appeased.

Ecology: The p'oh can eat virtually anything, but he has an exceptional capacity for liquid nourishment. In a single sitting, he can guzzle gallons of water, milk, or wine.

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Group
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Semi-(2-4)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil
NO. APPEARING:	4-16
ARMOR CLASS:	3
MOVEMENT:	See below
HIT DICE:	1+5
THACO:	19
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	See below
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	Nil
MAGIC RESISTANCE:	20%
SIZE:	T (1' wide)
MORALE:	Average (10)
XP VALUE:	120

Gohei p'oh, also known as paper ghosts, are spirits that act as servitors and guards for evil wu jen.

In its most common form, a gohei p'oh resembles an ordinary piece of parchment, sized like a page from a book. The gohei p'oh is always blank. If a person tries to write on it, the ink disappears as soon as it touches the creature.

Gohei p'oh cannot speak, but they can understand simple phrases in the language common to the area.

Combat: A gohei p'oh will obey any simple command of the wu jen who created it. Typically, the gohei p'oh guards a room, and is ordered to attack any intruder who enters. He also may be ordered to destroy anyone who touches a particular object in the room, such as a desk or book. When following such a command, gohei p'oh will fight to the death.

Though they have no sensory organs, gohei p'oh can detect the presence of all living creatures within an area 20 feet in diameter. They can detect spirits, and intruders who are *invisible*. No one can surprise a gohei p'oh.

Gohei p'oh can fold themselves into several different forms. (The most common forms are listed below.) A transformation takes one full round, during which the paper spirit remains stationary and can take no other actions. This folding transformation also can occur while the gohei p'oh hovers in midair. The spirit can fold itself into any of these forms at will, as often as it desires. However, the powers of an individual form may be restricted in use.

Each form has its own movement rate, appearance, and abilities. All forms suffer double damage from normal and magical fire attacks.

Page. This is the gohei p'oh's normal form, resembling the blank page of a book. The spirit moves by flapping itself; its movement rate is Fl 9 (C). It attacks by charging towards a victim's head. A successful attack roll means the spirit has plastered itself over the victim's face, and has begun to absorb his breath. The victim immediately suffers 1-4 hit points of damage, and automatically loses an additional 1-4 points in each subsequent round. A successful Strength check allows the victim to wrench the page from his face; two companions whose Strength totals at least 20 points can pull it off automatically. Because this is the gohei p'oh's most vulnerable form, the spirit seldom uses it unless



only a single victim is present.

Dove. This form resembles a dove made of folded paper. It has a movement rate of Fl 24 (A). The dove attacks by slashing victims with the sharp edge of its wing, inflicting 1-4 hit points of damage.

Pinwheel. This form resembles a pinwheel of folded paper. It boasts a movement rate of Fl 12 (C), and can hover in midair indefinitely. When hovering, it can blast a column of air at any victim up to 10 feet away (make a normal attack roll) to inflict 1-4 hit points of damage. The air-blast victim must also make a Dexterity Check; failure means he is blown to the ground or against an object, suffering an additional 1-2 hit points of damage.

Box. This form, the gohei p'oh's most dangerous, resembles a small box or satchel. The spirit has a movement rate of Fl 3 (C). If the spirit comes within 3 feet of a victim and makes a successful attack roll, the victim is sucked inside the box and is immediately transported to a random location in the Ethereal Plane. (The victim will have to find his own way back.) A gohei p'oh in box form can "swallow" only one victim a day. Instead of "swallowing" a victim, the boxlike spirit can turn itself inside out. This maneuver effectively allows it to "swallow" itself and escape to the Ethereal Plane. The spirit must remain there for a full day, after which it can "swallow" itself again and return to its original location.

Habitat/Society: To create gohei p'oh, an evil wu jen uses any book of evil lore. He subjects several pages of the book to a series of corrupting ceremonies. Month by month, the words on the parchment gradually fade. After six months, the pages are blank, and the gohei p'oh have been created. Wu jen typically create four gohei p'oh at a time.

Ecology: Gohei p'oh can erase printed words from any type of book, which can lie up to 1 foot away from the spirit. Usually, the gohei p'oh assumes its page form and inserts itself inside a thick volume, where it consumes words at the rate of about 1 page per day.

CLIMATE/TERRAIN:	Tropical, subtropical, and temperate hills and forests
FREQUENCY:	Uncommon
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Special
INTELLIGENCE:	Average (8-10)
TREASURE:	B
ALIGNMENT:	Chaotic neutral
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NO. APPEARING:	3-30
ARMOR CLASS:	4
MOVEMENT:	6, Fl 15
HIT DICE:	2 to 4
THACO:	2 HD: 19 3 HD: 17 4 HD: 17
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	By weapon type
SPECIAL ATTACKS:	Disease
SPECIAL DEFENSES:	Summon tigers, immune to fear
MAGIC RESISTANCE:	Nil
SIZE:	T (1' tall)
MORALE:	Steady (11)
XP VALUE:	2 HD: 120 3 HD: 175 4 HD: 270



The shan sao are a race of tiny humanoids who live in woodland hills. Fearless and private, they have little contact with the outside world.

Shan sao stand about 1 foot tall, and resemble humans with squat, plump bodies. Their skin is deep orange or dark brown. Unruly mops of brown or blonde hair tumble about their shoulders. They have broad noses, slightly pointed ears, and oversized feline eyes, which are green, blue, or golden. Males and females alike wear long cotton smocks, which are gathered at the waist with rope. Their clothes are clean but poorly made; the smocks often hang over their feet and drag along the ground.

Shan sao speak their own tongue, the trade language, and that of the animal court, including the language of tigers.

Combat: Though small, shan sao are accomplished fighters, quick to take offense and equally quick to return it. They are apt to pursue fleeing enemies rather than permit their escape. Shan sao have no tolerance for trespassers or disturbances of any kind; loud noises especially annoy them, particularly the sound of bursting bamboo. All shan sao are immune to all types of fear.

An average shan sao force is armed as follows: short swords (60%), darts (25%), and uchi-ne (15%). Once per day, they can *cause disease*; to use this ability, they need merely to point at any victim within 10 feet.

Three times per day, shan sao can *polymorph* into the shape of a bird. (Note the flying speed above.) They usually assume the forms of crows, ravens, or other common birds native to the immediate area. Once per day, they can summon 1-3 tigers within a half-mile radius, provided tigers are in this area. These tigers arrive in 1-6 turns. The animals fight for the shan sao and can understand the humanoids' desires and needs. The tigers remain with the shan sao for up to a full day, although they will leave earlier if no longer needed.

A few shan sao (5%) may cast the spells of a wu jen. The shan sao's Hit Dice equal its spellcasting level. For example, a shan sao with 3 Hit Dice has the spellcasting ability of a 3rd-level wu jen.

Typical spells in this humanoids arsenal include *fiery eyes*, *hail of stone*, *magic missile*, *ventriloquism*, *ESP*, *fog cloud*, *pyrotechnics*, *stinking cloud*, *hold person*, and *suggestion*. All shan sao are immune to all types of fear.

Habitat/Society: Shan sao dwell in the hearts of thick bamboo groves. They live in simple, thatched houses, centered around a communal cooking pot. A settlement comprises 3-30 (3d10) males, and half as many females. The number of children equals 25% of the total number of adults. Some settlements (10%) are guarded by 1-2 tigers, which share the humanoids' lair.

A shan sao force encountered away from its settlement is always male. Responsibilities of hunting and defense fall mainly on the males, but females will fight to the death to defend their homes. Females have 1 Hit Die, but otherwise their abilities equal those of males.

One adult male serves as king, with absolute authority over his settlement. Once a year, the shan sao summon their tiger allies and discuss the king's accomplishments during the previous twelve months. If the tigers agree that the king has performed adequately, the king will continue his leadership for another year. If the tigers feel the king's performance has been less than satisfactory, they will nominate a new member of the tribe to take his place. Shan sao always accept the tigers' recommendations. If the tigers nominate a new king, the old king graciously steps down.

Ecology: Shan sao can eat just about any type of fruit, vegetable, and grain, but they prefer the special stew that brews continually in their communal cooking pot. The stew includes a variety of herbs, spices, fruits, and meats. It has a distinctive aroma, combining the strong odors of onions, cherries, and cinnamon. In spite of its unusual smell, it is delicious and nourishing. One ladle of the stew will fortify a human for a full day. Wealthy gourmets with a taste for exotic foods have been known to pay as much as 1,000 ch'ien for a flask of shan sao stew.

Shirokinukatsukami

Kara-Tur

CLIMATE/TERRAIN:	Any
FREQUENCY:	Very rare
ORGANIZATION:	Solitary
ACTIVITY CYCLE:	Night
DIET:	Special
INTELLIGENCE:	Genius (17-18)
TREASURE:	Nil
ALIGNMENT:	Lawful good
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NO. APPEARING:	1
ARMOR CLASS:	- 2
MOVEMENT:	18, Fl 18 (A)
HIT DICE:	12
THAC0:	9
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	2-5/2-5/3-18
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	50%
SIZE:	L (8' tall)
MORALE:	Champion (15)
XP VALUE:	11,000



A powerful and kindly greater spirit, the shirokinukatsukami is a nemesis of evil and a protector of worthy humans.

Also known as the Eater of Dreams, the appearance of the shirokinukatsukami is perhaps the most bizarre of any spirit creature. It has the thick body of a horse, standing on the oversized legs of a tiger. Fine brown or golden hair covers its body, accented with bold, bright patterns in a variety of colors. Its face is that of a lion, complete with a thick mane of coarse hair. But it has the eyes of a human, the trunk and tusks of an elephant, and the tail of a cow. In addition, it has the arms of an ape, ending in tiger's paws that are equipped with long, purple talons.

The shirokinukatsukami speaks the languages of all humans, humanoids, animals, and spirits. It also speaks the language of the Celestial Court. Its laugh, which frequently punctuates its conversation, resembles the cawing of a crow.

Combat: This greater spirit is a fearless, skilled, and courteous fighter. Unless ambushed, it precedes its attacks with a polite offer: the spirit creature informs its potential victims of the foolishness of their actions, and gives them the opportunity to withdraw. At times, the shirokinukatsukami may offer its opponents an alternative course of action. For instance, a shirokinukatsukami might suggest that an evil spirit take refuge in a temple and ask the Celestial Court for mercy, in order to change its evil, criminal ways.

If an opponent attacks a shirokinukatsukami, or assaults a human protected by the strange creature, the shirokinukatsukami fights without mercy. It attacks with its front paws and its goring tusks. If both paws score a hit, it rakes its victims with its rear paws for 2-8 (2d4) hit points of damage each. Normal attack rolls must be made for these two additional attacks.

The shirokinukatsukami also has the following abilities: *detect evil*, *detect shapechanger*, *detect charm*, *detect harmony*, and *ESP*— all at will; *invisibility*, *become astral*, *dream sight*, *dream vision*, *protection from evil 10-foot radius*, *teleport* (no error) *smoke form*— all useable once per round; *dispel evil*, *cloud trapeze*, *pacify*, *exorcise*, *obedience*— all useable three times per day; *restore spirit* and *heal*— each useable once per day.

The shirokinukatsukami only can be hit by +3 weapons or better. It is immune to all air-based attacks, and suffers half (or no) damage from fire-based attacks. It is immune to all poisons.

The shirokinukatsukami regenerates 2 hit points of damage per round.

Habitat/Society: The shirokinukatsukami is a staunch enemy of evil spirits and often arrives at night in the homes of humans who are tormented by such spirits. Though humans can petition the spirit creature for aid, usually by praying to the full moon or leaving offerings of flowers and gifts on a window sill, it is sometimes sent by the Celestial Emperor to specifically protect some deserving or noted person. For those who have successfully beseeched its aid or who have been selected by the Celestial Emperor for special protection, the shirokinukatsukami enters through a window at night, usually *invisible* or in smoke form. Slipping into the bed chamber, it takes a position at the head of the bed, guarding over its charge. During the night, it uses its powers to destroy or drive away any encroaching evil spirits, leaving at the first light of dawn. The shirokinukatsukami is never seen during the daytime.

The shirokinukatsukami has no permanent lair. Instead, it roams the world and the Celestial lands searching for evil spirits. It is quite likely that no more than four shirokinukatsukami exist.

Ecology: This spirit creature gains sustenance from the dreams of a human it deems worthy of its protection. The shirokinukatsukami can freely enter the human's dreams, while still maintaining its vigilance against evil spirits. Such activity has no ill effect on the human whatsoever; if the human experiences a dream where a shirokinukatsukami is dancing, gardening, or engaging in some other recreational activity, he knows that his dreams have been visited by a friendly shirokinukatsukami.

	Least Nature Spirit	Lesser Nature Spirit	Greater Nature Spirit	
CLIMATE/TERRAIN:	Any	Any	Any	
FREQUENCY:	Common	Common	Common	
ORGANIZATION:	Solitary	Solitary	Solitary	
ACTIVITY CYCLE:	Any	Any	Any	
DIET:	Special	Special	Special	
INTELLIGENCE:	Average (8-10)	Very to genius (11-18)	Genius (17-18)	
TREASURE:	P	I	H	
ALIGNMENT:	Variable	Variable	Variable	
NO. APPEARING:	1	1	1	
ARMOR CLASS:	9	7	2	
MOVEMENT:	12	12	12	
HIT DICE:	1	2 to 7	8 to 15	
THAC0:	20	2 HD: 19 3 HD: 17 4HD: 17	5 HD: 15 6 HD: 15 7 HD: 13	8HD: 13 9 HD: 11 10 HD: 11 11 HD: 9 12 HD: 9 13 HD: 7 14 HD: 7 15HD:s
NO. OF ATTACKS:	1	1	2	
DAMAGE/ATTACK:	1-4	1-8	1-10/1-10	
SPECIAL ATTACKS:	See below	See below	See below	
SPECIAL DEFENSES:	See below	See below	See below	
MAGIC RESISTANCE:	10%	20%	70%	
SIZE:	Variable	Variable	Variable	
MORALE:	Steady (11)	Steady (12)	Elite (14)	
XP VALUE:	120	2 HD: 175 3 HD: 270 4 HD: 420	5 HD: 650 5 HD: 975 7 HD: 1,400	8 HD: 4,000 9 HD: 5,000 10 HD: 6,000 11 HD: 7,000 12 HD: 8,000 13 HD: 9,000 14 HD: 10,000 15 HD: 11,000

Nature spirits are the outward manifestations of plants and other inanimate objects found in nature. All are associated with a particular object or place from which they derive their lifeforce.

Lesser nature spirits, the most common variety, are those of trees, flowers, rocks, and bamboo groves. When encountered, they usually take the form of a handsome young man or beautiful maiden (using their ability to *polymorph*).

All nature spirits speak the languages common to the area they inhabit, as well as the tongues of all other nature spirits.

Combat: All nature spirits are possessed of two aspects—one good, one evil. The good aspect causes the nature spirit to be helpful and kind. The evil aspect leads the spirit to be savage and cruel. When encountered, there is a 75% chance that the good aspect is dominant. However, if the evil aspect is dominant, the nature spirit will attack anyone who trespasses on his territory or threatens the object or place to which its lifeforce is tied.

All nature spirits can make physical attacks with their hands (or other appendages), though they cannot wield weapons. Additionally, all nature spirits can use the following abilities at will, once per round: *become invisible*, *polymorph self*, *detect evil* (and *detect good*), *detect magic*, and *detect harmony*.

If the object or place that provides a nature spirit's lifeforce is damaged, the spirit suffers accordingly. For example, if a woodsman fells the tree of a lesser nature spirit, that spirit will die.

Habitat/Society: A nature spirit seldom strays far from the object or place that provides its lifeforce; usually, it stays within it. Most nature spirits shun contact with the mortal world. In times of danger, however, the nature spirit manifests itself.

Nature spirits have complete knowledge of the area around the source of their lifeforce. As a result, they can locate hidden treasures and lost items with ease.

Ecology: It is not uncommon for a lesser nature spirit to marry a mortal. Such romances are the basis of many tales and legends that circulate throughout the lands of Kara-Tur.

Least Nature Spirit

Least nature spirits are less intelligent, less powerful, and more shy than lesser nature spirits; otherwise, the two are identical. Least nature spirits include those of twigs, small stones, and streams. When encountered, they usually have *polymorphed* into the form of a small child. Their evil actions often take the form of annoying or mischievous pranks.

Greater Nature Spirit

Greater nature spirits are those of mountains, boulders, extremely ancient trees, and small islands. They are considerably more powerful than lesser nature spirits. In addition to the abilities of all nature spirits, they can *shapechange* five times per day, use *know history* and *aura* at will, and use *reward* and *ancient curse* each once per week. In addition, they can cast all wu jen spells of the element that corresponds to their lifeforce (except *conjure elemental*), once per day. Thus, a greater mountain spirit can cast all earth-related spells, while a greater island spirit can cast all water-related spells (water being more dominant than earth in this case). They can only be struck by +4 weapons or better and are immune to magical attacks using their element.

Like other nature spirits, greater nature spirits have complete knowledge of all events in their areas. However, the greater nature spirits tend to be more haughty and irritable. Should a village be built on a prominent slope of a greater mountain spirit, he may attempt to drive the settlers away. Mortals often go to great lengths to avoid upsetting greater nature spirits, presenting them with frequent offerings and consulting shukenja before undertaking an enterprise that might anger them.

	Small Stone Spirit	Medium Stone Spirit	Large Stone Spirit
CLIMATE/TERRAIN:	Any	Any	Any
FREQUENCY:	Rare	Very rare	Very rare
ORGANIZATION:	Group	Group	Solitary
ACTIVITY CYCLE:	Any	Any	Any
DIET:	Special	Special	Special
INTELLIGENCE:	Average (8-10)	Average (8-10)	Average (8-10)
TREASURE:	Q	Q	R
ALIGNMENT:	Neutral evil	Neutral evil	Neutral evil
NO. APPEARING:	1-8	1-4	1
ARMOR CLASS:	5	3	1
MOVEMENT:	12	6	6
HIT DICE:	2	4	6
THAC0:	19	17	15
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	1-8	2-16	3-24
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	Nil	Nil	
SIZE:	S (3' tall)	M (5'-6' tall)	L (9'tall)
MORALE:	Steady (11)	Steady (11)	Steady (12)
XP VALUE:	6 5	175	975

Stone spirits are lesser spirits of evil alignment who inhabit stone statues. They can animate their statues at will.

The spirits themselves have no physical substance; in effect, the statues they inhabit serve as their bodies. Stone spirits can inhabit any type of statue that represents a creature or person. The statue can be made of any type of stone, but they most commonly are marble, granite, sandstone, or limestone.

Of the three types of stone spirits, small stone spirits are most frequently encountered. Their most common shapes include frogs, birds, bats, small dogs and cats, and miniature humans. The amount of detail in the statue has no bearing on the stone spirit's abilities. For instance, a stone spirit can still see even if its statue has no eyes. However, the spirit cannot move unless the statue has legs or some other means of locomotion. If the statue has wings (about 30% of the time), the stone spirit can fly at a movement rate of 3 (with maneuverability class E). Only small stone spirits can fly.

All stone spirits can understand the languages common to the areas they inhabit, as well as the language of the type of creature represented by their statues. However, only 10% of stone spirits actually can speak, and even they seldom do.

Combat: Stone spirits serve as guardians and protectors of specific buildings, landmarks, or rooms, a duty they take quite seriously. Stone spirits may attack all trespassers, or they may only attack certain characters, such as those of a particular race, sex, or alignment. In any case, stone spirits defend their territories to the death.

All stone spirits attack by using their bodies as ramming weapons, dropping from above or bouncing across the floor to slam into their opponents. If a stone spirit is slain, the statue it inhabits is immediately reduced to dust.

All spells affect stone spirits, but earth-related spells are particularly troublesome. As the target of earth-related spells, stone spirits save with a -2 penalty; they also suffer +2 hit points per die of damage inflicted by these spells. The *elemental burst* spell heals stone spirits by 1-10 hit points.

Habitat/Society: A stone spirit may occupy any type of statue, but once it inhabits a particular statue, it never leaves. Some stone spirits answer the petitions of evil wu jen and shukenja to occupy specific statues, while others are drawn to especially ornate statues. A favorite location of small stone spirits are ornamental walls made of marble or other types of precious stones. These walls may be inside or outside of a building, but they are always beautifully carved with images of monsters and sorcerers in a long procession. Several small statues of bats, dogs, and cats sit atop such walls. If a pack of stone spirits takes a fancy to the artwork, they may occupy these statues.

Ecology: All stone spirits consume gems and coins. Generally, these treasure items are not digested, instead remaining inside the statue. If the stone spirit is destroyed, its treasure may be found amid the dust of its crumbled statue.

The dust of a small stone spirit's statue serves as a component for long-lasting cosmetics used by the concubines of royalty.

Medium Stone Spirits

Medium stone spirits are larger, slower, and more dangerous versions of small stone spirits. They most commonly inhabit statues of great cats, small horses, and boars, but are sometimes encountered as statues of servants, jugglers, and dancers. Medium stone spirits are often used to guard crypts and treasure caches. The dust of a medium stone spirit's statue serves as a base for a toothpowder that permanently prevents toothaches.

Large Stone Spirits

These are the most dangerous type of stone spirits. They inhabit statues of dragons, oni, and giant horses, but they most commonly inhabit statues of immense, faceless samurai. They are used to guard evil temples and monuments, and often are found guarding mountain passes. The dust of a large stone spirit's statue can serve as a component for a *potion of invulnerability*.

	Bamboo Spirit Folk	River Spirit Folk	Sea Spirit Folk
CLIMATE/TERRAIN:	Tropical, subtropical, and temperate forests and jungles	Tropical, subtropical, and temperate rivers	Tropical, subtropical, and temperate ocean
FREQUENCY:	Uncommon	Uncommon	Uncommon
ORGANIZATION:	Clans	Clans	Clans
ACTIVE TIME:	Any	Any	Any
DIET:	Omnivore	Omnivore	Omnivore
INTELLIGENCE:	Very to genius (12-18)	Very to genius (12-18)	Very to genius (12-18)
TREASURE:	Individual: L, N; Clan: I	Individual: N, Q; Clan: C	Individual: M, N Q; Clan: A
ALIGNMENT:	Lawful good or neutral	Neutral good	Chaotic good
NO. APPEARING	1-10	1-10	2-20
ARMOR CLASS:	10	10	10
MOVEMENT:	12	12,Sw12	12, Sw 12
HIT DICE:	1	1	1
THACO:	20	20	20
NO. OF ATTACKS:	1	1	1
DAMAGE/ATTACK:	By weapon	By weapon	By weapon
SPECIAL ATTACKS:	See below	See below	See below
SPECIAL DEFENSES:	See below	See below	See below
MAGIC RESISTANCE:	See below	See below	see below
SIZE:	M (5' tall)	M (5' tall)	M (5' tall)
MORALE:	Elite (13)	Elite (13)	Elite (13)
XP VALUE:	175	175	175

Spirit folk are the descendants of humans and various spirits of nature. All have strong ties to both the natural world and the society of humans.

There are three distinct races of spirit folk: bamboo, river, and sea. Of the three, bamboo spirit folk are the type most frequently encountered by humans and other land-dwellers. Like other spirit folk, bamboo spirit folk are nearly indistinguishable from humans. They have thin, supple bodies with golden or pale yellow skin. Their narrow eyes are almond or black with eyebrows so thin that they appear to have been drawn with a pen. Their hair is short, and either blonde, light brown, or grey. The men are always smooth-shaven. Otherwise, bamboo spirit folk appear in all the diversity of humans, radiating a robust love of life and nature. Many approach the ideal of human beauty. They prefer simple dress, usually wearing the clothing of farmers or peasants.

Because of their strong ties to humans, all spirit folk can be samurai, kensai, or bushi. Their supple bodies give them exceptional Dexterity, and their physical beauty and gentle manner accounts for their high Charisma. Their thin bodies limit their Constitution, however. Spirit folk ability scores are summarized on the table below.

Bamboo spirit folk speak the languages of all spirit folk, as well as the trade language and the language of the Celestial Court. Each time a bamboo spirit folk gains an experience level, he can learn the language of one forest animal.

Combat: Spirit folk are highly attuned to nature, and possess special powers when dealing with natural forces and events. These powers are drawn from their spiritual ancestry. Bamboo spirit folk have a 75% chance to recognize and identify normal (non-magical and unintelligent) plants. They have a 50% chance to identify normal (nonmagical and unintelligent) animals. They can move alone on foot through woodland, forest, or grassland without leaving a trail. When a bamboo spirit folk is traveling with others (including other spirit folk), a modifier of -20% (or -4 if 1d20 is used) is applied to all attempts to follow the group's trail. When in woodlands or forests, the bamboo spirit folk have a 75% chance to hide in shadows. Like all spirit folk, the bamboo spirit folk have infravision with a 120-foot range. In addition,

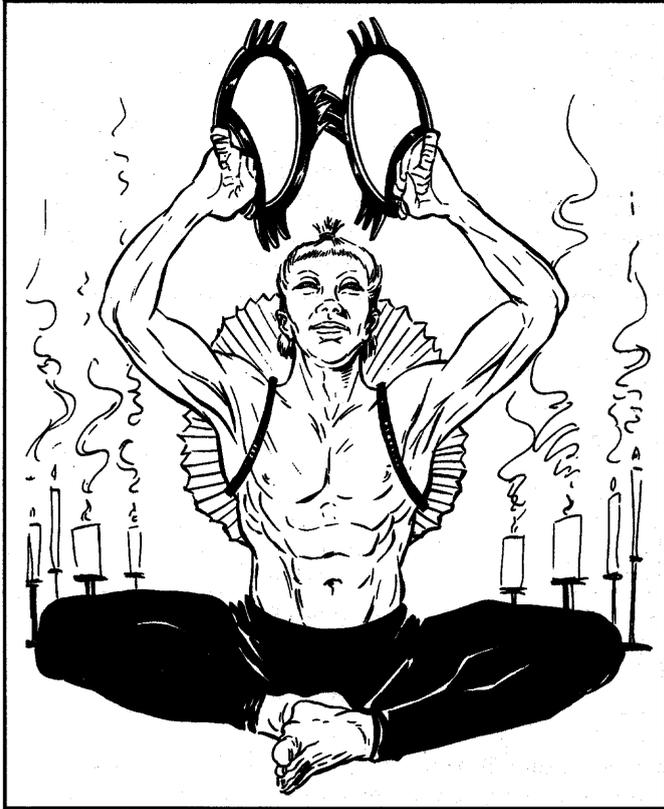
bamboo spirit folk gain a +1 bonus to all saves vs. spells, rods, staves, wands, and miscellaneous magical items that involve the element earth or wood.

The lifeforce of a bamboo spirit folk is always tied to a bamboo grove deep within a forest. If this grove is damaged, the spirit folk suffers a comparable amount of damage. For example, if half the grove is burned to the ground, the spirit folk loses half of his total hit points. If the grove is destroyed, the spirit folk dies instantly. When a bamboo spirit folk enters his grove, he is instantly cured of all wounds and diseases. This grove can never be moved, nor do shoots sprouted from this grove have any special effect; for instance, if the grove increases in size, the spirit folk does not gain any additional hit points or abilities. A spirit folk is not required to remain within the vicinity of his grove and can travel any distance from his grove without suffering ill effects.

Though bamboo spirit folk prefer peaceful solutions to violence, they can fight courageously and skillfully when necessary. Bamboo spirit folk employ a variety of weapons. When a force of bamboo spirit folk is encountered, they typically carry short swords (50%), wakizashi (30%), and parang (20%). When anticipating combat, bamboo spirit folk prefer lighter armor, such as leather or padded. A force of ten or more 1st-level bamboo spirit folk bushi is led by either a 2nd- to 5th-level bushi (60% chance), kensai (25%), or samurai (15%).

Habitat/Society: Bamboo spirit normally live near forests or jungles. Only occasionally do they establish their own settlements, preferring instead to mingle with human societies where they are not only accepted as equals, but are actively sought as marriage partners because of their beauty and grace.

Because part of their ancestry is human, all spirit folk must belong to a family or clan. Many are land-holders, and some even assume roles in human governments. However, bamboo spirit folk have a responsibility to the Lord of the Woods that supersedes their responsibilities to human societies. While the spirit folk can never obtain honor from serving their spirit lord, they are required to obey his commands. Failing to do so, or acting in a manner that dishonors the spirit lord, will be punished by natural disasters visited on the spirit folk and his family, including any



human relatives. If the interests of the human family and the spirit lord conflict, spirit folk are expected to support their spirit lord first.

Ecology: Bamboo spirit folk eat the same foods as humans, though they tend to be vegetarians, mainly eating fruits, grains, and vegetables. They have little taste for wine or other strong drink.

River Spirit Folk

River spirit folk are associated with one particular river or stream and commonly live somewhere near it. They resemble bamboo spirit folk in appearance and attitude, except that their eyes are blue or green and their hair is usually black. Like bamboo spirit folk, river spirit folk can be samurai, kensai, or bushi.

River spirit folk can swim in any type of water at their normal movement rate (reduced for encumbrance). When swimming, all items they carry, including unprotected paper or scrolls, remain perfectly dry, even if submerged. River folk can breathe both air and water, though they prefer aquatic environments.

River spirit folk speak the language of fishes, the language of the Celestial Court, the trade language, and the languages of spirit folk.

River folk are attuned to water in all its forms, and they gain a +1 bonus to all saving throws vs. spells, rods, staves, wands, and miscellaneous magical items involving the element water. They are especially vulnerable to fire, suffering a -1 penalty on all saving throws vs. fire-based attacks. Once per day, they can *lower water* in rivers and streams by a depth of 10 feet, allowing others to cross easily; this effect lasts five rounds. Like bamboo spirit folk, river spirit folk have infravision with a 120-foot range.

The lifeforce of a river spirit folk is tied to a single, specific river as it flows along its natural banks. (Water diverted for irrigation is no longer considered part of the river.) When a river spirit folk bathes in his river, he is instantly cured of all wounds and dis-

eases. Changes in the depth or flow of his river affect him. For instance, if the river is lowered by half during a drought, the spirit folk's hit points and ability scores are also lowered by half. Major flooding makes the spirit folk wild and uncontrollable. Engineering changes (e.g., dams) that permanently alter the river make the spirit folk progressively weaker until he dies.

A force of river spirit folk typically carries short swords (40%), spears (40%), and daggers (20%). A force of ten or more 1st-level river spirit folk bushi is led by either a 2nd- to 5th-level bushi (60% chance), kensai (25%), or samurai (15%). Forces of more than ten have a proportionate number of leaders (for instance, a force of 30-39 river spirit folk has three leaders).

River spirit folk are somewhat less integrated into human societies than bamboo spirit folk, though they mingle freely with humans and are also sought by humans as mates. All river spirit folk belong to a family or clan. Their primary responsibility is to the Lord of the Rivers, and they are expected to answer to all of his summons.

River spirit folk are excellent fishermen, hunters, and guides. They subsist on sea life, enjoying all varieties of fish.

Sea Spirit Folk

Sea spirit folk are the most numerous and reclusive of all spirit folk, preferring a nomadic life to association with humans.

Sea spirit folk share similar characteristics and attitudes with the river spirit folk. They physically resemble river spirit folk, except that their hair is blue or white, and their skin is usually dark green brown, or gray. They can breathe in any salt water or fresh water and can also breathe air. They swim at their normal movement rate (reduced for encumbrance) in any type of water. Items carried when swimming never become wet.

Sea spirit folk speak the language of fishes and the Celestial Court, the trade language, and the languages of spirit folk.

A force of sea spirit folk typically carries short swords (30%), tridents (25%), spears (25%), and daggers (20%). A force of ten or more 1st-level sea spirit folk bushi is led by either a 2nd- to 5th-level bushi (70% chance), kensai (25%), or samurai (5%). Forces of more than ten have a proportionate number of leaders.

Once per day, sea spirit folk can predict the weather for the next 24 hours with a 75% chance of being correct. They gain a +1 bonus to all saving throws vs. fire-based attacks and have infravision with a 120-foot range.

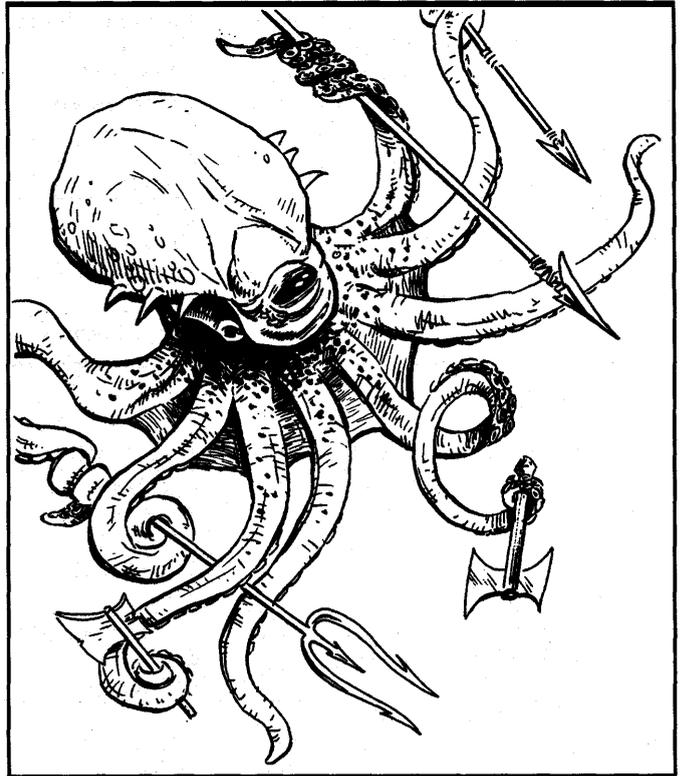
Changes in the sea do not affect these spirit folk, nor does the water heal them. Once a year, they can receive one favor from the sea, such as a violent storm, fair sailing winds, rain, or the recovery of a particular item from the ocean floor. Each spirit folk must ask for a specific favor; should two or more sea spirit folk make opposing requests (e.g., if one asks for clear weather and another requests storms), neither request will be granted and their favors for that year are lost.

Of all the spirit lords, the Sea Lord has the most authority and takes the most interest in the activities of his kin. The Lord of the Sea may bestow gifts upon particularly worthy sea spirit folk, such as those who have completed exceptionally difficult tasks or those who have performed their duties with honor.

Spirit Folk Abilities

Ability	Min.	Max.
Strength	6	18
Intelligence	12	18
Wisdom	9	18
Dexterity	12	18
Constitution	6	14
Charisma	14	18

CLIMATE/TERRAIN:	Male Tako Tropical, subtropical, and temperate ocean	Female Tako Tropical subtropical, and temperate ocean
FREQUENCY:	Rare	Very rare
ORGANIZATION:	Tribe	Tribe
ACTIVITY CYCLE:	Any	Any
DIET:	Carnivore	Carnivore
INTELLIGENCE:	Average (8-10)	Average (8-10)
TREASURE:	J, Q	J, Q
ALIGNMENT:	Lawful neutral	Lawful neutral
NO. APPEARING:	3-12	1-2
ARMOR CLASS:	3	2
MOVEMENT:	3, Sw9	3, Sw9
HIT DICE:	4	6
THAC0:	17	15
NO. OF ATTACKS:	7	7
DAMAGE/ATTACK:	1-2 (x7)/3-6 or by weapon	1-3 (x7)/2-8 or by weapon
SPECIAL ATTACKS:	Constriction	Constriction
SPECIAL DEFENSES:	Camouflage	Camouflage
MAGIC RESISTANCE:	Nil	Nil
SIZE:	M (6' diameter)	L (7' diameter)
MORALE:	Steady (12)	Steady (12)
XP VALUE:	175	420



The tako are a race of intelligent octopi who can move onto land and use weapons and other tools.

Tako have no bones; their plump bodies are protected by tough mantles of leathery skin. They have eight supple tentacles, similar to those of octopi, lined with circular muscles that act as suction cups. They have a single golden eye centered in their heads, and sharp, protruding jaws that resemble the bill of a parrot. Although tako can change color with ease, a mature male's normal color is light green, while a mature female's is orange-red. Young tako appear in a variety of colors, including black, brown, white, blue, and golden.

Tako have their own language based on tentacle movements and skin-color changes. Characters with an Intelligence of at least 17 (or with the reading/writing proficiency) have a 25% chance of understanding the tako's language.

Combat: Though normally docile, tako attack any creature who invades their territory. In addition, they have a strong sense of honor, and will avenge attacks and ally with members of other races who assist them. They are crafty opponents. Tako can change their color and pattern to match any natural terrain in a single round. This camouflage makes them 90% undetectable, and modifies the surprise rolls of opponents by -3.

Most tako war parties are exclusively male. The tako attack with their beaks. They also can anchor themselves with a single tentacle, leaving the remaining seven tentacles free to make attacks. Usually, the tako carry seven weapons—one spear or hand axe in each free tentacle.

Tako can make constriction attacks similar to octopi. Any victim under 7 feet tall (or 7 feet long) can be grappled by one tentacle at a time. Male tako have a 10% chance of pinning both of the victim's arms with a single strike; females have a 15% chance. The chance of pinning only one upper limb is the same. If both limbs are pinned, the victim has no attack. If only one limb is pinned, the victim attacks with a -3 penalty to his attack roll. If no limbs are pinned, the victim attacks with a -1 penalty.

Tako tentacles grip with a Strength of 18/00; a victim with a Strength equal to or greater than 18/00 can grasp the tentacle and loosen it, negating the constriction. To break completely free, a tentacle must be severed; males have 4 hit points per tentacle, females have 6 hit points per tentacle. Unless loosened or severed, tentacle constriction automatically inflicts 1-4 hit points of damage per round from males, or 2-8 (2d4) points from females.

Young tako cannot perform constriction attacks. Their AC is 7, and they have 1 HD. Their THAC0 is 20. They inflict 0-1 hp of damage per tentacle attack, and 1-3 hp with their beak. Otherwise, they're just small, feisty versions of their parents, with an MR of 1 (Sw3) and XP value of 35.

Habitat/Society: A tako tribe comprises 3-12 (3d4) males, half as many young, and 1-2 females. Females make all decisions for the tribe, while the males act as defenders and hunters. The creatures establish their lairs in coastal underwater caves, making occasional raids on land for food, weapons, and treasure items. In some areas, tako coexist with humans, cooperating to attack sea monsters and to help fishermen, but such cases are extremely rare.

Ecology: Tako eat oysters, crabs, lobsters, and other shell fish, which they crack open with their powerful jaws. They can eject small clouds of rich blue ink, but the clouds are too limited to serve as a defense. Humans greatly prize the ink, however, and use it to create calligraphy.

CLIMATE/TERRAIN:	Crow Tengu Tropical, subtropical, and temperate mountains	Humanoid Tengu Tropical subtropical, and temperate mountains
FREQUENCY:	Rare	Rare
ORGANIZATION:	Flock	Solitary or flock
ACTIVITY CYCLE:	Day	Day
DIET:	Omnivore	Omnivore
INTELLIGENCE:	Low to average	Very to high (11-14)
TREASURE:	C	C
ALIGNMENT:	Chaotic evil	Chaotic neutral
NO. APPEARING:	1-4	1-3
ARMOR CLASS:		
MOVEMENT:	9,Fl 24(C)	12, Fl 15(C)
HIT DICE:	2-5 (4 ave.)	5-10 (8 ave.)
THAC0:	2 HD: 19 3-4 HD: 17 5 HD: 15	5-6 HD: 15 7-8 HD: 13 9-10 HD: 11
NO. OF ATTACKS:	1	2
DAMAGE/ATTACK:	1-8 or by weapon	1-6 or by weapon
SPECIAL ATTACKS:	Spells	Spells
SPECIAL DEFENSES:	Nil	Invisibility
MAGIC RESISTANCE:	Nil	Nil
SIZE:	S (2'-3' tall)	S (3'-4' tall)
MORALE:	Average (10)	Elite (13)
XP VALUE:	2 HD: 175 3HD: 270 4 HD: 420 5HD: 650	5 HD: 975 6 HD: 1,400 7 HD: 2,000 8 HD: 3,000 9 HD: 4,000 10HD: 5,000

The tengu are a race of birdlike humanoid creatures, found in uninhabited mountain areas not far from settled lands. They are extremely secretive and capricious. Little is known about their way of life, aside from their obsession for privacy and their intolerance for humans.

There are two types of tengu: crow and humanoid. The crow tengu is slightly more common. It stands about 2 feet tall, and has the head and beak of a crow. Brightly colored feathers cover its body, usually in shades of green, yellow, or red. Wings sprout from between its shoulder blades.

Tengu speak their own tongue, the language of the local human population, and the languages of animals. They also are perfect mimics, able to imitate the voices of anyone they have heard.

Combat: Crow tengu are bad-natured and sharp-tempered, seeking to cause harm to all humans who enter their territory. They arm themselves with katana and wakizashi, and can use *polymorph* and *shout* spells three times per day. They typically swoop and charge to attack, casting *shout* to disable their enemies, then rushing in with weapons swinging.

Habitat/Society: Tengu do not form villages or permanent communities. Instead, they make simple nests of sticks and weeds in forest glades, in meadows, or on the banks of streams and ponds. A flock consists of 1-4 males, an equal number of females, and 2-8 (2d4) hatchlings. A female lays 1-2 eggs per year. One to three humanoid tengu (see below) typically live with a crow tengu flock. Crow tengu have lower status than the humanoid tengu and follow the humanoids' orders.

Ecology: Tengu eat mostly grains and fruits, supplemented with the occasional fish, worm, insect, or small mammal. They are exceptionally fond of sake. All tengu also have a taste for music, particularly that of the flute and drum. They often hang songbirds in small cages from trees near their lairs.

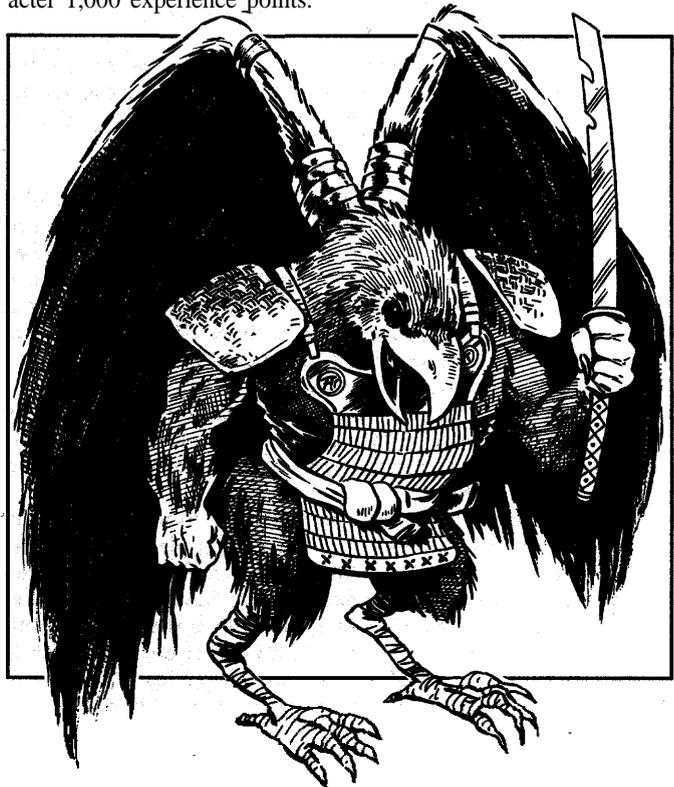
Humanoid Tengu

Humanoid tengu stand 3 to 4 feet tall. They have normal human faces, except their skin is red or blue, and their noses are exceptionally long. About 70% have stunted, feathered wings between their shoulder blades. They speak the tengu tongue, as well as the languages of animals and the local human population. Like crow tengu, humanoid tengu can perfectly mimic any voice they have ever heard.

Humanoid tengu are less aggressive than the crow tengu who serve them. The humanoids are more likely to stay in a safe location while the crow tengu under their command do most of the fighting. However, when threatened or cornered, humanoid tengu become crafty and ferocious fighters. They can use *polymorph self*, *shout*, and *phantasmal force* three times per day, can become *invisible* at will, use *reward* or *ancient curse* once per week, use *misdirection* once per turn, and use *ghost light* once per round. They also have the spellcasting ability of a shukenja and the combat ability of a kensai. (In both cases, they enjoy the experience level equaling their Hit Dice.) Additionally, they know one martial arts style, with 2-5 special maneuvers in that style.

Humanoid tengu always carry a fan made of brightly colored feathers. This magical fan can serve as a normal katana when folded. When fanned, it has three powers, each of which can be used three times each day. First, it can create a wind equal to a strong gale (like *wind breath*). Second, it can cast a *quickgrowth* spell. Third, it can cause the abnormal growth or shrinkage or an opponent's facial feature (the nose or ears are most common).

Although they are not evil, humanoid tengu are not overly fond of humans and often play cruel tricks on them. However, humanoid tengu do have a liking for shukenja, wu jen, and kensai who specialize in the sword. On rare occasions, they tutor a sword kensai, teaching him the secrets of their skill. Such tutoring, which takes 1-3 months, automatically earns the kensai character 1,000 experience points.



Wang-Liang

Kara-Tur

CLIMATE/TERRAIN:	Temperate mountains and forests
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Exceptional to genius (15-18)
TREASURE:	A
ALIGNMENT:	Lawful evil
NO. APPEARING:	1-100
ARMOR CLASS:	4 or 3
MOVEMENT:	12
HIT DICE:	6+3 to 8+3
THAC0:	6+3 HD: 15 8+3 HD: 13 7+3 HD: 13
NO. OF ATTACKS:	2 or 1
DAMAGE/ATTACK:	1-10/1-10, or by weapon +6
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below
MAGIC RESISTANCE:	Nil
SIZE:	L (10' tall)
MORALE:	Elite (13)
XP VALUE:	6+3 HD: 1,400 8+3 HD: 3,000 7+3HD:2,000



Cousins of the common oni and the ogre magi, the Wang-liang are a race of exceptionally intelligent and long-lived humanoids who are implacably hostile to humans.

Soft pelts of lustrous dark brown or black hair cover their thick bodies. Their feet end in two broad toes with hooked black toenails. They have retractable claws in their fingers and the sharp, pointed teeth of a carnivore. Their eyes are wide and large, almost feline, with black irises rimmed in luminous, fiery red. Both males and females have long unruly hair, usually black or brown, which grows in seemingly random directions from their scalps. Long dark beards grow beneath the chins of adult males.

Wang-liang wear a variety of light clothing. Males prefer loin-cloths and capes, while females wear knee-length smocks with scarves around their necks. Their clothing is made of cotton or silk, often dyed red or green. If they are anticipating battle, wang-liang wear a special splint armor. (See below.)

Wang-liang speak their own language, as well as the languages of oni and humans living in the area. The Wang-liang also have a limited telepathic ability which functions only between members of their race. Their telepathic power has a range of about 40 miles, but it is blocked by stone walls and similar obstructions. A Wang-liang requires one full round to establish telepathic communication with another of its kind; he can take no other actions during that round. Provided they maintain concentration, two wang-liang who are communicating telepathically can do so indefinitely. As soon as an attack or similar disturbance interrupts their concentration, the telepathic link is broken.

Combat: Wang-liang despise humans, and rarely pass up a chance to kill, injure, humiliate, or harass them. If other races are in the company of humans, the nonhumans receive similarly hostile treatment. Otherwise, wang-liang are indifferent to nonhumans.

Wang-liang are very strong and agile. Their tough, leathery skin gives them a natural Armor Class of 4. If they are anticipating battle, wang-liang wear a special splint armor that improves their Armor Class to 3. This armor is custom-fitted to the wang-liang's bulky body, and other races cannot wear it.

Though wang-liang can inflict 1-4 points of damage with their teeth, biting is distasteful and unnatural to them. They prefer to

use their retractable claws, which inflict 1-10 hit points of damage each. Instead of using their claws to slash and cut like swords, wang-liang employ a scooping action, which enables them to tear off chunks of their victims' flesh.

Wang-liang also use a variety of weapons, which are specially manufactured to fit their large frames. Wang-liang do not use iron or steel weapons. The creatures have a special method of hardening bronze, which makes it nearly as hard as low-grade iron. An average force of Wang-liang will be armed as follows: two-handed sword (20%), katana (20%), long sword (15%), wakizashi (15%), naginata (10%), bo stick (10%), bow with armor piercer arrows (5%), and bow with frog crotch arrows (5%).

An average force is half male, half female. Males and females have equivalent fighting abilities and strength. Hit Dice vary among members of the group, however, with each force divided as follows: 6+3HD(60%), 7+3HD(30%), and 8+3HD(10%).

Wang-liang can regenerate 1 hit point per round. They can *polymorph self* at will into any human or humanoid form from 4'-12' tall, and can *detect invisibility* at will. A 6+3 HD wang-liang can *become invisible* three times per day, as per the spell. A 7+3 HD wang-liang can *become invisible* at will. An 8+3 HD wang-liang can use *improved invisibility* at will, as per the spell.

Wang-liang also use a variety of magical devices in combat. Any encountered wang-liang has a 15% chance of possessing a magical item. Weapons resembling the *biwa of calm*, the *diamond mace*, and other magical items common to Kara-Tur may be used. In ordinary circumstances, however, a wang-liang will not use a magical item that has not been specially prepared by the Elder Circle.

Only wang-liang can use these specially prepared magical items. Nonetheless, such items occasionally are stolen or otherwise acquired by members of other races. If this occurs, the wang-liang will always try to recover the missing items, persevering until successful.

Habitat/Society: The wang-liang's birth rate, combined with the

ecological pressures of expanding human populations, has resulted in the creature's intense hatred for the human race. Wang-liang have life spans approaching 2,000 years, but the female wang-liang can give birth no more than once in her lifetime. Normally, she bears two infants at this time, one male and one female; in rare instances she bears identical twins of each gender, resulting in four baby wang-liang. Though a wang-liang matures in about 40 years, a female may not be ready to give birth until hundreds of years later.

In contrast, humans multiply at an extremely prolific rate, requiring ever-increasing amounts of land and other resources. In the eyes of wang-liang, humans gobble up these resources with utter disregard for the well-being of other creatures. The wang-liang see their extinction as inevitable, and hold the human race responsible.

For these reasons, the wang-liang shun contact with humans. Human and humanoid travelers may encounter a solitary wang-liang explorer or hunter on a lonely country road, or in an isolated outpost, but such occasions are rare.

The wang-liang culture is steeped in tradition and has remained unchanged for eons, particularly regarding the raising of infants. Shortly after a female gives birth, the mated pair and their offspring are required to live in seclusion in the wild for a period of ten years, using only their wits and natural abilities to survive. This family group is the foundation of wang-liang society. The wilderness experience helps ensure that every wang-liang has the ability to survive under the most extreme conditions; it also reinforces familial bonds. The experience is the most important part of a maturing wang-liang's development. It is also the happiest time of his or her life—a short, idyllic interlude of perfect intimacy.

The wang-liang family remains *invisible* during most of their wilderness experience. An adventuring party has little or no chance of locating them; even if the adventurers suspect a family occupies a given area, their chance of discovering it will never exceed 5% per day of searching. If a family is discovered, the wang-liang flee as quickly as possible; otherwise, the parents will sacrifice their lives to protect their children. Should any family members be harmed by a human during this most crucial phase, they will be avenged in a ratio of 100 human deaths for each wang-liang killed.

Once the wilderness phase has ended, the family rejoins the wang-liang community as full members. A wang-liang community comprises up to 100 adults, who are devoted to mutual protection and enrichment. A wang-liang settlement consists of modest huts made of wood and stone. Secure in their settlements, far from the turmoil of the rest of the world, the wang-liang engage in handicrafts, make weapons and tools, and raise domesticated deer for food.

The time a mature female spends in her native village varies from 20 to 1,300 years, averaging about 400. A female instinctively knows when she is ready to choose a mate. At that time, she chooses a suitable mate from a different village; if none is available, she chooses one from her own village. A female has a period of approximately one year to choose a mate. If a mate has not been chosen within this time, she rapidly loses her vitality, usually dying within a few weeks. The wang-liang male suffers a comparable fate; if he has not acquired a mate within ten years after reaching maturity (usually at age 300), he will also wither and die. Because there are an equal number of males and females, instances of unmated Wang-liang are rare.

When both of their offspring have found mates, the parents are free to engage in any pursuits they wish. A few females with the talent to learn magic may retire to an Elder Circle (see below). Others may pursue their interests in history, literature, weaponry,

hunting, farming, or music. A wang-liang seeking personal vengeance—for instance, if one of his children was killed during the wilderness period—becomes a wanderer, venturing into the world of humans. Most encounters with wang-liang are likely to be with one of these wanderers.

Wang-liang wanderers usually carry one or more special magical items designed by the Elder Circle. These items are to be traded or otherwise made available to unsuspecting humans. The items are cleverly constructed, highly imaginative, and extremely dangerous. No two of them quite alike. For example, a wandering wang-liang, *polymorphed* into the form of an old man, might encounter a human traveler and offer to trade him a pair of magical boots in exchange for a meal. The traveler is told that the boots will make him feel as refreshed as if he had just enjoyed a full night's sleep. However, when the traveler puts them on, the boots suddenly transform into a coffin, sealing him inside, the result of the item's curse. The coffin begins to sink into the ground at the rate of 6 feet per round. Friends who rescue the victim from the coffin will discover that he lies under the effects of *temporal stasis*, which can only be ended if the coffin is destroyed.

In spite of their hatred for humans, wang-liang are not without honor. If a wang-liang finds himself obligated to a human—for instance, if a human has saved his life—the wang-liang will always repay this debt, usually by supplying the human with information about other wang-liang in the area or other dangers. If a wang-liang voluntarily makes a promise to a human, he will honor that promise even if it means betraying his own people. The word of a wang-liang means more than his own life.

Ecology: Wang-liang are primarily carnivores, enjoying deer, fish, and other wild game which they eat raw or cook in fire pits.

Elder Circle

Only a few females (1%) have the talent to learn magic. When their children have found mates, these females retire to special communities of their own, called Elder Circles. An Elder Circle consists of 4-20 (5d4) females; no more than 1-4 come from the same village. Wang-liang magic-users are of levels from 1-20. However, the level of any mage cannot exceed the total number of females in her Elder Circle. (For instance, if a particular Elder Circle has 10 members, no mage can be higher than 10th level.) The magic-user can be either a wu jen (50% chance) or a shukenja (50%).

The Elder Circle is the source of all magical items used by the wang-liang villages from which the magic-users originated. If a representative from a wang-liang village approaches the Elder Circle with a request for a magical item, the women join hands and begin to chant. The chanting places the women in a trance that lasts for nine days. When nine days have passed, the women revive from their trance—usually with full knowledge of how to create the requested item. (The women have a 30% chance of failing to receive this information. A DM may vary this chance as he or she sees fit.) Once the Elder Circle knows how to create an item, they require 1-6 months to do it, although simpler items may take considerably less time.

The DM is encouraged to be creative when designing magical items for wang-liang. If the item is a booby-trapped device to be made available to unsuspecting humans, the wang-liang should be able to carry it easily without danger or inconvenience to himself. There should be a way for the victim to activate it, preferably inadvertently. Near-lethal effects are preferable to lethal ones. The device should not be reusable.

If a wang-liang village is seriously threatened, the village can call upon the Elder Circle for help. The Elder Circle will then send one or more magic-users to deal with the threat.

Yuan-ti, Histachii

Kara-Tur

CLIMATE/TERRAIN:	Tropical jungles
FREQUENCY:	Very rare
ORGANIZATION:	Tribe
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	Low (5-7)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	2-20
ARMOR CLASS:	8
MOVEMENT:	12

HIT DICE:	2+2
THACO:	1 9
NO. OF ATTACKS:	3

DAMAGE/ATTACK:	1-2/1-2/1-3
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below

MAGIC RESISTANCE:	See below
SIZE:	M (5'-6' tall)
MORALE:	Average (10)
XP VALUE:	120

Once human, yuan-ti histachii are near-mindless abominations who have been transformed into reptilian humanoids to serve their yuan-ti masters. Most often, they are found guarding yuan-ti brood chambers.

Histachii are hairless creatures. Their clothing, little more than filthy rags, hangs limply over their emaciated bodies. Their gray or yellow-green skin is tough and scaly, and smells faintly of rotting meat. They have beady, bloodshot eyes, and their forked tongues continually dart in and out of their mouths. Their dull yellow teeth are like tiny hooks, razor-sharp. Their fingernails are black and twisted, resembling the claws of a lizard.

Histachii speak in short, hissing phrases. They know the languages of yuan-ti and all snakes and snakelike creatures, as well as the languages they spoke in their original human lives.

Combat: Histachii attack any nonreptilian creature or humanoid on sight, unless their yuan-ti masters give them orders to the contrary. Unsophisticated fighters, most histachii charge directly at their opponents, attacking with their claws and teeth. To protect their yuan-ti masters, histachii will fight to the death.

Regardless of their abilities in their former lives, histachii do not wield weapons or use magic. Once per day, they can become *berserk*. In this state, they are so enraged that they gain a +2 bonus to their attack rolls. The *berserk* condition persists for 2-12 (2d6) rounds.

Unlike yuan-ti, histachii have no natural magic resistance. However, they are immune to all types of *hold* and *charm* spells.

Habitat/Society: Yuan-ti create most histachii servitors from human prisoners. They also may transform human worshippers who voluntarily agree to become histachii. Humans become histachii by drinking a distillation of yuan-ti venom mixed with certain herbs and roots. (The yuan-ti prepare this special concoction.) If a human is unwilling to drink, the yuan-ti pin their captive to the ground and pour the mixture down his throat.

Any human who drinks this mixture, whether by choice or by force, must make a saving throw vs. poison with a -4 penalty. If the saving throw fails, the victim becomes a histachii in 7-12 (1d6 + 6) days. If the save is successful, the victim immediately lapses into a coma; death will follow in one hour. A comatose victim can be revived with a *slow poison* or *neutralize poison* spell,



presuming the spell is cast within 1 hour after the mixture has been swallowed. Human-headed yuan-ti have the ability to *neutralize poison*, and they may save a comatose victim themselves. It is not for the victim's benefit. A human who fails his save after drinking the mixture may suddenly find himself alive again, only to face another flask of the mixture when the yuan-ti attempt another transformation.

Only humans can become histachii. Nonhumans who drink the yuan-ti mixture must also make a save vs. poison with a -4 penalty, however. If the save is successful, the nonhuman will be violently ill, unable to take any action for 1-4 turns. If the save throws fails, the nonhuman becomes comatose and dies in 2-5 rounds.

If a human fails his saving throw after consuming the mixture, a few desperate measures may prevent his transformation into a histachii. If *neutralize poison*, *dispel magic*, *remove curse*, and *heal* are cast on the victim, in precisely this order, the transformation process will be reversed. However, the victim will permanently lose 1 point of Intelligence. A *wish* or a *limited wish* will reverse the transformation with no loss of Intelligence. Once the transformation is complete, only a *wish* can restore the victim to his former self. Histachii live 20-80 (2d8 x 10) years after their creation. They cannot breed; histachii only can be created from human beings.

Histachii are completely submissive to their yuan-ti masters, carrying out their every order without hesitation. The servants share the lairs of their yuan-ti masters. Usually, these lairs are in ancient ruins deep in tropical jungles, but sometimes yuan-ti dwell in subterranean caverns beneath human cities. A histachii's duties include hunting, caring for the yuan-ti's reptile menageries, guarding prisoners, and various custodial chores. In rare moments of leisure, the servants enjoy soaking in pools of cool water. Histachii do not collect treasure.

Ecology: Like yuan-ti, histachii are strictly carnivorous, feasting on rats, worms, and other vermin. They also eat yuan-ti leftovers.

CLIMATE/TERRAIN:	Arctic mountains, hills, and forests
FREQUENCY:	Very rare
ORGANIZATION:	Solitary or family
ACTIVITY CYCLE:	Any
DIET:	Carnivore
INTELLIGENCE:	High (13-14)
TREASURE:	Nil
ALIGNMENT:	Chaotic evil

NO. APPEARING:	1-3
ARMOR CLASS:	1
MOVEMENT:	12

HIT DICE:	8
THACO:	13
NO. OF ATTACKS:	1+ gaze

DAMAGE/ATTACK:	1-10
SPECIAL ATTACKS:	See below
SPECIAL DEFENSES:	See below

MAGIC RESISTANCE:	Nil
SIZE:	M (5' tall)
MORALE:	Elite (13)
XP VALUE:	2,000

The yuki-on-na is a beautiful but deadly humanoid creature who is native to the coldest regions of Kara-Tur.

Similar in appearance to a human maiden, the yuki-on-na is unmatched in her beauty and elegance (her Charisma is 18). She has waist-length black hair, soft blue eyes, and full red lips. Her skin is pale blue and icy to the touch. She wears snowy white robes that continually billow and swirl about her, even when no winds are blowing.

The yuki-on-na speaks the languages of all arctic creatures, as well as the trade language and the languages of any humans common to her area. Her voice is soft and soothing, her laughter like the gentle tinkling of ice in a glass.

Combat: The yuki-on-na has a fanatical hatred of all humans, and she despises anything or anyone associated with them. She tries to kill lone human travelers who are foolish enough to enter her territory.

Devious and shrewd, the yuki-on-na always attempts to attack during a snowstorm or similar weather, because her white robes make her virtually impossible to spot at a distance. In such situations, a yuki-on-na always is encountered within 3-30 (3d10) feet, and the surprise rolls of her opponents are modified by -5. She is a dangerously seductive creature, and any victim who meets her gaze must make a saving throw vs. paralyzation with a -2 modifier; those who fail become hypnotically *paralyzed* by her striking appearance for 2-8 (2d4) rounds. She can affect one victim per round with this gaze attack.

The yuki-on-na attacks with her icy touch, inflicting 1-10 hit points of damage. Additionally, she can use *disguise*, *know history*, *comprehend languages*, and *ESP* at will. Once per day, she can touch a victim and cause him to *lose the path*; the affected victim will become totally lost and unable to find his way for the next 3-18 (3d6) hours (although he can still be guided by an unaffected companion).

The yuki-on-na is immune to all cold-based attacks, but suffers an extra point of damage from all fire-based attacks.

Habitat/Society: The first yuki-on-na was derived from the spirit of Lin-Tze, the concubine of Oikjo Nifi, one of the first emperors



of Kozakura. Lin-Tze was so jealous of the emperor that she poisoned his wife, his children, and all members of his family so that she would not have to compete for his attention. The outraged Oikjo petitioned the Celestial Bureaucracy for justice. The Celestial Bureaucracy responded by transforming Lin-Tze into the horrible yuki-on-na and banishing her to the arctic north, an area as cold as the villainess's heart.

Today, most yuki-on-na still dwell in the northern parts of Kozakura, though some have been sighted in other arctic regions of Kara-Tur as well. A yuki-on-na's lair is usually a small mountain cave with a floor of ice, though some live in snowy valleys surrounded by evergreens or other trees indigenous to arctic areas. A yuki-on-na rarely strays more than a few miles from her lair. Most yuki-on-na live alone, but families of two or three are occasionally encountered.

All yuki-on-na are female. They have life spans of about 500 years. If a yuki-on-na survives this long, she retires to her lair and falls into a condition of *temporal stasis*, covering herself in a blanket of snow. Over the next year, her body gradually changes to solid ice. If she receives even a single point of damage during this period, she crumbles to a pile of ice crystals and dies. Otherwise, at the end of this period, her body cracks into two or three pieces. Each piece swells into a full-sized yuki-on-na, complete with the creature's full allotment of hit points and all of her natural abilities. These new yuki-on-na may either remain together as a family or go their own ways to establish individual lairs. Yuki-on-na have no interest in treasure.

Ecology: Though hostile and cruel to humans, yuki-on-na have been known to live in harmony with other intelligent creatures within their domain, ignoring the presence of hengeyokai, kala, and similar creatures as long as the yuki-on-na are undisturbed.

Yuki-on-na eat all types of meat, but they prefer human flesh. They consume all parts of their prey, bones included.

Terrain Guide

Plain: downs, heath, meadow, moor, prairie, savanna, steppe, tundra
Scrub: brackens, brush, bush, thickets, veldt

Forests: copses, groves, jungle, rain forest, woods
Rough: badlands

Hill: bluffs, dunes, ridges (gorge, rift, valley, canyon)
Desert: barrens, flat, waste
Pond: lake, pool, tarn

Notes

- Rough and hill terrain tables also include encounters for ruins (cities, temples, fortresses) within 5 miles of the party.
- Monsters listed together are 50% likely to occur.
- Monsters in *italic* type are 75% likely to be airborne when encountered.
- NPC parties in the wilderness will often be near to the adventuring group in number, level, and equipment. Otherwise, the typical NPC party will be 7th to 10th level, with henchmen of approximately half (round up) character level. Such parties are 90% likely to be mounted.
- Monsters can be found in previous *Monstrous Compendium* volumes as follows:
 * Volume One
 † Volume Two
 ‡ Volume Three

City/Town

- Ogre mage *
- Jiki-ketsu-gaki
- Jiki-niku-gaki
- Kuei
- Goblin rat
- Bakemono
- Shikki-gaki
- Merchant *
- Pilgrim *
- Noble *
- Nature spirit, lesser
- Oriental NPC party
- Shinen-gaki
- Buso,tigbanua
- Hengeyokai
- Hu hsien
- Beggar *
- Mercenary *
- Ikilyo

Sylvan Setting

- Jiki-ketsu-gaki
- Gargantua, humanoid
- Bajang
- Tengu, crow
- Goblin rat
- Buffalo *
- Oriental NPC party
- Centipede, lesser spirit
- Bear, brown or boar, giant *
- Pilgrim *
- Hu hsien
- Centipede, giant *
- Jishin mushi or dot cu'o'c
- Ogre *
- Dragon, li lung †
- Goblin spider
- P'oh
- Ikiryu
- Nat, hkum yeng

Aerial

- Dragon, r'ien lung ‡
- Ki-rin †
- Dragon, tun mi lung ‡
- Dragon, Chiang lung ‡
- Dragon, li lung ‡
- Duruch'i-lin (ch'i-lin or duru)
- Bat, large *
- Eagle, giant †
- Ogre mage *
- Elemental, air *
- Falcon †
- Owl, giant *
- Dragon, pan lung ‡
- Dragon, shen lung ‡
- Common bird
- Gargantua, insectoid
- Common bird
- Common bird
- Hornet, giant * or wasp, giant *

If the indicated aerial encounter is not suitable, then none occurs. Common birds are normal avians common to the area, such as sparrows, ravens, sea gulls, bluebirds, parrots, ducks, or swans.

Border Ethereal Encounters

- Men-shen
- Shishi
- Kuei
- Elemental, fire *
- Elemental, water *
- Elemental, earth *
- Elemental, air *
- Ikiryu
- Einsaung nat
- Gendruwo
- Ki-rin †
- Greater flame spirit
- Gohei p'oh
- Foo dog
- Foo lion
- Shishi
- Shirokinukatsukami
- Panaspati
- Wedon

Arctic (all terrain)

- Ikiryu
- Animal, herd *
- Kuei
- Ishikorobokuru
- Bear, polar *
- Yuki-on-na
- Blizzard or unsafe ice
- Kala, cave
- Kala, earth
- Frost barbarians
- Frost barbarians
- Frost barbarians
- Men-shen
- Uwil
- Panaspati
- Wolf, winter *
- Wolf, winter *
- Toad, ice *
- Yeti *

Tropical/Subtropical Ocean

- Gargantua, reptilian
- Hai nu
- Krakentua
- Wako
- Ningyo
- Spirit folk, sea
- Tako
- Dragon turtle*
- Crab, giant †
- Fishermen
- School of fish
- Octopus, giant †
- Lycanthrope, seawolf *
- Ogre, aquatic *
- Snake, sea *
- Troll, marine *
- Dragon, tun mi lung ‡
- Dragon, lung wang ‡
- Elemental, water *

Tropical/Subtropical Fresh Water

- Carp, giant
- Sea folk, river
- Catfish, giant †
- Crab, giant †
- Nature spirit, greater
- Frog, giant †
- Nature spirit, lesser
- Nature spirit, least
- Beetle, giant water †
- Crocodile, wild †
- Crocodile, giant †
- Merchant *
- Dragon, Chiang lung ‡
- Dragon, shen lung ‡
- Dragon, yu lung ‡
- Verme †
- Crayfish, giant †
- Gar, giant †
- Pike, giant †

Temperate Ocean

- Hai nu
- Krakentua
- Wako
- Ningyo
- Spirit folk, sea
- Tako
- Dragon turtle *
- Afanc †
- Crab, giant †
- Squid, giant †
- School of fish
- Merman †
- Wako
- School of fish
- Lycanthrope, seawolf *
- Ningyo
- Dragon, tun mi lung ‡
- Dragon, lung wang ‡
- Elemental, water *

Temperate Fresh Water

- Carp, giant
- Spirit folk, sea
- Catfish, giant †
- Wako
- Dragon, shen lung ‡
- Dragon, yu lung ‡
- Naga, water †
- Crayfish, giant †
- Frog, giant †
- Crocodile, wild †
- Spider, giant water *
- Nature spirit, lesser
- Nature spirit, least
- Merchant *
- Leech, giant †
- Dragon, Chiang lung ‡
- Nature spirit, greater
- Verme †
- Carp, giant

Temperate Encounters

Temperate Plain or Scrub

2	Bakemono
3	Nature spirit, greater
4	Hu hsien
5	Nature spirit, lesser
6	Nature spirit, least
7	Oriental NPC party
8	P'oh
9	Jiji-ketsu-gaki
10	Oni
11	Ogre mage *
12	Herd animal *
13	Snake, poisonous *
14	Gargantua, reptilian
15	Spirit folk, bamboo
16	Goblin rat
17	Con-tinh
18	Doc cu'o'c
19	DM Special
20	DM Special

Temperate Rough or Hill

2	Bakemono
3	Spirit folk, bamboo
4	Shan sao
5	P'oh
6	Korobokuru
7	Kaluk
8	Goblin spider
9	Hu hsien
10	Goblin rat
11	Con-tinh
12	Doc cu'o'c
13	Hengeyokai
14	Jiji-ketsu-gaki
15	Centipede, spirit (lesser or least)
16	Stone spirit, small or medium
17	Gargantua, humanoid
18	Hannya
19	DM Special
20	DM Special

Temperate Mountain

2	Bakemono
3	Buso, tigbanua or tagamaling
4	Jishin mushi
5	Gargantua, humanoid
6	Nature spirit, lesser
7	Nature spirit, least
8	Nature spirit, greater
9	Snake, poisonous *
10	Tengu, crow or humanoid
11	Oni
12	Dragon, li lung †
13	Dragon, t'ien lung ‡
14	Wang-liang
15	Korobokuru
16	Goblin spider
17	Hu hsien
18	Goblin rat
19	DM Special
20	DM Special

Temperate Forest

2	Bakemono
3	Bisan
4	Buso, tigbanua or tagamaling
5	Oni
6	Jishin mushi
7	Tengu, crow or humanoid
8	Shan sao
9	Shinen-gaki
10	Kaluk
11	Goblin rat
12	Korobokuru
13	Goblin spider
14	Hu hsien
15	Nature spirit, greater or lesser
16	Dragon, pan lung †
17	Wang-liang
18	Spirit folk, bamboo
19	DM Special
20	DM Special

Temperate Marsh or Swamp

2	Buso, tigbanua or tagamaling
3	<i>Gargantua, insectoid</i>
4	Dragon, pan lung †
5	Nature spirit, greater
6	Shinen-gaki
7	Nature spirit, lesser
8	Goblin rat
9	Goblin spider
10	Jiki-niku-gaki
11	Nature spirit, least
12	Oni
13	Con-tinh
14	Doc cu'o'c
15	Centipede, spirit (lesser or greater)
16	Hengeyokai
17	Stone spirit (small or medium)
18	Kuei
19	DM Special
20	DM Special

Temperate Desert

2	Oni
3	Goblin rat
4	Con-tinh
5	Ikiryō
6	Kuei
7	Centipede, spirit greater
8	Centipede, spirit (lesser or least)
9	Goblin spider
10	Hannya
11	Hengeyokai
12	Men-shen
13	Stone spirit, small or medium
14	Lizard, giant *
15	Snake, poisonous *
16	Spirit, nature (least, lesser, or greater)
17	Scorpion, giant *
18	Horse, wild *
19	DM Special
20	DM Special

DM Special Table

DM should either choose a creature based on party level, or roll randomly. A special encounter also can be a natural hazard (such as a storm or avalanche) or an encounter with a known NPC.

SPECIAL ENCOUNTERS: Cold or Temperate Regions

Die Roll	Encounter	Die Roll	Encounter	Die Roll	Encounter	Die Roll	Encounter
01	<i>Aerial servant</i> *	27	Dragon, yu lung †	50-51	Kala, cave or earth	77-78	<i>Owl, talking</i> *
02-06	Bandit *	28	Duru	52	<i>Ki-rin</i> †	79	Panaspati
07-08	Buso, tigbanua	29-30	Foo dog	53	Krakentua	80	P'oh
09	Centipede, spirit (greater)	31-32	Foo lion	54	Kuei	81	Pseudodragon*
10	Cl'i-lin	33-34	Frost barbarians	55	Kaluk	82	Rot grub †
11	Chu-u	35	Giant, cloud *	56-57	Lyc., boar †	83-84	Setan gundul
12-13	Con-tinh	36	Giant, storm *	58-59	Lyc., fox †	85-86	Shikki-gaki
14-15	Djim	37	Giant, hill *	60-61	Lyc., tiger *	87	Shirokinukatsukami
16-17	Djangkong	38	Gohei p'oh	62-63	Lyc., rat *	88	Shishi
18-19	Doc cu'o'c	39	<i>Go-zu oni</i>	64-71	Men, patrol *	89	Spider, phase *
20	Dragon, Chiang lung †	40	<i>Hornet, gian</i> *	72	Men-shen	90-91	Spirit, nature (greater)
21	Dragon, li lung †	41	Hu hsien	73	Me-zu oni	92	Stone spirit (large)
22	Dragon, lung wang †	42	Ikiryō	74	Ogre mage *	93	Tengu, humanoid
23	Dragon, pan lung †	43	<i>Invisible stalker</i> *	75-76	Oni	94-95	Wang-liang
24	Dragon, shen lung †	44	Ishikorobokuru			96	<i>Wasp, giant</i> *
25	Dragon, t'ien lung †	45-46	Jiji-ketsu-gaki			97-98	Wedon
26	Dragon, tun mi lung †	47-48	Jiki-niku-gaki			99	<i>Will o'wisp</i> *
		49	Jishin mushi			00	Yuki-on-na

Tropical Encounters

Tropical or Subtropical Plain or Scrub

2	Bakemono
3	Nature spirit, greater
4	Nature spirit, lesser
5	Nature spirit, least
6	Hu hsien
7	Oriental NPC party
8	P'oh
9	Spirit folk, bamboo
10	Oni
11	Korobokuru
12	Goblin rat
13	Doc cu'o'c
14	Con-tinh
15	Hannya
16	Hengeyokai
17	Centipede, Spirit (greater or lesser)
18	Kuei
19	DM Special
20	DM Special

Tropical or Subtropical Rough or Hills

2	Bakemono
3	Buso, tigbanua or tagamaling
4	Spirit fork, bamboo
5	Shan sao
6	Oni
7	Korobokuru
8	Goblin spider
9	Goblin rat
10	Con-tinh
11	Doc cu'o'c
12	Stone spirit, small or medium
13	Shirokinukatsukami
14	Go-zu oni
15	Me-zu oni
16	Djangkong
17	Uwil
18	Hengeyokai
19	DM Special
20	DM Special

Tropical or Subtropical Mountain

2	Bakemono
3	Buso, tigbanua or tagamaling
4	Yuan-ti
5	Snake, poisonous *
6	Snake, constrictor *
7	Gargantua, reptilian
8	Dragon, li lung ‡
9	Dragon, t'ien lung ‡
10	Histachi
11	Tengu, crow or humanoid
12	Oni
13	Korobokuru
14	Goblin spider
15	Hsing-sing
16	Goblin rat
17	Con-tinh
18	Hengeyokai
19	DM Special
20	DM Special

Tropical or Subtropical Forest

2	Bajang
3	Bakemono
4	Bisan
5	Buso, tigbanua
6	Nat, hkum yeng
7	Buso, tagamaling
8	Hsing-sing
9	Nature spirit, greater
10	Nature spirit, lesser or least
11	Goblin spider
12	Doc cu'o'c
13	Dragon, pan lung ‡
14	Spirit folk, bamboo
15	Shan sao
16	Oni
17	Nat, einsaung
18	Korobokuru
19	DM Special
20	DM Special

Tropical or Subtropical Swamp

2	Yuan-ti
3	Oni
4	Nat, hkum yeng nat
5	Snake, constrictor *
6	Snake, poisonous *
7	Nature spirit, greater
8	Nature spirit, lesser
9	Nature spirit, least
10	Ogre *
11	Ogre mage *
12	Dragon, pan lung ‡
13	Histachi
14	Goblin rat
15	Con-tinh
16	Doc-cu'o'c
17	Hengeyokai
18	Spirit, centipede (least)
19	DM Special
20	DM Special

Tropical or Subtropical Desert

2	Oni
3	Goblin rat
4	Con-tinh
5	Doc cu'o'c
6	Hengeyokai
7	Spirit, nature (least, lesser, or greater)
8	Stone spirit (small or medium)
9	Ikiryō
10	Greater flame spirit
11	Shinen-gaki
12	Camel *
13	Dog, wild *
14	Scorpion, huge or giant *
15	Snake, poisonous *
16	Snake, spitting *
17	Toad, fire or giant *
18	Ant lion †
19	DM Special
20	DM Special

DM Special Table

DM should either choose a creature based on party level, or roll randomly. A special encounter also can be a natural hazard (such as a storm or avalanche) or an encounter with a known NPC.

SPECIAL ENCOUNTERS: Warm or Tropical Regions

Die Roll	Encounter	Die Roll	Encounter	Die Roll	Encounter	Die Roll	Encounter
01	<i>Aerial servant</i> *	27	Dragon, t'ien lung ‡	48	Histachi	76-77	Oni
02-06	Bandit *	28	Dragon, tun mi lung ‡	49	<i>Hornet</i> , giant *	78-79	<i>Owl</i> , talking *
07-08	Bisan	29	Dragon, yu lung ‡	50	Ikiryō	80-81	Panaspati
09-10	Buso, tagamaling	30-31	Einsaung nat	51	<i>Invisible stalker</i> *	82	<i>Pseudodragon</i> *
11-12	Buso, tigbanua	32-33	Foo dog	52-53	Jiji-ketsu-gaki	83-84	Setan gundul
13	Centipede, spirit (greater)	34	Foo lion	54-55	Jiji-niku-gaki	85-86	Shikki-gaki
14	Chu-u	35	Gargantua, humanoid	56	<i>Ki-rin</i> †	87-88	Shinen-gaki
15	Con-tinh	36	<i>Gargantua, insectoid</i>	57	Krakentua	89	Shirokinukatsukami
16-17	Djim	37	Gargantua, reptilian	58	Kuei	90-91	Shishi
18-19	Djangkong	38-39	Gendruwo	59-60	Lu nat	92-94	Spirit, nature (greater)
20-21	Doc cu'o'c	40	Giant, cloud *	61	Lyc., bear	95	Stone spirit (large)
22	Dragon, Chiang lung ‡	41	Giant, storm *	62	Lyc., fox *	96	Tengu, humanoid
23	Dragon, li lung ‡	42	Gohei p'oh	63	Lyc., rat *	97	Uwil
24	Dragon, lung wang ‡	43	Go-zu oni	64	Lyc., tiger *	98	Vampiric kappa
25	Dragon, pan lung ‡	44	<i>Groaning spirit</i> †	65-73	Men, patrol *	99	Wedon
26	Dragon, shen lung ‡	45	Hannya	74	Men-shen	00	Yuan-ti *
		46-47	Hkum yeng nat	75	Me-zu oni		

Dungeon Encounters

Dungeon Level I

- 2 Djim
- 3 Panaspati
- 4 Setan gundul
- 5 Wedon
- 6 NPC party
- 7 Beetle, fire *
- 8 Bat, common*
- 9 Rat, common or large *
- 10 Bandit *
- 11 Hengeyokai
- 12 Spirit, nature (least)
- 13 Stone spirit, small
- 14 Bakemono
- 15 Bakemono
- 16 Bat, large *
- 17 Skeleton *
- 18 Skeleton *
- 19 DM Special
- 20 DM Special

Dungeon Level IV

- 2 Centipede, spirit (lesser)
- 3 Goblin rat
- 4 Goblin rat
- 5 Toad, fire *
- 6 Lyc., wolf *
- 7 NPC party
- 9 Snake, giant constrictor *
- 10 Ooze, gray *
- 11 Scorpion, giant *
- 12 Shadow *
- 13 Spirit, nature (lesser)
- 14 Gendruwo
- 15 Jiji-niku-gaki
- 16 Jishin mushi
- 17 Toad, poisonous *
- 18 Rust monster †
- 19 DM Special
- 20 DM Special

Dungeon Level VII

- 2 Chu-u
- 3 Jiji-ketsu-gaki
- 4 Kaluk
- 5 Men-shen
- 6 Will o'wisp *
- 7 Pudding, black *
- 8 Lizard, fire *
- 9 Giant, hill *
- 10 Mummy *
- 11 Spectre *
- 12 Spirit, nature (greater)
- 13 Lu nat
- 14 Kuei
- 15 NPC party
- 16 Will o'wisp *
- 17 Giant, stone *
- 18 Invisible stalker *
- 19 DM Special
- 20 DM Special

Dungeon Level II

- 2 Centipede, spirit (least)
- 3 Djangkong
- 4 Uwil
- 5 Rot grub †
- 6 Frog, giant or poisonous †
- 7 Toad, giant *
- 8 NPC party
- 9 Spider, large *
- 10 Centipede, large or giant *
- 11 Flame spirit (least)
- 12 Zombie *
- 13 Hengeyokai
- 14 Gohei p'oh
- 15 Spirit, nature (least)
- 16 Histachi
- 17 Korobokuru
- 18 Centipede, large or giant *
- 19 DM Special
- 20 DM Special

Dungeon Level V

- 2 Jiji-niku-gaki
- 3 NPC party
- 4 Lizard, subterranean *
- 5 Yellow mold †
- 6 Snake, giant (constrictor) *
- 7 Spider, giant *
- 8 Shadow *
- 9 P'oh
- 10 Snake, giant (poison) *
- 11 Centipede, spirit (greater)
- 12 Goblin spider
- 13 Jishin mushi
- 14 Gendruwo
- 15 Einsaung nat
- 16 Nature spirit, lesser
- 17 Stone spirit, large
- 18 Flame spirit (greater)
- 19 DM Special
- 20 DM Special

Dungeon Level VIII

- 2 Foo lion
- 3 Ikiryō
- 4 Lu nat
- 5 Slug, giant †
- 6 Worm, purple †
- 7 NPC party
- 8 Giant, fire *
- 9 Spirit, nature (greater)
- 10 Doc cu'o'c
- 11 Foo dog
- 12 Kaluk
- 13 Men-shen
- 14 Vampire, eastern
- 15 Giant, frost *
- 16 Will o'wisp *
- 17 Pudding, brown *
- 18 Rust monster †
- 19 DM Special
- 20 DM Special

Dungeon Level III

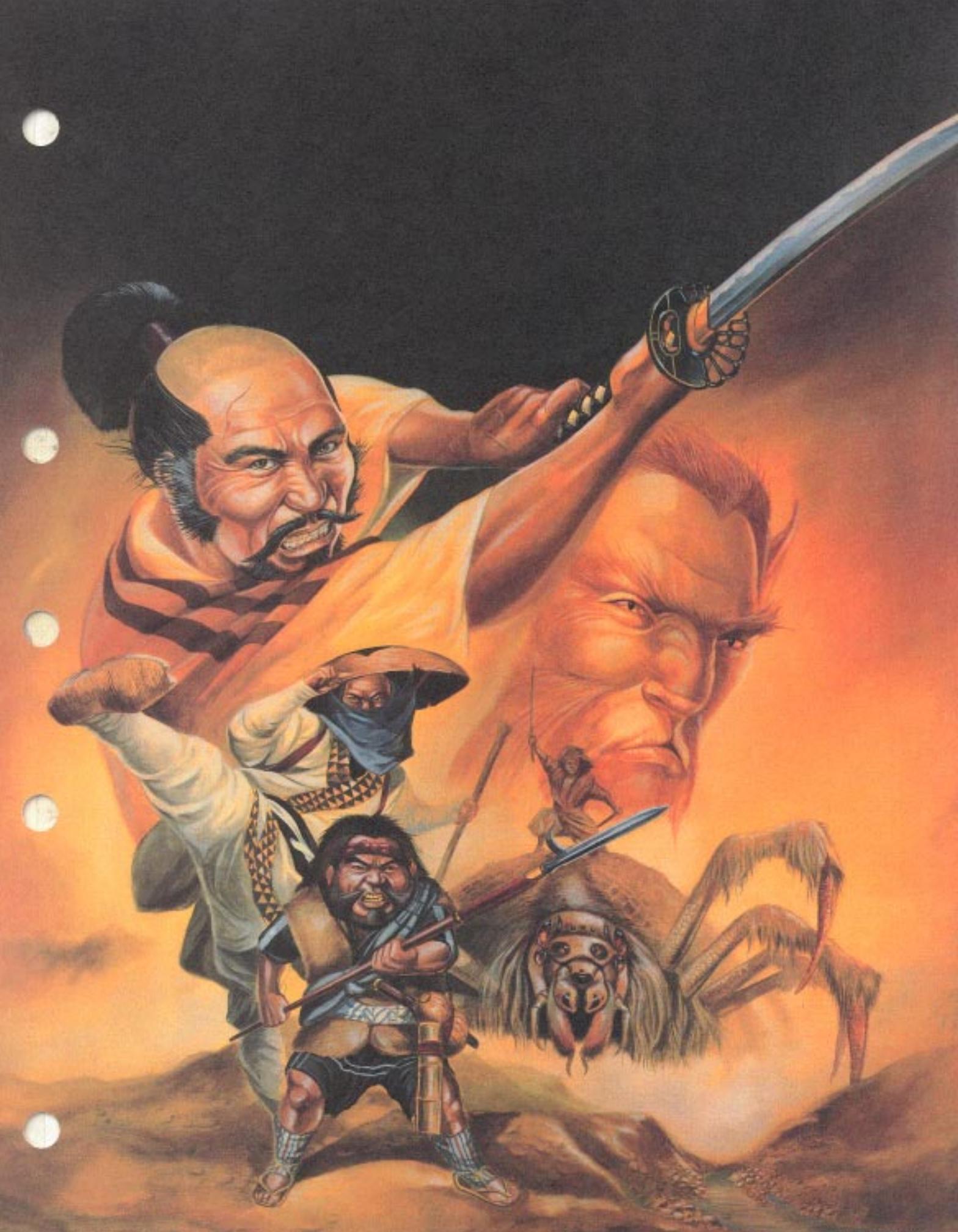
- 2 Korobokuru
- 3 Weasel, giant †
- 4 Ochre jelly *
- 5 Bat, huge (mobat) *
- 6 NPC party
- 7 Flame spirit (lesser)
- 8 Spider, huge *
- 9 Lyc., rat *
- 10 Gohei p'oh
- 11 Spirit, nature (lesser)
- 12 Stone spirit, small
- 13 Centipede, spirit (lesser)
- 14 Goblin rat
- 15 Hengeyokai
- 16 Spirit folk, bamboo
- 17 Lizard, giant *
- 18 Djangkongs
- 19 DM Special
- 20 DM Special

Dungeon Level VI

- 2 Buso, tigbanua or tagamaling
- 3 Centipede, spirit (greater)
- 4 Shikki-gaki
- 5 Shinen-gaki
- 6 Foo dog
- 7 Shishi
- 8 Hannya
- 9 Goblin spider
- 10 Kuei
- 11 Ogre mage *
- 12 NPC party
- 13 Slime, green *
- 14 Scorpion, giant *
- 15 Oni
- 16 P'oh
- 17 Stone spirit, large
- 18 Brown mold *
- 19 DM Special
- 20 DM Special

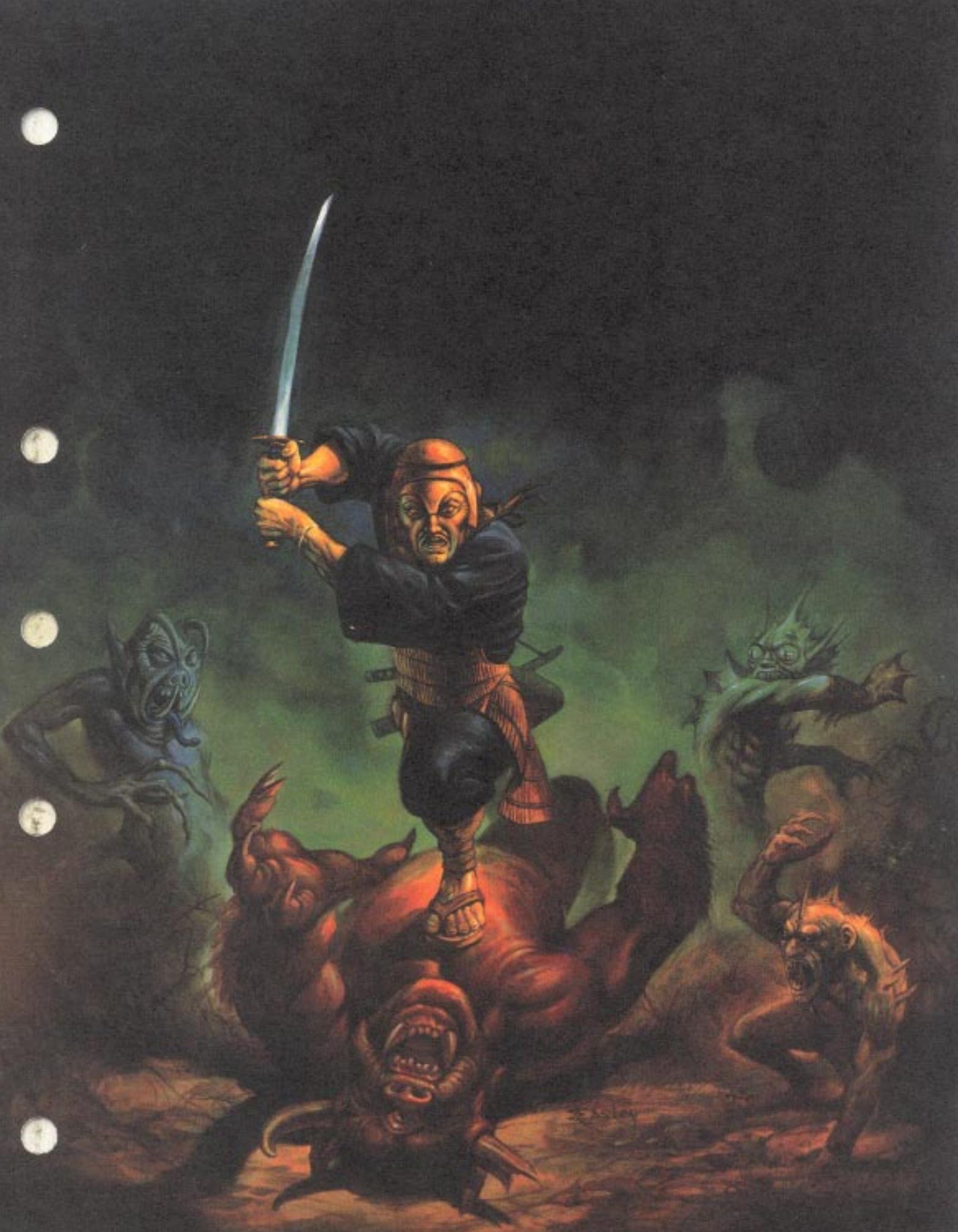
Dungeon Level IX

- 2 Gargantua, insectoid
- 3 Worm, purple †
- 4 Ki-rin †
- 5 Slug, giant †
- 6 Giant, storm *
- 7 Vampire, eastern *
- 8 NPC party
- 9 Dragon, li lung (old) †
- 10 Go-zu oni
- 11 Me-zu oni
- 12 Spirit, nature (greater)
- 13 Foo lion
- 14 Ikiryō
- 15 Kaluk
- 16 Gargantua, humanoid
- 17 Dragon, pan lung, (old) †
- 18 Dragon, shen lung (old) †
- 19 DM Special
- 20 DM Special









Advanced Dungeons & Dragons® 2nd Edition

Monstrous Compendium

Kara-Tur

Appendix



Not just more monsters—mysterious, sinister creatures of the Orient! Inside you'll find 64 pages of the most fascinating monsters in the Kara-Tur campaign setting. From the jungle bajang to the arctic yuki-on-na, from savage spirits to beauteous new beasts—this volume captures them all. Each page is 5-hole punched to fit

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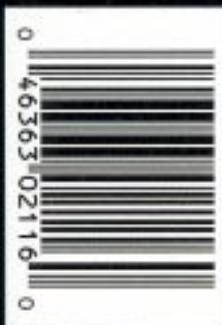


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ISBN 0-88038-851-X



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