



CREATURES OF ROKUGAN™



ORIENTAL ADVENTURES

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A player needs only the *Player's Handbook*™ and *Oriental Adventures*™.

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nothingness that survived the creation of the world and seeks to return all realms to absolute nothingness. Creatures with this subtype have either been corrupted by or are actually extensions of the Darkness. The Darkness itself is an entity of deity-like power (though at the Battle of Oblivion's Gate its power was thought to be completely destroyed). Unless otherwise specified, the damage resistance of such creatures can always be overcome by crystal weapons.

ONI

Though all oni are evil creatures linked strongly to the realm of Jigoku, not all of them are technically outsiders. A number of oni have entered the mortal realm by physically crawling through the Festering Pit, and have subsequently adapted to life in this realm. Others arrive through other unique means (such as the creation of the Elemental Terrors by the Dark Oracles). Creatures with the oni type but without the outsider type cannot be banished or dismissed, but can be affected by other spells, items, and effects which affect oni. Unless otherwise specified, oni are always subject to the effects of crystal and jade.

Oni Qualities (Adapted from *Oriental Adventures*): The Oni subtype carries along with it a number of extraordinary abilities. However, oni who are not directly summoned from Jigoku have different advantages, and thus the following abilities apply only to oni who are also outsiders.

- **Immunities (Ex):** Oni are immune to poison.
- **Resistances (Ex):** Oni have cold, fire, and acid resistance 10.
- **Alternate Form (Su):** Oni can assume any humanoid form of Small to Large size as a standard action. This ability is similar to the *polymorph self* spell but allows only humanoid forms. When using this ability, oni gain a +10 circumstance bonus on Disguise checks.
- **Telepathy (Su):** Oni can communicate telepathically with any sentient creature within 100 feet that has a language.

SHADOWLANDS

Creatures possessing the Shadowlands subtype are either individuals who have become corrupted by the Shadowlands Taint, are native creatures of that evil land, or are spirits from the realm of Jigoku. The Shadowlands subtype is specifically targeted by certain spells, *nemuranai*, feats and other effects.

All Shadowlands creatures have a Taint score included with their ability scores. This Taint score is equal to one-half the creature's Charisma score, plus one if it is of the undead type, plus two if it is of the outsider type.

SPIRIT

Creatures that originate from realms beyond the mortal realm have certain advantages. Spirits gain a +4 racial bonus against all enchantment effects except those of other spirits. Spirits can sense any passages to their home realm (listed under Climate/Terrain) within one mile. Spirits are also vulnerable to certain spells and effects which affect the spirit subtype.

VOID

Very few creatures possess the Void subtype, as it denotes a deep, spiritual connection with the Void, the sum of all elements, yet the presence of none. The Void phenomenon is poorly understood by mortal men, yet they realize that it is the defining element of humanity; the only other race with a similar connection is the Naga's group-mind, the Akasha.

Creatures of the Void are inherently attuned to the ebb and flow of the elements, often wreaking havoc with elemental magic and possessing crude precognitive instincts.

JADE AND CRYSTAL

Many of the creatures contained within this work originate beyond the mortal realm and are therefore susceptible to the magical effects of crystal and jade, two rare resources found only sparsely throughout the Empire. Neither is fully understood by shugenja, but both possess unique properties thought to be a result of their purity and state of elemental harmony.

Jade possesses a particular purity that in some unknown way rejects and destroys the Shadowlands Taint. Scouts of the Crab Clan carry small "fingers" of jade on their incursions into the Shadowlands, as even small amounts of jade can prevent samurai from becoming Tainted for a short time. Unfortunately, even jade cannot resist the Taint forever. The longer it remains within the Shadowlands, the more corrupted it becomes, blackening and softening until it becomes useless.

In addition to its protective effects, jade also has offensive uses against those who possess the Shadowlands Taint. Tainted individuals or creatures with the Shadowlands subtype find contact with or even the presence of jade very painful. Accordingly, weapons made of or containing jade are often devastatingly effective against creatures of the Shadowlands and are often used by the Crab Clan.

Corrupted jade — sometimes referred to as "obsidian," although it is different from true obsidian, a black volcanic glass — can overcome creature damage resistance in the same manner as jade, but as a highly Tainted substance, those who carry it risk becoming infected themselves. Naturally occurring obsidian has no special properties when used against creatures with damage resistance.

Crystal, while not as potent as jade, also has a similar damaging effect on many Shadowlands creatures. Additionally, it can affect the mortal and even incorporeal forms of many spirits from other realms. This includes spirits such as the *hengyokai* and even the primordial substance that makes up extensions of the Lying Darkness.

For more information on jade and crystal, see page 105.

DAMAGE RESISTANCE (VARIANT)

Most creatures with damage resistance in Rokugan can be harmed by crystal, jade, or magic. However, the varying levels of resistance to these materials are not constant as they are with, for example, silver weapons. With this in mind, this book uses a special variant of damage resistance. If the descriptor "(jade)" is listed after a damage resistance rating, consider that damage resistance to be decreased by +2 if using a jade weapon, or by +1 if using a crystal weapon. Conversely, if the descriptor "(crystal)" is listed after a damage resistance rating, consider that damage resistance to be decreased by +2 if using a crystal weapon, or by +1 if using a jade weapon. If the damage resistance rating becomes lower than +1, then weapons do not need to be magical in any way to harm the creature if they are made from the appropriate material.

For example, "damage resistance 10/+2 (jade)" indicates that a creature ignores the first 10 points of damage from any +3 weapon, or of any +1 weapon made of crystal, or of any weapon made of jade.

Damage resistance higher than +5 is not meant to indicate that such weapons exist, but implies that only a powerful magical jade or crystal weapon is necessary to pierce the creature's damage resistance. "Damage resistance 10/+7 (crystal)," for example, could only be pierced by a +5 crystal weapon.

A NOTE ON HONOR

Some of the races included within this work do not subscribe to, nor even fully understand the premise of, human honor (such as the Naga, for example). Because these creatures are not necessarily dishonorable simply because they do not understand it, they have been given a "Nil" honor rank. This merely indicates that their inherent lack of understanding of the concept of honor leaves them exempt from effects that target honorable or dishonorable creatures.

Note that almost all Tainted creatures have Honor ratings of 0. Their link to Jigoku leaves an inherent stain of dishonor.

ASHALAN

Medium-Size Humanoid (Ashalan)

Hit Dice: 1d8 (4 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 13 (+1 Dex, +2 natural)

Attacks: Dagger +1 melee

Damage: Dagger 1d4-1

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

Special Qualities: Immunities, light sensitivity, shadow cloak, tattoo of domination

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

Abilities: Str 8, Dex 12, Con 8, Int 10, Wis 10, Cha 14

Skills: Craft (tattooing) +4, Move Silently +3

Feats: Iron Will

Climate/Terrain: Any desert, underground, and temperate

Organization: Usually solitary, occasionally in groups of 3-5

Challenge Rating: 1

Treasure: Standard

Honor: Nil

Alignment: Usually lawful neutral

Advancement: By character class

The Ashalan are a mysterious race from beyond Rokugan and across the Burning Sands that greatly resemble humans. They are tall, gaunt individuals with no hair and extremely pale, almost albino skin. Every known member of the race is covered in strange, mystical tattoos. It is possible that these tattoos are in some way related to the Ashalan's immortality, given their penchant for tattooing others (*see below*).

COMBAT

The Ashalan are not particularly threatening physically. They prefer to deal with foes through subordinates or slaves, using their sorcery from afar to ensure victory. Those few who are forced to defend themselves, however, are formidable foes. The Ashalan have centuries to learn various fighting styles, even if they are reluctant to use them.

Immunity (Ex): Ashalan are immune to all non-magical poison and disease.

Light Sensitivity (Ex): Ashalan suffer a -1 penalty to attack rolls in bright sunlight or in the radius of a *daylight* spell. Ashalan sunburn easily, and prolonged exposure to sunlight over long periods of time is very unhealthy for them, inflicting 1 permanent point of Constitution damage per week of such exposure.

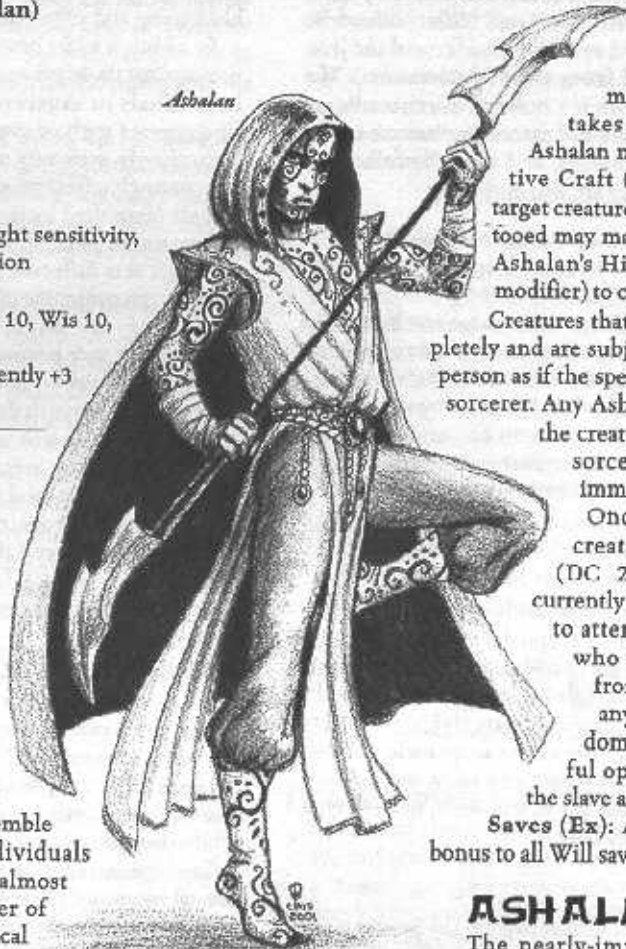
Shadow Cloak (Sp): An Ashalan can draw up the shadows around him to conceal his presence. Ashalan using this ability gain a +15 to Hide checks when motionless, and +10 to Hide checks when moving. This ability is a standard action. If the Ashalan is spotted, his tattoos appear to be pulsating softly, revealing their magical nature. An Ashalan who makes any form of attack (melee, ranged, or magical) loses the benefit of Shadow Cloak immediately.

Tattoo of Domination (Su): The Ashalan can imbue others with mystical tattoos which bind the tattooed creature

to the Ashalan race, making it a slave to the will of any Ashalan that commands it. The tattooing process takes 72 hours, during which the Ashalan must succeed at three consecutive Craft (tattooing) checks (DC 20 + target creature's level). The creature being tattooed may make a single Will save (DC 10 + Ashalan's Hit Dice + Ashalan's Charisma modifier) to cause one of these checks to fail. Creatures that are tattooed cease aging completely and are subject to the effects of dominate person as if the spell had been cast by a 12th level sorcerer. Any Ashalan may issue commands to the creature as if they were the casting sorcerer. Ashalan themselves are immune to this affect.

Once per week, the tattooed creature may attempt a Will save (DC 20 + level of the Ashalan currently in possession of the creature) to attempt to break free. Those few who manage to free themselves from the Ashalan often flee, for any other Ashalan can renew the domination by making a successful opposed Charisma check with the slave as a standard action.

Saves (Ex): All Ashalan have a +2 racial bonus to all Will saves.



ASHALAN SOCIETY

The nearly-immortal Ashalan have dwelt beneath the city of Medinaat al-Salaam for centuries, where they practice their strange magic in secret. It is said that the Ashalan possessed a great society above ground millennia ago, but that their civilization was undone on the Day of Wrath, when they were driven underground by the vengeance of the Sun. Ever since that time, the Sun has been their enemy. It burns their flesh and gradually kills them. Prior to being driven underground, the Ashalan are known to have had an extensive conflict with the Naga race. The cause of this conflict is unknown, although the races despise each other to this day.

The Ashalan believe that they are in part responsible for the creation of the world. This has resulted in a certain feeling of superiority over other races and an arrogant attitude when dealing with non-Ashalan. Sadly, this ancient race appears to be dying. Though there are many Ashalan, they are said to share only twelve souls, which somehow periodically shift from individual to individual. This is conjectured to be connected to the rarity of Ashalan children; it has been many centuries since a child was born. Whichever individuals possess the souls at any given time make up the ruling Council of Twelve, who make all decisions for the Ashalan people.

Although the Ashalan are almost completely unknown in Rokugan, the Unicorn Clan have recently discovered two separate covert intrusions into the Empire by the enigmatic race. Moto Chagatai is greatly concerned that the Ashalan could be preparing to act against their ancient foes, the Naga, who are currently under the influence of the Great Sleep. The Scorpion also house at least one Ashalan among their number, a curious traveler named Hojyn who accompanied them when they returned from their exile.

ASHALAN CHARACTERS

The favored class for all Ashalan is sorcerer. Other common classes include rogues and paladins — an order of holy warriors called the Blood-Sworn who defend the Ashalan race's interests.

ASHURA

Large Outsider (Evil, Shadowlands)

Hit Dice: 16d8+80 (152 hp)

Initiative: +3 (Dex)

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

AC: 32 (-1 size, +3 Dex, +15 natural, +5 lamellar armor)

Attacks: tainted weapon (sword) +28/+23/+18/+13 melee, 2 wings +19 melee; or... tainted weapon (bow) +28/+23/+18/+13 ranged

Damage: Tainted sword 2d6+17 + 2d6 if honorable + 2d6 if good; wings 1d8+8 plus poison; Tainted bow 1d8+18 plus Taint

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

Special Attacks: Tainted sword, poison, Tainted bow, aura of terror, spell-like abilities, death wrack

Special Qualities: Damage reduction 40/+5 (jade), SR 30, regeneration 5, resistances, summon weapons

Saves: Fort +15, Ref +13, Will +14

Abilities: Str 27, Dex 16, Con 20, Int 18, Wis 18, Cha 18, Taint 11

Skills: Bluff +20, Concentration +21, Iaijutsu Focus +20, Intimidate +22, Jump +24, Knowledge (Shadowlands) +12, Listen +20, Ride +19, Search +20, Sense Motive +20, Spellcraft +20, Spot +20, Torture +12

Feats: Cleave, Combat Reflexes, Flyby Attack, Improved Critical (Tainted sword), Power Attack

Climate/Terrain: Deep Shadowlands and Yume-do

Organization: Solitary

Challenge Rating: 17

Treasure: Double items; standard coins and goods

Honor: Always 0

Alignment: Always lawful evil

Advancement: 17-48 HD (Large)

The ashura are creatures of pure nightmare. They are shadows from the dreams of Fu Leng, shadows of a world where the Day of Thunder ended with Jigoku's victory, a history in which the Dark Kami's power rolled unopposed across the Empire. Daigotsu has managed to harvest only a handful of these creatures from the darker realms of Yume-do. These Ashura cannot survive in the mortal world for long before returning to dream, but they are prepared to do everything in their power to make their nightmare world Rokugan's reality.

Ashura resemble tall, beautiful samurai with eyes devoid of emotion. They have elegant moth wings marked with death's head patterns. The ashura do not use

their wings to fly; the earth itself repels them from its presence. Ashura do not speak, but communicate empathically to any creature within 100 feet.

COMBAT

Ashura are fearsome combatants. While confident in their abilities, they do not take foolish chances. They are a perfect combination of ruthless intelligence and sheer power, the ultimate soldiers in an army that was never allowed to exist... and hopefully never will.

Aura of Terror (Su): All enemies within a 20-foot radius of the ashura must make a Will save (DC 20) or become panicked. The Ashura may suppress this ability at will.

Deathwrack (Ex): When an ashura dies, it explodes in a ball of unholy fire. All creatures within a 10-foot radius take 10d6 damage (Reflex save half, DC 17). Half of this damage is fire, the other half is unholy damage. If its Tainted sword, Tainted bow, or armor are not within this radius, they also explode in balls of flame with the same effects.

Immunities (Ex): Ashura are immune to fire, cold, acid, and electrical damage. They can see in darkness (including magical darkness) and can see invisible or ethereal creatures.

Poison (Ex): An ashura's wings have a razor's edge, and carry a foul poison. Fortitude save (DC 17); initial and secondary damage 2d6 Charisma.

Regeneration (Ex): Holy and honorable weapons deal normal damage to an ashura. Ashura regenerate lost body parts (including their head) within one round unless their hit points are depleted.

Spell-like abilities: at will — *animate dead*, *arcane eye*, *bad karma*, *circle of death*, *cloud of Taint*, *create undead*, *deeper darkness*, *detect magic*, *detect thoughts*, *dispel magic*, *hallucinatory terrain*, *heart of the damned*, *improved invisibility*, *magic circle*



A NOTE ON FEATS, SKILLS AND SPELLS

Feats, skills and spells marked with a † are from *Oriental Adventures*. Spells, feats, and skills marked with a * are from *Rokugan*.

against good, polymorph other, polymorph self, teleport without error (self and objects carried only), tremor*, unhallow; 1/week — Rise, Taint.* These abilities are as the spells cast by a 15th level sorcerer (save DC 14 + spell level).

Summon Weapons (Ex): An ashura knows the location of its weapons and armor at all times, and can locate them unerringly. An ashura can teleport its bow or sword to its hand as a free action.

Tainted bow (Ex): Each ashura carries a +5 mighty daikyu (+8 Strength modifier). The ashura (and only the ashura) can cause the bow to summon forth a magical arrow as a free action by pulling back the bowstring. This arrow is a +5 arrow, and targets struck must make a Fortitude save (DC 24) or gain 1d6 points of Shadowlands Taint.

Tainted sword (Ex): Each ashura carries a special Large +5 unholy dishonorable keen katana. (With the keen enhancement and the Improved Critical feat, this weapon inflicts a critical threat on a roll of 15–20.)

BAKENEKO

Medium-Size Fey (Spirit)

Hit Dice: 3d6 (10 hp)

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

Speed: 30 ft.

AC: 14 (+1 Dex, +3 natural)

Attacks: Katana +3 melee

Damage: Katana 1d10+1

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

Special Qualities: Alter self, damage reduction 10/+2 (crystal), spirit

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

Abilities: Str 12, Dex 12, Con 10, Int 10, Wis 12, Cha 12

Skills: Bluff +11, Hide +7, Iaijutsu Focus +11, Listen +6, Move Silently +7, Spot +6

Feats: Improved Initiative, Weapon Focus (katana)

Climate/Terrain: Any forest, Chikushudo, and Sakkaku

Organization: Solitary

Challenge Rating: 1

Treasure: None

Honor: Usually 0

Alignment: Usually chaotic good

Advancement: By character class

These capricious cat spirits are natives of an area common to Sakkaku, the Realm of Tricksters, and Chikushudo, the Realm of Animals. They are fascinated by humans and their strange ways, particularly that most somber and stern of individuals: the duelist. The bakeneko, like their ancient rivals the kenku, enjoy seeking out and testing the skills of duelists, often playing humiliating tricks and pranks to prove to the human that life is not as serious as they would believe.

In their natural form, bakeneko appear as large domestic cats. Astute observers would note the cat's strange intensity, however, as the bakeneko are constantly following humans and watching them with great curiosity. If a human proves himself to be interesting enough, the bakeneko will begin playing small pranks on him with its shape-changing abilities. In human form, the bakeneko are usually small in stature, very attractive, and athletic.

COMBAT

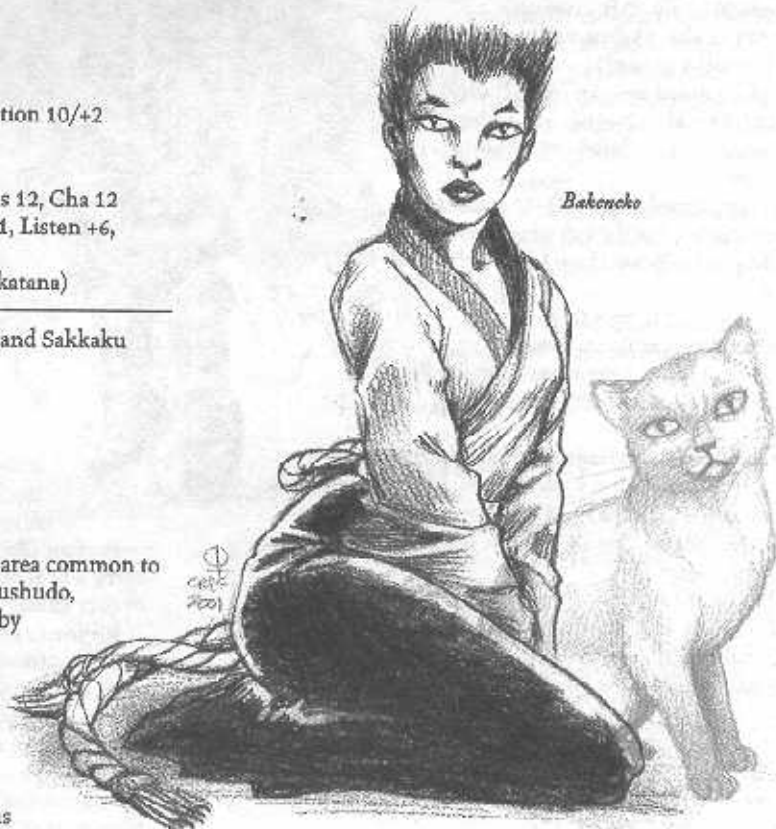
Bakeneko rarely take anything seriously, and combat is no exception. They will attempt to use their abilities to distract and disorient their opponents. If seriously threatened, they escape at the first available opportunity.

Alter Self (Su): A bakeneko can assume the form of any Small or Medium-size creature. This works as an *alter self* spell cast by a 16th level sorcerer. This is a standard action, which the bakeneko can perform at will.

Shapeshift (Ex): A bakeneko can transform into a cat at will, gaining the size, natural attack modes, special attacks, special qualities, and extraordinary abilities of that creature (use the statistics of a normal dog). It can also take the form of a large, impressive looking feline with stone skin, a flowing mane, and articulate hands. This form is identical to its normal form, except it cannot use its *alter self* ability and can fly at its normal speed with perfect maneuverability. It can transform back into its human form at will.

Spirit Qualities (Ex): As spirits, bakeneko gain a +4 racial bonus against all enchantment effects except those of other spirits. Bakeneko can sense any passages to Sakkaku or Chikushudo within one mile.

Skills: Bakeneko receive a +4 racial bonus to Bluff and Iaijutsu Focus skill checks.



BAKU

Large Outsider (Spirit)

Hit Dice: 3d8+6 (19 hp)

Initiative: +0

Speed: 30 ft.

AC: 14 (-1 size, +5 natural)

Attacks: Bite +8 melee, 2 claws +3 melee

Damage: Bite 2d4+5, claw 1d8+2

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

Special Attacks: Gore 3d6+10

Special Qualities: Dream eating, dream shift, shapeshifting

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

Abilities: Str 20, Dex 10, Con 15, Int 8, Wis 10, Cha 12

Skills: Knowledge (Yume-do) +5, Listen +7, Search +4,

Spot +7

Feats: Alertness

Climate/Terrain: Yume-do

Organization: Solitary

Challenge Rating: 3

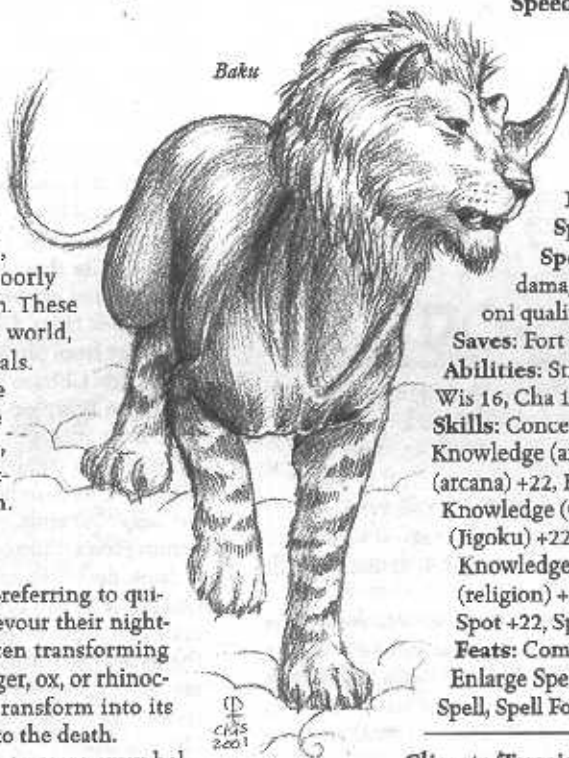
Treasure: None

Honor: Nil

Alignment: Always neutral

Advancement: 6-8 HD (Huge)

A truly bizarre looking creature, the baku has been described as having the head of a lion, the body of a horse, the feet of a tiger, and the tail of a cow. An enigmatic native of Yume-do, the Realm of Dreams, the baku is poorly understood by the people of Rokugan. These creatures rarely appear in the mortal world, but often enter the dreams of mortals. Though many fear the baku's strange appearance and mysterious origins, the baku are in fact beneficial creatures, whose presence can ward away nightmares and promote sleepers' health.



COMBAT

The benevolent baku avoid combat, preferring to quietly approach sleeping humans and devour their nightmares. If discovered, a baku flees, often transforming into one of five animals: lion, horse, tiger, ox, or rhinoceros. If its ruse is uncovered, it will transform into its basic form, at which time it will fight to the death.

Gore (Ex): Baku typically attempt to scare away belligerent intruders with a charge attack. If they strike successfully with a charge, a baku inflicts 3d6+10 damage.

Dream Eating (Su): Baku are attracted to human dreamers having nightmares. They feast on the negative energy generated during such an experience, ending the dreams and calming the sleeper. Any honorable person visited thus by a baku will awaken with the effect of a *bless* spell as cast by a 16th level cleric. Dishonorable individuals who are visited by a baku experience a very different effect. The baku, disapproving of their dishonorable natures, devours their hopeful dreams instead and leaves the nightmares behind. Such persons receive an effect similar to that of a *bane* spell cast by a 16th level cleric (Will save DC 12). In both cases, the effect lasts for an entire day.

Dream shift (Su): A baku can transfer itself from any other Spirit Realm (including Ningen-do) to the Realm of Dreams. Consider this to be a *plane shift* spell that affects only the baku, takes it only to Yume-do, and is usable at will.

Shapeshifting (Su): As a standard action, a baku can assume any one of its six animal forms: lion, horse, tiger, ox, or rhinoceros. Reverting to its natural form is also a standard action for the baku. When in one of its basic animal forms, it can be detected by spells that detect magic. This effect works as if the baku were using a *polymorph self* spell as cast by a 12th level sorcerer.

Spirit Qualities (Ex): As spirits, baku gain a +4 racial bonus against all enchantment effects except those of other spirits. Baku can sense any passages to Yume-do within one mile.

CHI NO ONI

Huge Outsider (Evil, Fire, Oni, Shadowlands)

Hit Dice: 15d8+75 (142 hp)

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

Speed: 30 ft.

AC: 20 (-2 size, +4 Dex, +8 natural)

Attacks: Claw +18 melee, bite +13 melee

Damage: Claw 2d4+5, bite 2d6+5

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

Special Attacks: Spell-like abilities

Special Qualities: Fear aura, damage reduction 20/12 (jade), oni qualities

Saves: Fort +14, Ref +13, Will +12

Abilities: Str 20, Dex 19, Con 21, Int 24, Wis 16, Cha 18, Taint 11

Skills: Concentration +23, Intimidate +19, Knowledge (ancestors) +22, Knowledge (arcana) +22, Knowledge (elements) +22, Knowledge (Gaki-do) +22, Knowledge (Jigoku) +22, Knowledge (Meido) +22, Knowledge (Yomi) +22, Knowledge (religion) +22, Listen +22, Spellcraft +22, Spot +22, Speak all languages

Feats: Combat Casting, Empower Spell, Enlarge Spell, Improved Initiative, Maximize Spell, Spell Focus (fire), Spell Penetration

Climate/Terrain: Shadowlands

Organization: Solitary

Challenge Rating: 13

Treasure: None

Honor: Always 0

Alignment: Always chaotic evil

Advancement: 16-30 (Huge); 31-45 (Gargantuan)

Fortunately for the Emerald Empire, only one Chi no Oni exists, because its powers are awesome to behold. Every one of the many attempts to destroy it has failed, at a staggering cost in the lives of experienced bushi and shugenja.

This creature is a treasure trove of information knowable only to a being from beyond this world. As a result, it is some-

times sought out by shugenja and maho-tsukai courageous, desperate, or foolish enough to brave its fearsome power. It is said to have a lair somewhere near the Festering Pit, but its exact location and nature are unknown.

Chi no Oni appears as a vaguely humanoid figure over 15 ft. tall, but hunched and misshapen. Its arms and legs are long and spindly, tipped with black claws the length of a wakizashi. Its massive head, slung low between its broad shoulders, is covered in spiny horns and bristles. Its lipless mouth is filled with gnashing teeth the length of a man's forearm, and is twisted into a perpetual grin. Yellow fire burns in its beady eyes, glinting from tiny sockets on either side of the long head.

Chi no Oni



COMBAT

Chi no Oni prefers to use its formidable magical abilities to blast its enemies into tiny, charred morsels. It casts fire spells whenever possible.

Fear Aura (Su): The Chi no Oni is surrounded at all times by an aura of fear. Anyone within 10 ft. must make a Will save (DC 19) or freeze in place for the duration of the encounter, losing any actions for one full round, and suffering a -2 morale penalty to all saving throws. There is a 50% chance the victim drops anything it is carrying.

Fire subtype (Ex): Immune to fire. Double damage from cold except on a successful save.

Immunities (Su): Chi no Oni is immune to *charm*, *paralysis*, *poison*, *sleep* and *stunning*. Not subject to critical hits.

Oni Qualities (Su): Oni outsiders have a number of abilities. (See the introduction of this book, page 5). Chi no Oni does not possess the alternate form ability.

Spell-like abilities: Chi no Oni is a 15th level shugenja with elemental focus in Fire. It can cast only fire spells. If within the Shadowlands, it can spontaneously use metamagic feats to enhance a fire spell without extending the casting time of the spell.

CHIZARO NO ONI

Large Outsider (Oni, Shadowlands)

Hit Dice: 8d8+24 (60 hp)

Initiative: +4 (Improved Initiative)

Speed: 40 ft.

AC: 14 (-1 size, +5 natural)

Attacks: 2 claws +12 melee, bite +10 melee, gore +10 melee

Damage: Claw 1d6+5, bite 1d8+2, gore 1d4+2

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

Special Attacks: Acid, fear aura

Special Qualities: Scent, spawn podling, spread Taint, weapon immunity

Saves: Fort +9, Ref +6, Will +7

Abilities: Str 20, Dex 11, Con 16, Int 8, Wis 12, Cha 6, Taint 5

Skills: Hide +7, Jump +16, Listen +8, Move Silently +7, Search +11, Spot +8

Feats: Improved Initiative, Multiattack

Climate/Terrain: Shadowlands

Organization: Solitary

Challenge Rating: 10

Treasure: None

Honor: Always 0

Alignment: Always chaotic evil

Advancement: 9-24 HD (Large)

A ruthless, devious predator, the Chizaro no Oni is a creation of maho that somehow escaped into the Shadowlands to continue its foul line.

Chizaro no Oni are between 8 and 12 feet tall. Their gaunt bodies belie their considerable strength. They have long, deadly talons, sizable horns for goring, and a disproportionate maw full of fangs. Chizaro no Oni are most often red in color, but range from pitch black to bone white.

The first Chizaro no Oni was summoned from Jigoku by an unknown Scorpion shugenja in the City of Lies several years before the Scorpion Clan Coup. The beast rapidly escaped the control of its summoner and went on a rampage throughout the city. Fortunately, the local magistrates not only defeated the beast, but ended the threat posed by its master as well, preventing the creature from assuming control of his name.

Now, decades after its initial summoning, the Chizaro no Oni has returned as a breed of similar oni. Kuni shugenja theorize that the beast escaped Jigoku somehow, perhaps through the gate at Voltturnum (see *Rokugan*, page 197), and now has managed to reproduce itself throughout the Shadowlands. It is one of the most dangerous foes to plague the recaptured Hiruma lands.

COMBAT

Chizaro no Oni are consummate hunters, stalking their prey for days or even weeks at a time. Once they have cornered their quarry, the cruel creatures often toy with them for days before finally killing them. Chizaro no Oni prefer to weaken their foes' defenses with oni podlings before closing in for the kill with their mighty talons.

Acid (Ex): The saliva of this oni is dangerously acidic. In addition to normal damage, any creature struck with a successful bite attack takes 1d4 acid damage for 5 combat rounds.

Fear Aura (Su): Chizaro no Oni can radiate a 25-foot radius fear aura as a free action. Those creatures within the affected

range must succeed at a Will save (DC 15) or be affected as though by a *fear* spell cast by a 12th level sorcerer. Those who successfully save against the fear aura may not be affected for 12 hours.

Oni Qualities (Su): Oni outsiders have a number of abilities. (See the introduction of this book, page 5). Chizaro no Oni do not possess the alternate form ability.

Spawn Podling (Ex): Large nodules along the Chizaro no Oni's spine are actually miniature oni growing from pods. The Chizaro no Oni may tear these pods from its body, which immediately hatch into full-strength oni podlings that perform whatever task the Chizaro wishes. The Chizaro may do this up to ten times per hour. The podlings are identical to the oni podlings depicted elsewhere in this book (page 61). The podlings have a life span of one hour, after which they shrivel and disappear in a matter of moments.

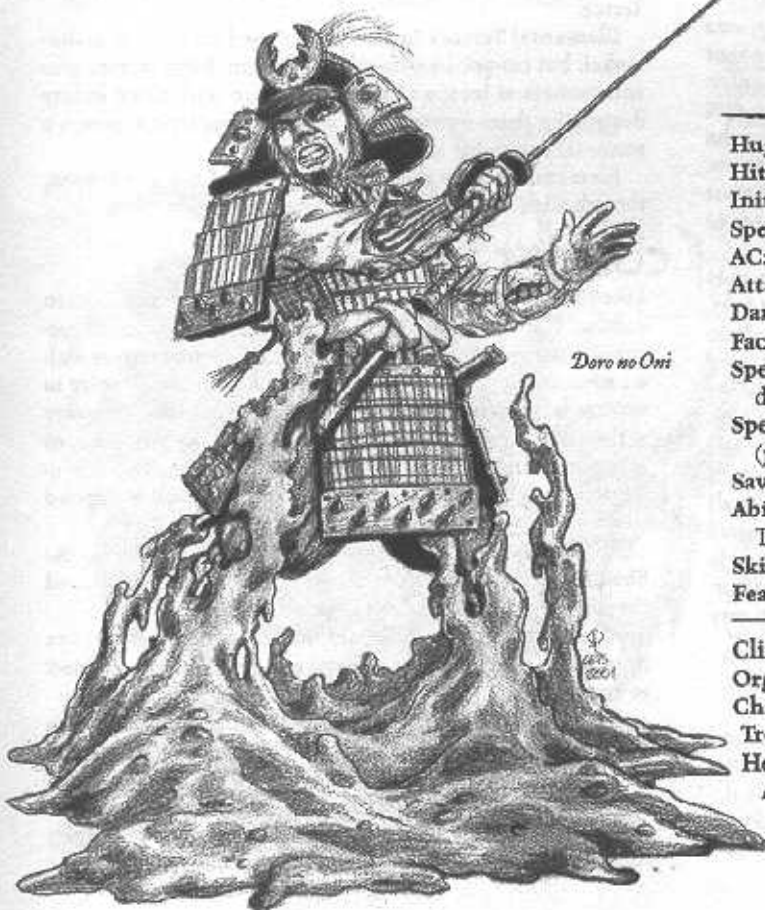
Spread Taint (Su): Chizaro no Oni are particularly virulent servants of the Shadowlands, and are capable of passing the Taint on to others by touch. This ability alone makes them among the most feared of all oni. Anyone who suffers a wound from any attack the Chizaro no Oni makes must succeed at a Fortitude save (DC 25) or immediately gain one point of the Taint.

Weapon Immunity (Ex): This particular strain of oni is incredibly resistant to physical damage. Any damage taken from piercing/slashing weapons is reduced to one quarter of its total value (rounding up). Damage taken from jade or jade-covered weapons is reduced to half of its total value (rounding up).



Chizaro no Oni

DORO NO ONI



Doro no Oni

Huge Ooze (Oni, Shadowlands)

Hit Dice: 4d10+35 (57 hp)

Initiative: +3 (Dex)

Speed: 5 ft.

AC: 12 (-1 Size, +3 Dex)

Attacks: Slam +7 melee

Damage: Slam 1d8+4

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

Special Attacks: Fear aura, improved grab, swallow whole, drowning

Special Qualities: Blindstight, damage reduction 10/+1 (jade), ooze

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

Abilities: Str 19, Dex 16, Con 20, Int —, Wis 16, Cha 16, Taint 8

Skills: None

Feats: None

Climate/Terrain: Shadowlands and any marsh

Organization: Solitary

Challenge Rating: 6

Treasure: None

Honor: Always 0

Alignment: Always chaotic evil

Advancement: 5–16 HD (Huge), 17–32 IID (Gargantuan), 33+ HD (Colossal)

These liquid creatures appear as a shapeless mass of brownish-gray ooze resembling soft mud. They blend perfectly with pools of standing water, and are undetectable by normal senses until they attack. They can be found in practically any marshy area or swamp in the Shadowlands. The oni's only method of attack is to wait until an unwary creature steps on it.

Very little is known about these creatures except that they have been known to grow extremely large. A detachment of Crab bushi once stumbled into one of these creatures in a swamp near the River of the Dark Moon. Only eight of twenty men survived to tell the tale. They claimed that a large portion of the swamp itself was in fact a single Doro no Oni stretching for several square miles.

COMBAT

Doro no Oni preys upon any creature unfortunate enough to step on it. When its aura of fear immobilizes its victim, it grabs the victim's feet or ankles, then swarms up the legs, over the torso, and forces its way into the nose and mouth. Death is by suffocation as the victim's airways are plugged. The victim cannot be cut out with bladed weapons after being grabbed, due to the liquid nature of the oni's body. Any attempt to do so may wound the victim. When the victim finally stops struggling, it is drawn into the larger mass of the creature and slowly digested over a period of months.

Blindsight (Ex): The Doro no Oni is very sensitive to vibrations in the ground and sounds in the water within 60 ft. of its location.

Drowning (Ex): In the round after the victim has been swallowed, the victim begins to drown from the oni's foul substance choking off its air passages (see rules for drowning in the *DUNGEON MASTER'S Guide*TM).

Fear Aura (Su): The oni is surrounded at all times by an aura of fear. Anyone within 5 ft. must make a Will save (DC 15) or freeze in place, losing any actions for one full round, and suffering a -2 morale penalty to all saving throws. There is a 50% chance the victim drops anything he is carrying. Characters who make their saving throws are immune to this effect for 24 hours.

Improved Grab (Ex): To use this ability the creature must first hit with a slam attack. If it secures a hold, it attempts to swallow its prey whole.

Swallow Whole (Ex): If the Doro no Oni makes a successful grapple check after the grab, it swallows its prey. Victims must be one size category smaller than the oni. A Doro no Oni may swallow up to three creatures of Medium size at one time. A successful grapple check allows a swallowed creature to escape to the creature's mouth, where it can make another grapple check to free itself. A swallowed creature may use a Small or Tiny slashing weapon to cut itself out. The Doro no Oni's stomach lining has AC 12 (+2 natural) and 20 hp. Half of this damage counts against the creature's total hit points. Muscular action closes any escape holes made once a creature has exited, so unless multiple victims hold on to one another as they escape each must cut their own way free.

ELEMENTAL TERRORS

The Elemental Terrors are the heralds and servants of the Dark Oracles. Though the true Terrors are equal in power to Oni Lords, they do not participate in the politics of the Horde. They serve only the Oracles, and those who find the Oracles' favor. The true terrors dwell with their masters in the heart of a dead volcano near the Festering Pit, where the "six elements" meet in perfect balance. This place, which has come to be known as the Womb of Terror, is where the Terrors create their spawn and send them to deserving minions.

The Elemental Terrors are unlike Oni Lords in that they have taken no mortal names. The Dark Oracles summoned these creatures directly from the Pit, where the barriers between Ningen-do and Jigoku are weakest. Unlike most oni who emerge from the Pit, the terrors are intelligent and extraordinarily powerful. They take their names from the Elemental Rings. Through rare collaboration between all four Dark Oracles even an Oni of the Void has been created, openly defying Rokugani beliefs that the Void is beyond corruption.

Each element has two different types of terrors: Greater Terrors (Akeru, Jimen, Kaze, Mizu, and Taki-bi), and Lesser Terrors (Kukanchi, Moetechi, Oyuchi, Toichi, and Yosuchi). The Greater Terrors tend to be more powerful, the Lesser Terrors more subtle. Two terrors of the same elemental subtype often work in pairs, with the Lesser Terror scouting for and reporting to the Greater Terror. Lesser Terrors are not true oni, but elemental kansen on the path to becoming oni. When a Lesser Terror fulfills certain requirements, it becomes a Greater Terror.

Elemental Terrors can be summoned by human mahotsukai, but cannot be controlled by them. Most terrors give summoners at least a chance to bargain with them before destroying them outright, but even so those who summon a terror take their life into their hands.

Elemental terrors speak the language of oni and kansen, though all of them know some Rokugani.

COMBAT

Like most oni, elemental terrors are fierce and merciless in combat. They relish their power and take great delight in corrupting the elements with their power. Elemental terrors with an advantage over their foes usually take the opportunity to torture, terrify, and demean them. Some make offers of power at the price of corruption (offers upon which the terror may or may not intend to honor). Uncorrupted shugenja are particularly despised by elemental terrors, and are usually targeted first for corruption or destruction.

All elemental terrors share certain traits, in addition to the Shadowlands type modifier, an elemental type modifier, and the specific characteristics of their subspecies.

Elemental: Like all elementals, elemental terrors are immune to poison, sleep, paralysis and stunning. Not subject to critical hits.

Elemental Corruption (Ex): A shugenja whose level is less than the terror's hit dice that uses his Sense Elements ability or casts *commune* or *summon* while within 100 feet of the terror is stunned for one round and the spell or ability's effect ends. This trait only takes effect if the spell or ability targets the same element as the terror's subtype.

Elemental Immunity (Ex): All elemental terrors are completely immune to any spells of the same element as their elemental type modifier, unless they choose to allow such spells to affect them.

Enhanced Taint: As creatures of raw Tainted elements, Elemental terrors do not always use their Charisma to determine their Taint score. Their Taint score is instead equal to half their elemental attribute, plus 2. The elemental attribute depends upon their sub-type: Constitution for earth, Intelligence for fire, Charisma for air, Wisdom for water, and the creature's highest ability score for void.

Immunities (Ex): Elemental terrors are immune to poison and paralysis. They do not need to eat, drink, breathe, or sleep.

Oracle Eyes (Su): The Dark Oracle who matches the terror's subtype can see through the eyes of a terror at will, as can the True Terror of that species.

Resistances (Ex): Elemental terrors have cold, fire, electricity, and acid resistance 10.

Sense Elements (Su): All elemental terrors can sense elements within 100 feet as a shugenja of level equal to their hit dice. They may do this as a free action, but may only sense the element that matches their type modifier.

Spell-like Abilities (Sp): In addition to any other spell-like abilities they may possess, elemental terrors can cast *commune with elements* and *summon at will*, but may only cast the version that pertains to their own elemental type modifier. These are both as spells cast by a 20th level sorcerer.

Once per week, a terror may use a special variant of *commune*, allowing it to seek the wisdom of its Dark Oracle master. This spell is otherwise as the spell cast by a 12th level cleric.

Note: Lesser Terrors count as both Kansen and Oni, and are affected by effects which target both types of creatures.

THE TRUE TERRORS

The statistics presented here describe the spawn of the Elemental Terrors. These spawn are the messengers and enforcers of the Dark Oracles, and could be encountered anywhere in Rokugan. The True Terrors are unique creatures of the highest advancement and maximum hit points for their species, one for each of the Greater Terrors. All of their abilities with a range have double the normal range, and they use their spell-like abilities at twice the normal level. Each True Terror has the power to create a Lesser Terror of minimum hit dice once every other day. The True Terrors tend to remain in a group near the equally powerful Dark Oracles, surrounded by spawn of various sizes and power levels.

AKERU NO ONI

Greater Terror of the Void

Large Outsider (Void, Evil, Oni, Shadowlands)

Hit Dice: 12d8+36 (90 hp)

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

Speed: 40 ft.

AC: 24 (-1 size, +3 Dex, +12 natural)

Attacks: Bite +12/+7 melee, or claw +12/+7 melee

Damage: Bite 3d6+4, pincer 1d8+2

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

Special Attacks: Spell-like abilities, improved grab, void strike

Special Qualities: Elemental terror qualities, damage reduction 25/+1 (jade), telepathy, void sap, SR 20

Saves: Fort +7, Ref +7, Will +13

Abilities: Str 18, Dex 16, Con 16, Int 20, Wis 21, Cha 24, Taint 14

Skills: Bluff +17, Climb +14, Concentration +15, Listen +15, Move Silently +13, Spot +15

Feats: Alertness, Blind-Fight, Cleave, Expertise, Great Cleave, Improved Initiative, Improved Trip, Power Attack

Climate/Terrain: Shadowlands, any land and underground

Organization: Solitary

Challenge Rating: 12

Treasure: Standard

Honor: Always 0

Alignment: Always neutral evil

Advancement: 13-24 HD (Large); 25-36 HD (Huge)

Akeru is the most alien of the Terrors. Though it claims to be a creature of corrupted Void, it could be more accurately described as a creature of stolen Void. It appears to be an enormous insect crackling with dark energies. It stands nearly nine feet tall, but walks with a constant hunch. It is often introspective, but extremely moody. It is as likely to approach a situation with thought, care, and discretion as outright violence. Akeru cannot speak, and communicates solely through telepathy.

Akeru is the de facto leader of the Elemental Terrors, as its wisdom often brings the conflicting Terrors into agreement. Akeru accepts no payment when it is summoned. Instead, it simply analyzes the situation and obeys whatever master it chooses.

Akeru no Oni



COMBAT

Akeru are subtle, wily creatures. They prefer to stalk their prey, leeching their Void Points subtly and unseen, and then ambushing opponents when they are weakest. Akeru will work with lesser creatures such as goblins, ogres, and the like, but it views these minions as nothing more than pawns. Only other terrors and the Dark Oracles receive its respect.

Improved Crab (Ex): To use this ability, the Akeru must hit a Medium-size or smaller opponent with both pincer attacks. If it gets a hold, it inflicts automatic claw damage every round.

Spell-like Abilities: at will — *cause fear, deeper darkness, detect magic, detect thoughts, dimension door, invisibility (self only), protection from good*, as cast by a 7th level sorcerer (DC 17 + spell level).

Telepathy (Su): Akeru may communicate with any creature within 100 feet that speaks a language.

Void Sap (Su): Any expenditure of Void Points within 100 feet of Akeru is automatically canceled. Akeru gains these lost points. Any opponent with Void points struck in melee combat by Akeru must make a Will save (DC 17) or lose one Void Point to Akeru. Akeru may use stolen Void Points as if it has the Void Use feat. Akeru may have any amount of Void Points but cannot recover stolen Void Points once they are expended. Akasha points are affected as if they were Void Points.

Void Strike (Su): Akeru may spend ten Void Points to release a bolt of shimmering black Void 5 ft. wide and 100 ft. long. This bolt inflicts 10d8 damage to all creatures in its path (Reflex save half, DC 17). Any creature killed by this bolt is completely eradicated, and cannot be raised from the dead by any means short of a wish or miracle.

JIMEN NO ONI

Greater Terror of Earth

Huge Elemental (Earth, Oni, Evil, Shadowlands)

Hit Dice: 14d8+140 (205 hp)

Initiative: -2 (Dex)

Speed: 20 ft., burrow 20 ft.

AC: 31 (-2 size, -2 Dex, +25 natural)

Attacks: Slam +22/+17/+12 melee

Damage: Slam 3d10+14

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

Special Attacks: Spell-like abilities, quake

Special Qualities: Elemental terror qualities, damage resistance 35/+2 (jade), stone passage, SR 17

Saves: Fort +19, Ref +2, Will +2

Abilities: Str 39, Dex 6, Con 30, Int 6, Wis 6, Cha 6,

Taint 17

Skills: Concentration +15, Intimidate +9, Listen +9, Spot +9

Feats: Cleave, Great Cleave, Power Attack

Climate/Terrain: Shadowlands and any mountain

Organization: Solitary

Challenge Rating: 12

Treasure: Standard

Honor: Always 0

Alignment: Always chaotic evil

Advancement: 15–28 HD (Huge); 29–42 HD (Gargantuan)

Jimen resemble huge mountains sculpted in the shape of ogres, over 15 feet tall. They are nearly mindless, charging toward the strongest looking enemy and attacking until nothing remains standing. Jimen are quite simple in their choice of payment — blood-drenched earth amply satisfies their tastes.

COMBAT

Until the time comes for battle, Jimen are stoic and patient. A Jimen is willing to defer to the commands of its summoner, or to other Terrors if they are present. Jimen knows that it is not the smartest Terror, but it is certainly the strongest. When the time comes for wanton destruction, Jimen truly shines.

Damage Resistance (Ex): Jimen's damage resistance can also be pierced by any masterwork weapon crafted of steel.

Quake (Su): As a move-equivalent action, Jimen may cause the earth in a 100-foot radius around it to shake violently. Any creatures touching the ground must make a Reflex save (DC 15) or fall prone and take 2d6 subdual damage. All structures in the area take 1d6 damage per round, ignoring hardness.

Stone Passage (Ex): Jimen can pass through earth, stone and metal, both natural or artificial structures, without leaving any tunnel in its wake.

Spell-like Abilities: at will — *cause fear, soften earth and stone, stone shape*; 3/day — *spike stones, wall of stone*; 1/day — *earthquake*, all as cast by a 7th level sorcerer (DC 20 + spell level).

Jimen no Oni



KAZE NO ONI

Greater Terror of Air

Medium-Size Elemental (Air, Oni, Evil, Shadowlands)

Hit Dice: 10d8+20 (65 hp)

Initiative: +13 (+9 Dex, +4 Improved Initiative)

Speed: 20 ft., fly 120 ft. (perfect)

AC: 23 (+9 Dex, +4 natural)

Attacks: Bite +16/+11 melee, 2 claws +11 melee

Damage: Bite 1d6+4, claw 1d4+4

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

Special Attacks: Spell-like abilities

Special Qualities: Elemental terror qualities, magic vulnerability, damage reduction 25/+1 (jade), improved saves, SR 30, twisted elements, spell leech

Saves: Fort +7, Ref +16, Will +10

Abilities: Str 18, Dex 29, Con 14,

Int 26, Wis 26, Cha 26, Taint 15

Skills: Bluff +18, Concentration +12,

Hide +19, Listen +20, Move

Silently +19, Spellcraft +18, Spot +20

Fears: Alertness, Combat Casting,

Dodge, Flyby Attack, Great Fortitude,

Improved Initiative, Iron Will,

Mobility, Spring Attack, Weapon

Finesse (bite, claw)



Kaze no Oni

Climate/Terrain: Shadowlands, and any mountain or plain

Organization: Solitary

Challenge Rating: 12

Treasure: Standard

Honor: Always 0

Alignment: Always lawful evil

Advancement: 11–20 HD (Medium-Size); 21–30 HD (Large)

Kaze no Oni resembles a dead baby bird as tall as a samurai. Though it flies perfectly, it tends to hang in the air at awkward angles, never touching the earth unless it must. It speaks in a strange, high-pitched voice and often laughs for little or no reason.

COMBAT

Kaze is the terror of shugenja; it always attacks such individuals last, in order to give them ample opportunity to waste their magic. Kaze knows it is physically weak, so it fights unfairly, hovering just out of range and using magic to protect it from missile attacks. When summoned, it usually requires a payment in spells, cast specifically so that it may absorb them. While Kaze is the most intelligent of the Terrors, it is extremely unfocused and prone to distraction.

Improved Saves (Ex): Kaze no Oni suffers no effects on any successful saving throw against attacks that allow saves for a partial effect. On an unsuccessful saving throw, Kaze takes half damage or suffers only a partial effect.

Magic Vulnerability: Kaze no Oni takes double damage from all spells (assuming the spell pierces its spell resistance).

Kukanchi no Kansan



Spell-like Abilities: at will — *cause fear, detect magic, dispel magic, levitate, Nystul's magic aura, obscuring mist, protection from good, read magic*, all as cast by a 15th level sorcerer (DC 18 + spell level).

Spell Leech (Su): Any spells cast within the range of Kaze no Oni's twisted elements ability that fail due to Kaze's spell resistance are leeched by the oni. Any focus or material component used to cast the spell is instantly destroyed. Kaze gains the ability to cast the lost spell, once, without focus or material components, as a 10th level caster. Assume a randomly-encountered Kaze no Oni has already accumulated 2d6 spells of random levels.

Twisted Elements (Su): Kaze no Oni's spell resistance not only affects the creature itself, but everything in a 100-foot radius around it. Kaze no Oni may negate or reinstate this effect as a free action, as often as it likes.

KUKANCHI NO KANSEN

Lesser Terror of the Void

Tiny Elemental (Void, Oni, Evil, Incorporeal, Shadowlands)

Hit Dice: 4d8+4 (22 hp)

Initiative: +9 (+4 Dex, +5 Improved Initiative)

Speed: fly 60 ft. (perfect)

AC: 21 (+2 size, +5 Dex, +4 deflection)

Attacks: Incorporeal touch +10 melee

Damage: Incorporeal touch 1d4 Void or

1d4 Wisdom

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

Special Attacks: Void and wisdom

damage, create spawn

Special Qualities: Elemental terror qualities, damage reduction 10/+1 (jade), incorporeal, natural invisibility, telepathy

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

Abilities: Str —, Dex 20, Con 13, Int 16, Wis

18, Cha 18, Taint 12

Skills: Bluff +11, Concentration +4, Hide +20,

Listen +13, Search +10, Spot +13

Fears: Alertness, Flyby Attack, Improved Initiative, Weapon Finesse (incorporeal touch)

Climate/Terrain: Shadowlands, any land and underground

Organization: Solitary

Challenge Rating: 3

Treasure: Standard

Honor: Always 0

Alignment: Always neutral evil

Advancement: 6–11 HD (Medium-size)

The creatures known as Kukanchi can best be described as wisps of nothing. They can seldom be seen, and even when they do allow themselves to be perceived they seem to be nothing more than dark smears on the fabric of existence. They are the smallest of all terrors, and the most mischievous. They are the eyes and ears of the Dark Oracles, ranging far into the Empire to find those vulnerable to corruption. They eagerly pledge their loyalty to any wicked master who summons them, happy to please and eager for the chaos that will surely follow.

COMBAT

Create Spawn (Su): Any creature with more than 4 Intelligence that is reduced to Wisdom 0 by a Kukanchi becomes a Kukanchi with minimum hit dice within 1d4 rounds. A Kukanchi that creates a spawn gains an additional hit die. A Kukanchi that gains a total of 12 HD becomes an Akeru no Oni with minimum hit dice.

Incorporeal (Ex): Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and its own attacks pass through armor. Always moves silently.

Natural Invisibility (Su): A Kukanchi remains invisible even when it attacks. It can cancel or resume this ability as a free action.

Telepathy (Su): Kukanchi may communicate with any creature within 100 feet that speaks a language.

Void and Wisdom Damage (Su): The touch of a Kukanchi drains 1d4 Void Points from a living foe. Targets with no Void Points remaining lose 1d4 Wisdom instead.

MIZU NO ONI

Greater Terror of Water
Medium-Size Elemental (Water, Oni, Evil, Shadowlands)

Hit Dice: 12d8+58 (112 hp)

Initiative: +9 (+5 Dex, +4 Improved Initiative)

Speed: 70 ft., swim 120 ft.

AC: 16 (+6 Dex)

Attacks: Slam +16/+11/+6 melee

Damage: Slam 1d10+7

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

Special Attacks: Spell-like abilities, improved grab, engulf

Special Qualities: Elemental terror qualities, damage reduction 20/+3 (jade), fire vulnerability, liquid state, SR 25

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

Abilities: Str 24, Dex 22, Con 19, Int 15, Wis 20, Cha 19, Taint 12

Skills: Concentration +14, Disguise +12, Hide +13, Listen +15, Move Silently +13, Spot +15

Feats: Alertness, Dodge, Improved Initiative, Mobility, Spring Attack

Climate/Terrain: Shadowlands, any land and aquatic

Organization: Solitary

Challenge Rating: 12

Treasure: Standard

Honor: Always 0

Alignment: Always chaotic evil

Advancement: 13–36 HD (Medium-Size)

Mizu no Oni resembles an amorphous blob of polluted water roughly six feet in diameter. It moves with startling speed, and prefers to hide in larger bodies of liquid. Its voice is garbled and indistinct in its natural form. When assuming the form of another creature via its engulf ability it may speak with its natural voice if it chooses.

COMBAT

Mizu is cunning and clever. It enjoys appearing when it is least expected, taking the form of an important individual and destroying enemy forces from within. Mizu is perhaps the subtlest of the Terrors, and enjoys creating weakness so that more powerful Terrors can press their advantage. Mizu usually demands little more payment from its summoners than a chance to produce carnage. Occasionally it demands the sacrifice of a large, important body of water which it may live in for a time and spread its Taint.

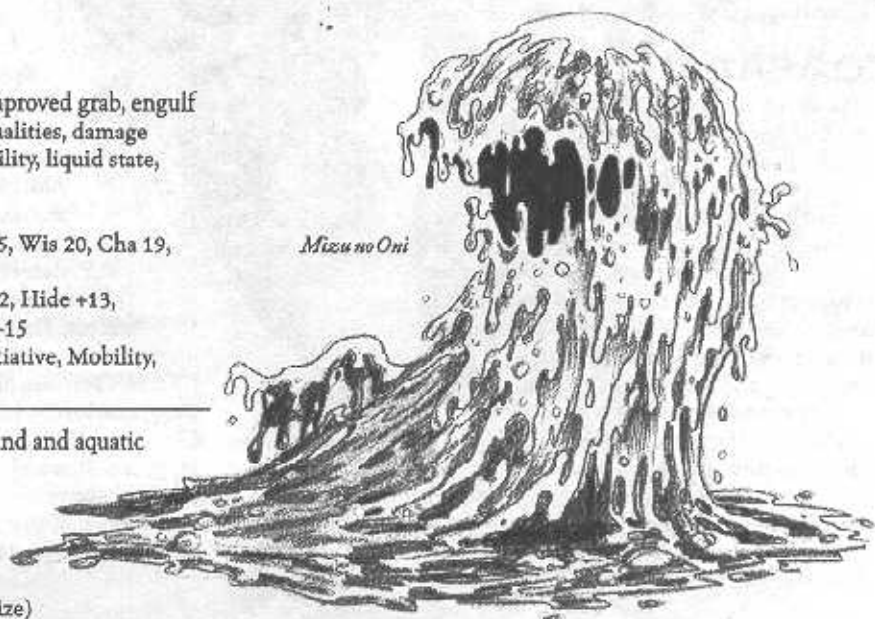
Engulf (Su): While in its liquid form, Mizu may engulf the body of any creature it has slain with a standard action by entering the square occupied by the body. It immediately assumes the identity of that individual, gaining all of their memories (but not skills, spells, or other abilities). This is effectively a *polymorph self* spell with unlimited duration, allowing Mizu to take the form of the slain creature. Mizu loses all memories gained from this ability if it resumes its original form. Mizu may not assume the form of a creature greater than Large size. While impersonating another creature, Mizu may not use its improved grab or engulf abilities and it loses the advantages of its liquid state.

Fire Vulnerability: Mizu has no resistance to fire, and takes double damage from all fire-based attacks.

Improved Grab (Ex): To use this ability, the Akeru must hit a Medium-size or smaller opponent with its slam attack. Once it hits, it does automatic slam damage every round.

Liquid State (Ex): While in its liquid state, Mizu has all of the same natural immunities as an ooze as well as an outsider, except that Mizu has an Intelligence score and is thus not immune to mind-influencing effects.

Spell-like Abilities: at will — *detect magic*, *dimension door*, *freedom of movement*, *nondetection*; 3/day — *control water*, all as cast by a 12th level sorcerer (DC 15 + spell level).



MOETECHI NO KANSEN

Lesser Terror of Fire

Small Elemental (Fire, Oni, Evil, Incorporeal, Shadowlands)

Hit Dice: 5d8+5 (27 hp)

Initiative: +7 (Dex)

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

AC: 18 (+1 size, +7 Dex)

Attacks: Incorporeal touch +11 melee

Damage: Incorporeal touch 1d6 fire damage plus burn

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

Special Attacks: Burning touch

Special Qualities: Elemental terror qualities, damage reduction 10/+1 (Jade), incorporeal, possess flame, fire body, fire subtype, create spawn, combine

Saves: Fort +2, Ref +11, Will +1

Abilities: Str —, Dex 24, Con 13, Int 8, Wis 10, Cha 10, Taint 6

Skills: Listen +8, Search +8, Spot +7

Feats: Weapon Finesse (incorporeal touch)

Climate/Terrain: Shadowlands, any land and underground

Organization: Solitary

Challenge Rating: 3

Treasure: Standard

Honor: Always 0

Alignment: Always chaotic evil

Advancement: 6–14 HD (Medium-Size)

Moetechi are tiny spirits of destruction. They are floating wisps of flaming energy, vaguely humanoid in form. They can pass through solid material at will, setting materials ablaze and cackling madly at the destruction they wreak. The more they destroy, the stronger they become. Moetechi are seldom subtle and never patient. If one is in the area, it rapidly makes its presence known. They will obey a master with similar goals, but those who summon a Moetechi must bargain quickly before it becomes bored and turns on the summoner.

COMBAT

Burning Touch (Ex): Moetechi automatically ignite any flammable materials or combustibles they touch. Any living creature they touch must make a Reflex saving throw (DC 15) or catch on fire (see *Catching on Fire* in the *DUNGEON MASTER'S Guide™*).

Combine (Su):

A Moetechi may voluntarily combine itself with another Moetechi to create a single, stronger Moetechi. The resulting creature's Hit Dice are equal to the average hit dice of all combining Moetechi, plus one for each Moetechi



Moetechi no Kansen

beyond the first. The resulting Moetechi always has at least one more Hit Die than the strongest Moetechi involved in the combination. If any of the Moetechi were injured prior to the combination, only the wounds of the creature with the greatest loss of hit points are inflicted upon the resulting creature. A Moetechi that reaches 14 or more Hit Dice in this manner becomes a Taki-bi no Oni of minimum HD.

Create Spawn (Su): A Moetechi which possesses 100 cubic feet of fire for over an hour creates a spawn of itself with minimum hit dice.

Fire body (Ex): Any metal weapons that pass through a Moetechi's body are subjected to a *heat metal* spell that lasts for 1d3 rounds after attacking the Moetechi.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and its own attacks pass through armor. Always moves silently.

Possess Flame (Su): A Moetechi may possess an area of normal flame, directing its movement as if it were part of its own body. A Moetechi may possess a single flame of up to 100 cubic feet in volume. Flame controlled by the Moetechi is considered to be magical flame, though extinguishing it does no harm unless the area of flame containing the Moetechi's actual body is also extinguished.

OYUCHI NO KANSEN

Lesser Terror of Water

Small Elemental (Water, Oni, Evil, Shadowlands)

Hit Dice: 4d8+18 (36 hp)

Initiative: +2 (Dex)

Speed: 40 ft., swim 80 ft.

AC: 14 (+1 size, +3 Dex)

Attacks: Slam +8 melee

Damage: Slam 1d8+4

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

Special Attacks: Sneak Attack, infest corpse, digest

Special Qualities: Elemental terror qualities, damage reduction 15/+2 (Jade), water stealth, fire vulnerability, liquid state

Saves: Fort +6, Ref +4, Will +2

Abilities: Str 18, Dex 16, Con 15, Int 12,

Wis 14, Cha 15, Taint 9

Skills: Bluff +8, Hide +9, Listen +8,

Move Silently +9, Spot +8

Feats: Dodge, Mobility

Climate/Terrain: Shadowlands, any land and aquatic

Organization: Solitary

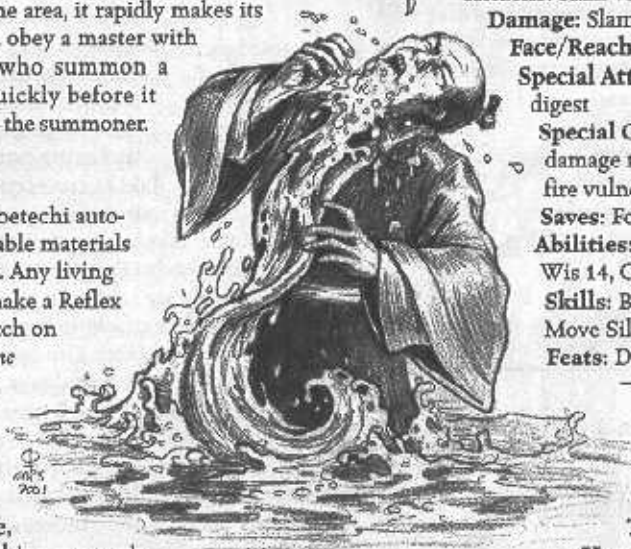
Challenge Rating: 3

Treasure: Standard

Honor: Always 0

Alignment: Always chaotic evil

Advancement: 5–11 HD (Medium-Size)



Oyuchi no Kansen

THE TERRORS
 OF THE
 SHADOWLANDS

Oyuchi no Kansen are the spies and assassins of the Lesser Terrors. They are nothing more than puddles of water, but when the need arises they can quickly animate and slay a foe. By hiding within corpses, the Oyuchi move about unseen and unnoticed, preparing for the attacks of their more powerful brethren.

COMBAT

Digest (Ex): If Oyuchi inhabits the corpse of a creature with 4 or more Intelligence for a number of days equal to that creature's former hit dice or character level, it digests the body and adds it to its own mass. The Oyuchi gains additional hit dice equal to one-fourth of the host's former hit dice or levels (but never fewer than one). An Oyuchi that reaches 12 HD becomes a Mizu no Oni.

Fire Vulnerability: Oyuchi has no resistance to fire, and takes double damage from all fire-based attacks.

Infest Corpse: As a standard action, the Oyuchi may crawl into a corpse of Medium size or smaller through its mouth or nostrils. The following round, the body animates at the Oyuchi's command. The body is effectively a zombie under the Oyuchi's control; if the host's hit points are depleted the Oyuchi is immediately expelled and cannot inhabit that body again. While infesting a corpse, the Oyuchi can see through its eyes, hear through its ears, and speak using its voice. The Oyuchi does not gain any of its host's knowledge. It can still attack using its superior reach by extending a tendril of water from the host's mouth (gaining its sneak attack bonus, and catching flat-footed targets that did not expect such an attack). This is in addition to the zombie's normal attacks.

Liquid State (Ex): Oyuchi has all of the same natural immunities as an ooze as well as an outsider, except that Oyuchi has an Intelligence score and is thus not immune to mind-influencing effects.

Sneak Attack: This ability functions exactly as the rogue ability of the same name. The Oyuchi inflicts an extra 3d6 damage with a successful sneak attack.

Water Stealth (Ex): The Oyuchi may become invisible in water as shallow as an inch deep as a move-equivalent action.



Taki-Bi no Oni

TAKI-BI NO ONI

Greater Terror of Fire

Medium-Size Elemental (Fire, Oni, Evil, Incorporeal, Shadowlands)

Hit Dice: 15d8+45 (112 hp)

Initiative: +11 (+7 Dex, +4 Improved Initiative)

Speed: fly 60 ft. (perfect)

AC: 21 (+9 Dex, +2 deflection)

Attacks: Incorporeal touch +18/+13/+6 melee

Damage: Burning touch 3d6 fire damage plus burn

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

Special Attacks: Spell-like abilities, burning touch

Special Qualities: Elemental terror qualities, damage reduction 25/+3 (jade), incorporeal, control flame, fire body, fire subtype, SR 25

Saves: Fort +8, Ref +18, Will +7

Abilities: Str —, Dex 29, Con 16, Int 18, Wis 14, Cha 14, Taint 11

Skills: Concentration +14, Intimidate +14, Intuit Direction +12, Listen +15, Search +14, Spot +15

Feats: Alertness, Improved Initiative, Weapon Finesse (touch), Dodge, Mobility, Power Attack, Spring Attack

Climate/Terrain: Shadowlands, any land and underground

Organization: Solitary

Challenge Rating: 12

Treasure: Standard

Honor: Always 0

Alignment: Always chaotic evil

Advancement: 16–45 HD (Large)

Taki-bi appears in the form of a beautiful human woman composed of bright green witchfire. It speaks with a husky, seductive voice and is fond of pretty men. Though its beauty and grace are stunning, it is nearly as blunt and straightforward as Jimen. Taki-bi tends to take the straightest course to its enemies, burning and destroying anything in its path. Taki-bi enjoys the destruction brought about by fire. When summoned, it often demands the sacrifice of a temple, castle, grove, or piece of artwork by fire.

COMBAT

Burning Touch (Ex): Taki-bi automatically ignites any flammable materials or combustibles it touches. Any living creature it touches must make a Reflex saving throw (DC 15) or catch on fire (see *Catching on Fire in the DUNGEON MASTER'S Guide™*).

Control Flame (Su): Taki-bi can mentally control all fires within 100 feet. As a standard action, Taki-bi can quench all fire within her area of control, or cause all fires to double in size up to her maximum area of control (inflicting extra damage proportionately). If

Taki-bi ceases concentration upon the flames, they will shrink again if there is not adequate fuel available. Taki-bi cannot control magical fire.

Fire body (Ex): Any metal weapons that pass through Taki-bi's body are subjected to a *heat metal* spell that lasts for 1d6 rounds after attacking her.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Spell-like Abilities: at will — *fire shield*, *heat metal*, *produce flame*; 3/day — *fireball*, *wall of fire*; all as cast by a 16th level sorcerer (DC 14 + spell level).

TOICHI NO KANSEN

Lesser Terror of Earth
Large Elemental (Earth, Oni, Evil, Shadowlands)
Hit Dice: 7d8+49 (80 hp)
Initiative: -1 (Dex)
Speed: 20 ft., burrow 20 ft.
AC: 20 (-1 size, -1 Dex, +12 natural)
Attacks: Slam +12 melee
Damage: Slam 1d10+7
Face/Reach: 5 ft. by 5 ft. / 10 ft.
Special Attacks: Improved grab, bury
Special Qualities: Elemental terror qualities, damage resistance 15/+2 (jade), stone passage
Saves: Fort +12, Ref +1, Will +0
Abilities: Str 24, Dex 8, Con 24, Int 6, Wis 6, Cha 6, Taint 5
Skills: Intimidate +6, Listen +6, Spot +6
Feats: Power Attack

Climate/Terrain: Shadowlands and any mountains
Organization: Solitary
Challenge Rating: 4
Treasure: Standard
Honor: Always 0
Alignment: Always chaotic evil
Advancement: 8-10 HD (Large); 11-13 HD (Huge)

Toichi are the largest of the Lesser Terrors, at nearly ten feet in height. They are alien in appearance, resembling a seething heap of stone arms and other grasping limbs. They are as blunt and straightforward as their Greater Terror counterparts, moving directly toward a foe and destroying them through superior strength. The only creatures Toichi fear are the Oracles and the Jimen, as the Greater Terrors often unintentionally rumble over their lesser brethren in an attempt to reach combat more rapidly.

COMBAT

Bury (Ex): A Toichi standing on soft earth, mud, or sand may forego inflicting damage to a pinned opponent and instead move underground with them (up to half its movement per round). A Toichi may choose to either leave the opponent underground (to find their way to the surface on their own), carry them further underground (requires another successful grapple check) or continue grappling normally, inflicting slam damage each round. Buried creatures will begin to suffocate unless they can somehow provide a source of air.

Digest (Ex): A Toichi that slays a buried opponent consumes its opponent's body. If the creature had 4 or more Intelligence, the Toichi gains additional hit dice equal to one-fourth of the host's former hit dice or levels (but never fewer than one). A Toichi that reaches 14 HD becomes a Jimen no Oni.

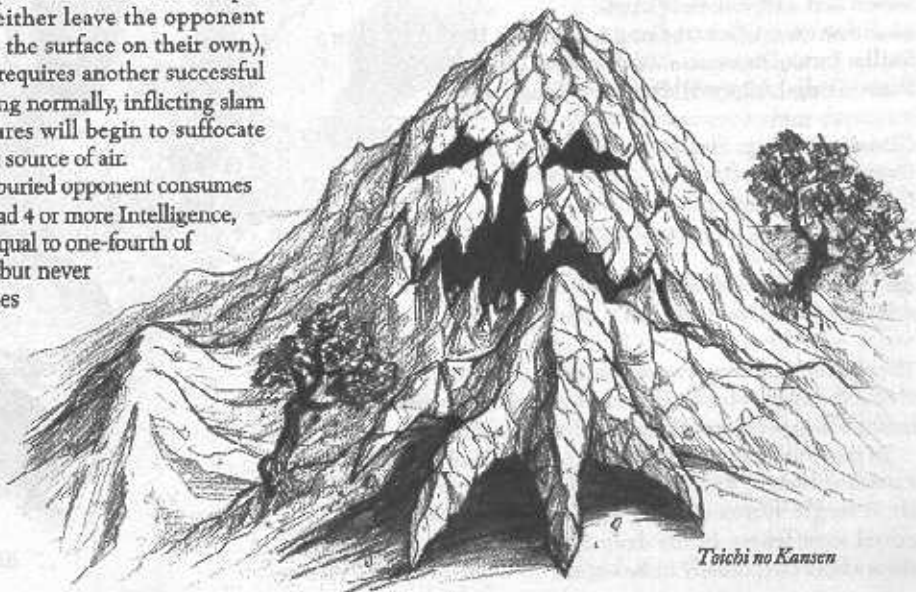
Improved Grab (Ex): To use this ability, the Toichi must hit a Medium-size or smaller opponent with its slam attack. If it gets a hold, it does automatic slam damage every round.

YOSUCHI NO KANSEN

Lesser Terror of Air
Large Elemental (Air, Oni, Evil, Incorporeal, Shadowlands)
Hit Dice: 4d8+4 (22 hp)
Initiative: +5 (Dex)
Speed: fly 90 ft. (perfect)
AC: 19 (-1 size, +5 Dex, +5 deflection)
Attacks: Incorporeal touch +7 melee
Damage: Madness touch
Face/Reach: 5 ft. by 5 ft. / 5 ft.
Special Attacks: Madness, spawn
Special Qualities: Elemental terror qualities, damage reduction 10/+1 (jade), incorporeal, natural invisibility, SR 20
Saves: Fort +2, Ref +9, Will +6
Abilities: Str —, Dex 20, Con 12, Int 20, Wis 20, Cha 20, Taint 12
Skills: Bluff +12, Concentration +7, Hide +8, Listen +14, Mimic +11, Search +11, Spot +14
Feats: Alertness, Dodge, Flyby attack, Mobility, Spring Attack, Weapon Finesse (touch)

Climate/Terrain: Shadowlands and any mountain or plain
Organization: Solitary
Challenge Rating: 4
Treasure: Standard
Honor: Always 0
Alignment: Always lawful evil
Advancement: 5-8 HD (Large); 9-12 HD (Medium-Size)

Of all the Lesser Terrors, Yosuchi is perhaps the least like its Greater Terror counterpart. Yosuchi appear as billowing clouds of smoke eight feet in diameter, or — more often — as nothing at all. They do most of their work unseen, spreading bloodlust and anger among mortals and then feeding upon the pain and hatred they sow. These sinister creatures must force their bloodlust upon others, since their incorporeal state leaves them incapable of killing on their own.



Toichi no Kansen

COMBAT

Create Spawn (Su): Any creature with more than 4 Intelligence that dies while under the effects of a Yosuchi's madness becomes a Yosuchi with minimum hit dice within 1d4 rounds. A Yosuchi that creates a spawn gains an additional hit die. A Yosuchi that gains a total of 12 HD becomes a Kaze no Oni with minimum hit dice. Unlike most Lesser Terrors, a Yosuchi becomes smaller as it advances, slowly congealing into the size and shape of a Kaze no Oni.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and its own attacks pass through armor. Always moves silently.

Madness (Su): Yosuchi can cause the effects of either a *confusion* or *emotion* spell upon any creature it touches that fails a Will save (DC 17). These spells are otherwise as if cast by a 14th level sorcerer.

Madness charge (Su): If the Yosuchi makes a charge attack, it may apply its incorporeal touch attack against all corporeal opponents in the path of the charge (with the normal +2 attack bonus for a charge). All those the Yosuchi touches successfully are affected by the creature's madness ability.

Natural Invisibility (Su): A Yosuchi remains invisible even when it attacks. It can cancel or resume this ability as a free action.

ELEMENTAL VORTEX

Colossal Elemental (Incorporeal, Shadowlands)

Hit Dice: 12d8+27 (81 hp)

Initiative: +0

Speed: None

AC: 10

Attacks: —

Damage: —

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

Special Attacks: Warp flesh, spell-like abilities

Special Qualities: Anti-magic, incorporeal, invisibility, relocate

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

Abilities: Str 20, Dex 10, Con 16, Int 5, Wis 10, Cha 10, Taint 5

Skills: Intuit Direction +10, Listen +11, Spot +11

Feats: Dodge, Improved Initiative, Toughness

Climate/Terrain: Shadowlands and any land

Organization: Solitary

Challenge Rating: 15

Treasure: None

Honor: Always 0

Alignment: Always chaotic evil

Advancement: None

The elemental vortices are a twisted creation of the Dark Oracles of the Shadowlands. They are malevolent, sentient portals into the deepest recess of Jigoku, the Realm of Evil.

To those that can perceive it, an elemental vortex appears as a swirling mass of dark energy 100 feet across, hovering in the air. A single vortex actually exists in two places at once: a portal somewhere in the deep Shadowlands, and a portal somewhere else, usually in Rokugan.

COMBAT

Elemental vortices do not enter combat in the traditional sense. They can, however, use their powerful energies on any who come near their portals.

Warp Flesh (Su): The seething energy of the vortex can lash out at those in its vicinity. The vortex may strike anyone within 100 feet of it with an energy tendril. Targets must make a successful Reflex save (DC 25) or take 2d8 damage as the corrupted energy courses through their being. Incorporeal beings may be affected by this attack. It may perform this action three times per round as a free action.

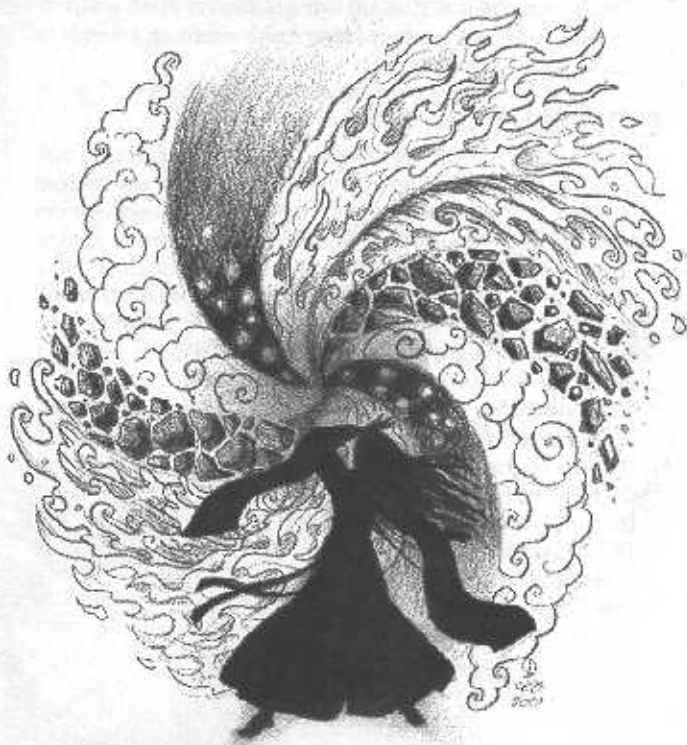
Spell-like Abilities (Sp): Because a vortex's portals pass through the realm of Jigoku, an elemental vortex can summon creatures from that realm into the physical world. Once per hour, the vortex may as a standard action cast *summon monster VII* as if it were an 18th level sorcerer, but may only summon creatures of the Shadowlands subtype.

Anti-magic (Ex): Because of the nature of a vortex, elemental magic does not function well in its proximity. Any creatures attempting to use elemental spells or spell-like abilities within 500 feet of the vortex must first succeed at a Spellcraft check (DC 30) or the spell automatically fails.

Elemental: An elemental vortex is immune to poison, sleep, paralysis, and stunning effects. It cannot be flanked and is not subject to critical hits.

Incorporeal: The vortex can only be harmed by other incorporeal creatures, nemuranai of +1 or better, or magic. Any corporeal weapon, even a magical one, has only a 50% chance of damaging an elemental vortex. It can pass through solid objects at will, ignore all armor with its own incorporeal touch, and always moves silently.

Invisibility (Su): Only those who are familiar with the workings of the elements may perceive the vortices; to all others they are invisible. Any creature with spell-casting abilities or at least five Void Points can see the vortex normally.



Elemental Vortex

Relocate (Su): Once per hour, the vortex may relocate either of its two portals to a new location. This location may be anywhere within 250 miles of its previous location so long as it is not within 100 feet of its previous location or within 100 feet of another elemental vortex. This is a standard action.

Teleport (Su): The vortex may (if it chooses) immediately transport any creature or object that passes through its center to its other location. At the beginning of the vortex's next action, that creature or object emerges from the other portal, wherever it may be. Creatures without the Shadowlands Taint who pass through the vortex must make a Fortitude save (DC 20) or suffer 1d10+5 damage.

THE FIRST ONI

Huge Outsider (Oni, Evil, Shadowlands)

Hit Dice: 50d8+700 (925 hp)

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

Speed: 30 ft.

AC: 37 (-2 size, +4 Dex, +25 natural)

Attacks: 6 claws +63 melee, 2 bites +61
melee

Damage: Claw 2d4+15 plus disease,
bite 2d4+7 plus poison

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

Special Attacks: Disease,
poison, aura of terror

Special Qualities: Damage
reduction 40/+7 (jade),
First Oni qualities,
regeneration 50,
SR 35, shapeshifting

Saves: Fort +41, Ref +31,
Will +29

Abilities: Str 40, Dex 19,
Con 39, Int 10, Wis 15,
Cha 20, Taint 12

Skills: Climb +65,
Concentration +64,
Intimidate +55,
Jump +65,
Listen +52,
Search +50, Sense
Motive +52, Spot +52

Feats: Cleave, Combat
Reflexes, Dodge, Expertise,
Great Cleave, Improved
Critical (bite), Improved Critical
(claw), Improved Initiative,
Improved Trip, Mobility, Power
Attack, Spring Attack,
Whirlwind Attack

Climate/Terrain: Shadowlands

Organization: Solitary

Challenge Rating: 25

Treasure: None

Honor: Always 0

Alignment: Always chaotic evil

Advancement: 51+ HD (Huge)



The First Oni

The First Oni was the original creation of Fu Leng, the first spirit of Jigoku to bow to the Dark Kami's command. It is said that the First Oni was given Fu Leng's own name, and has thus hidden its name to protect its master. The First Oni is believed to have been slain by Shiba, the Phoenix Kami, who died himself shortly thereafter from the Oni's foul touch, but as the spawn of an Oni Lord it is possible that it could return to Rokugan at any time. Even in death the First Oni is a terrible foe, for its Tainted blood is responsible for the creation of the Blood Arrows of Yajinden, the Bloodswords, and the Anvil of Despair.

The First Oni never appears in the same shape twice, but constantly shifts from form to form. It confronts its enemies directly and never backs down, supremely confident in its nearly limitless power.

The First Oni speaks only the language of Oni.

COMBAT

Aura of Terror (Su): All enemies in a 60-foot radius must make a Will save (DC 30) or become panicked. The First Oni may suppress this ability at will.

Disease (Ex): The touch of the First Oni's flesh infects its victim with a terrible disease. The incubation period of this disease is a mere 10 minutes. The disease inflicts 1d6 Constitution damage (Fortitude save DC 25).

First Oni Qualities (Ex): The First Oni is completely immune to fire, cold, electricity, acid, and sonic damage. It is immune to poison, paralysis, petrification, polymorphing, sleep, stunning, energy drain, and disease. It is completely immune to all mind-influencing effects and can see through illusions, including invisibility, at will. It can strike ethereal and incorporeal opponents normally.

Oni Qualities (Su): Oni outsiders have a number of abilities. (See the introduction of this book, page 5).

Poison (Ex): Bite, Fortitude save (DC 40); initial and secondary damage 2d6 Constitution.

Regeneration (Ex): All damage taken by the First Oni is subdual, except for damage inflicted by a weapon forged in the Celestial Heavens.

Shapeshifting (Ex): The First Oni is constantly shifting form. Though this usually results in a hideous, vaguely humanoid form it can take the shape of specified creatures for a limited amount of time. This may be done once per day, and is otherwise identical to a *shapechange* spell cast by a 20th level sorcerer except that the effect is not magical.

FUDOSHI (TANGLEVINE)

Small Plant (Shadowlands)

Hit Dice: 3d10+6 (18 hp)

Initiative: +0

Speed: 0 ft.

AC: 12 (+2 natural)

Attacks: 2 tendrils +5 melee

Damage: Tendril 1d4+2

Face/Reach: 5 ft. by 5 ft./10 ft. (tendrils)

Special Attacks: Improved grab, constrict 1d2+2

Special Qualities: Plant

Saves: Fort +5, Ref +1, Will +0

Abilities: Str 15, Dex —, Con 14, Int 1,

Wis 11, Cha 2, Taint 1

Climate/Terrain: Shadowlands

Organization: Solitary

Challenge Rating: 2

Treasure: None

Alignment: Always neutral

Advancement: 4–6 HD (Medium-Size), 7–9 HD (Large)

It is only fitting that one of the few forms of vegetation that will grow in the Shadowlands is as deadly as the creatures that live there. This unobtrusive vine grows in tangled mats on the ground in many areas of the Shadowlands. If one steps into its midst, the tendrils instantly begin to rustle and tighten, reaching up to coil around arms, legs and necks. If unable to escape its clutches, the victim will eventually be smothered by the plant's constricting coils.

The plant seems to gain no sustenance from its victims, and most likely the Fudoshi's sole purpose is to acquire bodies to rise as zombies in the service of Fu Leng.



Fudoshi [Tanglevine]

COMBAT

Fudoshi are carnivorous plants. They sense warm flesh within their reach, and attack.

Constrict (Ex): Fudoshi plants inflict damage (depending upon their size) with a successful grapple check against Medium-size or smaller creatures (small plant), or Large or smaller creatures (medium and large plants).

Improved Grab (Ex): To utilize this ability, the fudoshi must first hit with its tendril attack. If it gains a hold, it may use its constrict ability.

Plant: Immune to poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits or mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects). Low-light vision.

FUSHIKI NO ONI

Large Elemental (Fire, Oni, Shadowlands)

Hit Dice: 8d8+32 (68 hp)

Initiative: +11 (+7 Dex, +4 Improved Initiative)

Speed: 40 ft.

AC: 20 (-1 size, +7 Dex, +4 natural)

Attacks: Slam +12/+7 melee

Damage: Slam 2d6+5 and 2d6 fire

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

Special Attacks: Burn

Special Qualities: Elemental, damage reduction 10/+1 (jade)

Saves: Fort +6, Ref +13, Will +2

Abilities: Str 20, Dex 25, Con 18, Int 10, Wis 11, Cha 11, Taint 7

Skills: Disable Device +5, Battle +10, Spot +5

Feats: Improved Initiative, Weapon Finesse (slam)

Climate/Terrain: Shadowlands

Organization: Solitary

Challenge Rating: 7

Treasure: None

Honor: Always 0

Alignment: Always chaotic evil

Advancement: 9–15 HD (Large), 16–23 HD (Huge)

The dangerous Fushiki no Oni appears as a roughly humanoid form approximately 10 ft. tall with a body of pure flame. Sprouting from the lower part of its face are numerous tentacle-like appendages comprised of semi-solid flame. Two bright yellow pinpricks glow within the flames of its face where eyes would be.

The Kuni family believes this is a relatively new type of oni created by Jigoku to more effectively overcome the defenses of the Kaiu Wall.

It first appeared during the War of Spirits and was perhaps the most feared new oni

during that relatively quiet period in the Shadowlands. Its flaming body burns wooden structures and weakens stone buttresses, destroying foundations and siege equipment. It tirelessly and patiently hammers against human constructs with its flaming fists, using its intuitive battle skill to find and attack weaknesses in enemy defenses. Sightings of these creatures outside of mass combat are extremely rare.

COMBAT

Fushiki are direct and to the point. They identify the most threatening enemy or structure, charge directly at it, and batter it with their fists until they stand unopposed.

Burn (Ex): Creatures hit by the oni's slam attack must succeed at a Reflex save (DC 15) or catch fire (see *Catching on Fire* in the *DUNGEON MASTER'S GUIDE™*). The fire burns for 1d4 rounds. A burning creature may take a move-equivalent action to put out the flame.

Creatures who hit a Fushiki no Oni with melee weapons or unarmed attacks take 2d6 fire damage as though hit by the attack. They must also make a Reflex save as above or catch fire.

Fire subtype (Ex): Fire immunity, double damage from cold except on a successful save.

GAKI

Gaki are often called the "hungry dead," the spirits of evil individuals whose spirits passed into the realm of Gaki-do as punishment. These spirits are consumed with a mindless hunger, and must search endlessly to sate this hunger before they are cleansed of their sins and allowed to enter Meido or Yomi. The type of hunger depends on the sort of person the gaki was in life. Many different types of gaki have been classified by the phantom hunters of the Toritaka family, and most of these are entirely harmless to the living. (Some, for example, merely feed upon wind, refuse, wood, or other irrelevant things.) A small handful are known to feed on blood, flesh, or other items that cause them to be viewed as a direct threat to the living.

Gaki-do lingers close to Jigoku (the Realm of Evil) and Chikushudo (the Realm of Animals). As a result, a handful of gaki carry the Shadowlands Taint, and many gaki possess attributes reminiscent of insects.

Gaki understand the languages they spoke in life, though few of them have the capacity for coherent speech.

GAKI QUALITIES

All gaki have the following qualities in common.

Immortality (Ex): A gaki that is slain returns to Gaki-do for a random amount of time (defined in the gaki's description). Only by sating its infernal hunger for an indefinite amount of time can a gaki find true peace.

Spell like abilities: All gaki have the following abilities: at will — *invisibility* (self only), *polymorph self* (normal insects only), 3/day — *passwall*. These abilities are as the spells cast by a sorcerer with as many levels as the gaki has HD (DC save 10 + the gaki's Charisma modifier + spell level).

Spirit Qualities (Ex): As a spirit, gaki gain a +4 racial bonus against all enchantment effects except those of other spirits. Gaki can sense any passages to Gaki-do within one mile.

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

SKULL TIDE GAKI

The skull tide is the most terrifying threat of the Seas of Shadow, areas of tainted sea that can be found randomly days or even weeks away from the Shadowlands. The tide is a powerful swarm of tainted gaki, resembling a swarm of hundreds of skulls floating on the surface of the sea. The skulls create a terrible sound by clattering their teeth against the wood of a ship, driving sailors to madness and destruction. Though these spirits are technically gaki, their connection to both Jigoku and Gaki-do is so weak that they are not considered spirits.

COMBAT

Skull tides tend to travel beneath the surface of the ocean, rising suddenly in the wake of a ship to feed on the sailors within and increase their number. They tend to overwhelm any opponent who falls in the water. Once an opponent has been submerged, up to 54 gaki can attack a single opponent at a time (with two gaki occupying each square in a three-dimensional environment).

Chatter (Su): Skull tide gaki follow ships in large numbers, chewing on the hull to get at the sailors within. The hardness of an area of wooden hull is permanently reduced by one for every ten minutes the skull tide gaki chatter, until the gaki pierce the hull.

The chattering of the gaki has an additional, more dangerous effect. The sound of gaki chattering produces a *confusion* effect as cast by an 8th level sorcerer, except that it affects a thirty-foot area surrounding the gaki swarm (Will negates, DC 16). Multiple chattering gaki do not impose multiple saves, but instead increase the DC of the save by one per ten gaki beyond the first. If the gaki can be forced to stop chattering, the effect ends.

Constitution Damage (Su): The chilling bite of a skull tide gaki deals 1 point of temporary Constitution damage.

Create Spawn (Su): Any humanoid victim who dies to the skull tide gaki's Constitution drain is completely consumed by the swarm, except for his skull, which becomes a gaki and joins the tide.



Fushiki no Oni

SHIKKO-GAKI

Shikko-gaki are the spirits of those who defiled the graves of the dead. They are now cursed to feed upon the flesh of the unliving. Shikko-gaki resemble hunched, ape-like creatures with gray skin, long claws, bulging segmented eyes, and no legs (though they seem to hover above the ground, they cannot fly). Though Shikko-gaki are extremely intelligent, they have no desire for conversation. They exist only to feed.

Skull Tide Gaki

Tiny Undead (Shadowlands)

Hit Dice:	1d12 (6 hp)
Initiative:	+3 (Dex)
Speed:	60 ft.
AC:	17 (+2 size, +3 Dex, +2 natural)
Attacks:	Bite +5 melee
Damage:	Bite 1d4-3 damage plus 1 temporary Constitution
Face/Reach:	2 1/2 ft. by 2 1/2 ft. / 0 ft.
Special Attacks:	Constitution damage, chatter, create spawn
Special Qualities:	Undead
Saves:	Fort +0, Ref +3, Will +2
Abilities:	Str 5, Dex 16, Con —, Int —, Wis 10, Cha 1, Taint 1

Skills:

Feats:	Weapon Finesse (Bite)
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Climate/Terrain:	Any aquatic
Organization:	School (30-40), Horde (40-60)
Challenge Rating:	1
Treasure:	None
Honor:	Always 0
Alignment:	Always chaotic evil
Advancement:	2-3 HD (Tiny)

Shikko-Gaki

Medium Outsider (Spirit)

Hit Dice:	6d12 (39 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	40 ft., climb 20 ft.
AC:	15 (+3 Dex, +2 natural)
Attacks:	2 claws +6 melee, bite +1 melee
Damage:	Claw 1d4+2, bite 1d8+1
Face/Reach:	5 ft. by 10 ft./5 ft.
Special Attacks:	Flesh eater, disease
Special Qualities:	Gaki qualities, damage resistance +1 (jade)
Saves:	Fort +2, Ref +5, Will +6
Abilities:	Str 15, Dex 16, Con —, Int 12, Wis 12, Cha 10
Skills:	Hide +9, Jump +28, Listen +7, Move Silently +9, Spot +7, Tumble +10
Feats:	Alertness, Improved Initiative, Weapon Finesse (claws)

Climate/Terrain:	Gaki-do, any land and underground
Organization:	Solitary
Challenge Rating:	3
Treasure:	Standard
Honor:	Always 0
Alignment:	Always chaotic evil
Advancement:	7-12 HD (Medium-size); 12-18 HD (Large)

COMBAT

Shikko-gaki avoid combat, and often use their prodigious leaping and climbing abilities to escape if caught feeding. Shikko-gaki are known to spread pestilence and disease, and are thus hunted mercilessly whenever they are found. If killed, a Shikko-gaki is banished from the mortal world for three years.

Disease (Ex): Any living creature who touches or is touched by a Shikko-gaki must make a Fortitude save (DC 15) or contract a terrible hacking cough disease (incubation period 1 day, 1d4 Constitution damage).

Flesh eater (Su): As a full round action, a Shikko-gaki may consume the internal organs of a dead body. Doing so restores 3d12 hit points of damage done to the gaki. Any hit points in excess of the gaki's maximum are gained as temporary hit points, which last for twenty-four hours. The gaki can gain temporary hit points equal to its normal maximum hit points in this manner.

Skills: Shikko-gaki receive a +20 racial bonus to all Jump checks.

KWAKU-SHIN-GAKI

Kwaku-shin-gaki, or "cauldron bodies," are the spirits of wicked men who allowed others to die in the cold rather than share their warmth. They resemble large potbellied men with no legs and black iron cauldrons for stomachs, heated from within by the flames of Gaki-do. Their faces writhe eternally in incredible torment.

While very rare, these spirits are extremely dangerous. They resemble huge burning cauldrons, continually agonized by the pain of the fires within them but consumed with a hunger to always seek out more fuel.



Skull Tide Gaki

	Kwaku-Shin-Gaki Large Undead (Fire, Spirit)		Gakimushi Large Undead (Spirit, Shadowlands)
Hit Dice:	10d12 (65 hp)		13d12 (84 hp)
Initiative:	-1 (Dex)		+0
Speed:	20 ft.		40 ft.
AC:	18 (-1 size, -1 Dex, +10 natural)		19 (-1 size, +10 natural)
Attacks:	Slam +9 melee		2 claws +11 melee, bite +9 melee, tail +9 melee
Damage:	slam 1d8+5 plus burn		claw 1d6+6, bite 1d8+3, tail 1d8+9 plus poison
Face/Reach:	5 ft. by 5 ft. / 10 ft.		5 ft. by 10 ft./5 ft.
Special Attacks:	Burning liquid, burn		Poison
Special Qualities:	Gaki qualities, fire subtype		Gaki qualities, damage resistance 10/+1 (jade)
Saves:	Fort +5, Ref +4, Will +8		Fort +6, Ref +8, Will +4
Abilities:	Str 20, Dex 8, Con —, Int 6, Wis 13, Cha 11		Str 22, Dex 10, Con —, Int 4, Wis 10, Cha 4, Taint 3
Skills:	Climb +11, Jump +12, Listen +8, Spot +8		Listen +10, Spot +10, Wilderness Lore +8
Feats:	Great Fortitude, Lightning Reflexes, Power Attack		Alertness, Great Fortitude, Multiattack, Track
Climate/Terrain:	Caki-do, Shadowlands, any land and underground		Gaki-do, Shadowlands, any land and underground
Organization:	Solitary		Solitary
Challenge Rating:	6		7
Treasure:	None		None
Honor:	Always 0		Always 0
Alignment:	Always chaotic evil		Always chaotic evil
Advancement:	11–20 HD (Large); 21–30 HD (Huge)		13–26 HD (Large); 27–39 HD (Huge)

COMBAT

These gaki are jealous of the living, and cause as much pain and misery as possible whenever they get the chance. They attack by biting with the enormous flaming cauldron mouth on their stomach. If killed, a Kwaku-shin-gaki is banished from the mortal world for ten years.

Burn (Ex): Those hit by the Kwaku-shin-gaki's slam attack must succeed at a Reflex save (DC 15) or catch on fire. If this save fails, the character suffers 1d6 fire damage, plus 1d6 more each round if he fails his save again. Taking an action to douse the flames grants a +4 bonus to this save. Water douses the flames automatically.

Burning Liquid (Su): The Kwaku-shin-gaki can open its cauldron stomach and expel a cloud of burning liquid. Treat this as a breath weapon, a 30-foot cone of fire that inflicts 3d10 damage (Reflex save half DC 14) that can be used as often as every three rounds.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

COMBAT

Gakimushi feed upon pain; they delight in paralyzing the living, then slowly torturing them to death. Unlike other ghosts, they have no use for subtlety, killing and destroying everything in their path. If killed, a gakimushi is banished from the mortal world for twenty years.

Poison (Ex): Stinger, Fortitude save (DC 17); initial and secondary damage 2d6 temporary Strength.

GAKIMUSHI

The Gakimushi is one of the most feared of hungry ghosts. Only those whose lives were consumed with mindless, violent evil become gakimushi. These creatures are created close to Jigoku's dark reaches, and thus can draw upon the power of the Shadowlands. They resemble enormous ant lions with curved scorpion tails and dark black armor.



GAREGOSU NO BAKEMONO

Huge Magical Beast (Shadowlands)

Hit Dice: 8d10+40 (84 hp)

Initiative: (+1 Dex)

Speed: 30 ft.

AC: 17 (-2 size, +1 Dex, +8 natural)

Attacks: 8 tentacles +11 melee

Damage: 1d6+5 tentacle

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

Special Attacks: Fear gaze, improved grab, constrict 2d6+8, swallow whole 1d4 acid

Special Qualities: Darkvision 60 ft., feed, low-light vision 60 ft.

Saves: Fort +11, Ref +7, Will +2

Abilities: Str 20, Dex 12, Con 20, Int 3, Wis 10, Cha 16, Taint 8

Skills: Listen +9, Spot +9

Feats: Alertness

Climate/Terrain: Shadowlands

Organization: Solitary, bunch (2-5)

Challenge Rating: 7

Treasure: None

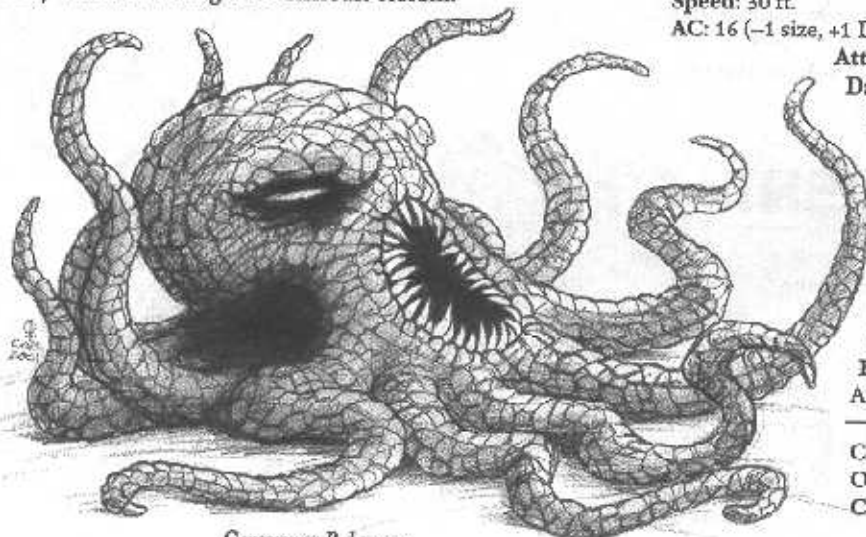
Honor: Always 0

Alignment: Always chaotic evil

Advancement: 9-16 HD (Huge), 16-32 HD (Gargantuan)

The garegosu no bakemono appears as a huge octopus-like creature with scabrous gray hide. Eight scaly tentacles are spaced symmetrically around its horrible face. Its two beady yellow eyes never blink, searching for the nearest squirming morsel to thrust into its gaping circular maw to be shredded by rows of tanto-like teeth. Unlike an octopus, it does not require water to survive. It is quite happy to move around on land, gobbling up whatever unfortunate creatures happen across its path. A single specimen of this hideous beast is known to have devoured an entire detachment of Crab ashigaru.

It moves like a snake, undulating scaly plates on its underside, leaving its arms free to grab its prey. It can move in any direction without changing its facing. It uses its arms to move only when climbing over difficult terrain.



Garegosu no Bakemono

COMBAT

A garegosu no bakemono first attempts to freeze its prey with its horrible fear gaze, grabs its victims with its tentacles — constricting them until they stop squirming — then crams them into its gaping maw to be swallowed whole and digested.

Constrict (Ex): The unfortunate victim grappled by one or more tentacles takes automatic 2d8+8 damage.

Fear Gaze (Su): The garegosu no bakemono may project a wave of fear as a gaze attack. Anyone meeting the creature's gaze must make a Will save (DC 17) or freeze in place, losing any actions for one full round, and suffering a -2 morale penalty to all saving throws. There is a 50% chance that victims drop anything they are carrying.

Improved Grab (Ex): To use this ability, the garegosu no bakemono must hit with a successful tentacle attack against a creature of Large size or smaller. If it gets a hold, it can constrict.

Swallow Whole (Ex): The victim is thrust into the creature's stomach, taking 1d4 hp of acid damage each round. A successful grapple check allows a swallowed creature to escape to the creature's mouth, where it can make another grapple check to free itself. A swallowed creature may use a Small or Tiny slashing weapon to cut itself out. The garegosu no bakemono's stomach lining has AC 16 (+6 natural) and 15 hp. Half of this damage counts against the creature's total hit points. Muscular action closes any escape holes made once a creature has exited, so unless multiple opponents hold on to one another as they escape each must cut their own way free. A garegosu no bakemono's surprisingly capacious stomach can hold one Large, two Medium-size, three Small, five Tiny, seven Diminutive, or ten Fine opponents.

Feed (Ex): Any intelligent creature that dies in the garegosu no bakemono's stomach causes the garegosu no bakemono's Constitution score to increase by 2 for the next week (this bonus stacks). The creature's Constitution may be increased to a maximum of 50 by feeding.

GORUSEI NO ONI

Large Monstrous Humanoid (Fire, Oni, Shadowlands)

Hit Dice: 8d8+16 (52 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 16 (-1 size, +1 Dex, +6 natural)

Attacks: Claws +11/+6

Damage: Claw 1d6+5 and fire 1d6

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

Special Attacks: Burn, gore 2d8+5 and fire 1d6

Special Qualities: Damage reduction 20/+2 (jade)

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

Abilities: Str 19, Dex 12, Con 15, Int

11, Wis 11, Cha 17, Taint 8

Skills: Intimidate +10, Listen +5, Spot +7

Feats: Cleave, Great Fortitude, Power Attack

Climate/Terrain: Shadowlands

Organization: Solitary or gang (2-4)

Challenge Rating: 5

Treasure: None
Honor: Always 0
Alignment: Always lawful evil
Advancement: 9-16 HD (Large)

This intimidating oni appears as a 12 ft. tall humanoid with the head of a bull and a body that appears to be made of living molten stone. Its skin cracks and shifts as it moves, allowing small jets of flame to erupt. Its eyes burn like flames, and steam curls from its nostrils. Its fingers are tipped in great obsidian claws, jagged and deadly, matching two blackened horns curving from its brow. Its feet are vaguely humanoid, with long talons much like its fingers. Waves of blistering heat radiate from its towering bulk.

Gorusei no oni are most often seen leading groups of weaker Shadowlands creatures, usually bakemono but occasionally lesser oni and ogres as well. Their leadership abilities are largely innate, instilled in them from creation by the will of Fu Leng himself. They serve well as sub-commanders in the Shadowlands armies. Their sole purpose for existence is to destroy the Children of the Sun and Moon, and they take no greater pleasures than slaughtering and driving humans before them.

These creatures are extremely rare outside the Shadowlands, unless they are part of a Shadowlands army.

COMBAT

One survivor of a Crab patrol returned to tell the tale of an encounter with one of these creatures. The patrol was to investigate the recently discovered ruins of an ancient outpost and report back on any habitation of the ruins. The Hida chui of the patrol paid no attention to the large statue of a man with a bull's head standing inside the courtyard of the ruins — until the statue suddenly attacked. Two ogres blocked the gate and goblins swarmed out of the ruins. The patrol had no chance. The lone survivor escaped by killing one of the ogres and fleeing back toward the Kaiu Wall.

Burn (Ex): Creatures hit by any of the oni's attacks must succeed at a Reflex save (DC 15) or catch fire. The fire burns for 1d4 rounds. A burning creature may take a move-equivalent action to put out the flame.

Creatures who hit Gorusei no Oni with melee weapons or unarmed attacks take 1d6 fire damage as though hit by the attack. They must also make a Reflex save as above or catch fire.

Fire subtype (Ex): Fire immunity, double damage from cold except on a successful save.



Gorusei no Oni

THE GREAT SEA SPIDER

Gargantuan Fey (Evil, Aquatic, Spirit, Shadowlands)

Hit Dice: 28d6+84 (182 hp)

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

Speed: 50 ft., climb 50 ft., swim 30 ft.

AC: 18 (-4 size, +2 Dex, +10 natural)

Attacks: 8 legs +16 melee, bite +14 melee

Damage: leg 2d6+6, bite 2d6+3 and poison

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

Special Attacks: Poison, web

Special Qualities: Damage reduction 20/+3 (jade), SR 25, freedom of movement, spirit qualities

Saves: Fort +12, Ref +19, Will +20

Abilities: Str 23, Dex 15, Con 17,

Int 14, Wis 16, Cha 20, Tailn 10

Skills: Hide +21, Intuit Direction +9,

Listen +19, Move Silently +21,

Search +10, Spot +19

Feats: Cleave, Dodge, Great Cleave,

Improved Critical (bite), Improved

Critical (leg), Improved Initiative,

Mobility, Multiattack, Power

Attack, Spring Attack

Climate/Terrain: Any ocean and Shadowlands

Organization: Solitary

Challenge Rating: 16

Treasure: Triple standard

Honor: Always 0

Alignment: Always

chaotic evil

Advancement: 29-56 HD

(Gargantuan); 57-84 (Colossal)

The Great Sea Spider is the king of all kumo, a powerful tainted animal spirit. Many years ago the Spider brokered a deal with Fu Leng, leaving Chikushudo forever so that he and his kin could drink the power of Jigoku. This deal was sealed by the sudden outbreak of civil war in the Crane lands, during which time the great kumo fed upon blood spilled in hatred, growing large and powerful. The Spider rampaged across the lands of the Crane Clan, until the Asahina finally mastered a great spell that would temper the beast's wrath, sending it into a deep sleep in the depths of the sea.

During the war against the Lying Darkness, the minions of Nothing manipulated the Crane into awakening the Spider once more. After the beast slipped free of the control of its masters, it spun a great web of shadow over Otosan Uchi itself, blocking the sun and allowing the Darkness to rampage in the city unchecked. Only the brave efforts of Rokugan's heroic samurai dispelled the web and freed the city, but the spider itself escaped into the depths of the sea once more before it could be destroyed.

THE GREAT SEA SPIDER

COMBAT

The Great Sea Spider is a devastating foe. It prefers to soften its enemy from afar, using its webs to ensnare and slow enemies before closing to finish them off.

Freedom of Movement (Ex): The Great Sea Spider is permanently affected as if by a *freedom of movement* spell, but the effect is non-magical.

Poison (Ex): Bite, Fortitude Save (DC 28); initial and secondary damage 2d6 temporary Strength.

Spirit Qualities (Ex): As a spirit, the Great Sea Spider is immune to all charm effects except for those of other spirits. The Spider can sense any passages to Jigoku or Chikushudo within one mile.

Web (Ex): The Spider can fire webs from its spinnerets at will. This attack is like a *web* spell cast by a 12th-level sorcerer, but the webs are permanent and non-magical. It can spin webs as a move equivalent action. If it does this the webs cannot be used at range, but are left in its wake as it moves, a five-foot-high wall covering the area in which the kumo moved. If nothing supports the wall after it is spun, it immediately collapses.

Climate/Terrain: Any and Jigoku

Organization: Solitary (outside Shadowlands), brood (2-5, Shadowlands)

Challenge Rating: 5

Treasure: None

Honor: Always 0

Alignment: Always chaotic evil

Advancement: 8-12 HD (Large), 13-16 HD (Huge)

The kansen are elemental kami corrupted by the evil of Jigoku. Just as there are kami of greater and lesser strength, so are there kansen of greater and lesser strength. When trying to cast spells within the Shadowlands, many unfortunate shugenja find that, instead of kami, they have summoned a kansen. Worse, sometimes they attract the attention of one of the dreaded greater kansen.

Greater kansen appear as greenish-yellow clouds of swirling gas. In giving themselves over to the power of the Dark God, they become the very essence of Jigoku's Taint, which makes them extremely dangerous and insidious foes. Few shugenja have the strength to resist the essence of Shadowlands corruption within the greater kansen.

The Great Sea Spider



GREATER KANSEN

(Corrupted Elemental Spirit)

Large Outsider (Incorporeal, Shadowlands, Spirit)

Hit Dice: 7d8 (31 hp)

Initiative: +5 (+1 Dexterity, +4 Improved Initiative)

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

AC: 13 (+1 Dexterity, +2 deflection)

Attacks: Incorporeal touch +7/+2 melee

Damage: 1d6 Wisdom or Constitution drain

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

Special Attacks: Dark whispers, Taint's touch

Special Qualities: Incorporeal, spirit qualities

Saves: Fort +8, Ref +6, Will +5

Abilities: Str —, Dex 12, Con 16, Int 11, Wis 10, Cha 15, Taint 9

Skills: Bluff +12, Diplomacy +13, Knowledge (Maho) +12,

Sense Motive +10, Spellcraft +10, Spot +6

Feats: Improved Initiative, Weapon Finesse (incorporeal touch)

COMBAT

Greater kansen are malicious spirits, and they revel in their power. They lack the cowardice often shown by their smaller brethren, secure in their strength. Their highest goal is to spread the Taint wherever they can. They attack with their terrible incorporeal touch, sucking the life-force out of their unfortunate victims. If they are losing a fight, however, the kansen will quickly flee the area. Since their first goal is not to kill, but to bring others under the Dark Realm's influence, they do not attack until they have failed to corrupt their target(s) with knowledge of maho or other forbidden lore.

Dark Whispers (Su): The kansen know many dark secrets of power, and whisper tempting promises in the ears of all they meet. A kansen may spend a round whispering to a living creature, which must succeed at a Will save (DC 13) or suffer effects exactly as if it had been the target of a *suggestion* spell cast by a 7th level sorcerer.

Incorporeal: Kansen can only be harmed by other incorporeal creatures, nemuranai of +1 or better, or magic. Any corporeal weapon, even a magical one, has only a 50% chance of damaging a kansen. The spirits can pass through solid objects at will, ignore all armor with their own incorporeal touch, and always move silently.

Incorporeal Touch (Su): Living creatures hit by the greater kansen's incorporeal touch suffer 1d6 points of temporary Constitution or Wisdom drain. The kansen chooses what sort of damage it wishes to inflict. Wisdom drain is usually inflicted upon those it wishes to seduce with its suggestion abilities, while Constitution drain is reserved for those who have offended the spirit and must be destroyed.

Maho: Kansen can teach maho to willing students. Any person taught by a kansen who meets all other requirements of the maho-tsukai prestige class may immediately enter that class without fulfilling the requirement of 6 points of the Shadowlands Taint.

Spirit Qualities (Ex): As a spirit, greater kansen gain a +4 racial bonus against all enchantment effects except those of other spirits. Greater kansen can sense any passages to Jigoku within one mile.

Taint's Touch (Su): Any living creature damaged by the kansen's incorporeal touch must make a Fortitude save (DC 15) or gain 1d6 points of Taint. Any creature killed by the kansen's Constitution drain will rise as undead (a skeleton or zombie) within 2d20 hours after death unless the head is removed from the body.

COMBAT

In combat, the guardian statue attacks without thought for its own safety, only for the safety of that which it has returned to protect. It is important to keep in mind, however, that unlike most constructs guardian statues are quite intelligent. They will not foolishly risk themselves if to do so would jeopardize their greater mission.

Construct: Guardian Statues are immune to mind-influencing magic and effects, and are immune to poison, sleep, paralysis, stunning, disease, death, and necromantic effects. They are not subject to critical hits, ability damage, ability drain, or energy drain. Further, they are immune to any effect that requires a Fortitude save (unless the effect also works on objects). Guardian Statues are not at risk of death from massive damage, but when reduced to 0 hit points or less they are immediately destroyed. These constructs have darkvision with a range of 60 feet.



Greater Kansen

GUARDIAN STATUE CHARACTERS

Unlike most constructs, guardian statues can learn and progress in character levels. Their favored character class is samurai.

GUARDIAN STATUE

Medium-Size Construct

Hit Dice: 4d10 (22 hp)

Initiative: 0

Speed: 20 ft.

AC: 20 (+10 natural)

Attacks: Slam +5 melee; or katana +5 melee

Damage: Slam 1d6+1; katana 1d10+3

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

Special Qualities: Construct

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

Abilities: Str 14, Dex 10, Con —, Int 10,

Wis 11, Cha 1

Skills: None

Feats: None

Climate/Terrain: Any

Organization: Solitary (1) or set (1–3)

Challenge Rating: 2

Treasure: None

Honor: Always 2

Alignment: Always neutral

Advancement: By character class

Guardian Statues are a very rare type of construct that resemble normal statues of samurai. They are unusual in that they are not created intentionally, but become animated by the spirit of a dead samurai when his clan has need. When not animated, guardian statues appear to be normal statues in every way, and are often placed among several other "normal" statues of the same material and style to take advantage of this camouflage.



Guardian Statue

HANEMURI

Tiny Aberration (Shadowlands)

Hit Dice: 4d8+4 (22 hp)

Initiative: +3 (Dex)

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

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

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

Damage: Bite 1d6+4, claws 1d4+4 and

poison

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

Special Attacks: Poison

Special Qualities: Scent

Saves: Fort +7, Ref +4, Will +4

Abilities: Strength 14, Dex 16, Con 13, Int 6, Wis 10,

Cha 9, Taint 4

Skills: Listen +10, Move Silently +6, Spot +10*

Feats: Flyby Attack

Climate/Terrain: Shadowlands

Organization: Solitary, pair, or flight (3–6)

Challenge Rating: 2

Treasure: Standard

Honor: Always 0

Alignment: Always chaotic evil

Advancement: 5–16 HD (Tiny)

Hanemuri are small winged reptiles that live primarily in the Shadowlands. They are a perverted cross between bat, lizard, and man. Their torsos are humanoid but gaunt, with a sunken chest and tightly-drawn skin. Instead of arms, they sprout large wings from their shoulders, and their legs are reminiscent of a bat's, but with wickedly curved claws on the feet.

Hanemuri are native to the Shadowlands. They can often be seen gliding high overhead, gazing down in search of prey. While they most often feed on lone goblins or Nezumi, Hanemuri prefer humanoid fare, but will never attack except when they feel they can easily triumph. Some are intelligent enough to speak rudimentary Rokugani, and these occasionally taunt their prey while fighting it.

COMBAT

Hanemuri prefer to fight from the air, swooping down on their prey and raking it with their long claws, poisoning it, then doubling back to kill and carry it off with its teeth in one move. Hanemuri will flee rather than face a protracted fight. A surprised hanemuri takes to the air and flees to survey the situation from a safe position.

Darkvision (Ex): Hanemuri are adept at hunting at night, and have darkvision at a range of 300 feet.

Poison (Ex): Claws, Fortitude save (DC 14); initial and secondary damage 2d4 Constitution.

Skills: Hanemuri receive a +4 racial bonus to Spot checks when flying.



good omens, and seeing a Houou is thought to bring good fortune. They are peaceful animals, and never attack without provocation.

Houou are especially respected by the Phoenix clan. The highly intelligent birds seem to favor shugenja, and often deliver messages for them. Houou find such tasks entertaining, and gladly perform such chores for their human friends in exchange for treats and good handling. The Elemental Council prefers to send important correspondence by Houou, for their speed and efficiency as well as for the symbolic value. While incapable of speech, Houou understand Rokugani quite well, making them excellent couriers.

Part of the symbolism in a Houou comes from its unique ecology. Houou cannot be permanently killed by normal means. A houou dies at sunset each day, and any time a houou dies, it immediately immolates itself, rising from its ashes with the next sunrise. The Phoenix clan sees this as a living example of the cycle of the universe and karmic wheel. Houou tend to nest in rocky, isolated areas, where their ashes will be undisturbed during the night.

HOUOU

Tiny Magical Beast (Fire, Spirit)

Hit Dice: 1/2d10 (2 hp)

Initiative: +9 (+5 Dex, Improved Initiative)

Speed: 20 ft., fly 300 ft. (perfect)

AC: 17 (+2 Size, +5 Dex)

Attacks: Claw +7 melee

Damage: Claw 1d2-4

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

Special Attacks: Burn

Special Qualities: Fire subtype, immolation, spell resistance 15, spirit

Saves: Fort +2, Ref +7, Will +0

Abilities: Str 3, Dex 20, Con 10, Int 3, Wis 10, Cha 16

Skills: Intimidate +5, Listen +2, Spot +2

Feats: Weapon Finesse (claw)

Climate/Terrain: Any land and Tengoku

Organization: Solitary or pair

Challenge Rating: 1

Treasure: None

Honor: Always 3

Alignment: Always lawful good

Advancement: 1/2-1 HD (Tiny); 1-2 (Small)

Houou are also known as the phoenix. They are the chosen symbol of the clan founded by the Kami, Shiba, for the first houou were sent from heaven by Amaterasu to watch over her lost son. Roughly the size of a large pigeon, Houou are red and gold birds with melodic singing voices. They are considered



COMBAT

It is rare for a Houou to see combat, given their generally peaceful nature. If faced with combat, a Houou flees if it can; if it cannot, it will ignite itself in order to burn its opponent enough to get away.

Burn (Su): A Houou is capable of igniting itself as a free action. Anything it touches, or touching it, must succeed at a Reflex save (DC 12) to avoid catching fire.

Fire Subtype (Ex): Fire immunity, double damage from cold except on a successful save.

Immolation (Su): At sundown, or when reduced to 0 hit points, a Houou bursts into flame, burning to ashes in 1 round. These ashes gather themselves once more at the next sunrise and restore the houou to life, fully healed. Only being slain by an unholy or dishonorable weapon permanently slays a houou.

Spirit Qualities (Ex): As spirits, houou are immune to all charm effects except for those of other houou. Houou can sense any passages to Tengoku within one mile.

HYAKUHEI

Medium-Size Undead (Shadowlands)

Hit Dice: 3d12 (19 hp)

Initiative: +1 Dex, +4 Improved Initiative

Speed: 30 ft.

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

Attacks: Katana +2 melee, or tetsubo +2 melee, or yari +2 melee

Damage: Katana 1d10+1, or tetsubo 1d8+1, or yari 1d8+1

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

Special Attacks: Fear aura

Special Qualities: Resistances, undead

Saves: Fort +1, Ref +3, Will +4

Abilities: Str 13, Dex 12, Con —, Int 10, Wis 10, Cha 11, Taint 6

Skills: Climb +6, Hide +2, Jump +6, Listen +3, Ride +6, Spot +5, Swim +6

Feats: Improved Initiative

Climates/Terrain: Shadowlands

Organization: Platoon (6–20), company (21–40), regiment (41–60), horde (61+)

Challenge Rating: 2

Treasure: None

Honor: Always 0

Alignment: Always lawful evil

Advancement: 4–6 HD (Medium-Size)

The name hyakuhei means "all evils," a name which these creatures have earned; they are believed to be animated by a combination of all the vices known to man. These powerful zombies were once called the Horde of Fu Leng, for they served the Dark Kami faithfully for centuries. Even after his death, they retained their power and precise military organization, merely waiting for another leader to call upon them.

In the present day, that leader is Daigotsu, and the hyakuhei elite zombie troops follow him with the same fervor they once devoted to Fu Leng himself.

Some Kuni believe that these undead warriors were anointed with the blood of the Dark God when they were initiated into the Horde. Since Daigotsu has taken command, he has begun creating new hyakuhei, anointing them with his own blood. The fact that these newer hyakuhei are no less powerful than Fu Leng's original creations says much for the new Lord of the Shadowlands' power.

At a distance the hyakuhei could be mistaken for any other kind of undead regiment. They superficially resemble a grotesque conglomeration of zombie and skeleton, with bones exposed and bits of hacked and battered armor dangling from their shoulders and hips. But there the similarity ends. Their flesh has a black, rubbery texture, and has ceased to decay. They move with none of the shambling clumsiness of zombies and skeletons, instead with the sure and trained movements of seasoned soldiers. Hollow eye sockets burn with green fire and a vicious, brutal glee that weakens the resolve of all but the most hardened Crab veterans. They speak perfect Rokugani, as well as Oni and Bakemono.

COMBAT

The Horde of Daigotsu are never encountered as individuals. They move together,

they fight together, and they are often led by the Shadowlands' greatest generals. They fight in highly organized fashion, forming ranks when possible; troops in the first rank use swords or tetsubo, and the second rank wields yari to attack past the first rank.

Fear Aura (Su): Anyone within 5 ft. of a hyakuhei is affected by the aura of fear that surrounds them. Anyone within the area of effect must make a Will save or freeze in place. Frozen characters lose any actions for one full round and suffer a –2 morale penalty to all saving throws, with a 50% chance to drop anything carried. The DC of this save is based on the number of individuals in the unit: it is 15,

plus 1 per 5 individuals within 50 ft. to a maximum of 25. For example, a unit of 10 individuals has a DC 17, while a unit of 20 has a DC of 19.

Resistances (Ex): Hyakuhei have fire and cold resistance 10.

Undead (Su): Hyakuhei are immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects, and they ignore mind-influencing effects. They are also not subject to critical hits, massive damage, subdual damage, ability damage, ability drain, or energy drain. They have no Constitution scores so are therefore immune to anything requiring a Fortitude save.



Hyakuhei

IANWA NO ONI

Small Outsider (Evil, Incorporeal, Oni, Shadowlands)

Hit Dice: 5d8 (22 hp)

Initiative: +0

Speed: 30 ft.

AC: 15 (+1 size, +4 natural)

Attacks: —

Damage: —

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

Special Attacks: Fear aura, fear blast

Special Qualities: Damage reduction 10/+1 (jade), dark pact, natural invisibility, teleportation

Saves: Fort +4, Ref +5, Will +9

Abilities: Str —, Dex 13, Con 11, Int 18, Wis 20, Cha 20, Taint 12

Skills: Appraise +11, Climb +10, Hide +10, Intimidate +13, Listen +11

Feats: Dodge, Toughness

Climate/Terrain: Any

Organization: Solitary

Challenge Rating: 5

Treasure: Standard coins, double goods, double items

Honor: Always 0

Alignment: Always chaotic evil

Advancement: 6–15 HD (Medium-size)

Those unfortunate enough to see this horrible creature are confronted by a nearly shapeless slug-like mass about four feet long and two feet high at the monstrous head, tapering to a blunt, stumpy tail. Its putrid hide is a sickening, jaundiced pink. Its bulbous head is nearly all mouth, a circular cavernous maw surrounded by rows of jagged teeth. It has two spindly forelimbs and two piggish yellow eyes that burn with fiendish avarice, and its dorsal side is adorned by a narrow, black-bristled mane.

Fortunately, only one of these creatures exists, and it is quite slothful. Its greatest pleasure, perhaps even its sustenance, derives from causing pain and terror in helpless mortals. It searches all across the empire for the most vulnerable victims, then destroys their lives. When it finds a suitable victim, it waits for him to be alone, then suddenly appears and threatens to devour him unless a suitable sacrifice is offered. The sacrifice can be anything the oni desires, from such insignificant items as a comb to sacred items such as a tessen that once belonged to Hantei VI. The oni usually allows the first tribute to be inconsequential, but invariably the demands become increasingly more costly, and thenceforth it plagues its victim without mercy.

The creature is invisible to everyone but its chosen victim; therefore, many of the oni's victims go mad, babbling about a demonic, unseen tormentor. They often die destitute and homeless, or throw themselves into ridiculous quests to fulfill the oni's demands. But death is always the outcome. Ianwa no Oni never relents or relinquishes its prey.

The Kuni believe this foul creature has a lair somewhere deep in the Shadowlands, filled with loot stolen from its victims.

COMBAT

The Ianwa no Oni is a coward and avoids combat whenever possible. If attacked by a group, it teleports out of harm's way at the first opportunity, disappearing in a puff of smoke. It much prefers to direct its efforts against lone, helpless victims, but is by no means limited to one victim at a time. If someone takes it upon himself to protect one of its victims, it attempts to subvert the would-be guardian as well.

Dark Pact (Su): Anyone succumbing to the oni's fear effects may be compelled to perform some task of the oni's choosing. The intended victim must make a Will save (DC 17) to avoid this effect. Once the dark pact is in place, the victim can only resist the oni's commands by spending one Void point per day or making a Will save (DC 28). If the victim cannot fulfill one of these requirements, he must obey the oni's commands. If the attempt to resist the pact fails, the victim suffers 1d3 permanent Wisdom damage.

Fear Aura (Su): Anyone within 10 ft. is affected by the aura of fear that surrounds this loathsome creature. Anyone within the area of effect must make a Will save (DC 16) or freeze in place, losing any actions for one full round, and suffering a -2 morale penalty to all saving throws, with a 50% chance to drop anything carried. This is considered a free action for the oni.

Fear Blast (Su): The Ianwa no Oni may project a cone of fear to a range of 30 ft. Anyone within the area of effect must make a Will save (DC 20) or freeze in place, losing any actions for one full round, and suffering a -2 morale penalty to all saving throws. There is a 50% chance the victim drops anything it is carrying. Invoking the fear blast is considered a standard action.

Incorporeal (Ex): Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and its own attacks pass through armor. Always moves silently.

Natural Invisibility (Su): Ianwa no Oni remains invisible even when it attacks. It can cancel or resume this ability as a free action. Unless it chooses to be seen, the only person who can see the oni is someone with whom it has entered a dark pact.



Ianwa no Oni

Oni Qualities (Su): Oni outsiders have a number of abilities. (See the introduction of this book, page 5).

Teleportation (Su): Up to four times per day, can cast *teleport without error* as if it were a 16th level sorcerer.

IKIRYO

Medium-Size Undead (Incorporeal, Shadowlands, Spirit)

Hit Dice: 3d12 (19 hp)

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

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

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

Attacks: Incorporeal touch strength drain +3 melee

Damage: 1d4 permanent Constitution drain

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

Special Attacks: Constitution drain

Special Qualities: Incorporeal, spirit, undead

Saves: Fort +1, Ref +3, Will +6

Abilities: Str —, Dex 15, Con —, Int 15, Wis 14, Cha 13, Taint 7

Skills: Hide +8, Intimidate +8, Intuit

Direction +4, Listen +10, Search +8,

Sense Motive +6, Spot +10

Feats: Improved Initiative, Dodge, Weapon Finesse (incorporeal touch)

Climate/Terrain: Any land, underground, and Jigoku

Organization: Solitary or pack (2–10)

Challenge Rating: 4

Treasure: None (see below)

Honor: Always 1

Alignment: Always lawful evil

Advancement: 4–9 HD (Medium-Size)

Ikiryō are the spirits of failed guardians, doomed to spend eternity making up for their failure. They now guard their charges unerringly, destroying anything that comes close to the person or object they protect. While they have no corporeal presence, they appear as darkened spirits within the ghostly tatters of their prior lives, fading away at the waist.

Ikiryō are often found in tombs, protecting the corpse of a person they failed to protect in life. Anyone who enters is an enemy in their eyes, as they must keep the corpse free from desecration. Ruins are often haunted by ikiryō who failed to protect their homes and families from destruction. While ikiryō have no need to keep treasure, they are often found incidentally protecting objects of value.

It is rumored that some of the more powerful Shadowlands creatures attract ikiryō, using these poor spirits' link to hellish Jigoku to bend them to their will. Unlike many spirits, ikiryō do not reliably return to the mortal realm when slain, but are banished to the depths of Jigoku. Perhaps the threat of further torment drives these tortured spirits to ally themselves with the forces of darkness.

COMBAT

Ikiryō are vengeful spirits which detest nearly all forms of life, but they particularly hate those who resemble the ones who caused their downfall. If, for example, an ikiryō is the spirit of a Crane who failed to protect his family from Lion samurai, it would have a particular hatred for Lion, and would attack a Lion first.

Constitution Drain (Su): When ikiryō attack, they use the dark energies of their non-bodies to sap the vitality from their foes. Living creatures touched by an ikiryō must succeed at a Fortitude save (DC 13) or suffer 1d4 points of permanent Constitution drain.

Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, jade, or magic, with a 50% chance to ignore any damage from a corporeal source.

Can pass through solid objects at will, and its own attacks pass through armor. Always moves silently.

Spirit Qualities (Ex): As a spirit, ikiryō gain a +4 racial bonus against all enchantment effects except those of other spirits. Ikiryō can sense any passages to Jigoku within one mile.

Undead: Immune to mind influencing effects, poison, sleep, paralysis, stunning, and disease.

Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.



JADE DRAGON

Large Dragon (Earth)

Hit Dice: 8d12+24 (76 hp)

Initiative: +0

Speed: 40 ft., fly 90 ft. (average)

AC: 24 (–1 size, +15 natural)

Attacks: Bite +11 melee, 2 claws +9 melee, 2

wings +9 melee, tail +6 melee

Damage: Bite 2d6+4, claws 1d8+2, wings 1d6+2, tail slap 1d8+6

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

Special Attacks: Breath weapon, spell-like abilities

Special Qualities: Purity

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

Abilities: Str 19, Dex 11, Con 17, Int 10, Wis 10, Cha 12

Skills: Intimidate +9, Jump +12, Knowledge

(Shadowlands) +8, Listen +10, Sense Motive +8, Spot +10

Feats: Alertness, Flyby Attack, Multiattack

Climate/Terrain: Tengoku

Organization: Solitary

Challenge Rating: 8

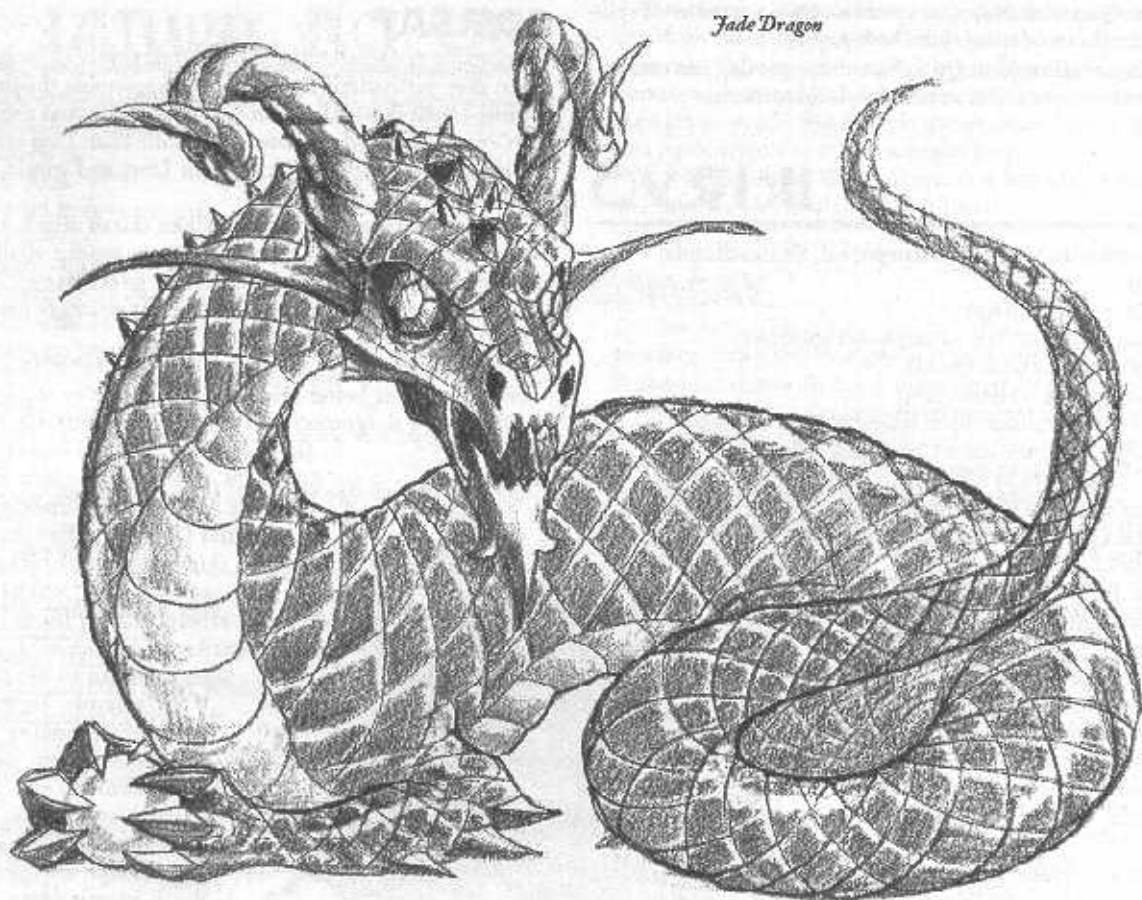
Treasure: None

Honor: Always 2

Alignment: Always lawful good

Advancement: 9–16 HD (Large); 17–24 HD (Huge)

Jade Dragon



The Jade Dragons are minor emissaries of the Celestial Dragons, servants of the true Jade Dragon. The Jade Dragon is not a full member of the Celestial dragons (he has no Oracle), which see him as a lesser creature on the cusp of becoming a proper dragon. He protects the Celestial Heavens from the encroaching armies of Jigoku, cleansing all traces of the Shadowlands Taint with the purity of his breath. These lesser jade dragons are extensions of their great father, and serve him by destroying the minions of darkness.

COMBAT

Jade Dragons prefer not to enter combat with those untouched by the Shadowlands Taint. Unless sorely pressed, they prefer to subdue such attackers alive and flee rather than slay them. Against Tainted opponents (or those who stand with the Tainted) they show no mercy whatsoever, attacking from long range with their spells and breath weapons, then closing to finish off their prey.

Breath Weapon (Su): Cone of holy energy, bright green in color, 30 feet, every 1d6 rounds; damage 10d8; Reflex half DC 20. This breath weapon does not harm creatures or objects that have no Shadowlands Taint, nor is it impeded by obstacles that are not in some way corrupted. Creatures slain by this breath weapon are transformed into jade, which crumbles into dust in 24 hours.

Purity (Ex): The jade dragon has damage reduction 35/+5 against any attacks from a creature with the Shadowlands Taint, and has SR 40 against any spells cast by a Shadowlands Tainted creature. It gains a +4 luck bonus on any saving throw to resist an effect generated by a Tainted opponent.

Spell-like abilities (Sp): The jade dragon may cast the following spells as if it were a 18th level sorcerer (save DC 11 + spell level): at will — *detect evil, detect good, detect taint*; 3/day — *hold person*; 1/day — *teleport without error*.

KETRU

Medium-Size Fey

Hit Dice: 2d8+2 (11 hp)

Initiative: +2 (Dex)

Speed: 20 ft, fly 50 ft (poor)

AC: 15 (+2 Dex, +1 natural, +2 leather armor)

Attacks: 2 claws +3 melee and bite -2 melee, or katana +3 melee, or quarterstaff +3 melee

Damage: Claw 1d4, bite 1d4, or katana 1d10, or quarterstaff 1d6/1d6

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

Special Attacks: Spell-like abilities

Special Qualities: Skills

Saves: Fort +1, Ref +5, Will +3

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

Skills: Disguise +6, Escape Artist +4, Hide +6, Listen +3,

Move Silently +6, Open Lock +4, Pick Pocket +4, Spot +3

Feats: Flyby Attack

Climate/Terrain: Deep forest

Organization: Solitary or company (2-4)

Challenge Rating: 2

Treasure: Standard

Honor: Usually 3
Alignment: Usually neutral
Advancement: By character class

Enigmatic creatures native to the mortal realm, the kenku are notoriously reclusive. They rarely interact with humans except at a time and place of the kenku's choosing. The kenku are considerably less mischievous than other denizens of Sakkaku, notably the bakeneko and kitsune. They prefer to play only those pranks that teach their target a vital lesson of some sort, preferably one that the individual will need in the immediate future.

Kenku are bipedal, humanoid birds standing about 6 feet tall. A kenku resembles a humanoid raven with both arms and wings. A kenku's feathers are either brown with white markings or black with green markings, and their eyes tend to be yellow. Kenku speak their own language, but all seem to understand and speak Rokugani as well.

COMBAT

Kenku prefer to attack with a weapon, either a katana or bo staff. If unarmed, a kenku attacks with its claws and beak.

Spell-like Abilities (Sp): 1/day — *Alter self*, *invisibility* (self only). These are as the spells cast by a 16th level sorcerer (save DC 10 + spell level).

Skills: Kenku receive a +4 racial bonus to Disguise checks.

KENKU SOCIETY

The actual structure of kenku society is rather elusive. The kenku either refuse to comment on the matter or give vague, contradictory stories when asked. Those kenku lairs that the Rokugani have been encountered tend to be small underground chambers or complex structures in the canopies of large trees. Some kenku can be found near monasteries, where they are equally likely to offer their aid to protect the monastery or serve as a constant source of pranks and irritation.

KENKU CHARACTERS

Kenku are renowned as some of the greatest kenjutsu masters in Rokugan, and many great Rokugani heroes are said to have trained with the kenku. The favored class of the kenku is samurai. Kenku leaders are generally rogue/samurai or samurai/sorcerers.

KIRI NO ONI

Huge Magical Beast (Oni, Shadowlands)

Hit Dice: 14d10+70 (147 hp)

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

Speed: 40 ft., climb 20 ft.

AC: 22 (-2 size, +2 Dex, +12 natural)

Attacks: 8 legs +20 melee, bite +15 melee

Damage: Legs 2d4+8 damage, bite 2d6+4 damage

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

Special Attacks: Weapon attack

Special Qualities: Damage resistance 25/+2 (jade)

Saves: Fort +14, Ref +11, Will +6

Abilities: Str 26, Dex 15, Con 21, Int 14, Wis 14, Cha 8, Taint 4

Skills: Craft (trapmaking) +5, Hide +10,

Listen +9, Move Silently +10, Spot +9

Feats: Cleave, Combat

Reflexes, Great Cleave,

Improved Critical

(leg), Improved Initiative, Power Attack,

Sunder

Climate/Terrain: Shadowlands

Organization: Solitary

Challenge Rating: 10

Treasure: None

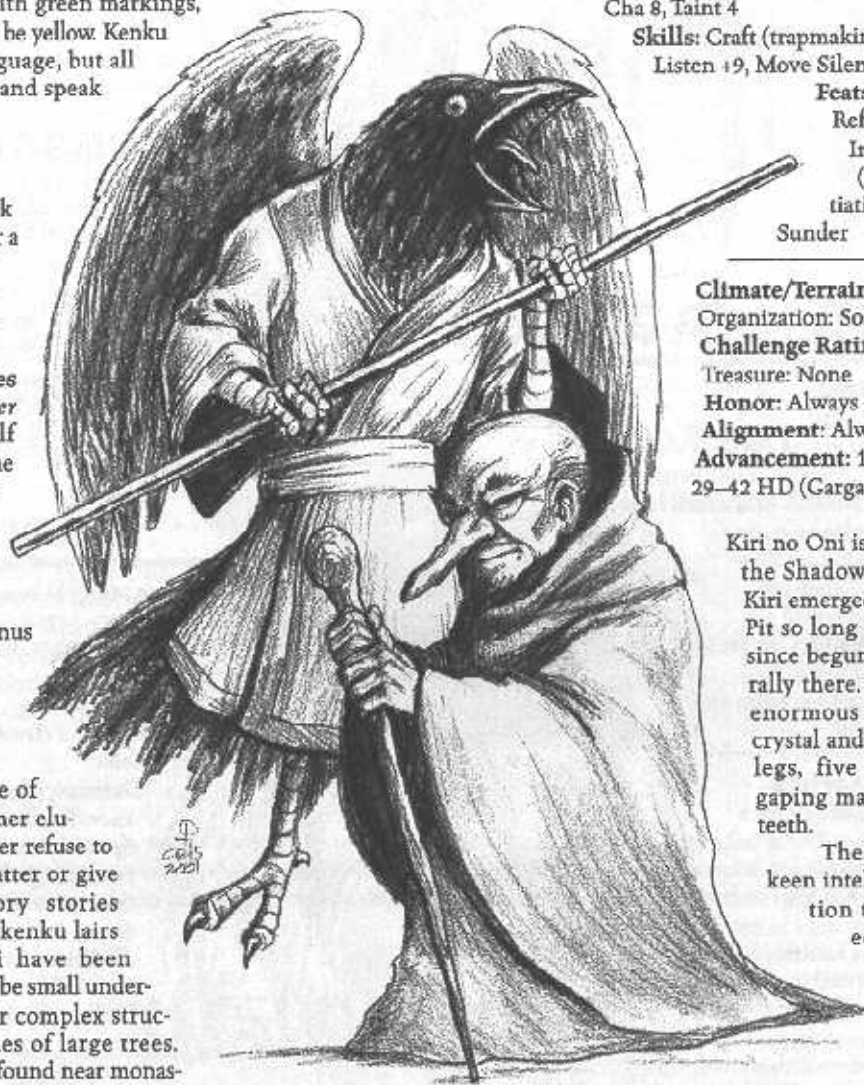
Honor: Always 0

Alignment: Always chaotic evil

Advancement: 15–28 HD (Huge); 29–42 HD (Gargantuan)

Kiri no Oni is a native denizen of the Shadowlands. The original Kiri emerged from the Festering Pit so long ago that it has long since begun to reproduce naturally there. Its spawn resemble enormous spiders crafted of crystal and metal, with sixteen legs, five great eyes, and a gaping maw lined with sharp teeth.

These creatures have keen intellect, but no motivation to use their knowledge to do anything but destroy. They are known to line their lair with malicious traps and deadfalls, and take great joy in the deaths of those who enter their domain.



Kenku

COMBAT

Kiri no Oni are masters of ambush. They are disturbingly stealthy for their size, and time their attacks to exploit their prey's weakness (usually after they have fallen victim to one of the oni's traps). The creature often stays just out of reach of melee fighters, necessitating that they close the distance and

provoke attacks of opportunity. It almost always directs such attacks against the weapons wielded by its opponent.

Weapon attack (Ex): The strange resonance within a Kiri no Oni's crystal body causes massive disturbances within inanimate objects. A Kiri inflicts double damage against any inanimate object it strikes, including weapons. Magical items (including weapons) and living creatures are immune to this effect.

Kiri no Oni



KI-RIN WARDOGS

Medium-Size Animal

Hit Dice: 3d8+8 (21 hp)

Initiative: +3 (Dex)

Speed: 40 ft.

AC: 20 (+3 Dex, +4 natural, +3 studded leather)

Attacks: Bite +5 melee

Damage: Bite 1d6+3

Special Qualities: Scent

Saves: Fort +6, Ref +3, Will +2

Abilities: Str 16, Dex 15, Con 16, Int 2, Wis 12, Cha 6

Skills: Listen +5, Spot +5, Swim +6, Wilderness Lore +5*

Climate/Terrain: Any land

Organization: Solitary, or pack (2-16)

Challenge Rating: 3

Treasure: None

Honor: Nil

Alignment: Always neutral

Advancement: 4-9 HD (Medium-Size)

It is generally accepted that the Unicorn is the Great Clan closest to nature and its creatures. While the most famous of the Unicorn animals are the great Utaku warhorses, those are far from the only beasts that the clan has trained. The Unicorn have by far the largest cattle herds in Rokugan, use plow horses for their grain fields, train hawks and falcons to assist in hunting, and breed the powerful Ki-Rin wardogs.

The wardogs are a breed of canine the Unicorn brought back from their wanderings, exceptionally strong, loyal, and fierce. They are used in Unicorn war efforts, due to their exceptional speed and ferocity. While the Wardogs are difficult to breed and maintain, the terror they incite in groups of enemy ashigaru, routing companies many times their size, makes them worth the effort. In fact, the Unicorn armorers have developed studded leather barding specifically for the Wardogs, protecting their hides while leaving them free to maneuver in combat.

Outside of war, the Ki-Rin kennels still see much use. The dogs are exceptional trackers, serve excellent guard duty, and some are even taught to carry a child as a rider, to prepare them for riding the larger Unicorn steeds as they grow older. The dogs are fiercely loyal to their masters, and have been known to sacrifice themselves to protect their trainers.

COMBAT

Usually, the Ki-Rin Wardogs are handled alone, with one being used to supplement investigative or magistrate work. However, they are also trained to function as a pack, or rather an organized military unit, complete with marching orders and a unit commander. In either case, they are quick on the attack, going for the throats of their targets unless they are given the command to subdue.

Skills: Wardogs receive a +4 racial bonus to Wilderness Lore checks when tracking by scent.

Kitsu



Medium-Size Magical Beast

Hit Dice: 4d10+4 (26 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft.

AC: 10

Attacks: 2 claws +5 melee, bite +0 melee

Damage: Claw 1d4+1, bite 1d6

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

Special Attacks: Spell-like abilities

Special Qualities: Damage reduction 10/+2 (crystal), spirit voice

Saves: Fort +5, Ref +6, Will +4

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

Skills: Climb +7, Knowledge (Spirits) +5, Wilderness Lore +6

Feats: Iron Will

Climate/Terrain: Any mountains and any plains

Organization: Solitary or pack (5-12)

Challenge Rating: 3

Treasure: None

Honor: Always 3

Alignment: Always lawful good

Advancement: By character class

During the dawn of the Emerald Empire, the lord Akodo One-Eye, founder of the Lion Clan, led a campaign against a strange race of creatures that dwelled in the lands he viewed as his own. The conflict was long and arduous, as Akodo's enemies were the semi-spirit lion-creatures known as the Kitsu. In the end, Akodo realized the magnitude of his error: the Kitsu were benevolent beings, not an enemy. The final survivors of the greatest Kitsu tribe transformed into humans and joined the Lion Clan as the Kitsu family, and the Lion have remembered their sacrifice for a thousand years.

Unknown to Rokugan, a handful of other Kitsu tribes survived. Most, upon hearing of what befell their kin, used their powerful magic to flee to other realms. The rest perished in due time. The true Kitsu have not been seen for nearly a thousand years, though some of the lost tribes wander the Spirit Realms still.

COMBAT

Although not aggressive, the Kitsu are more than capable of defending themselves if attacked. They use their claws and powerful jaws to drive opponents away, preferring to kill only if absolutely necessary.

Spell-like abilities: at will — *polymorph self*; 1/day — *plane shift*. These are as the spells cast by a 16th level sorcerer (save DC 10 + spell level).

Spirit Voice (Ex): All kitsu possess an innate ability to communicate with any spirit that speaks a language.

KITSU SOCIETY

The Kitsu, when they existed in numbers, were organized in prides. Unlike true lions, the Kitsu were a peaceful and non-confrontational race. Conflicts over dominance or territory were unheard-of.

KITSU CHARACTERS

A kitsu's favored class is shugenja, with elemental focus in Air. Kitsu can cast spells normally in their leonine forms, using their expressive faces and tails to emulate somatic components.



Kitsune

Saves: Fort -1, Ref +3, Will +4

Abilities: Str 8, Dex 12, Con 8, Int 10, Wis 10, Cha 12

Skills: Bluff +5*, Disguise +4, Hide +8*, Intuit Direction +3, Knowledge (Chikushudo) +3, Knowledge (nature) +2, Listen +5, Move Silently +8*, Search +2, Spot +5, Wilderness Lore +5*

Feats: Alertness

Climate/Terrain: Any land

Organization: Solitary, Family (2-6), Pack (7-25), or band (26-40)

Challenge Rating: 1

Treasure: Standard

Honor: Always 2

Alignment: Usually chaotic good

Advancement: By character class

The kitsune are fox spirits, perhaps the most famous denizens of Chikushudo, the Realm of Animals. Though they are often mischievous and overly bold, they are generally good-natured with an insatiable curiosity about the ways of mortals. They often visit Rokugan, sometimes joining honorable samurai in their travels to study their strange ways. Kitsu are particularly fond of the Fox Clan, with whom they are believed to share a common bloodline. In their human form a kitsune seem somehow more beautiful than ordinary humans, with a slight flicker of amusement in their eyes. Their natural form is a fox of unusual color with nine long tails.

Kitsu speak the language of Chikushudo.

COMBAT

Kitsu are peaceful creatures, but have been known to strike out violently at those who prove themselves to be without honor. They are especially defensive of their home forests. They use spell-like abilities to confuse and distract foes when possible, leaving them to perish in the woods.

Saves: Kitsu have a +2 racial modifier on all Will saves.

Shapeshift (Ex): A kitsune can transform into a fox at will, gaining the size, natural attack modes, special attacks, special qualities, and extraordinary abilities of that creature (use the statistics of a normal dog). It can also take the form of a fox with nine tails and brilliantly-colored fur (silver, black, white, red, or blue). This form is identical to a normal fox, except that the kitsune can speak and cast spells with somatic components by flicking its tails.

Skills: Kitsu have a +4 racial bonus to Hide and Move Silently, Bluff, and Wilderness Lore checks. These bonuses increase by an additional +2 in a forest setting.

Spell-like abilities: 1/day — *animal friendship*, *dancing lights*, *entangle*, *ghost sound*, *pass without trace*, *silent image*, and *spell with animals* (canines only). These spells are cast as a sorcerer with equal HD to the kitsune (save DC 12).

Spirit Qualities (Ex): As spirits, kitsune are immune to all charm effects except for those of other spirits, and are hedged out by effects which hedge out outsiders. Kitsu can sense any passages to Chikushudo within one mile.

KITSUNE

Medium-Size Fey (Spirit)

Hit Dice: 1d6 (3 hp)

Initiative: +1 (Dex)

Speed: 40 ft.

AC: 14 (+1 Dex, +3 ashigaru armor)

Attacks: Shortspear -1 melee, +1 ranged

Damage: Shortspear 1d8-1

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

Special Attacks: Spell-like abilities

Special Qualities: Shapeshift, spirit qualities

KITSUNE SOCIETY

Kitsune live in tightly-knit family units, with a dominant male and female directing the efforts of the rest of the pack. Even those that wander free from their homes still maintain a strong connection to their home pack, and will someday return. For every ten kitsune encountered, there will be at least one 3rd level ranger. For every twenty, there will be one 3rd level druid/1st level ranger. For every forty encountered, there will be at least one 7th level ranger and one 5th level druid/1st level ranger.

KITSUNE CHARACTERS

A kitsune's favored class is ranger, and unlike normal Rokugani rangers Kitsune possess the class' normal spellcasting abilities. Kitsune can also be druids if they wish (a class normally not allowed in Rokugan).

KUMUO

Medium-Size Shapechanger (Shadowlands)

Hit Dice: 2d8-2 (7 hp)

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

Speed: 50 ft., climb 30 ft.

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

Attacks: Bite +5 melee

Damage: Bite 1d6 and 1d6
poison; spit poison 1d6 acid

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

Special Attacks: Spit
poison +4 ranged,
spit web +4 ranged,
paralyzation

Special Qualities:

Alter self, spirit
qualities

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

Abilities: Str 11, Dex 18,
Con 8, Int 18, Wis 8, Cha 11,
Taint 5

Skills: Bluff +12*, Climb +10, Disguise +12*, Hide +10*,
Sense Motive +4

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

Climate/Terrain: Any forest, wilderness, and city

Organization: Solitary, brood (2-5), nest (5-20)

Challenge Rating: 2

Treasure: Standard

Honor: Always 0

Alignment: Usually lawful evil

Advancement: By character class

The kumo are a race of giant, shape-shifting spiders. They range in size from 4 to 6 ft. long and 3 ft. high. Because they are shapechangers, they have the ability to alter the coloration of their bodies to whatever they desire, and they use this ability to blend in with their environment, making them exceedingly difficult to spot until they choose to show themselves.

Kumo are highly intelligent and lightning-fast. They are most often encountered in secluded forests and groves, where they construct gigantic webs and eat whatever they ensnare. The webs that kumo create range in size from individual webs several yards across to monstrous colonies of 20 or more with a web spanning several hundred yards. But kumo have also been known to inhabit cities in the guise of humans, sometimes stealing the identities of those they have devoured. The human forms they most prefer are spindly peddlers and dusky old widows. In rare cases, they have assumed the identities of humans for years at a time, even bearing children with the spouse of their long-dead victim. Why they do this remains a mystery, as does the true nature of the children produced from such a union.

COMBAT

The kumo's favorite means of attack is to first spit webs onto its prey to hold it in place, then spit poison to paralyze its prey, and then finally administer a fatal bite once the target is helpless. It tries to stay out of melee combat whenever possible, preferring to use its webs and poison until its target is immobilized.

Alter Self (Su): A kumo can assume the shape of any Small or Medium-size humanoid. This functions as *alter self* as cast by a 12th-level sorcerer, but the kumo can remain in its chosen shape indefinitely. As a standard action, it can revert to its original form or change to a new one.

Paralyzation (Ex): Any creature subjected to the kumo's poison (either through a bite or poison spit attack) must make a Fortitude save (DC 10) or become paralyzed for 3d6 rounds.

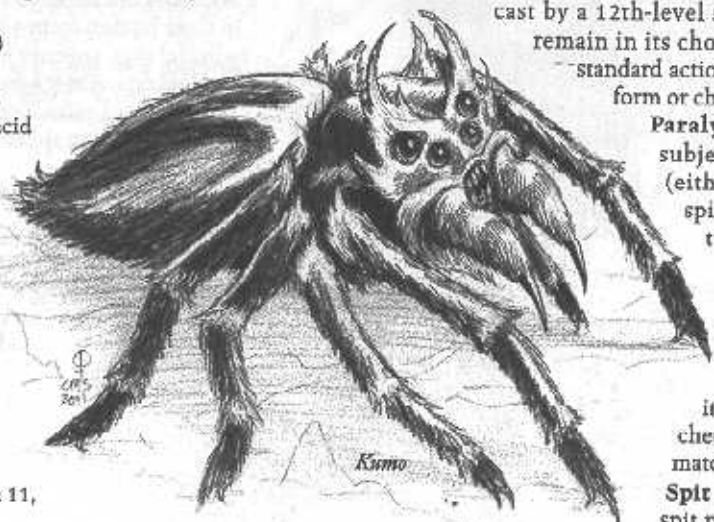
Skills: A kumo receives a +4 racial bonus to Bluff and Disguise checks.

When in its spider form, it gains +8 racial bonus to Hide checks, changing its coloration to match its surroundings.

Spit poison (Ex): The kumo can spit poison at a target up to 15 ft. away as a standard action.

Spit web (Ex): As a standard action, the kumo may spit its web up to 30 ft. Targets must make a Reflex save (DC 15) or become entangled. The effects on a target entangled by multiple webs are cumulative. An entangled creature suffers -2 penalty to attack rolls, a -4 penalty to effective Dexterity, and cannot move. An entangled character who attempts to cast a spell must make a Concentration check (DC 15) or lose the spell. This web has no area of effect. It affects only a single Medium-size or smaller creature with each spit. Anyone entangled may spend one round and succeed at a Strength check (DC 20) or an Escape Artist check (DC 25) to escape. The strands of this web are flammable. Any fire can set the web alight, inflicting 2d4 hp of damage to anyone stuck, but the webs burn away in one round.

Spirit Qualities (Ex): As spirits, kumo gain a +4 racial bonus against all enchantment effects except those of other spirits. Kumo can sense any passages to Jigoku or Chikushudo within one mile.



KUSATTE IRU

Colossal Outsider (Shadowlands)

Hit Dice: 40d8+180 (360 hp)

Initiative: +1 (-3 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 34 (-8 size, -3 Dex, +45 natural)

Attacks: Slam +46/+41/+36/+31 melee

Damage: Slam 4d6+14

Face/Reach: 40 ft. by 40 ft./25 ft.

Special Attacks: Fear, improved grab, swallow whole

Special Qualities: Damage reduction 75/+7 (jade), immunities, regeneration 80, SR 35, enhanced Taint

Saves: Fort +33, Ref +23, Will +26

Abilities: Str 38, Dex 5, Con 29, Int 4, Wis 10, Cha 2, Taint 16

Skills: Listen +24, Spot +24

Feats: Blind-Fighting, Cleave, Great Fortitude, Improved Critical (slam), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack

Climate/Terrain: Shadowlands

Organization: Solitary

Challenge Rating: 20

Treasure: None

Honor: Always 0

Alignment: Always chaotic evil

Advancement: 50 + HD (Colossal)

In the mortal realm of Ningen-do, there exists no greater horror than the Kusatte Iru. It is the largest living being known to exist, a mountainous oni spawned by the realm of Jigoku to bring about the end of the world. Its true origins are unknown, although it is known to have existed for nearly a thousand years. Some believe that it is the spawn of the First Oni, while others believe it existed long before that creature was ever created by Fu Leng.

The Kusatte Iru defies description. It is easily as large as a mountain, with a virtually impenetrable, rock-like hide and a maw that dwarfs the largest valleys of the Seikitsu Mountains. Before the beast was placed in a magical slumber nearly six hundred years ago, it ravaged the lands of the Crab Clan like a mindless, merciless force of nature. Entire armies were crushed beneath its massive feet. Not defeated — for that would imply that a battle took place — but merely crushed as if no more than insects.

The magical wards that keep the Kusatte Iru sleeping are maintained scrupulously

by the Kuni family of the Crab Clan. If the creature were ever to escape its prison of slumber, it is possible that Rokugan would be destroyed utterly by its wrath.

COMBAT

The Kusatte Iru has nothing in the way of tactics or combat methodology. It simply advances, destroying everything in its path. If something manages to cause it enough damage to cause it pain, it will frenzy and attack that person or object.

Damage Reduction (Su): The Kusatte Iru's gigantic size prevents most conventional weapons from even scratching the surface of its rock-like skin. It possesses damage reduction 50.

Enhanced Taint: The Kusatte Iru determines its taint score using Constitution instead of Charisma.

Fear Aura (Su): Due to its incredible size and mass, the Kusatte Iru inspires fear in all those around it. Anyone within 500 feet of the beast must make a successful Will save (DC 25) or become frightened. Those who fail must save again if they come within 20 feet of the creature (DC 40) or become panicked.

Immunities (Ex): The Kusatte Iru is immune to poison, disease, energy drain, and ability score damage. Not subject to critical hits.

Improved Grab (Ex): The Kusatte Iru may attempt to grab any creature that it hits with a successful slam attack.

Oni Qualities (Su): Oni outsiders have a number of abilities. (See the introduction of this book, page 5). Kusatte Iru does not possess the alternate form ability.

Regeneration (Ex): The Kusatte Iru treats all damage as subdual damage. If reduced to -10 hit points, certain powerful spells (which have since been lost to history) can put the great beast to sleep. Luckily, whenever the beast returns, the Elemental Dragons usually make certain that knowledge of a way to put it back to sleep returns in its wake.

Swallow Whole (Ex): This massive creature will attempt to swallow any opponent of Huge size or smaller that it has successfully grabbed. Swallowed creatures suffer 2d8+5 crushing damage the first round after being swallowed and 3d8 acid damage every round thereafter due to the Kusatte Iru's digestive acids. A successful grapple check allows a swallowed creature to escape to the creature's mouth, where it can make another grapple check to free itself. A swallowed creature may use a slashing weapon to cut itself out. The Kusatte Iru's stomach lining has AC 30 (+6 natural) and 90 hp. Half of this damage counts against the creature's total hit points. Muscular action closes any escape holes made once a creature has exited, so unless multiple opponents hold on to one another as they escape each must cut their own way free.



Kusatte Iru

THE LOST

Medium-Size Undead (Shadowlands)

Hit Dice: 8d12 (52 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 16 (+1 Dex, +1 natural, +4 partial armor)

Attacks: Katana +7 melee

Damage: Katana 1d10+3 melee

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

Special Abilities: Damage reduction 10/+1 (jade), fear aura

Saves: Fort +2, Ref +3, Will +7

Abilities: Str 14, Dex 12, Con —,

Int 10, Wis 12, Cha 8, Taint 5

Skills: Intimidate +10, Intuit Direction +11,

Knowledge (Shadowlands) +11, Ride +12

Feats: Power Attack, Weapon Focus (Katana)

Climate/Terrain: Shadowlands

Organization: Patrols (5–10), squadrons (11–25), battalions (50–100) often with one large zombie (horse) or onikage per Dark Moto

Challenge Rating: 4

Treasure: None

Honor: Always 0

Alignment: Always lawful evil

Advancement: By character class

Although far from the most formidable denizens of the Shadowlands, the Lost are nonetheless some of the most feared. It is not so much what they are capable of as what they are: samurai born beyond Rokugan who willingly serve the Shadowlands. There is a fate that all samurai fear, and that the warriors of the Crab Clan see in their nightmares every night.

The Lost appear either as living dead or as extremely beautiful samurai with a strange ethereal glow. Their powerful frames are rotting and seem to be on the verge of collapse, yet have inhuman strength and endurance. Battered and filth-encrusted armor protects them from their enemies, a remnant of their days among the samurai of Rokugan. All Lost carry a katana and wakizashi. It is a reminder to their foes that they were once samurai. The largest group of Lost in Rokugan currently form the armies of Daigotsu, Lord of the Shadowlands. In past times, the Dark Moto family, led by Moto Tsume, contained a significant number of Lost.

COMBAT

Warriors of the Lost are ruthless and cunning foes. Once they have targeted their prey, they rest and weaken their defenses with a series of lightning raids. They may harry enemies for days on end before a massive frontal assault shatters their ranks and scatters them throughout the Shadowlands, to be picked off at leisure.

Fear Aura (Ex): The Lost can radiate a 10-foot radius fear aura as a free action. Those creatures within the affected range must succeed at a Will save (DC 12) or become frightened for

the rest of the encounter. Those who successfully save against the fear aura may not be affected by it for 24 hours.

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



A member of the Lost

LOST SOCIETY

Prior to the Battle at Oblivion's Gate, the Dark Moto rode across the Shadowlands in large armies, answerable to no single authority other than their dark general Moto Tsume. Shortly before that battle, however, all Dark Moto were wiped out by Moto Gaheris and the united Moto family of the Unicorn Clan.

Since that time, a new breed of Lost have been born of those who did not return from the battles at Voltturnum and Oblivion's Gate. These individuals form an elite strike force in service to Daigotsu, the Lord of the Shadowlands.

LOST CHARACTERS

The favored character class of the Lost is berserker (barbarian).

There are also numerous samurai, fighters, and even a very few shugenja among their number (although the latter tend more toward maho-tsukai than actual shugenja).

MAJESERU NO ONI

Large Outsider (Shadowlands)

Hit Dice: 12d8+36 (90 hp)

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

Speed: 30 ft.

AC: 18 (-1 size, +1 Dex, +8 natural)

Attacks: 3 slams +17 melee

Damage: Slam 2d6+6

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

Special Attacks: Energy drain, fear aura

Special Qualities: Damage reduction 25/+3 (jade), spawn duplicate

Saves: Fort +11, Ref +9, Will +9

Abilities: Str 23, Dex 13, Con 17, Int 7, Wis 13, Cha 8, Taint 6

Skills: Hide +16, Listen +16, Move Silently +16, Spot +16

Feats: Cleave, Improved Initiative, Power Attack

Climate/Terrain: Shadowlands only

Organization: Solitary

Challenge Rating: 10

Treasure: None

Honor: Always 0

Alignment: Always neutral evil

Advancement: 13–36 IID (Huge)

MARSH TROLL

Large Giant (Aquatic, Shadowlands)

Hit Dice: 4d8+20 (38 hp)

Initiative: +1 (Dex)

Speed: 30 ft., swim 30 ft.

AC: 15 (-1 size, +1 Dex, +5 natural)

Attacks: Claw +8 melee, bite +3 melee, or greatclub +8 melee

Damage: Claw 1d6+5, bite 1d6+5, greatclub 1d10+5

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

Special Attacks: Screech

Special Qualities: Amphibious

Saves: Fort +9, Ref +2, Will +4

Abilities: Str 21, Dex 13, Con 20, Int 13, Wis 10, Cha 6, Taint 3

Skills: Hide +7*

Feats: Power Attack, Improved Bull Rush

Climate/Terrain: Shadowlands swamps and marshes

Organization: Solitary or family (2-5)

Challenge Rating: 2

Treasure: standard

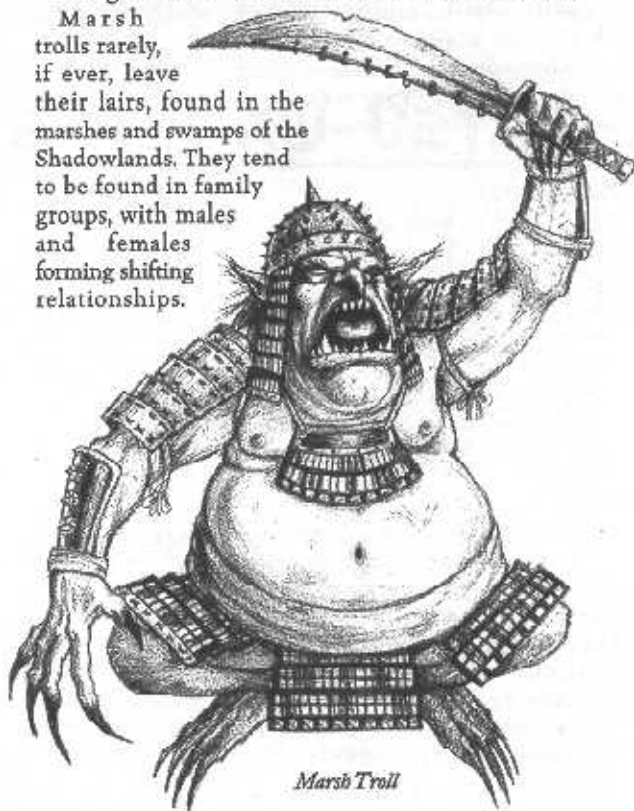
Honor: Always 0

Alignment: Always neutral evil

Advancement: 5-8 HD (large), 8-12 HD (huge)

These reclusive creatures are six- to eight-foot tall humanoids with bloated, corpulent bellies, slimy green skin, and bristling shocks of mud-caked hair. Their faces are broad and blunt, with beady, glowing yellow eyes, massive jowls, and great yellow tusks. Their arms and fingers are abnormally long, their stumpy legs abnormally short. The Kuni believe them to have much in common with ogres, perhaps created by Fu Leng at around the same time. They are incredibly strong, and deceptively quick for their size. They also exhibit a dangerous cunning that is unusual in most Shadowlands creatures.

Marsh trolls rarely, if ever, leave their lairs, found in the marshes and swamps of the Shadowlands. They tend to be found in family groups, with males and females forming shifting relationships.



Marsh Troll



Maneseru no Oni

This particular species of oni appears as a large, amorphous blob of a foul, black substance. These large creatures lie in hiding within the Shadowlands, waiting for unwary samurai to come close. It then spawns duplicates of its foes and kills as many as possible, absorbing the dead and slowly adding to its own mass.

COMBAT

The Maneseru no Oni immediately attempts to spawn a duplicate of any foe it faces, using those extensions of itself to combat the enemy. If surprised or faced with numbers it cannot duplicate, the oni will attempt to flee. If cornered, it attacks in its natural amorphous form with surprising effectiveness.

Energy Drain (Su): When one of the oni's duplicates strikes a target, it causes an energy drain effect that causes the opponent to suffer 2 negative levels. Temporary hit points gained by this energy drain are applied to the oni's original body.

Fear Aura (Su): Maneseru no Oni exudes an air of despair. Creatures within 15 ft. must make a Will save (DC 25) or become frightened.

Spawn Duplicate (Ex): As a standard action, the oni may spawn an exact duplicate of any one creature of Large size or smaller. These duplicates are created partially from the oni's own mass and partially through some spiritual process not fully understood. These duplicates possess all the qualities of the original: abilities, skills, saves, equipment, spells, feats, etc. The only traits that may not be duplicated are those that are specifically denied to outsiders or Shadowlands creatures (such as the Void Use feat). These duplicates must attack the original; if that is not possible they return to the nothingness whence they came. A Maneseru no Oni may not have more hit dice of duplicates in existence than it has hit dice at any time. Only one duplicate of a given individual may be created per twenty-four hour period. Duplicates wither into nothingness after twenty-four hours.

Since no one has ever seen one of their young, it is unknown how often marsh trolls reproduce; the Kuni speculate that they spawn once every few years. Any young presumably mature very quickly. Their social habits are also largely unknown. How long a particular individual stays with a group or what would cause him to leave remains a mystery.

Marsh trolls prefer to lurk just below the surface of their favorite mires, lazily waiting for passersby that look tasty. When food is scarce, groups of trolls venture out of the swamp for short periods to forage for food. They are extremely rare outside of their swampy territories, and practically unheard of outside the Shadowlands. They are known for their voracious appetites, and for the complete lack of discretion about what they eat, devouring with relish the most putrid bits of carrion scooped out of the marsh muck.

COMBAT

When marsh trolls spot humans venturing into their territory, they scatter and lie in ambush. Marsh trolls use no complicated tactics when they attack; they simply rush forward, swinging and chomping. However, they are quite cunning in choosing their moments to attack. If they face a superior force, they disappear into the swamp and remain out of sight until the threat is gone.

Screech (Ex): When engaged in combat, marsh trolls jump and flop about while emitting an ear-splitting screech. Anyone other than a marsh troll within 20 ft. of a screeching marsh troll must make a Will save (DC 15) or receive a -2 penalty to all attack rolls. Shugenja within this area of effect must make Concentration checks when casting spells (DC 12 + spell level). This is a sonic attack.

Skills: Marsh Trolls receive a +8 racial bonus to Hide checks made while in a swamp or marsh.

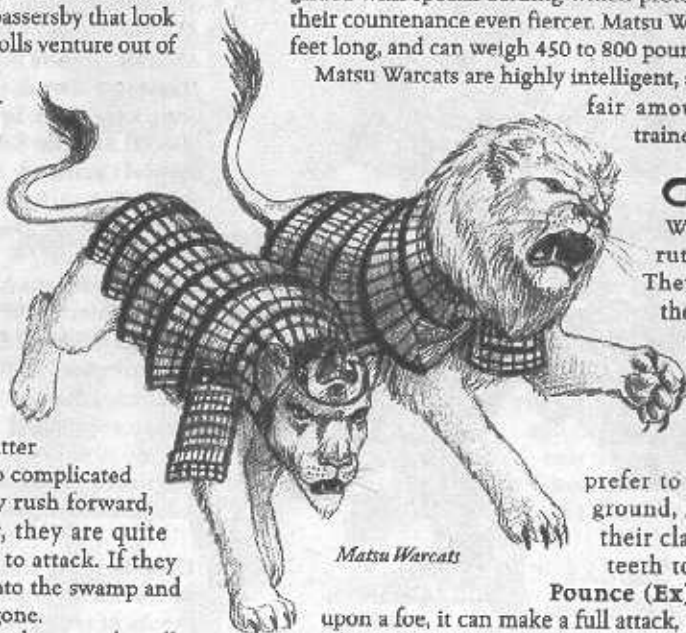
Matsu Warcats are specially trained lions, used exclusively by a small unit within the Matsu family army. They are specially bred to be larger, fiercer, more intelligent and tougher than an average lion, and some believe that the Kami Akodo himself granted these beasts some portion of his spirit as a gift to the brave Lady Matsu. When the warcats enter battle, they are girded with special barding which protects them, and makes their countenance even fiercer. Matsu Warcats average 7 to 12 feet long, and can weigh 450 to 800 pounds.

Matsu Warcats are highly intelligent, and can understand a fair amount of Rokugani if trained properly.

COMBAT

Warcats are utterly ruthless in combat. They attack whomever their handler indicates as a target, and continue to attack until either their opponent is dead or they are. They prefer to knock a foe to the ground, holding them with their claws and using their teeth to shred the enemy.

Matsu Warcats



Matsu Warcats

Pounce (Ex): If a warcat leaps upon a foe, it can make a full attack, even if it has already taken a move action.

Improved Grab (Ex): To use this ability, the warcat must hit with its bite attack. If it gets hold, it can rake.

Rake (Ex): A warcat that gets hold can make two rake attacks (+7 melee) with its hind legs for 1d6+2 damage each. If the warcat pounces on its opponent, it can also rake.

Skills: Warcats receive a +4 racial bonus to Balance, Hide and Move Silently checks. In areas of tall grass or heavy undergrowth, the Hide bonus improves to +12.

MATSU WARCATS

Large Animal

Hit Dice: 8d8+24 (60 hp)

Initiative: +4 (Dex)

Speed: 40 ft.

AC: 21 (-1 size, +3 Dex, +5 natural, +4 partial armor)

Attacks: 2 claws +7 melee, bite +2 melee

Damage: Claw 1d8+5, bite 1d10+3

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

Special Attacks: Pounce, improved grab, rake

Special Qualities: Scent

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

Abilities: Str 21, Dex 18, Con 16, Int 5, Wis 12, Cha 6

Skills: Balance +9, Hide +6, Jump +6, Listen +6, Move Silently +9, Spot +6, Wilderness Lore +4

Climate/Terrain: Plains

Organization: Solitary, pair, pride (6-10)

Challenge Rating: 4

Treasure: None

Honor: Nil

Alignment: Always neutral

Advancement: 9-24 IID (Large)



Megada no Oni

MEGADA NO ONI

Large Monstrous Humanoid (Oni, Shadowlands)

Hit Dice: 3d8+9 (23 hp)

Initiative: -1 (Dex)

Speed: 30 ft.

AC: 16 (-1 size, -1 Dex, +5 natural, +3 hide)

Attacks: No-dachi +9 melee

Damage: No-dachi 2d6+7

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

Special Qualities: All-around vision, damage resistance 5/+2 (jade)

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

Abilities: Str 21, Dex 9, Con 16, Int 10, Wis 11, Cha 6, Taint 3

Skills: Climb +11, Jump +11, Listen +6, Search +11, Spot +11

Feats: Weapon Focus (No-dachi)

Climate/Terrain: Shadowlands

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

Challenge Rating: 2

Treasure: Standard

Honor: Always 0

Alignment: Always chaotic evil

Advancement: 4-9 HD (Large)

Megada no Oni are among the lowest ranking oni of the Shadowlands.

Compared to most oni, they are slow and stupid, useful only to be thrown at samurai in great waves. Over the past thousand years, more Megada no Oni have died upon Rokugani swords than all other oni combined. However, for every one that is killed, two more crawl out of the Festering Pit of Fu Leng, ready to fight and die. They usually serve as henchmen for more powerful and capable creatures, such as ogres and greater oni.

Physically, Megada no Oni are frightening. Usually ten feet tall at the shoulder and very muscular, Megada no Oni are covered with eyes, making them exceptionally alert and difficult to surprise. Their most striking features, however, are the two heads (and virtually no neck) that sprout from their shoulders. The two heads share one mind, and are useful mainly as an extra set of sensory organs. When a Megada no Oni speaks, both mouths talk at the same time (occasionally saying the same thing, but usually discussing two separate matters simultaneously). They are capable of speaking Rokugani, Oni, and Bakemono.

COMBAT

Megada no Oni are some of the most frequently encountered oni in the Shadowlands, and are quite capable of setting traps and using the twisted terrain of the Shadowlands to their advantage. However, they are also relatively lazy, and when it is clear they have an advantage, will forego elaborate ambushes in favor of a melee.

Many eyes (Ex): The skin of a Megada no Oni is covered with functional eyes. Because of this, they cannot be flanked and receive a +8 racial bonus to Spot and Search checks.



Minor Oni

MINOR ONI

Small Outsider (Evil Shadowlands, Oni)

Hit Dice: 3d8 (13 hp)

Initiative: +3 (Dex)

Speed: 20 ft.

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

Attacks: 2 claws +4 melee

Damage: Claw 1d3

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

Special Attacks: Spell-like abilities, spells

Special Qualities: Damage reduction 5/+2 jade

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

Abilities: Str 10, Dex 16, Con 11, Int 14, Wis 11, Cha 10, Taint 7

Skills: Hide +11, Knowledge (maho) +10, Knowledge

(Shadowlands) +5, Listen +4, Move Silently +11,

Spellcraft +7, Spot +4

Feats: Skill Focus (Knowledge: maho)

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 2

Treasure: None

Honor: Always 0

Alignment: Always lawful evil

Advancement: 4-9 HD (Small)

Often, maho-tsukai make bargains with Jigoku in order to gain the service of an oni teacher. The powerful Oni Lords of Jigoku are always willing to assist such students, and will often grant one of their offspring to a promising maho-tsukai in exchange for favors or services. Usually, these oni wield little power, but can be useful nonetheless. Because of the price paid for such a servant, and the consequences should the maho-tsukai report the death of the servant to his oni master, the blood sorcerers are often very protective of these creatures.

Physically, minor oni servants are quite varied, resembling their "parent" oni in some fashion. For example, offspring of Kyoso no Oni are generally small, demonic females with red skin. However, as they adapt to their masters, minor oni often begin to take on an appearance of their own, or even resemble the maho-tsukai they serve.

The ultimate goal of a minor oni servant is, of course, to acquire a name. Several times over the course of history, minor oni have tricked or overpowered their masters into bonding with them, resulting in a major shift in the power balance between master and servant. The Oni Lord Shikibu gained his power in such a manner.

COMBAT

Most maho-tsukai prefer not to risk their oni servants in combat, fearing the consequences of having to report to their patron oni that their offspring was killed. However, as oni, the servants are not entirely without power or cunning.

Oni Qualities (Su): Oni outsiders have a number of abilities. (See the introduction of this book, page 5). Minor oni do not possess the alternate form ability.

Spell-like abilities (Sp): 3/day: *detect good*, *detect magic*, and *invisibility* (self only). These spells are cast as a 3rd-level sorcerer (save DC 10 + spell level).

Spells: When a minor oni servant is created, its "parent" grants it certain abilities. Upon creation, a minor oni has the spellcasting abilities of a 4th level shugenja (with the same elemental focus as the maho-tsukai). A minor oni servant may substitute maho spells of the same level for any or all of its selected spells, and need provide blood as a material component when using maho.

MOKUMOKUREN

Medium-Size Undead (Incorporeal)

Hit Dice: 10d12 (65 hp)

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

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

AC: 19 (+4 Dex, +5 deflection)

Attacks: Incorporeal touch +5 melee

Damage: Incorporeal touch 1d4 and energy drain

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

Special Attacks: Energy drain, terrible gaze

Special Qualities: Incorporeal, natural invisibility, immortality, undead

Saves: Fort +3, Ref +7, Will +13

Abilities: Str —, Dex 18, Con —, Int 18, Wis 23, Cha 21

Skills: Hide +8 Intimidate +10, Intuit Direction +5, Knowledge (spellcraft) +5, Listen +7, Search +10, Sense Motive +8, Spot +20

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

Climate/Terrain: Special

Organization: Solitary

Challenge Rating: 11

Treasure: None

Honor: Always 5

Alignment: Always lawful neutral

Advancement: 11–30 HD
(Medium-Size)

This ghost is special because only one exists, and no one who has ever seen it has lived to tell the tale, though some Hantei Emperors have claimed to sense its presence protecting their sleep. It manifests as a vaguely humanoid shape comprised of a thousand small, multicolored globes of scintillating light. Anyone unfortunate enough to see these floating orbs up close can see that each is a tiny glowing eye floating in midair, free to turn and swivel in any direction. When the creature attacks, these eyes turn blood red and swarm toward its intended victims.

The story of Mokumokuren ("the ghost of a thousand hungry eyes") and the tablet of Hagakure, which the ghost protects, is shrouded in mystery. Over a hundred and fifty years ago, Hagakure was a minor diplomat and shugenja of the Isawa on a diplomatic mission in the Imperial Palace. One night he was murdered as he slept, his throat slit from ear

to ear. The killer was never found, nor was any motive uncovered. News of an assassination within the Imperial Palace was kept secret to preserve the honor of the Hantei. No one was allowed to speak of it, except the Asako and Ikoma families, who could only argue about how it was to be recorded in the histories. The emperor finally commanded them to cease arguing, and to record only this: "Hagakure has passed in his sleep. The Empire shall miss his watchful eye."

Two months after the murder, two assassins stole into the emperor's chambers — and were never seen again. The next morning, the emperor discovered a black stone funeral tablet with the name "Hagakure" engraved on one side and the word "Guardian" on the other. Every Emperor since then has kept the tablet beside his bed, and has been protected by Mokumokuren. It is currently in the possession of Toturi Sezaru, son of Toturi the First.

COMBAT

Mokumokuren only appears to protect honorable samurai who sleep within thirty feet of the tablet of Hagakure.

Energy Drain (Su): Living creatures hit by Mokumokuren's devastating incorporeal touch suffer three negative levels. The Fortitude save to restore these negative levels is 20.

Incorporeal (Su): Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic. Any corporeal weapon, even magical ones, has only a 50% chance of damaging this ghost. It can pass through any solid object at will, ignores armor, and always moves silently.

Natural Invisibility (Su): Mokumokuren remains invisible even when it attacks. It can cancel or resume this ability as a free action.

Immortality (Su): Mokumokuren cannot be permanently destroyed so long as its tablet remains intact. (The tablet itself seems to be indestructible.) If destroyed, it returns at full strength in 1d4 days.

Skills: Mokumokuren receives a +8 racial bonus to Hide, Listen, and Search checks, and a +15 racial bonus to Spot checks.

Terrible Gaze (Su): When the ghost becomes visible, it may turn its thousand eyes upon a living creature within 30 ft. as a potent gaze attack. Those affected must make a Fortitude save (DC 18) each round or die as the power of the eyes blasts the very flesh from their bones. Those that survive suffer 2d10+10 points of damage and 1d4 points of permanent Charisma drain.

Undead (Su): Since this creature is undead, it is immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and ignores mind-influencing effects. It is also not subject to critical hits, massive damage, subdual damage, ability damage, ability drain, or energy drain. It has no Constitution scores so is therefore immune to anything requiring a Fortitude save.



Mokumokuren

MOUNTAIN GOBLIN

Small Humanoid (Goblin, Shadowlands)

Hit Dice: 3d8+6 (19 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

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

Attacks: Claw +2 melee, bite +0 melee;

or wakizashi +2 melee

Damage: Claw 1d4, bite 1d4,

wakizashi 1d6

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

Special Qualities: Regeneration 5

Saves: Fort +3, Ref +4, Will +0

Abilities: Str 10, Dex 12, Con 14, Wis 8,

Int 8, Cha 8, Taint 4

Skills: Hide +6*, Listen +3, Move

Silently +3, Spot +3

Feats: Alertness

Climate/Terrain: Shadowlands
and any mountains

Organization: Solitary or
band (2-5)

Challenge Rating: 1

Treasure: Standard

Honor: Usually 0

Alignment: Usually
neutral evil

Advancement: By character class

These squat, lumpy creatures closely resemble normal goblins, and easily can be mistaken for them at first glance. However, mountain goblins have a much thicker girth and smaller ears, and their skin tends to be more grayish than green. Their breeding habits, societal functions, and other traits lead the Kuni to believe they are an entirely different species. Their spindly limbs are disproportionately long, with clawed fingers to match, making their bulbous bellies appear almost comical. Their flat, knobby heads sprout with tufts of filthy hair, small pointed ears, and beady red eyes.

They can most often be found in the mountainous regions of the northern Shadowlands, but there have been tales of sightings as far north as the Spine of the World Mountains. They are not particularly aggressive and their numbers are small, unlike true goblins or bakemono, which leads the Kuni to classify them as more or less benign. They keep to themselves, hiding in rocks and scavenging whatever food they can find.

There are rumors that the Kuni have been experimenting with mountain goblins in attempts to discover the nature of their incredible regenerative abilities. Samurai who have met these creatures tell tales of slicing off the goblin's arm, only to watch it pick up the severed limb, hold it up to the stump, and few seconds later, resume the melee with the arm reattached.

COMBAT

In combat, mountain goblins attack with teeth and claws, unless they have managed to scrounge a sword from a dead samurai. Sometimes they even throw stones. They have little regard for their own safety, because their powerful regenerative abilities protect them from most types of harm.

Regeneration (Ex): Fire and acid do normal damage to a mountain goblin. It may reattach a severed limb by holding it up to the stump for 2 rounds. Severed limbs do not regrow if the original is lost.

Skills: Mountain goblins receive a +4 racial bonus to Hide checks made in mountainous terrain.

MOUNTAIN GOBLIN CHARACTERS

Mountain goblins tend to be simple creatures, usually finding themselves in the warrior or adept character classes. Their favored character class is berserker (barbarian).



Mountain Goblin

NAGA

The ancient Naga race far predates the arrival of mankind in Rokugan. They carved a vast civilization upon the land that would become the Empire, waging an ancient blood feud with the Ashalan race and enslaving the then non-sapient Nezumi as pets and cattle. Despite their history of conflict with themselves and others, the Naga were a largely peaceful folk given to study of philosophy and religion. When their race began to die out, they chose to enter a deep, mystical slumber until such time as they were needed to combat a menace they knew only as the Foul, later known to mankind as the Lying Darkness.

The Naga slept for thousands of years, reemerging into Rokugan only during the conflict known as the Clan War. The activity of the Shadowlands during this period caused them to awaken prematurely, before the threat of the Foul had been realized. Many misunderstandings later, the Naga made peace with the humans. When the Foul finally appeared some years later, the two races stood side by side and defeated it at the Battle of Oblivion's Gate.

Prior to the War of Spirits, the priests among the Naga discovered that the group mind their race shares had become warped through their premature awakening. In order to allow the Akasha to heal, the Naga have returned to their great slumber. There are a few who remain awake, but for the most part the race sleeps until their time to walk Rokugan arrives once more.

NAGA

	Asp Large Monstrous Humanoid	Chameleon Large Monstrous Humanoid	Cobra Large Monstrous Humanoid
Hit Dice:	2d8+2	1d8+1	1d8+1
Initiative:	+0	+4 (Improved Initiative)	+0
Speed:	40 ft.	40 ft.	40 ft.
AC:	11 (+1 armor)	10	10
Attacks:	Naga blade +2 melee or composite longbow +2 ranged	Short sword +1 melee or composite shortbow +1 ranged	Dagger +0 ranged or melee
Damage:	Naga blade 1d10, longbow 1d8	Short sword 1d6, shortbow 1d8	Dagger 1d4-1
Face/Reach:	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	Spit venom	None	None
Special Qualities:	None	Skills	Immunities, Shapechanging
Saves:	Fort +0, Ref +2, Will +2	Fort +0, Ref +2, Will +2	Fort +0, Ref +2, Will +5
Abilities:	Str 11, Dex 10, Con 12, Int 10, Wis 12, Cha 8	Str 10, Dex 10, Con 12, Int 10, Wis 12, Cha 8	Str 8, Dex 8, Con 12, Int 12, Wis 12, Cha 8
Skills:	Climb +5, Jump +5, Intimidate +4, Knowledge (war) +5	Disguise +4, Hide +4, Listen +4, Move Silently +8	Concentration +5, Heal +6, Spellcraft +6, Use Magic Device +6
Feats:	Power Attack	Improved Initiative	Iron Will
Climate/Terrain:	Any forest	Any forest	Any forest
Organization:	Solitary, patrols (6-12)	Solitary, parties (3-6)	Solitary, bands (3-5)
Challenge Rating:	1	1/2	1/2
Treasure:	Standard	Standard	Standard
Honor:	Nil	Nil	Nil
Alignment:	Often lawful neutral	Often lawful neutral	Often lawful neutral
Advancement:	By character class	By character class	By character class

NAGA

	Constrictor Large Monstrous Humanoid	Greensnake Large Monstrous Humanoid
Hit Dice:	3d8+6	1d8+1
Initiative:	+0	+0
Speed:	40 ft.	40 ft.
AC:	10	10
Attacks:	Naga blade +4 melee, or mighty composite longbow (+1) +3 ranged	Short sword +1 melee
Damage:	Naga blade 1d10+1, longbow 1d8+1	Short sword 1d6
Face/Reach:	5 ft. by 10 ft./5 ft.	5 ft. by 10 ft./5 ft.
Special Attacks:	Constrict, Improved Grab	None
Special Qualities:	Immunities, Shapechanging	Immunities, Shapechanging, Skills
Saves:	Fort +1, Ref +3, Will +3	Fort +0, Ref +2, Will +2
Abilities:	Str 12, Dex 10, Con 12, Int 10, Wis 12, Cha 8	Str 10, Dex 10, Con 12, Int 10, Wis 12, Cha 9
Skills:	Concentration +8, Diplomacy +6, Jump +5, Knowledge (Akasha) +6	Bluff +4, Diplomacy +4, Gather Information +4, Knowledge (Rokugan) +2
Feats:	Toughness	Skill Focus (diplomacy)
Climate/Terrain:	Any forest	Any forest
Organization:	Solitary	Solitary, delegation (4-12)
Challenge Rating:	2	1/2
Treasure:	None	Standard
Honor:	Nil	Nil
Alignment:	Often lawful neutral	Often lawful neutral
Advancement:	By character class	By character class

Naga are serpentine in appearance, with a humanoid upper torso sitting atop a long, sinuous tail resembling that of a great snake. Female Naga possess the ability to change their form from a tail to two human legs, but this can prove dangerous if overused and thus few Naga utilize it for very long.

Naga have a wide variety of coloration. The most common color is green, but there are many variations including browns and even blacks. Their skin is scaled, with serpentine eyes and fangs, giving them a foreign, somewhat exotic look when compared to traditional Rokugani features.

Some Naga, particularly those in the Cobra bloodline, possess mutations that exacerbate their snake-like appearance. Malformed mouths, hoods, and even a total loss of human features are not unheard of.

Occasionally children are born that are so disfigured that they are abandoned. These pitiful creatures are known only as abominations.

COMBAT

Naga have an advanced military, with effective group tactics as well as an emphasis on the training of the individual warrior. Each Naga develops his own fighting preferences.

Bloodline Ability (Ex): Certain Naga bloodlines possess unique abilities not shared by other Naga. These abilities are as follows:

Constrict (Ex): Naga of the Constrictor bloodline can encircle and constrict their opponents for 2d8+1 damage. This is contingent upon successful use of their Improved Grab ability.

Improved Grab (Ex): Constrictors may use this ability following any successful melee attack. If they gain a hold, they may automatically inflict their constrict damage the following round.

Skills: Members of the Greensnake bloodline receive an additional 4 skill points to be used during creation only. They do not receive additional skill points per level. In addition, Chameleons gain a ++ racial modifier to Move Silently checks.

Spit Venom (Ex): Asps can spit a potent venom at very short range, inflicting 2d4 damage to one target within 10 feet. This can only be done once every hour.

Immunities: Naga are immune to the influence of the Taint. They cannot acquire Taint under any circumstances, nor can they practice any activities that inflict the Taint upon those who use them (such as the blood sorcery maho).

Shapechanging (Ex): Female Naga of all bloodlines possess the ability to transform their serpentine tail into two legs at will as a standard action. This transformation can be reversed at will.

Skills: Naga have a +2 racial bonus to all Wilderness Lore checks and to Charisma or Diplomacy checks made with other Naga. All Naga have a -4 racial modifier to all Animal Empathy, Handle Animal, and Ride checks.

NAGA SOCIETY

The Naga are on the whole a peaceful people, preferring tranquility and serenity to conflict. Notable exceptions to this rule exist among the Asp bloodline, but for the most part the Naga are not warlike. The race is largely organized by bloodline, with each of the five controlling a single large city. The heads of the bloodlines are very powerful individuals within the race, their authority superseded only by the most powerful priests and military commanders. The race as a whole is ruled by the Qatol, the high lord of the Naga.

Beneath the Qatol are the Qamar, commander of the Naga army, and the Dashmar, the leading diplomat. Both have equal footing with the Qatol. Unfortunately,

there has not been a Qatol since the reawakening, a fact that has led to some conflict arising from disagreement between the Dashmar and the Qamar as to the most appropriate course of action.

The Naga are on friendly terms with the Empire of Rokugan. One of their highest-ranking scouts, the Mara, married Mirumoto Daini of the Dragon Clan. The two represent the Naga's interests in Orosan Uchi, and their child is seen as a permanent link between the two races.

When the Naga returned to sleep, they left their legacy, a parting gift of a great golden pearl, with the Unicorn Clan.

The pearl hatched many years later, giving birth to Akasha, a human with the memories of the Naga. The

Unicorn Clan now considers the protection of the sleeping Naga race one of their most sacred duties.



NAGA CHARACTERS

A Naga's favored class depends upon their bloodline. For the Asp it is fighter, for the Chameleon it is rogue, for the Cobra shugenja, for the Constrictor shugenja or monk, and for the Greensnake courtier. Naga rarely multiclass, as they place great value on an individual's station and position within the clan. Changing that position is considered aberrant behavior.

	Crippled Bone Tribe Medium-Size Monstrous Humanoid	Grasping Paw Tribe Medium-Size Monstrous Humanoid
Hit Dice:	2d8+5 (14 hp)	1d8 (4 hp)
Initiative:	+0	+1 (Dex)
Speed:	40 ft.	40 ft.
AC:	11 (+1 natural)	10
Attacks:	2 claw +2 melee, bite +0 melee	2 claw +1 melee, bite +0 melee
Damage:	Claw 1d4+1, bite 1d4	Claw 1d4, bite 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Qualities:	Immunities, pheromones, resistance, saves, scent, skills	Immunities, pheromones, saves, scent, skills
Saves:	Fort +0, Ref +3, Will +3	Fort +0, Ref +2, Will +2
Abilities:	Str 12, Dex 10, Con 12, Int 8, Wis 8, Cha 10	Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 8
Skills:	Climb +5, Jump +4, Knowledge (Shadowlands) +3, Wilderness Lore +3	Bluff +3, Hide +5, Listen +4, Move Silently +5, Search +4
Feats:	Power Attack, Toughness	Skill Focus (move silently)
Climate/Terrain:	Shadowlands	Mountains
Organization:	Packs (3-6)	Scavenging parties (3-6)
Challenge Rating:	1	1/2
Treasure:	Standard	Double goods, double items
Honor:	Nil	Nil
Alignment:	Often chaotic neutral	Often chaotic neutral
Advancement:	By character class	By character class

	Tattered Ear Tribe Medium-Size Monstrous Humanoid	Third Whisker Tribe Medium-Size Monstrous Humanoid
Hit Dice:	1d8 (4 hp)	1d8 (4 hp)
Initiative:	+0	11 (+1 size)
Speed:	40 ft.	40 ft.
AC:	10	10
Attacks:	2 claws +1 melee, bite +0 melee	2 claws +1 melee, bite +0 melee
Damage:	Claw 1d4+1, bite 1d4	Claw 1d4, bite 1d4
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Qualities:	Immunities, pheromones, saves, scent, skills	Immunities, pheromones, saves, scent, skills
Saves:	Fort +0, Ref +2, Will +2	Fort +0, Ref +2, Will +4
Abilities:	Str 10, Dex 10, Con 10, Int 10, Wis 8, Cha 12	Str 8, Dex 10, Con 10, Int 12, Wis 10, Cha 8
Skills:	Climb +4, Diplomacy +5, Hide +4, Intuit Direction +3, Wilderness Lore +3	Climb +3, Gather Information +3, Hide +4, Knowledge (prophecy) +5, Move Silently +4, Search +4
Feats:	Track	Iron Will
Climate/Terrain:	Any forest and plains	Underground
Organization:	Packs (5-10)	Packs (3-5)
Challenge Rating:	1/2	1/2
Treasure:	Double items	Standard
Honor:	Nil	Nil
Alignment:	Often chaotic good	Often chaotic good
Advancement:	By character class	By character class

NEZUMI

Nearly as ancient as the Naga, the Nezumi race has survived within the Shadowlands for over a thousand years, somehow never succumbing to the Taint. They are an adaptable and industrious people, loyal allies to the Crab Clan and staunch foes of the forces of darkness that have invaded their homeland.

The Nezumi insist that they once possessed a vast civilization that was destroyed when Fu Leng fell from the heavens and devastated their lands. Although many of their people were killed on that dark day and those that followed, the Nezumi survived by fragmenting into small tribes and scattering across what is now known as the Shadowlands. If these tales are to be believed, then the Nezumi have truly fallen far in their struggle against an eternal foe.

Nezumi appear very similar to large, bipedal rats. They are roughly five feet in height with a somewhat stooped posture. Although their other senses are easily equal to that of a human, the Nezumi choose to rely most heavily on their incredible sense of smell. They use scents and body language to communicate, although they are capable of learning to speak a fractured form of Rokugani. It is not uncommon for Nezumi to go without clothing or armor of any sort, but many have learned the benefit of coverings from their human allies and make clothing or crude armor from the hide of beasts they kill in the Shadowlands.

COMBAT

Nezumi will not fight an enemy they know they cannot defeat. It simply is not practical. When facing a superior foe, they flee. If cornered or if their young are threatened, however, they are fierce and relentless foes. Nezumi attack with a flurry of lightning-fast weapon and claw strikes, using pack tactics whenever possible.

Immunities: Nezumi are completely immune to the Shadowlands Taint. They may not become Tainted by any means nor may they engage in activities that would normally cause them to acquire the Taint (such as casting maho).



*A Nezumi of the
Tattered Ear Tribe*

Pheromones (Ex): Nezumi may leave chemical messages using glands near their tail. Nezumi can only leave simple messages: "danger," "food," "oni," etc. Those who wish to focus on this ability may learn Improved Pheromones as a feat, and leave more complex messages (up to twelve words) that can be detected and understood by any Nezumi within scent range.

Save Bonus (Ex): All Nezumi gain a +2 save bonus versus poison and disease.

Scent (Ex): Nezumi have a much keener sense of smell than most races. Any Nezumi with a Wisdom score of 11 or higher may take the Scent ability as a feat.

Skills: Nezumi possess a +2 racial bonus to all Climb, Hide, Listen, and Move Silently checks.

Tribal Bonuses: Certain Nezumi tribes have unique traits and bonuses.

Immunities: In addition to other racial immunities, Crippled Bone Nezumi are immune to all fear effects, regardless of their source.

Resistance: All Crippled Bone Nezumi possess DR 5 versus cold and fire effects.

Saves: Crippled Bone Nezumi receive a +4 racial bonus to saves versus poison and disease rather than the standard +2.

Size: Third Whisker Nezumi are Small rather than Medium-size, with all the relevant bonuses and penalties.

NEZUMI SOCIETY

Present day Nezumi society is organized around large groups called tribes. Within a single tribe, there is a chieftain who is counseled by the tribal elders. Great respect is given to the tribe's shamans and Rememberers, the keepers of the Nezumi oral history. Young Nezumi mature quickly and are considered adults at roughly 6 years of age.

There are many niches to be filled in a particular tribe. Depending upon their natural gifts, young Nezumi can find themselves serving as warriors, scroungers, scouts, or even leaders within the tribe. Heredity is unimportant to the Nezumi for leadership; only ability matters.

NEZUMI CHARACTERS

The default favored class of all Nezumi is rogue. Most tribes have favored classes unique to them, however, and are as follows: Crippled Bone: berserker/barbarian; Tattered Ear: choose any one class; Third Whisker, sorcerer.

NIKUMIZU

Fine Vermin (Shadowlands)

Hit Dice: 1/4 d8 (1 hp)

Initiative: +0

Speed: 5 ft.

AC: 18 (+8 size)

Attacks: +8 Bite

Damage: 1d2-4 plus
burrow (see text)

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

Special Attacks: Burrow

Special Qualities: Vermin

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

Abilities: Str 2, Dex 10, Con 10, Int —, Wis —, Cha 5, Taint 2



Nikumizu

Climate/Terrain: Any land and Shadowlands

Organization: Solitary, swarm (2-50)

Challenge Rating: 1

Treasure: None

Honor: Nil

Alignment: Always neutral

Advancement: —

Nikumizu are grub-like creatures that originate in the Shadowlands. They lurk in dark, moist crevasses — among rocks, in swamps, dead trees, under fallen logs or burrowed into the earth. They are about the size of a man's forefinger, roughly worm-like, with a thin, brittle shell that can be easily crushed within a fist.

Their mouth parts are designed to pierce and burrow into flesh. If a nikumizu succeeds in getting under the skin, it begins to feed on muscle tissue, starting wherever it entered (usually somewhere on the limbs or extremities) and moving toward the heart. Once they have killed a creature, nikumizu lay several dozen eggs in it, and then die. The eggs hatch within 24 hours and eat their way out of their host corpse. Nikumizu victims are easy to identify, because of the multiple bores in the body.

COMBAT

Nikumizu tend to lurk where a creature will accidentally stumble over them, then quickly burrow into the flesh to feed.

Burrow (Ex): On a successful bite attack, the nikumizu begins to burrow its way into the victim. Each round it does 4 points of damage as it digs its way through tissue. The lump as the nikumizu moves through a body is easily visible, and the creature can be cut out of a victim on a successful Heal (DC 15) check. The procedure, however, does 6 points of damage per nikumizu to be removed. A heal or cure disease spell harmlessly removes and destroys all nikumizu within a living body. After three rounds, the nikumizu is buried too deeply in

the flesh to be removed physically (though magic still works). After six rounds, the nikumizu reaches the victim's heart; the host must make a Fortitude save (DC 15) or die. This save must be made every round the nikumizu remains within the heart, and its DC increases by one each minute thereafter, and for every additional nikumizu that reaches the heart.

Vermin (Ex): Immune to mind-influencing effects.

NINGYO

Medium-Size Humanoid (Aquatic Ningyo)

Hit Dice: 1d8 (4 hp)

Initiative: +1 (Dex)

Speed: 5 ft, swim 40 ft.

AC: 13 (+1 Dex, +2 natural)

Attacks: Claws +0 melee; or bite +0 melee

Damage: Claws 1d6 or bite 1d4 and poison

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

Special Attacks: Poison

Special Qualities: Scent, darkvision, water breathing

Saves: Fort +0, Ref +4, Wis -1

Abilities: Str 10, Dex 12, Con 10, Int 8, Wis 8, Cha 12

Skills: Move Silently +5*, Hide +4*, Listen +1, Spot +1

Feats: Alertness

Climate/Terrain: Temperate aquatic

Organization: Covey (2-5), Pack (10-20 members plus three 4th level leaders), school (30-40 members plus one 4th level sergeant per ten members and one 7th level leader)

Challenge Rating: 1/2

Treasure: Standard

Honor: Usually nil

Alignment: Usually chaotic neutral

Advancement: By character class



Ningyo

The ningyo are a simple race of aquatic humanoids living in the deep seas of Rokugan. They are close allies of the Naga, and protect Candas, the sleeping underwater city of the Chameleons. They are fickle, curious creatures, prone to playing tricks on passing sailors. They are fond of shiny objects, especially pearls, and those who bribe or flatter them can win their friendship. They are strictly carnivorous, though they refuse to feed upon the flesh of intelligent creatures. It is ironic that ningyo are so peaceful, as human sailors have gone to great lengths to pillage their underwater villages for ningyo jewelry, beautiful creation composed of pearls, coral, and brilliant gems.

Recent revelations by the Unicorn Clan have pointed to a possibility that the Ningyo were once far more intelligent and organized than they are today, and built a great empire alongside the kitsu, zokujin, kenku, and trolls (prior to the trolls' corruption by Fu Leng). The Unicorn have been unable to find any ningyo to consult regarding this matter.

Ningyo speak their own language, and the language of the trolls and Naga. Very few speak Rokugani.

COMBAT

Ningyo are shy and skittish creatures who tend to flee from combat rather than face organized, powerful opponents. If cornered or attacked in their own territory, ningyo fight fiercely. Even under these circumstances, a ningyo's primary goal is to delay opponents while its comrades can escape. These creatures rarely fight to the death.

Poison (Ex): A ningyo's bite carries a mild poison, which they use to disable fish and other sea creatures when hunting. The poison does 1d2 temporary Intelligence damage, with secondary damage of 1d2 temporary Intelligence. Fortitude save DC 11 negates.

Water Breathing (Ex): Ningyo are not adapted for a non-aquatic environment. If removed from a source of clean, breathable water they immediately begin to suffocate.

Skills: Ningyo gain a +4 racial bonus to all Hide and Move Silently checks in an aquatic environment.

NINGYO SOCIETY

Ningyo live in loosely organized tribes beneath the waves. They often live near Naga communities, but tend to avoid placing their homes near human cities out of fear of human hunters. Ningyo society forbids interaction with humans, who have been known to hunt their kind, though reckless youths often test their luck by playing tricks upon human sailors. Ningyo do not revere the Fortunes, but do seem to acknowledge the kami (particularly water kami). Great ningyo shrines to water kami exist deep beneath the oceans, known to the Naga but unseen by human eyes.

NINGYO CHARACTERS

A ningyo's favored class is rogue. Most tribal leaders are shugenja with Elemental Focus for Water.

Climate/Terrain: Any

Organization: Solitary or group (3-10)

Challenge Rating: 4

Treasure: None

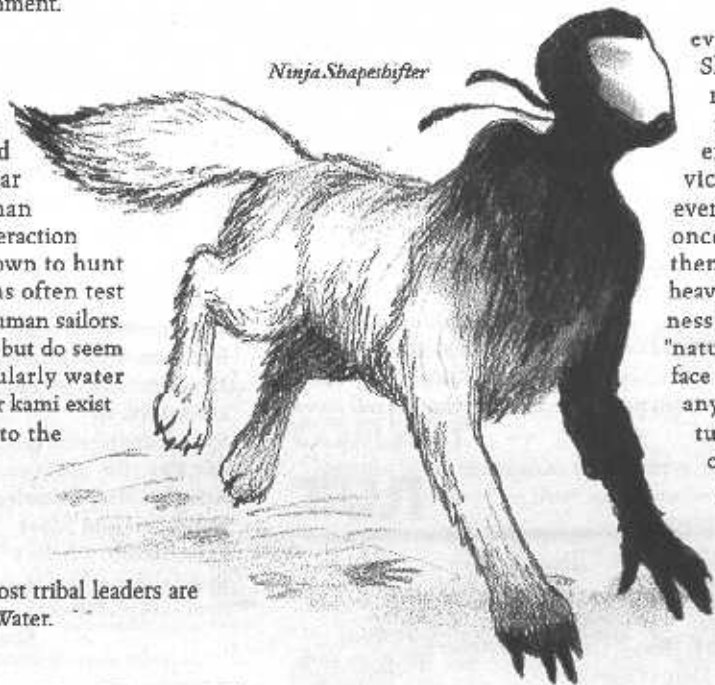
Honor: Usually 0

Alignment: Usually chaotic evil

Advancement: By character class

Ninja Shapeshifters are the most common minions of the Lying Darkness. They use their connection to the Nothing to change their appearance and insert themselves among mortals. Their most common ploy is to sow chaos and confusion in a general area without drawing attention to themselves, centering on a handful of individuals, or sometimes even a single person. Eventually, the situation causes the targets so much mental anguish that they are ripe, and often willing, victims of the Darkness.

Those that eventually become Shapeshifters have no true form. Eventually the Darkness erases so much of a victim's identity that even the body that was once theirs is alien to them. Those who are heavily under the Darkness' influence have a "naturally" featureless face and body, lacking in any distinctive features. This form is only seen, however, when a Shapeshifter is not mimicking anything other than an average human.



Ninja Shapeshifter

NINJA SHAPESHIFTER

COMBAT

Shapeshifters attempt to conceal their true nature even when attacked. They prefer to send samurai to the afterlife in the guise of their victim's loved ones or lord, leaving them confused even in death. A ninja shapeshifter (like any of the minions of the Darkness) only kills if it absolutely must — the Lying Darkness prefers to bring victims into its power instead of destroying them. They use their spell-like abilities even when disguised, usually in ways that will confuse their opponents but not make them think the ninja is responsible for the effects.

If caught unawares, a shapeshifter will drop its disguise more often than not, relying on its horrifying empty features to stun the foe and its spells to kill any who recognize the ninja's true nature. They generally employ weapons when in combat, but may extend their fingers into claws as a free action to attack with instead.

Alter Self (Su): A ninja shapeshifter can assume the shape of any Small or Medium-size humanoid. This works like the *alter self* spell as cast by an 10th level sorcerer, but the Ninja Shapeshifter can remain in the chosen form indefinitely. It can assume a new form as a standard action.

Medium-Size Humanoid (Shapeshifter, Lying Darkness)

Hit Dice: 4d8+4

Initiative: +9 (+5 Dex, +4 Improved Initiative)

Speed: 40 ft.

AC: 15 (+5 Dex)

Attacks: 2 claws +8 melee, or by weapon +8 melee

Damage: Claw 1d6+2 or by weapon

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

Special Attacks: Shadow Bolt, fear, spell-like abilities

Special Qualities: Alter self, immunities, damage reduction 30/+2 (crystal)

Saves: Fort +0, Ref +9, Will -1

Abilities: Str 20, Dex 20, Con 9, Int 13, Wis 7, Cha 14

Skills: Bluff +13, Climb +5, Jump +5, Hide +20,

Intimidate +17, Move Silently +20

Feats: Alertness, Blind-Fight, Improved Initiative, Improved Unarmed Strike, Mobility

Fear (Su): The ninja shapeshifter may choose to reveal its true nature to its opponents, allowing its features to slide away to a smooth and disturbing visage. This effect causes fear in all who behold it as if it were cast by a 15th level sorcerer. Characters who have Knowledge (Lying Darkness) are immune to this effect.

Immunities: The shapeshifter is immune to poison, mind-altering effects, and illusions. Ninja shapeshifters require no food or sleep.

Of One Mind: Minions of the Lying Darkness may communicate with one another via telepathy at will, over any range.

Shadow Bolt (Su): Once per day, a ninja shapeshifter may fire the essence of the Darkness in a concentrated bolt, causing 5d6 points of damage, the loss of Void Use and Ancestor feats, and a 10% spell failure chance (in addition to any existing spell failure chance) to all divine spells for an hour. A successful Reflex save (DC 18) indicates the target takes only half damage and suffers no further effects. A character killed by the shadow bolt is unmade completely, and may not be raised from the dead by any means save a resurrection, wish, or miracle spell, or divine intervention.

Spell Deficiency: Ninja shapeshifters may not cast divine spells.

Spell-like Abilities: at will — blur, hypnotic pattern, invisibility (self only), silent image, ventriloquism; 3/day — mirror image, misdirection, displacement, major image, rainbow pattern; 1/day — illusory wall, hallucinatory terrain, improved invisibility, phantasmal killer, shadow conjuration. All of these are as the spells cast by a 12th level sorcerer (DC 12 + spell level).

Sun Sensitivity: If exposed to full sunlight, the ninja shapeshifter has a -2 sun penalty to all rolls, checks, and saves.

NUE

Large Magical Beast

Hit Dice: 9d10+27 (120 hp)

Initiative: +2 (Dex)

Speed: 30 ft., fly 50 ft. (Poor)

AC: 16 (-1 size, +2 Dex, +5 natural)

Attacks: Bite +12 melee, 2 claws +10 melee

Damage: Bite 1d8+4, claws 1d6+2

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

Special Attacks: Breath weapon

Special Qualities: Scent

Saves: Fort +9, Ref +7, Will +4

Abilities: Str 19, Dex 15, Con 17,

Int 4, Wis 13, Cha 10

Skills: Hide +4, Listen +9, Spot +10

Feats: Alertness, Flyby Attack, Multitask

Climate/Terrain: Chikushudo and any mountain

Organization: Solitary, pride (3-5), or flight (6-13)

Challenge Rating: 6

Treasure: Standard

Honor: Nil

Alignment: Usually chaotic neutral

Advancement: By character class



Nue

Originally from Chikushudo, nue occasionally cross to Ningen-do when the barriers between the Realm of Animals and the physical world are weakened by excess use of magic in a particular area. Accordingly, most nue are found within the Dragon and Phoenix lands.

Nue can take the form of virtually any animal, but for unknown reasons they most often manifest as large birds. They are usually vibrantly colored, easily distinguished from more mundane avian species.

COMBAT

A sneaky opponent, a nue attacks by swooping out of the sun and incapacitating opponents with its breath weapon. It then lands to kill and devour its stunned prey. Multiple nue take turns dive-bombing opponents until none remain conscious.

Breath Weapon (Su): Once every hour, a nue can project a line of noxious gas from its mouth. This gas causes 3d8 acid damage and stuns those who inhale it for three rounds. A successful Fortitude save (DC 20) allows a creature to take half damage and ignore the stunning effect.

NUE CHARACTERS

The nue's favored class is fighter. They are typically too impatient for any other career.

RUKARUMI

Medium-Size Ooze (Shadowlands)

Hit Dice: 3d10+10 (26 hp)

Initiative: +0

Speed: 20 ft.

AC: 10

Attacks: Slam +3 melee

Damage: Slam 1d6+1

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

Special Attacks: Improved grab, engulf

Special Qualities: Blindsight, ooze

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

Abilities: Str 13, Dex 11, Con 11,

Int —, Wis 10, Cha 6

Climate/Terrain: Marshes

Organization:

Bands (3-5)

Challenge

Rating: 2

Treasure: None

Honor: Always 0

Alignment: Always

chaotic evil

Advancement:

4-9 HD (Large)

Deep within the Shinomen Mori, the Great Hidden

Forest, there lies an expanse

of swamp so foul that even

the valiant Naga avoid it at

all costs. It was here, centuries

ago, that the Naga defeated a massive force of Shadowlands creatures. The Naga's powerful pearl magic destroyed the

Shadowlands beasts utterly, rendering them no more than a foul sludge that permeated the earth and created the Shadowlands Marsh of the Shinomen.

The nukarumi are disembodied spirits of the Shadowlands creatures destroyed in that battle. They are bound to the marsh by powerful Naga wards, forever trapped within its confines. However, they have learned to occupy the viscous sludge that makes up the marsh, manipulating it and assuming a crude and malleable physical form of sorts.

COMBAT

When they sense prey, the nukarumi immediately attempt to trap the creature within its body and smother it. Foes killed in this manner are slowly broken down and consumed by the foul creatures, adding to their mass.

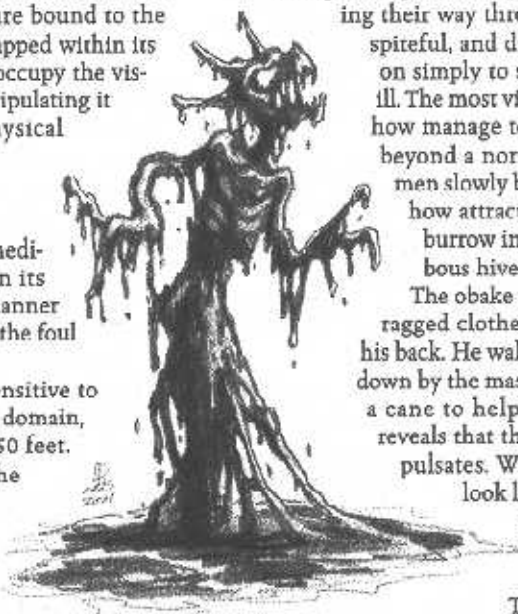
Blindsight (Ex): The nukarumi are sensitive to the movement of creatures through their domain, and can sense prey by vibration within 50 feet.

Drowning (Ex): In the round after the victim has been engulfed, the victim begins to drown from the sludge choking off its air passages. Rules for drowning can be found in the *DUNGEON MASTER'S Guide™*.

Engulf (Ex): If an opponent has been hit with a slam attack and grabbed, the nukarumi attempts to engulf it, trapping it beneath the surface of the marsh. This may be prevented with a Reflex save (DC 15).

Improved Grab (Ex): This ability is contingent upon a successful slam attack by the nukarumi.

Ooze: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.



Nukarumi

Some men reach ripe old age having grown wiser and more generous and loving, helped through their winter years by the support of their families and friends. Some, though, get through old age by manipulating everyone they meet, clawing their way through life by the most avaricious, spiteful, and despicable acts. They seem to live on simply to spite everyone who wishes them ill. The most vile and hateful of these men somehow manage to cheat death and continue well beyond a normal life span. These twisted old men slowly begin to change. Their flesh somehow attracts the most vicious wasps, which burrow into their backs and form great bulbous hives. These are the obake.

The obake appears as a spindly old man with ragged clothes covering a grotesque hump on his back. He walks with a painful hunch, weighed down by the massive hump, and he usually carries a cane to help him along. Close observation reveals that the hump on his back writhes and pulsates. When the hives are revealed, they look like bulbous, infected nodules, red and swollen, with dozens of small red-rimmed holes crawling with buzzing wasps.

The obake often demands food or money from passersby. Anyone who rebuffs him becomes the target of his wrath. He first screams and curses at them, swinging his cane, railing at them about refusing aid to a helpless old man. If this has no effect, he attacks with swarms of his "children."

COMBAT

In spite of all the obake's foul bluster, they are actually quite cowardly. And while they appear to be frail and weak, their unnatural vitality makes

them quite deft at avoiding injury. Just as in the days when they were truly human, their greatest pleasure is to cause pain and suffering wherever they travel. Their chief tactic in combat is to flee while releasing their swarms to cover their escape.

Release Swarm (Su): As a standard action, the obake can release a swarm of angry wasps from the massive hives on its back. The swarm can fly 60 ft. (good), and attacks the target of the obake's choice. A creature which does nothing in a round except try to fend off the swarm takes one point of damage. A creature which tries to flee the swarm or takes any other action receives 1d4+2 points of damage. Spellcasting or concentrating on spells within the swarm is impossible.

OBAKE

Medium-Size Monstrous Humanoid (Shadowlands)

Hit Dice: 4d8 (18 hp)

Initiative: +2 (Dex)

Speed: 30 ft.

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

Attacks: Slam +4 melee

Damage: Slam 1d3

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

Special Attacks: Release swarm

Saves: Fort +1, Ref +5, Will +7

Abilities: Str 11, Dex 15, Con 10, Int 13,

Wis 16, Cha 11, Taint 5

Skills: Bluff +6, Disguise +6, Listen +7,

Spot +7, Sense Motive +9

Feats: Dodge, Mobility, Run

Climate/Terrain: Any

Organization: Solitary plus swarm of 2d4 x100 bees or wasps

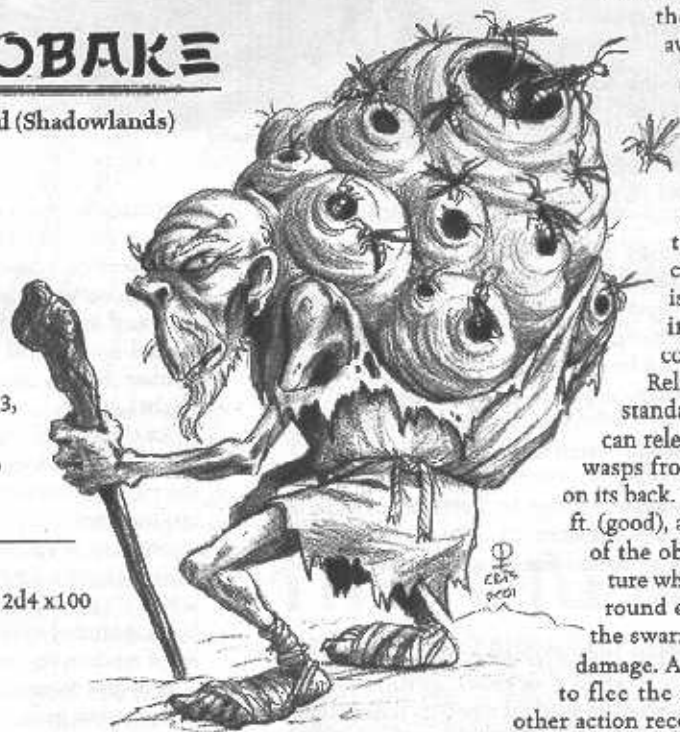
Challenge Rating: 1

Treasure: Standard

Honor: Always 0

Alignment: Usually neutral evil

Advancement: 5-8 HD (Medium-Size)



Obake

The swarm deals no damage to creatures that are immune to poison, incorporeal, or have damage reduction abilities. However the swarm still prevents spellcasting and concentration. Fighting the swarm with weapons is useless, but fire and damaging area effects can combat it. When a swarm receives 2 hp of damage from these sources, it disperses. Certain area effect spells, like gust of wind, will force the swarm to disperse. The swarm follows its target for 10 rounds. The obake can use this ability up to six times per day.

OGON NO ONI

Medium-Size Outsider (Evil, Shadowlands)

Hit Dice: 6d8+12 (40 hp)

Initiative: +3 (Dex)

Speed: 50 ft.

AC: 19 (+3 Dex, +3 natural, +3 hide)

Attacks: Slam +7 melee

Damage: Slam 1d6+1

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

Special Attacks: Fear, treasure satchel

Special Qualities: Damage reduction 20/
special (see below), oni qualities,
shapeshifting, treasure sense

Saves: Fort +7, Ref +10, Will +10

Abilities: Str 12, Dex 16, Con 14, Int 16,

Wis 16, Cha 15, Taint 9

Skills: Appraise +12, Bluff +11,

Diplomacy +15, Hide +12, Listen +14,

Move Silently +12, Sense Motive +12,

Spot +14

Feats: Alertness, Run

Climate/Terrain: Any land and
underground

Organization: Solitary

Challenge Rating: 5

Treasure: Double coins; double
items; standard goods

Honor: Always 0

Alignment: Always lawful evil

Advancement: 7–18 HD (Medium-Size)

Ogon no oni live mostly outside of the Shadowlands, and are usually found wandering free near areas of great wealth. It is said that the first Ogon was summoned by a foolish Yasuki merchant seeking limitless wealth. The oni did indeed make its master wealthy, but later stole the Yasuki's wealth and fled to the Shadowlands. The original Ogon stole the secret of creating spawn from Oni Lord Tsuburu and now sends these creatures far and wide in search of more treasure.

Ogon resemble small, wiry humanoids with nut-brown skin, narrow eyes, and sharp fangs. In their human form, they look like hunchbacked old men. In either form, they wear filthy rags so thick and matted that they serve as armor.

COMBAT

Ogon are sly, treacherous, and extremely cowardly. They actively avoid combat with those whom they know can harm them. The only time an Ogon fights for its life is when its hoard is threatened. Those who dare to steal from this oni are in for a great deal of trouble, as it will go to any lengths to gain vengeance.

Unlike many oni, Ogon take no pleasure in wanton violence. Only the acquisition of wealth interests them. An Ogon only attacks if all other avenues of manipulation or escape have been exploited. Even then, it will only fight until it can safely flee unless its enemies possess something worth stealing.

Damage Reduction (Ex): Unlike most oni, Ogon cannot be harmed by jade or crystal. They can, however, be harmed normally by weapons of at least +1 enchantment, or by any weapon made of gold or silver.

Fear (Su): In its true form, an Ogon inspires fear in all those who view it. This is considered a gaze attack. All those who fail their Will save (DC 8) become panicked, or merely frightened if they have equal or higher Hit Dice than the Ogon. The DC to resist this effect increases by 4 for each 1000 koku of treasure the creature carries.

Oni Qualities (Su): Oni outsiders have a number of abilities. (See the introduction of this book, page 5). Ogon no Oni do not possess the alternate form ability.

Shapeshifting (Su): Ogon no Oni use *alter self* at will, but may only take the form of a haggard, ugly old human. In this form, the oni may not use its fear ability, but its Shadowlands Taint is completely undetectable by any means other than dispelling this effect or slaying it outright (which causes it to revert to its true form).

Treasure Satchel (Ex):

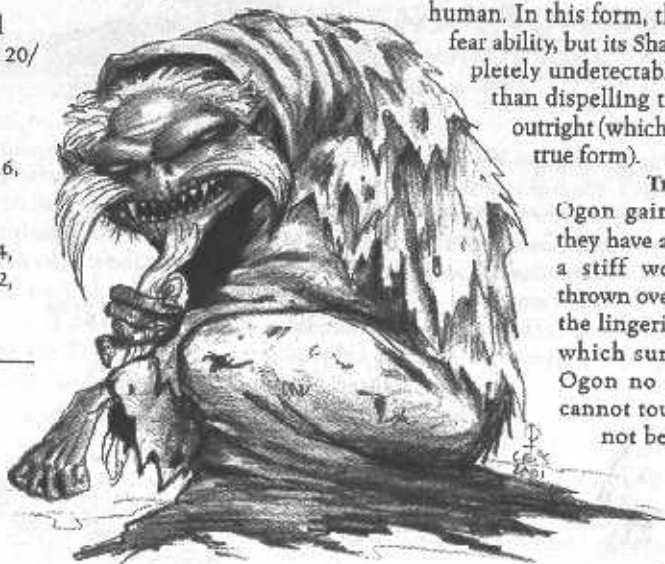
Ogon gain power from wealth they have accumulated, carried in a stiff woolen sack or chest thrown over one shoulder. Due to the lingering effects of the spell which summoned the original Ogon no Oni, these creatures cannot touch treasure that does not belong to them, even if said treasure has no owner. Instead, these oni must lure mortal pawns into giving treasure to them. Usually, this amounts to a

deal made between an Ogon (in disguise) and a human. If the human gives the Ogon treasure, the creature will provide some service. These oni hold always uphold their end of the bargain, but twist the letter of the agreement to bring as much pain and misery as possible. Ogon never put their treasure satchel down, for if they did, they could not pick it up again; neither do they ever sleep, lest someone steal their precious satchel.

An Ogon's sack can carry any amount of treasure regardless of weight, and does not encumber the oni in any way. In fact, the more treasure contained within the sack, the stronger the oni becomes. For every 1000 koku of treasure in the satchel, Ogon gains +1 Hit Die, +1 to all saving throws, attack rolls, and ability checks, and a +1 enhancement bonus to all ability scores. Ogon gains no benefits for treasure in excess of 5000 koku. A satchel stolen from a dead Ogon becomes a *bag of holding* of random size and capacity.

Treasure Sense (Su): Ogon no Oni can sense gold, silver, and precious gems within 100 feet, regardless of the magical or mundane protections used to conceal such treasures.

Ogon no Oni



THE GREAT OGOR

Somewhere deep in the Shadowlands rests the original Ogon no Oni, an Ogon of the highest level of advancement with maximum hit points and a +15 bonus to all ability scores. It is of Huge size, but its enormous treasure satchel is even larger — the size of a colossal kyuden, leaving the relatively tiny oni barely visible beneath. This greater Ogon is the father of all other Ogon no Oni, and can create a lesser spawn of itself as often as once a month by feeding on the treasure its minions deliver.

OKURA NO ONI

Huge Outsider (Oni)

Hit Dice: 12d8+48 (102 hp)

Initiative: +3 (Dex)

Speed: 50 ft.

AC: 24 (-2 size, +3 Dex, +8 natural, +5 lamellar armor)

Attacks: Gargantuan No-Dachi +14/+9
melee

Damage: Gargantuan No-Dachi
4d6+10

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

Special Attacks: Smite evil, spell-like abilities

Special Qualities: Damage Resistance
20/+4 jade, oni qualities, Tengoku sense

Saves: Fort +12, Ref +11, Will +6

Abilities: Str 24, Dex 17, Con 18, Int 10,
Wis 15, Cha 16

Skills: Battle +14, Bluff +15, Iaijutsu
Focus +15, Intimidate +15, Knowledge
(Shadowlands) +12, Listen +14, Sense
Motive +14, Spot +14

Feats: Cleave, Improved Critical
(no-dachi), Power Attack, Weapon
Focus (no-dachi)

Climate/Terrain: Any land,
underground, and Tengoku

Organization: Solitary

Challenge Rating: 9

Treasure: None

Honor: Always 3

Alignment: Always lawful good

Advancement: By character class

Okura no Oni is an anomaly. She is an oni that has forsaken her dark brethren and chosen to follow the warrior's path: bushido. She was originally summoned by Jade Champion Kitsu Okura under the coercion of Oni Lord Akuma. Though the more sinister traits of Jigoku usually define an oni's personality, Okura no Oni somehow adapted her summoner's more noble, positive personality traits. There is no easy answer to how, or why, Okura no Oni became the way she is. In a thousand years, no other Oni has ever broken free of Jigoku's grip.

At the Battle of Oblivion's Gate, the original Okura no Oni made a fateful decision. As a group of Akuma's offspring was about to overwhelm a small unit of Lions, Okura no Oni began to slay her own kind. While vastly outnumbered, Okura

no Oni fought bravely and honorably, adhering to the principles of bushido. At the end of the fight, none of Akuma's progeny were to be found, including Okura herself.

While Okura's body was destroyed during the battle, her spirit did not return to Jigoku (where it surely would have been destroyed by other oni). Instead, her fledgling soul was rescued during its journey to the Realm of Evil by the Dragon of the Void. As a reward for her redemption, Okura has been cleansed of the Shadowlands Taint and has been allowed to eternally guard the gates of Tengoku, standing between the horns of the Celestial Dragon as the final defender of the Kami and Fortunes. From there, she sends her own spawn forth into the mortal world when their assistance is needed.

Okura no Oni are generally humanoid, with pale white skin, long black hair, and two sets of horns: one growing from the forehead and the other from the chin. They wear great armor and carry giant no-dachi, more than twice as long as a man is tall.

COMBAT

Okura no Oni are anomalies among oni, fighting with honor and compassion.

They typically offer fallen foes the chance to surrender, and even occasionally agree to formal duels. Against minions of the Shadowlands, they show no mercy whatsoever.

Oni Qualities: Okura no Oni possess all oni qualities listed in the introduction of this book.

Smite Evil (Su): Once per day, Okura no Oni may attempt to smite evil with a melee attack. She adds her Charisma modifier (+3 normally) to the attack roll and her hit dice (+12 normally) to the damage. If Okura no Oni accidentally smites a creature that is not evil, the smite has no effect, but is still used up for that day.

Spell-like abilities: at will — detect evil, detect good, detect magic, protection from evil; 3/day — cure serious wounds (self only), greater magic weapon, haste (self only). All are as cast by a 10th level sorcerer (DC 17 + spell level).

Tengoku Sense (Ex): Okura no Oni can sense all passages to Tengoku within one mile.

OKURA CHARACTERS

The original Okura no Oni (who rarely leaves her post in Tengoku) is a 20th level samurai. In her tradition, nearly all Okura no Oni are also samurai, and never multiclass.

THE ONI LORDS

Jigoku is not simply a place. It is the manifestation of what the Celestial Order abhors, a state of pure evil that exists for no other reason than to undo Ningen-do. As such, it has created self-aware entities to carry out its desires and plans, somewhat in the same way the Heavens gave birth to the Elemental Dragons. These Oni Lords waited in the depths of Jigoku as



Okura no Oni

the children of Sun and Moon fell to the earth. Time passed slowly for the mortals who quietly crawled across the face of Rokugan, and the nameless Oni Lords still waited, years passing like moments to their god-like minds.

And then, one was called.

In a ritual of blood and darkest evil, the Ninth Son of Sun and Moon drew one of the primal forces of Jigoku from its home realm and bound it to a name. A name of unparalleled power. A name that is forbidden in the Empire to this day. Fu Leng granted his First Oni his own name, and the very depths of Jigoku trembled with the power it had been granted. Other mortals made the same bargain with the powers Fu Leng commanded for a time. Some were foolish, others simply craven, and a rare few were powerful enough to bear the burden of Jigoku's desires. The dark realm thirsted for hate, fear, and ambition. Eventually, six more powerful names were stolen by the first essences of Jigoku. Agasha Kyoso. Isawa Akuma. Hiruma Shikibu. Kuni Tsuburu. Hida Yakamo. One name that has been lost to antiquity, the one who summoned the great oni remembered only as The Maw.

These Oni Lords are eternal as long as a Jigoku remains to grant them power. They may gain a foothold in the realm of mortals, but that link is vulnerable, as powerful as it is. In order to step into Ningen-do, they must be summoned by mortals willing to grant their names to oni, and Jigoku itself must deem it necessary for them to take physical presence in the world. Though it is rare for an Oni Lord's physical manifestation to be destroyed, it is not unprecedented, and such a waste of resources is not taken lightly by the powers of darkness. After such an event, an Oni Lord would have to remain in Jigoku to lick its wounds and gather strength once again.

Unlike the Elemental Dragons, the Oni Lords have no connection to Oracles, instead furthering their own (usually divergent) goals through their spawn. The spawn of the Oni Lords are described in this book and in *Oriental Adventures*, with the exception of Yakamo no Oni and the Maw, which do not currently have the ability to create spawn. The Oni Lords themselves are creatures of great power, more comparable to deities than monsters.

THE FIRST ONI

The sinister Oni Lord that bears the secret name of Fu Leng rages in its fiery prison within Jigoku, chained there since its defeat by Shiba a thousand years ago. The beast's spawn occasionally slip free of their bonds and roam the mortal realm, for nothing can suppress the First Oni's power for long. Without having been summoned, these creatures cannot remain long, and are always forced to return to their imprisonment.

On its rare escapades into the mortal world, the First Oni is heralded by disaster: earthquakes, volcanoes, and plagues have all accompanied it on previous rampages. There is no force of man that can oppose it, and even the most ambitious mahotsukai lacks the courage to summon the beast.

KYOSO NO ONI

Enigmatic and reclusive, the dreaded Kyoso no Oni is perhaps the least understood of all the Oni Lords. Although the oni consumed the soul of its summoner, the vestiges of the woman's soul are the true power within Kyoso, dominating its thoughts and actions. Thus even despite its horrifying abilities and appearance, the beast known as Kyoso no Oni understands the human mind all too well.

Kyoso no Oni has always remained apart, never participating in any of the Shadowlands' assaults on Rokugan except when the actions specifically benefited the creature and its complex schemes. Other servants of Jigoku and even the other Oni Lords do not claim to understand the creature, but they carefully avoid raising its ire.

Daigotsu, the current Lord of the Shadowlands, recently grew tired of Kyoso's eternal scheming and destroyed the last of its spawn, sending them back to Jigoku.



Kyoso no Oni

YAKAMO NO ONI

Yakamo is the newest Oni Lord to find a name, and is often regarded as a threat by the others. It has existed with definition for a fraction of their lifetimes, yet it considers itself their equal. It shares a name with Lord Sun, the very symbol of an incorruptible spirit. Finally, in bizarre mockery of the Crab Thunder whose name it shares, Yakamo has refused to take part in the world of mortals and stands watch with its spawn at the gate to Jigoku.

Despite all of this, none of the other Oni Lords dare cross Yakamo no Oni. None of them know what it is truly capable of, and it carries the name of a man who slew countless powerful denizens of the Shadowlands in his mortal life. Were the other Oni Lords capable of trusting one another, they would confront Yakamo, but they are not. Perhaps the First Oni could stand before Yakamo without reservation, but it is uncaring.

Yakamo was banished from the mortal realm at the end of the Clan War, when Mirumoto Hitomi crushed its skull in her Obsidian Hand. Only then, for some reason, did Jigoku see fit to make the oni an Oni Lord, to the confusion and disdain of the others. What Yakamo understood was that Jigoku wished to defend itself from the one thing that would dare attack the borders of hell — the Lying Darkness. When the War Against the Shadow came, only Yakamo no Oni saw the Darkness' attempt to invade the realm of Jigoku, and Nothing was unprepared for the wrath of the Crab Oni and its spawn.

Near the end of that great war, one lone spirit evaded Yakamo's massive tetsubo, and it was no spawn of the Darkness. Okura no Oni, the oni of the corrupted Jade Champion, stood at the gates of Jigoku, and refused to enter. As Yakamo watched incredulously, Okura strode away, slowly fading into the realm of Tengoku, guided by the Celestial Dragon. Each time Yakamo no Oni has attempted to send its spawn across the mortal realm to invade Tengoku and capture Okura, Lord Sun has instantly destroyed them with his fire. Yakamo seems contained in Jigoku for now, to the Oni Lord's fury.

To this day, Yakamo has kept the damned and tortured soul of Kitsu Okura chained to the gates as a reminder of its only failure, and swears to absolve itself of the shame. To this end, it was the first Oni Lord to swear fealty to Daigotsu, offering its claw to the Lord of the Shadowlands as a symbol of its pact to aid its new ally in any way it can.

AKUMA NO ONI

Seething with hatred and rage, the Akuma no Oni is generally regarded as the most dangerous of the Oni Lords. While not as powerful as the First Oni or the Maw, Akuma no Oni has a boundless hatred for humanity that knows no mercy, no hesitation. The creature regularly sends its spawn to lead assaults on the Kaiu Wall of the Crab Clan. Watching its own offspring regularly fail to achieve their goal only enrages it further, increasing its hatred for mankind.

For all its hatred, the Akuma no Oni is very close to humanity, for no other Oni Lord feels the sting of emotions so sharply as Akuma. Perhaps in some way it envies the Rokugani's ability to control their feelings, unable as it is to contain its own seething rage and hatred. Since its defeat by its "daughter" Oni no Okura (whom it had hoped could replace its rival Kyoso no Oni as an Oni Lord), Akuma has remained in Jigoku and sent forth no spawn whatsoever. It is unknown whether it is being punished by Jigoku, or if it simply broods over its mistakes.



Shikibu no Oni

THE MAW

Second only to the First Oni in sheer power is the oni known forevermore simply as The Maw. The forces of the Shadowlands stood united for the first time in generations under the keen leadership of the Maw, who attacked and took Hiruma Castle in the eighth century. The Maw's attack ended at the Battle of Cresting Wave, where the Hida and Kuni rallied while the Kaiu built what would become their great Carpenter Wall. In the end, the Maw's skull was made a trophy to hang over the great gates of Kyuden Hida, a testament to the Crab's might.

The Maw does not care that it was defeated. It wished only to spread the corrupting influence of the Shadowlands, which it did. It knew its place in Jigoku was assured when it collapsed the last Crab flag flying from the towers of Shiro Hiruma. Death was not supposed to matter, for it would only be a matter of time before a foolish shugenja made a pact with its name and it would step into the realm of mortals once again.

Something did not go according to the Maw's plan, however. The sorcerer that summoned it was destroyed, and the Maw never attempted to create spawn while it was in the mortal realm. It was so terrifying and formidable that the Crab simply called it "The Maw" instead of attempting to discern its name. So, when it was sent to Jigoku, its name was erased from Rokugan as well. It was a foolish mistake that has bound the Maw forever in Jigoku, and one for which its fellow Oni Lords have never missed the opportunity to chastise and insult it.

For over eight hundred years, it has slept frequently, only awakening to unleash its fury and frustration uselessly upon tortured souls and even other oni in Jigoku. Though both Kyoso and Akuma have considered attempting to free the Maw in exchange for its servitude, they are both wary that it could not be easily controlled and contained.

TSUBURU NO ONI

Although most Oni Lords covet the freedom of the mortal realm, the loathsome, bloated monstrosity called Tsuburu no Oni rarely chooses to make use of its freedom. Almost since its creation and escape into the deep Shadowlands, the creature has remained rooted in a single spot, spawning its own hermaphroditic offspring and using them only to gather food for itself.

Tsuburu is devious and manipulative. Its relatively fixed location allows others to find it easily and seek its advice or petition its aid. The wretched creature exults in spouting nonsensical prophecy and maniacal giggling to those who seek it out. It even allows some of them to leave with its "wisdom," although most are simply consumed by it.

It is known that Tsuburu no Oni has not decreed its alliance with Daigotsu, and in fact continues to make its own plans regardless of the new Lord's existence. It remains to be seen how Daigotsu will react to this defiance, especially in the wake of Kyoso's exile.

SHIKIBU NO ONI

The Shikibu no Oni longs to free its spirit from the confinement of Jigoku. Unlike its fellow Lords, the Shikibu is not a creature of physical menace, but rather a spiritual threat. When free, the beast sends forth its spirit from its body and occupies the bodies of others, leaping from one to another every few days and leaving a path of empty, consumed husks behind it. Its spawn are not as physically impressive as the other Oni Lords, but they are no less fearsome for the carnage and sacrilege they leave in their wake.

At heart, the Shikibu is a coward. It prefers its silent form of destruction to the risk posed by physical combat. Despite its considerable powers, it would sooner remain safely hidden from danger while scaring away the souls of Rokugan, one at a time. It has sworn its allegiance firmly with Daigotsu following Kyoso's exile, more out of fear that its spawn will be destroyed and its link to Ningen-do shattered than out of any true sense of loyalty.

ORACLE OF BLOOD

Medium-Size Outsider (Shadowlands)

Hit Dice: 8d8+8 (44 hp)

Initiative: +0

Speed: 20 ft., swim 30 ft.

AC: 10

Attacks: Slam +9 melee

Damage: Slam 1d6+1

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

Special Attacks: Improved grab, drown

Special Qualities: Damage resistance 20/+3 (jade), divination, dream visions, telepathy

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

Abilities: Str 13, Dex 11, Con 12, Int 12, Wis 12, Cha 10, Taint 7

Skills: Bluff +11, Diplomacy +11, Knowledge

(bloodspeakers) +12, Scry +14

Feats: Iron Will, Skill Focus (scry)

Climate/Terrain: Underground

Organization: Solitary

Challenge Rating: 8

Treasure: None

Honor: Always 0

Alignment: Always lawful evil

Advancement: 3 HD

One of the greatest threats ever faced by the Emerald Empire was that of the dreaded sorcerer Iuchiban, the Blood Speaker. Iuchiban nearly claimed control of the Empire not once, but twice, each time using his blasphemous control of the dead to overwhelm the samurai who sought to protect Rokugan.

Following his first defeat, Iuchiban's Blood-speaker cult lay in ruins. Well aware that his time would come again, the dark sorcerer needed a means to galvanize his followers and initiate the process that would allow him to strike again. Using a form of magic never before seen in Rokugan, Iuchiban summoned forth an entity from the spirit realms, bending it to his will and allowing it to draw upon his power, forcing it to obey his wishes.

For centuries now, the so-called Oracle of Blood has appeared in the minds and dreams of Iuchiban's followers, guiding them to the path their master has set before them. None of them realize that the creature is a creation of Iuchiban, but instead believe that it is an

independent entity that chooses to follow the sorcerer's path because it foresees their victory over the Empire of Rokugan.

The Oracle of Blood appears in the dreams of prominent Bloodspeakers. It appears first as a pool of blood somewhere in an underground cavern. The blood then coalesces and takes the form of a person, serpent, or occasionally that of a raging fire and imparts Iuchiban's guidance to the dreamer. It is possible for the Oracle to manifest itself in the dreams of non-Bloodspeakers, although it rarely finds reason to do so.

COMBAT

The Oracle of Blood does not engage in combat. Indeed, it is not capable of doing so, imprisoned in its underground lair in parts unknown.

Improved Grab (Ex): This ability is contingent upon a successful slam attack by the Oracle of Blood.

Drown (Ex): A target that is grappled by the Oracle of Blood must make a Fortitude save or the Oracle immediately forces its semi-liquid bloody form into their nostrils and mouth. These targets begin to suffocate as long as the Oracle maintains the grapple.

Divination (Sp): The Oracle has the power of divination, although it often chooses to mislead others as to the extent and accuracy of this power. Creatures communicating with the Oracle (presumably via *dream visions*, below) who succeed at a Will save (DC 15), may ask up to three questions of the Oracle as if they had successfully cast the *divination* spell.

Dream Visions (Sp): The Oracle of Blood is capable of sending messages into the mind of a

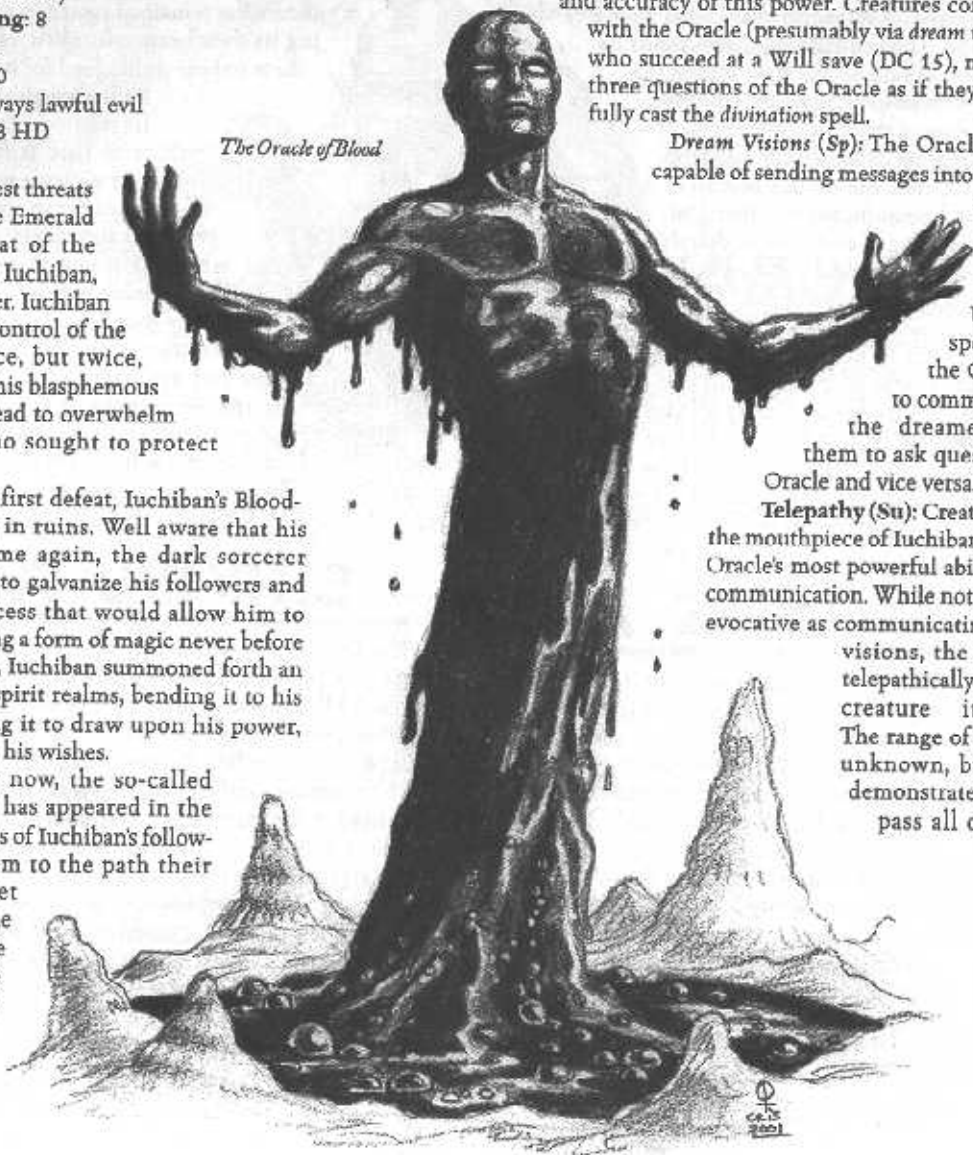
dreaming creature as per the spell *dream*.

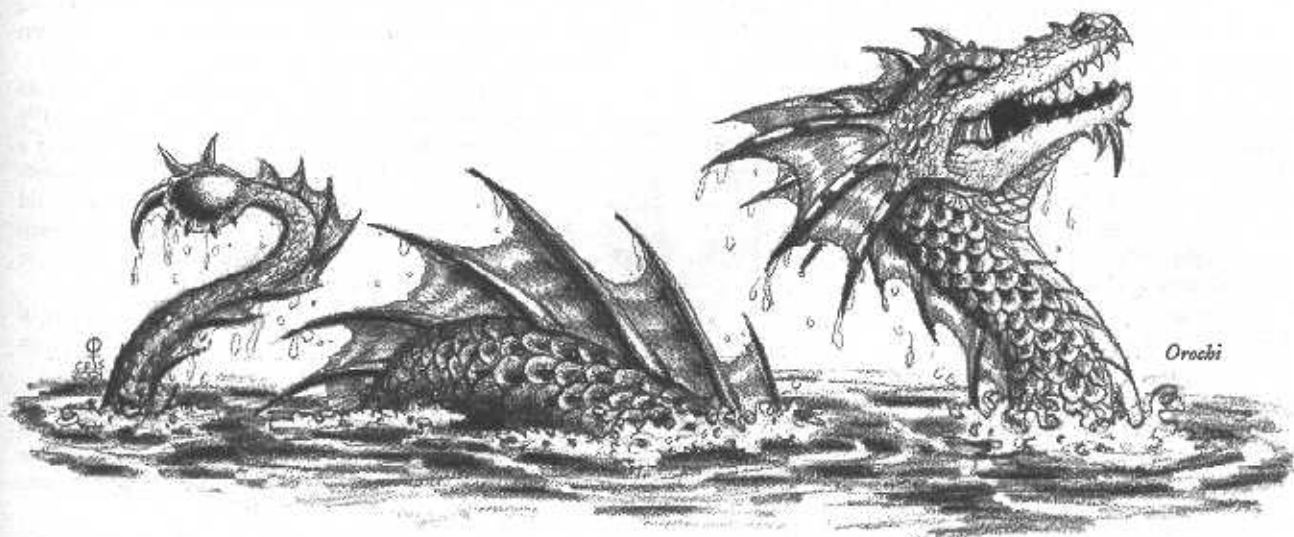
Unlike the spell, however, the Oracle is able

to communicate with the dreamer, allowing them to ask questions of the Oracle and vice versa.

Telepathy (Su): Created to serve as the mouthpiece of Iuchiban himself, the Oracle's most powerful ability is that of communication. While not as explicit or evocative as communicating via *dream visions*, the Oracle may telepathically speak to any creature it chooses. The range of this effect is unknown, but has been demonstrated to encompass all of Rokugan.

The Oracle of Blood





OROCHI COMBAT

Gargantuan Dragon (Reptilian, Aquatic)

Hit Dice: 20d12+120 (250 hp)

Initiative: -1 (Dex)

Speed: swim 90 ft.

AC: 29 (-2 size, +1 Dex, +20 natural)

Attacks: Bite or slam +26/+21/+16/+11

Damage: Bite 4d6+10 or slam 2d8+10

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

Special Attacks: Improved grab, constrict 2d8+10, swallow whole

Special Qualities: Cold resistance 20, scent

Saves: Fort +18, Ref +13, Will +12

Abilities: Str 31, Dex 12, Con 23, Int 6, Wis 10, Cha 5

Skills: Hide +13, Listen +18, Move Silently +21, Spot +18, Wilderness Lore +10

Feats: Cleave, Combat Reflexes, Expertise, Great Cleave, Improved Critical (bite), Improved Critical (slam), Improved Initiative, Improved Trip, Power Attack

Climate/Terrain: Any sea or ocean

Organization: Solitary or mated pair

Challenge Rating: 15

Treasure: Quadruple standard

Honor: Nil

Alignment: Usually neutral evil

Advancement: 21-40 HD (Gargantuan); 41-60 HD (Colossal)

Orochi are great sea serpents, sixty feet from nose to tail. They are the terror of the seas, known for sinking entire fleets. Orochi serve Ryujin, king of the ningyo, invoking his vengeance upon any who harm his people. Those who hunt the riches of the ningyo tempt the wrath of the orochi. Ryujin has declared that any ships the orochi sink they may keep, along with the souls of those aboard them. The orochi preen over their massive ship graveyards, haunted by the spirits of wicked sailors.

Orochi speak the language of ningyo and trolls.

Orochi are swift and severe. Their first intent is always to sink an offending vessel, grappling the ship if it is small enough and relying on their weight to sink it. Orochi seem to be able to sense those who have offended the ningyo; if such individuals are swiftly thrown overboard, the orochi will show mercy and depart. If any dare attack the sea serpent, its fury knows no bounds.

Once all enemies are helpless in the water, an orochi swallows as many as it can, retreats to digest its prey, then returns to finish off any survivors.

Constrict (Ex): An orochi deals 2d8+10 damage with a successful grapple check against Gargantuan or smaller creatures.

Improved Crab (Ex): To use this ability, the orochi must hit with its bite or slam attack. If it gets a hold with a bite, it automatically deals bite damage and may attempt to swallow the prey whole. If it gets a hold with a slam, it may constrict.

Skills: Orochi gain a +8 racial bonus to Hide checks at night when swimming in water deeper than 100 feet.

Swallow Whole (Ex): An orochi can try to swallow a Large or smaller sized opponent grappled in its mouth by making a successful grapple check. Once swallowed, the opponent takes 2d8+10 points of crushing damage and 2d6 points of acid damage per round. In addition, an orochi's stomach is filled with water, presenting the added danger of drowning. A successful grapple check allows a swallowed creature to escape to the orochi's mouth, where it can make another grapple check to free itself. A swallowed creature may use a Small or Tiny slashing weapon to cut itself out. The orochi's stomach lining has AC 30 (+20 natural) and 40 hp. Half of this damage counts against the orochi's total hit points. Muscular action closes any escape holes made once a creature has exited, so unless multiple opponents hold on to one another as they escape each must cut their own way free. An orochi's stomach can hold one Huge, three Large, five Medium-size, eight Small, fifteen Tiny, twenty-five Diminutive, or forty Fine opponents.

PEKKLE NO ONI

Medium-Size Outsider (Evil, Oni, Shadowlands)

Hit Dice: 9d8+9 (45 hp)

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

Speed: 30 ft.

AC: 13 (+3 Dex)

Attacks: 2 claws +12 melee

Damage: Claw 2d6-1

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

Special Attacks: Blood domination, book of souls, claws

Special Qualities: Hidden darkness, oni qualities, shapeshifting, retribution

Saves: Fort +7, Ref +9, Will +11

Abilities: Str 8, Dex 17, Con 12, Int 20,

Wis 20, Cha 25, Taint 14

Skills: Bluff +16, Diplomacy +20, Disguise +18, Hide +12, Knowledge (etiquette) +14, Knowledge (nobility and royalty) +14, Listen +16, Move Silently +12, Pick Pockets +14, Search +14, Search +14, Sense Motive +14, Spot +16

Feats: Alertness, Improved Initiative, Weapon Finesse (claws)

Climate/Terrain: Shadowlands, any land and underground

Organization: Solitary

Challenge Rating: 8

Treasure: Standard

Honor: Always 0, effectively 3

Alignment: Always chaotic evil, effectively neutral good

Advancement: 10-27 HD (Medium-Size)



Pekkle no Oni

Pekkle are spirits of Sakkaku, the Realm of Tricksters, corrupted by the oni of Jigoku. They serve as the spies of the Shadowlands. Pekkle may move freely within the Empire, appearing almost human. Pekkle are androgynous in appearance and have a strange, ethereal beauty. Only their thin black blood is a clue to their true nature. These oni are familiar with Rokugan's social mores, and take to the court like flies to honey. They usually pose as geisha, concubines, or servants.

Pekkle are innately familiar with the languages of all creatures.

COMBAT

Pekkle avoid combat. These creatures are rare and are seldom wasted on such coarse missions as assassinations. When forced to fight, their primary objective is escape.

Blood Domination (Su): Any humanoid who drinks the Pekkle's blood (even if diluted in another fluid) is immediately affected as if by a *dominate person* spell cast by a 10th level sorcerer (Will negates, DC 22). The Pekkle is considered the caster.

Book of Souls (Su): All who meet a Pekkle's gaze must make a Will save (DC 19). Those who fail are affected as if by a *detect thoughts* spell. The Pekkle also becomes aware of one terrible secret of that character (DM's choice).

Claws (Ex): A Pekkle can withdraw or extend its obsidian claws as a free action.

Hidden Darkness (Ex): A Pekkle seems to have 3 honor, neutral good alignment, and absolutely no Shadowlands Taint when spells or effects are used that would detect such things. Any spell with a duration other than instantaneous that harms or hedges out outsiders or Shadowlands creatures does not affect a Pekkle.

Oni Qualities (Su): Oni outsiders have a number of abilities. See the introduction of this book. Pekkle no Oni do not possess the alternate form ability.

Retribution (Su): When a Pekkle dies, it explodes in a thirty foot radius cloud of inky darkness. All creatures in the area must make a Fortitude save (DC 16) or gain 1d10 points of Shadowlands Taint.

Shapeshifting (Ex): A Pekkle can be male or female, any age between one and eighteen. It cannot shapeshift to resemble a specific person, but it can change details of its appearance to maintain several different disguises that are the same age and sex. Shapeshifting is a move equivalent action.

PLAGUE ZOMBIES

Medium-Size Undead (Shadowlands)

Hit Dice: 2d12+3 (16 hp)

Initiative: -1 (Dex)

Speed: 30 ft.

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

Attacks: Slam +2 melee

Damage: Slam 1d6+1

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

Special Attacks: Plague

Special Qualities: Partial actions only, undead

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

Abilities: Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1, Taint 1

Feats: Toughness

Climate/Terrain: Shadowlands

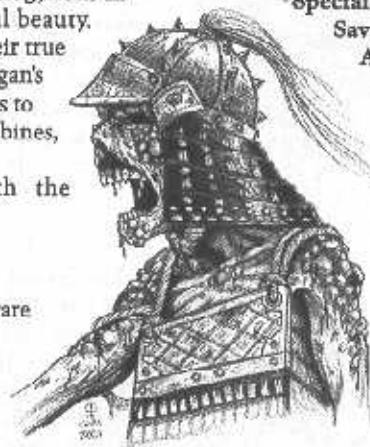
Organization: Solitary or mob (2-40)

Challenge Rating: 1

Treasure: None

Alignment: Always chaotic evil

Advancement: 3-6 HD (Medium-Size)



Plague Zombie

Plague zombies are the corpses of those who died from exposure to disease, particularly magical diseases spread by foul maho. During the Clan War, Yogo Junzo created a large number of these creatures by unleashing the Wasting Disease upon Rokugan. A deadly, putrid

sickness, the Wasting Disease killed much of the population of the Empire during the early days of the Clan War. Some of its victims wander the land still. Some enterprising maho-

tsukai have found ways to duplicate the effects to create more disease-ridden undead. Though none of these are as virulent or as powerful as those created by the Wasting Disease itself, they are no less terrifying.

COMBAT

Plague zombies are mindless, and unthinkingly attack any living things they encounter. While they are not particularly effective in combat, their true threat lies in the ability to spread disease to those they fight.

Partial Actions Only (Ex): Like normal zombies, plague zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but can only do both if they charge (partial charge).

Plague: Anyone touching or attacked by a plague zombie is exposed to the disease it carries. This disease typically inflicts 1d8 permanent Constitution damage, with an incubation period of one day. The Fortitude DC to resist the effects is 20. Anyone who dies from this disease rises as a plague zombie within minutes. The DM can substitute other diseases if he wishes.

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



Podling

podlings around the Festering Pit of Fu Leng, preying upon (and being preyed upon by) the hundreds that are spawned daily. The great majority of oni die as podlings, never reaching full maturity.

When an oni first claws its way out of the Festering Pit, up the backs of its brethren scrambling to do the same, it has no mind, no individuality, nothing to identify it except hunger. During the decades that follow, podlings blindly consume anything they can, using what little intelligence they possess to form hunting packs. Finally, once a podling has reached a certain strength, it develops into its final form.

Physically, oni podlings are quite varied, though they are always repulsive. Skin and eye color range the entire spectrum, and the presence or absence of horns, tentacles, and other appendages seems to be an entirely random thing. They are usually about three feet tall, but some are as wide as they are tall. Others seem to be all skin and bones, and are all the more vicious for it.

COMBAT

Podlings follow a two-step system of attacking: kill it, then eat it. They attack en masse, slashing ferociously with their claws. When their prey stops moving, they begin feasting, even to the point of ignoring other obvious threats.

PODLING

Small Aberration (Shadowlands)

Hit Dice: 2d8+2 (11 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

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

Attacks: 2 claws +3 melee

Damage: Claw 1d3+1

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

Special Qualities: Damage Resistance 5/+1 (jade)

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

Abilities: Str 10, Dex 12, Con 13, Int 6,

Wis 10, Cha 10, Taint 5

Skills: Hide +8, Listen +3, Move Silently +4,

Spot +3

Feats: Alertness

Climate/Terrain: Shadowlands

Organization: Swarm (5-50)

Challenge Rating: 1

Treasure: None

Honor: Always 0

Alignment: Always chaotic evil

Advancement: See text

Podlings are the larval form of certain more powerful oni. A few breeds of oni (such as Chizaro, Kiri, and Sodatsu) spend weeks, months, or years as podlings before gaining the final form they will carry for the rest of their days. Oni podlings tend to congregate in swarms, roaming the Shadowlands consuming anything wounded, dead, or weaker than they are (including each other). There are literally thousands of

PORTHUNGLUIN

Small Fey (Incorporeal)

Hit Dice: 4d6 (14 hp)

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

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

AC: 15 (+2 Dex, +3 natural)

Attacks: Throw item +7 ranged

Damage: By thrown item

(maximum 1d6-1 damage)

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

Special Attacks: Spell-like

abilities, throw item

Special Qualities: Damage

Resistance 50/+5, improved

evasion, incorporeal, shadow

vulnerability, taint immunity,

ward vulnerability

Saves: Fort +1, Ref +8, Will +3

Abilities: Str 8, Dex 18, Con 10, Int 14, Wis 8, Cha 15

Skills: Bluff +9, Disable Device +10*, Hide +15, Knowledge

(Sakkaku) +6, Knowledge (Shadowlands) +5, Listen +8,

Pick Pockets +12*, Spot +8, Tumble +11

Feats: Alertness, Improved Initiative, Point Blank Shot,

Rapid Fire



Porthungluin

Climate/Terrain: Any land and underground (primarily Shadowlands), Sakkaku

Organization: Solitary

Challenge Rating: 4

Treasure: Standard

Honor: Always 0

Alignment: Always chaotic neutral

Advancement: By character class

Among mujina society (if one can truly call the scattered tribes of tricksters a society) there is occasionally an individual born that is stronger, braver, and more powerful than the others. These creatures are known among their kind as porthungluin, or greater mujina. These creatures sometimes become leaders of their race, or just as often wander off on some adventure of their own. Like all mujina, they are capricious, mischievous, and untrustworthy. They are prone to dangerous pranks and have a bizarre sense of humor. Even those Crab who possess the secrets of enslaving mujina usually avoid doing so where porthungluin are concerned, preferring to avoid the creatures altogether.

Porthungluin resemble normal mujina, except that they are somewhat larger, more muscular, and have bright glowing eyes. Like their lesser kin, porthungluin flutter about at all times on disproportionately tiny wings, and always bear the faint grin of someone up to no good.

COMBAT

Like all mujina, porthungluin seem to have an aversion to direct combat. They are quite cowardly, and have no interest in harming other creatures (intentionally, at any rate). They prefer to irritate their targets with pranks until boredom sets in, usually organizing a large group of their lesser cousins using complex plans and teamwork to provide maximum hilarity (and disaster) to the final outcome. If porthungluin encounter a foe who can actually harm them, they flee at the first opportunity.

Incorporeal (Ex): Can only be harmed by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source (also note Damage Resistance). Can pass through solid objects at will. Always moves silently.

Shadow Vulnerability (Ex): Any effect which completely removes a porthungluin's shadow causes it to return to Sakkaku, from whence it cannot return for thirty days. Any effect which controls shadows allows control of the porthungluin as well (as if *dominate monster* had been cast upon it). The porthungluin receives a Will save each hour it is controlled. If it succeeds, he regains control of himself and flees. Porthungluin whose shadows are bound within Kuni crystal (a secret ritual known only to the Crab) are controlled by the bearer of the crystal, so long as it remains intact.

Skills: *Mujina receive a +6 racial bonus to Disable Device and Pick Pockets checks.

Spell like Abilities: at will — *alarm*, *detect magic*, *dimension door* (self only), *ghost sound*, *invisibility* (self only), *Nystul's magical aura*, *open/close*, *prestidigitation*, *ventriloquism*. These abilities are as the spells cast by a 10th level sorcerer (save DC 12 + spell level)

Taint Immunity (Ex): Porthungluin are completely immune to the Shadowlands Taint.

Throw Item (Su): Though naturally incorporeal, porthungluin can lift and carry any object that weighs ten pounds or less, and attack by hurling such items through the air. They tend to favor rotten fruit or fragile valuables.

Ward Vulnerability (Ex): Any protection spell (evil, good, chaos, or law) completely hedges out porthungluin and keeps them from attacking the warded area. In addition, they must make a Will save when they look upon any such warded creature (use the caster's save DC) or become frightened, fleeing at the first opportunity.

PORTHUNGLUIN CHARACTERS

Though their spell-like abilities are impressive, the primary advantage of porthungluin over their lesser cousins is their ability to learn new things and advance in character classes. Their favored character class is sorcerer, though a handful have become ninja and berserkers, seemingly for no other reason than that it seemed so unlikely that they would do so.

SANSHU DENKI

Huge Beast (Aquatic, Shadowlands)

Hit Dice: 8d10+40 (84 hp)

Initiative: +1 (Dex)

Speed: 30 ft., swim 30 ft.

AC: 13 (-2 size, +1 Dex, +4 natural)

Attacks: Bite +14 melee

Damage: Bite 4d6+12

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

Special Attacks: Improved grab, swallow whole

Special Qualities: Blindsight 60 ft., shocking touch

Saves: Fort +11, Ref +7, Will +1

Abilities: Str 26, Dex 13, Con 20, Int 8, Wis 8, Cha 8, Taint 4

Skills: Hide +10, Move Silently +4

Climate/Terrain: Shadowlands marshes and swamps

Organization: Solitary, bunch (2-5)

Challenge Rating: 7

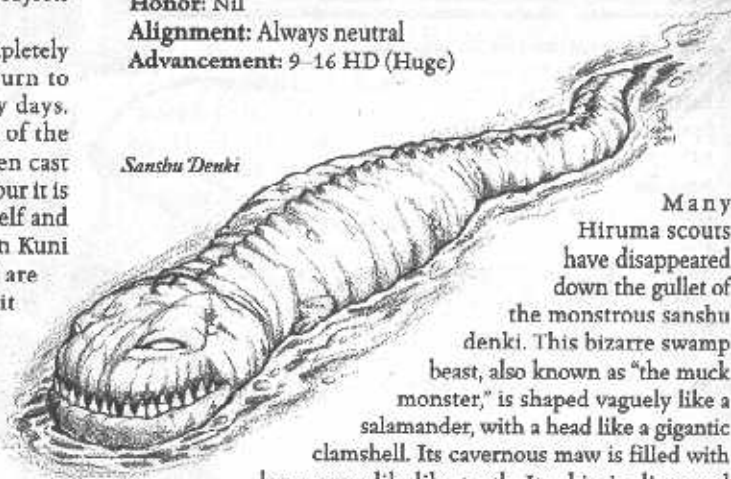
Treasure: None

Honor: Nil

Alignment: Always neutral

Advancement: 9-16 HD (Huge)

Sanshu Denki



Many Hiruma scouts have disappeared down the gullet of the monstrous sanshu denki. This bizarre swamp beast, also known as "the muck monster," is shaped vaguely like a salamander, with a head like a gigantic clamshell. Its cavernous maw is filled with long crocodile-like teeth. Its skin is slimy and green, usually covered with several inches of oozing muck, which enables it to hide effectively in swamps or marshy mud pools. It moves on four stubby legs with broad, webbed feet and propels itself through the muck with a tail like an eel.

Sanshu denki lie patiently in pools of stagnant muck in the Shadowlands, waiting for prey to happen by. They prefer human flesh, but they will eat practically anything, and have been known to swallow a horse and rider in a single bite.

COMBAT

Sanshu denki are quite adept at hiding in the muck waiting for unwary passersby. The beast surges up out of the muck to bite and grab prey in its cavernous maw, swallowing it whole, and then disappears below the surface once again to quietly digest its meal.

Blindsight (Ex): Sanshu denki have no eyes. They sense their prey through their acute hearing and by sensing vibrations in the ground. Therefore, invisibility and darkness are irrelevant. This ability has a range of 60 ft., and the creature need not make Spot or Listen rolls within this area.

Improved Grab (Ex): To use this ability, the muck monster must hit with a successful bite against a creature of Large size or smaller. If it gets a hold, it can swallow whole in the following round. The victim takes damage from the creature's shocking touch as normal.

Swallow Whole (Ex): In the round after a victim is successfully grabbed in its mouth, the victim is swallowed whole. The victim takes 1d8 hp of acid damage each round. A successful grapple check allows a swallowed creature to escape to the creature's mouth, where it can make another grapple check to free itself. A swallowed creature may use a Small or Tiny slashing weapon to cut itself out. The sanshu denki's stomach lining has AC 14 (+4 natural) and 12 hp. Half of this damage counts against the creature's total hit points. Muscular action closes any escape holes made once a creature has exited, so unless multiple opponents hold on to one another as they escape each must cut their own way free. A sanshu denki's stomach can hold one Large, two Medium-size, three Small, five Tiny, seven Diminutive, or ten Fine opponents.

Shocking Touch (Ex): Any creature that damages the sanshu denki either with unarmed strikes or with a metal melee weapon is subjected to a shocking bolt of electricity from the creature's skin which does 1d8+8 electricity damage.

Skills: This creature gains a +8 racial bonus to Hide checks while in a marsh or swamp.

Seiryoku no Oni are the strategists and thinkers of the Shadowlands. While capable of handling themselves in direct combat, they prefer to manipulate and control their minions from the shadows. Furthermore, they can manipulate the power of the kami to serve their own ends, siphoning the magical energy in a spell to gain power.

Physically, Seiryoku no Oni are hideous, even by the twisted standards of the Shadowlands. They are chitinous masses with four hoofed legs, and a long neck from which protrudes a human head that writhes and twists in constant pain. Seiryoku no Oni are among the most intelligent of Fu Leng's spawn, and speak a wide variety of languages. Most often, they serve the oni overlords in a strategic role, organizing the logistical aspects of their wars. They prefer to avoid direct combat if at all possible, but are not remotely helpless.

COMBAT

Seiryoku no Oni despise hand-to-hand fighting and often have other oni, ogres, or bakemono as bodyguards. If forced into a fight, however, Seiryoku no Oni will use its magic absorption ability to even the odds.

Spell leech

(Su): Seiryoku no Oni are highly skilled at manipulating magical energy. Any time a spell of any type is cast within 100 feet of a Seiryoku no Oni, the Seiryoku can choose to gain one of the following: +2 enhancement bonus to any ability score, +2 enhancement bonus to attack rolls, +1d10 temporary hit points, or +2 enhancement bonus to armor class AC. These benefits last for 2d6 rounds.

Oni qualities: Oni outsiders have a number of abilities. (See the introduction of this book, page 5).

Soulbind (Ex):

A Seiryoku no Oni can enforce its will upon one willing subject at a time. Via a process that requires one hour and physical contact with the Seiryoku, the oni implants a bit of itself in the subject. Thereafter, the Seiryoku can control and monitor the subject as if a *dominate person* spell had been cast upon them by a 20th level sorcerer. The subject is not allowed Will saves to resist the oni's control, and the effect cannot be dispelled by any means other than killing the oni. The Seiryoku usually achieves this bond by torturing the subject, then ceasing the torture when they agree to allow the effect. The Seiryoku no Oni's human face always resembles that of their soulbound subject, and the subject also grows a small deformity that resembles the oni (usually a boil or scar on their tongue, hand, or other easily concealed area).



Seiryoku no Oni

SEIRYOKU NO ONI

Large Outsider (Evil, Oni, Shadowlands)

Hit Dice: 15d8+30 (97 hp)

Initiative: +0

Speed: 40 ft.

AC: 14 (-1 size, +5 natural)

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

Damage: Slam 1d8+4

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

Special Attacks: Spell leech

Special Qualities: Damage Resistance 10/+2 jade, oni qualities, soulbind, SR 28

Saves: Fort +11, Ref +9, Will +12

Abilities: Str 18, Dex 10, Con 14, Int 19, Wis 17, Cha 12, Taint 8

Skills: Battle +21, Bluff +19, Diplomacy +23, Knowledge (maho) +22, Knowledge (Shadowlands) +22, Listen +21, Search +22, Sense Motive +21, Spellcraft +22, Spot +21

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

Climate/Terrain: Shadowlands

Organization: Solitary

Challenge Rating: 15

Treasure: Standard

Honor: Always 0

Alignment: Always lawful evil

Advancement: 16-45 HD (Huge)

SHADOW BEAST

Large Aberration (Shadowlands, Lying Darkness)

Hit Dice: 4d8+11 (29 hp)

Initiative: +3 (-1 size, +4 Dex)

Speed: 40 ft.

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

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

Damage: Claws 1d6+4, bite 2d6+2

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

Special Attacks: Energy drain

Special Qualities: Damage reduction 10/+2 (crystal), shadow walk

Saves: Fort +5, Ref +3, Will +1

Abilities: Str 19, Dex 17, Con 14, Int 3, Wis 10, Cha 3, Taint 1

Skills: Hide +9, Move Silently +9

Feats: Multiattack

Climate/Terrain: Any

Organization: Solitary, pack (2d12)

Challenge Rating: 7

Treasure: None

Honor: Always 0

Alignment: Usually neutral evil

Advancement: 5-8 HD (Huge)

Although both wish to destroy the Empire, the forces of the Shadowlands and the minions of the Lying Darkness often find themselves at odds with one another. Arguably the less powerful of the two, the Lying Darkness must take its victories where it can. Whenever possible, it consumes and corrupts the creatures of the Shadowlands, converting them into its minions and subverting their wills to its own. Such creatures are known as shadow beasts.

Although shadow beasts vary considerably in appearance, the most common type is a quadruped, roughly similar in size and shape to that of a large hunting animal. Many of the lesser Shadowlands beasts that fall to the Lying Darkness are reshaped into this image for reasons known only to Nothing.

COMBAT

A shadow beast leaps into combat, striking with claws, and then biting. They typically use their energy drain attack to soften up foes before attacking, although sometimes they wait and use it on wounded or dying foes instead.

Energy Drain (Su): A shadow beast can spray the substance of the Lying Darkness from its mouth. Three times per day, a shadow beast can breathe a cone of shadow, which reaches out 30 feet to a width of 10 feet. Creatures struck by this shadow blast suffer 2 negative levels. Creatures reduced to 0 levels by this attack immediately gain the darkness-spawn template. The Fortitude save to restore the lost levels is 13.

Shadow Walk (Su): A shadow beast has the ability to meld with the shadows themselves, becoming significantly harder to find and damage. When standing within any deep shadow or darkness, the shadow beast gains +4 to all Hide and Move Silently checks, plus its damage resistance increases to 25/+3 (crystal).

Vengeful Howl (Su): Shadow beasts derive their strength from the Lying Darkness, and though they bear the Dark Lord's taint, they oppose him. Twice per day as a standard action, the shadow beast may howl a war cry that does 2d6 damage to all Shadowlands creatures within 100 yards (regardless of DR). For each creature so affected, the shadow beast gains a +1 profane bonus to all attack and damage rolls for one hour.

SHIYOKAI

Medium-Size Undead (Incorporeal, Shadowlands, Spirit)

Hit Dice: 2d8+3 (12 hp)

Initiative: +0

Speed: Fly 60 ft. (perfect)

AC: 13 (+3 deflection)

Attacks: —

Damage: —

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

Special Attacks: Spell-like abilities

Special Qualities: Undead, incorporeal, dream feeding, create spawn, telepathy

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

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

Wis 15, Cha 17, Taint 9

Skills: Bluff +10, Diplomacy +9, Hide +7, Intimidate +8, Listen +8, Sense Motive +7, Spot +8

Feats: Alertness, Skill Focus (bluff), Weapon Finesse (incorporeal touch)

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 3

Treasure: None

Honor: Always 0

Alignment: Always neutral evil

Advancement: 3-6 HD

(Medium-Size)



Shadow Beast

Shiyokai are the stealers of dreams. They are spirits who entered Yume-do, the Realm of Dreams, through the dark realm of Jigoku. Before their deaths, shiyokai were humans who died bitterly, their dreams unfulfilled. Now they feed upon the dreams of others. Shiyokai roam the world, caught between Jigoku, Yume-do, and Ningen-do, voraciously feeding upon mortal dreams. They are the mortal enemies of baku, and the two creatures attack one another on sight.

When visible, shiyokai appear human, with elongated and gaunt bodies. From the waist down, they trail off into nothingness. Their eyes are solid, glowing orbs, with no pupils or other features.

SHUTEN DOJI

Medium-Size Undead (Incorporeal, Shadowlands, Spirit)

Hit Dice: 5d12 (32 hp)

Initiative: +0

Speed: 30 ft.

AC: 14 (+4 natural)

Attacks: —

Damage: —

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

Special Attacks: Possession, spell-like abilities

Special Qualities: Incorporeal, spirit qualities, undead

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

Abilities: Str 12, Dex 10, Con —, Int 10, Wis 10, Cha 16, Taint 9

Skills: Bluff +11, Diplomacy +11, Knowledge (maho) +8, Listen +6, Sense Motive +9

Feats: Combat Casting, Iron Will

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 12

Treasure: None

Honor: Always 0

Alignment: Always chaotic evil

Advancement: 6–15 HD (Large)

The shuten doji are the most seductive and corrupting of the evil spirits spawned by the Shadowlands. They are gleeful and malicious, delighting in the corruption and destruction of innocent lives, and feeding on the misery of others.

Shuten doji first came into being during the first war with Fu Leng during the dawn of the Empire. Three immensely powerful spirits, the first shuten doji, were sent from Jigoku to aid Fu Leng in his war. These spirits, known as Fear, Desire, and Regret, wrought havoc through the Empire until the conclusion of the war, at which time they returned to Jigoku. Their spawn, however, remained in the mortal realm and have spread corruption throughout mankind ever since. Fortunately for Rokugan, shuten doji remain relatively rare.

Shuten doji are invisible and incorporeal. If perceived via magical means, they appear as a cloud of thick, roiling black smoke with a pair of glowing red eyes.

COMBAT

Shuten doji do not enter combat unless possessing another creature. If attacked in their natural form, they flee immediately.

Incorporeal (Ex): Shuten doji can only be harmed by other incorporeal creatures, nemuranai of +1 or better, or magic. Any corporeal weapon, even a magical one, has only a 50% chance of damaging a shuten doji. The spirits can pass through solid objects at will, ignore all armor with their own incorporeal touch, and always move silently.

Shiyokai only enter the Realm of Mortals during the night. They come to the mortal world to feed on human dreams, sapping their victims of willpower and vitality. When they have finally stolen all the dreams that a man or woman is capable of having, the victim joins the shiyokai in undeath, compelled by the same hunger.

At dawn, shiyokai return to Yume-do, there to await the next night so that they may feed again. Shiyokai communicate telepathically, innately understanding the languages of all creatures.

COMBAT

Getting a shiyokai into direct combat is a difficult proposition. They are loath to be seen by mortals, and go to great lengths to avoid direct contact. They prefer to lull their victims to sleep and then feed.

Create Spawn (Su): Creatures reduced to zero or fewer experience levels as a result of having their dreams stolen die, and their souls return the next evening as shiyokai. Shiyokai have no inherent control over their "progeny," as some other spawned undead do.

Dream Feeding (Su): Shiyokai are compelled by an unnatural hunger to feed upon the dreams of mortal men and women. Each hour that a shiyokai feeds upon a sleeping target, that victim gains one negative experience level as his dreams, aspirations, and memories are sucked away. The Fortitude save to remove the negative level has a DC of 16.

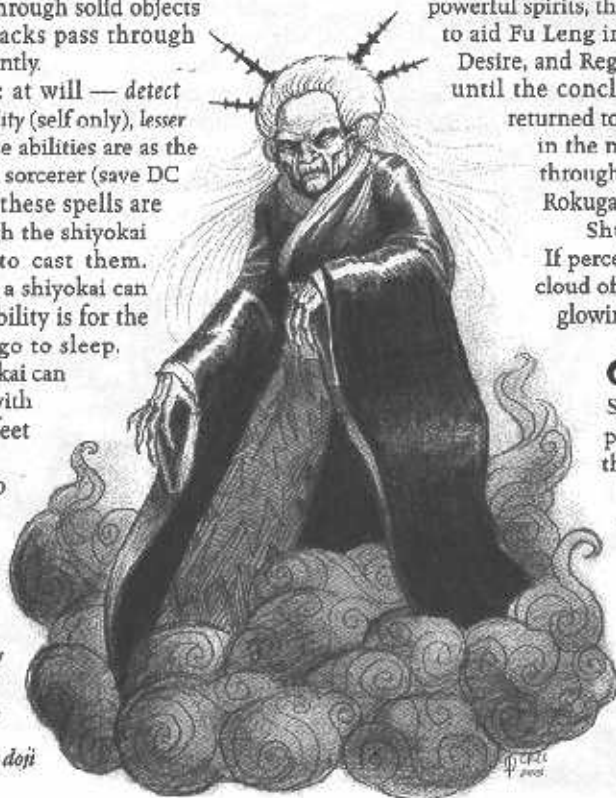
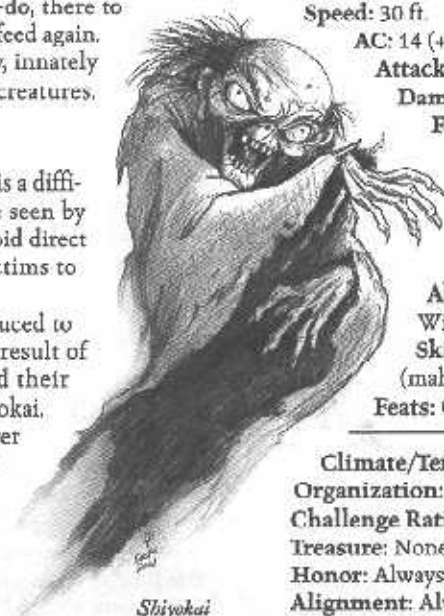
Incorporeal: Can be harmed only by other incorporeal creatures, +1 or better magic weapons, jade, or magic, with a 50% chance to ignore any damage from a corporeal source (except jade). Can pass through solid objects at will, and its own attacks pass through armor. Always moves silently.

Spell-like abilities: at will — detect thoughts, improved invisibility (self only), lesser geas, sleep, suggestion. These abilities are as the spells cast by a 10th level sorcerer (save DC 13 + spell level). All of these spells are considered maho, though the shiyokai does not need blood to cast them. The only command that a shiyokai can give with its lesser geas ability is for the target to immediately go to sleep.

Telepathy (Ex): Shiyokai can communicate mentally with any creature within 100 feet that speaks a language.

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

Shuten doji



Possession (Sp): Shuten doji possess the ability to enter the bodies of other creatures and assume control of their physical form. This ability functions as the spell *magic jar*, except that the shuten doji requires no receptacle and the host's mind is simply suppressed (Will save DC 18). This spell takes effect as if cast by a 12th level sorcerer. If at any point the host body of the shuten doji is slain, the shuten doji is expelled unharmed.

Spell-like Abilities: The shuten doji may cast any magic spell up to level 7 as many as three times per day per spell as if it were a sorcerer of 14th level.

Spirit Qualities (Ex): As a spirit, shuten doji gain a +4 racial bonus against all enchantment effects except those of other spirits. Shuten Doji can sense any passages to Jigoku within one mile.

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

SODATSU NO ONI

Huge Aberration (Evil, Oni, Shadowlands)

Hit Dice: 8d8+40 (76 hp)

Initiative: +1 (Dex)

Speed: 30 ft.

AC: 14 (-2 size, +1 Dex, +5 natural)

Attacks: 3 tentacles +12 melee

Damage: Tentacle 2d4+8

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

Special Attacks: Frightful presence

Special Qualities: Damage resistance 10/+2 (jade), magic absorption, shield

Saves: Fort +11, Ref +3, Will +9

Abilities: Str 26, Dex 12, Con 20, Int 10, Wis 17, Cha 11, Taint 5

Skills: Craft (trapmaking) +5, Listen +8, Spot +8, Search +5, Knowledge (Shadowlands) +4

Feats: Alertness, Power Attack

Climate/Terrain: Any land and underground (primarily Shadowlands)

Organization: Solitary

Challenge Rating: 9

Treasure: None

Honor: Always 0

Alignment: Always chaotic evil

Advancement: 9–16 HD (Huge), 17–24 HD (Gargantuan)

Sodatsu no Oni is a bulbous mass of evil slime without a constant shape or size. It oozes as it moves, reshaping itself as it sees fit. While awkward, the oni can reach a good clip as it extends and retracts pseudopods to move along. It is an amorphous black mass with few distinguishing features, save the eyes and tentacles constantly shifting across its slick surface.

Despite its size and appearance, Sodatsu no Oni are as intelligent as any other, often setting devious traps for its enemies and luring intruders into the reach of their more powerful cousins. However, when they sense an advantage, they are as eager to kill as any other oni, and take the same delight in it. Not having any kind of vocal organs, Sodatsu no Oni are incapable of speech, though they understand Rokugani and Oni languages.

As part of the upper echelon of the twisted ecology of the Shadowlands, Sodatsu no Oni have no real life cycle. Like other oni, they do not die of natural causes, and need no sustenance save pain and terror. While they are capable of devouring living beings to grow, they do not need to do so in order to survive. They are created by the first Sodatsu no Oni, who emerged from the pit in ages long forgotten. As fearsome as the lesser Sodatsu no Oni are, their progenitor must be earthshakingly powerful.

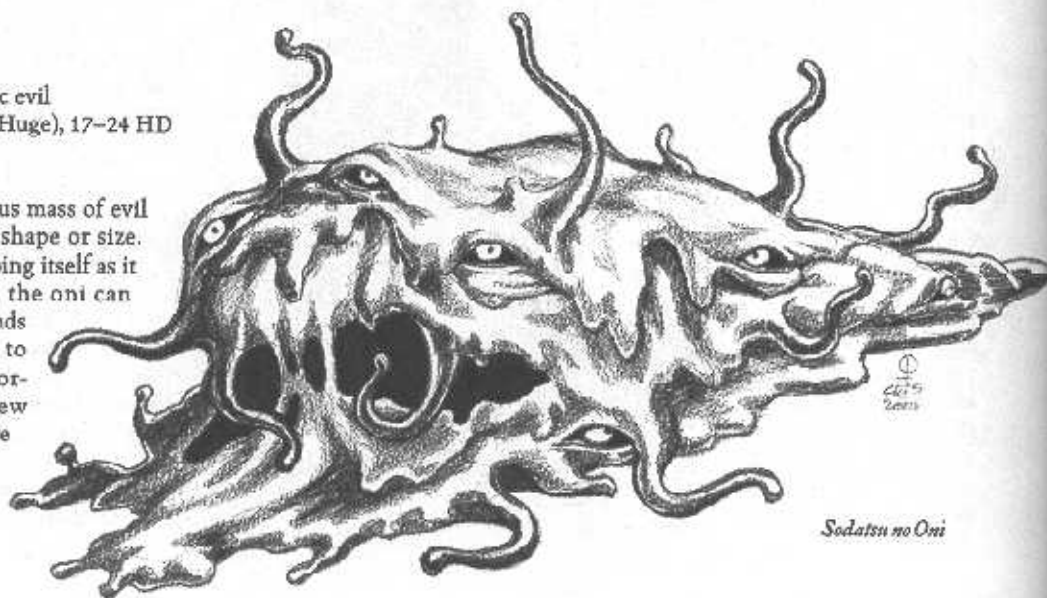
COMBAT

Sodatsu no Oni attack by creating tentacle-like pseudopods, which they flail at opponents mercilessly. Once an opponent is immobilized, the oni engulfs it, processing and adding the enemy's mass to its own. Because of their size and immunity to magic, Sodatsu no Oni rarely have reservations about engaging an opponent.

Frightful Presence (Ex): The appearance of a Sodatsu no Oni is so unsettling that anything within a 60-foot radius that sees it must succeed at a Will save (DC 16) or become frightened.

Magic Absorption (Su): Sodatsu no Oni are completely impervious to magic attack. In fact, any magic (divine or arcane) cast on them fails, and the oni benefits from the energy used. A spell cast on a Sodatsu no Oni has one of the following effects (DM's choice): add the spell's level to its AC for 3 rounds, regain hp equal to twice the spell's level, or add the spell's level to its damage bonus for its next attack.

Shield (Ex): A Sodatsu no Oni is capable of creating a shield on one side, using stolen magical energy. As a partial action, a Sodatsu no Oni can prevent attacks on one side of its body for the next 2 rounds. During this time, all attacks on that side automatically fail. Only one shield can exist at a time, and the oni must wait a round after a shield lowers before raising it again.



Sodatsu no Oni



Spirit Hound

SPIRIT HOUND

Medium Magical Beast

Hit Dice: 5d10+5 (32 hp)

Initiative: +4 (Dex)

Speed: 40 ft.

AC: 22 (+4 Dex, +4 natural, +4 partial armor)

Attacks: Bite +5 melee

Damage: Bite 2d4+2

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

Special Attacks: Fear, feed on fear

Special Qualities: Scent

Saves: Fort +5, Ref +8, Will +2

Abilities: Str 15, Dex 18, Con 13, Int 8, Wis 12, Cha 6

Skills: Hide +13, Listen +5, Move Silently +8, Spot +3,

Wilderness Lore +1*

Feats: Track

Climate/Terrain: Toshigoku, any land and underground

Organization: Solitary, pair, or pack (4-16)

Challenge Rating: 5

Treasure: None

Honor: Usually 1

Alignment: Usually neutral evil

Advancement: 4-8 HD, Large

When soldiers die on the battlefield, it is not uncommon for their horses, falcons, wardogs, or other creatures to be slain alongside them. Unlike most creatures, however, the intense bond of the wardog occasionally means that these creatures follow their masters into the afterlife. The fierce and savage warriors who find themselves in Toshigoku sometimes take their loyal hounds along with them on the journey. These faithful animals are changed by the hellish Realm of Slaughter, transformed into cold and calculating beasts who hunt and kill for all eternity.

Spirit hounds appear to be huge dogs of dull silver color. Their eyes glow a pale blue and gleam with terrible intelligence. Spirit hounds cannot speak, but understand Rokugani. Like Toshigoku spirits, most spirit hounds exist partially in both realms, and do not understand commands given by anyone not also dwelling in the Realm of Slaughter.



Swamp Goblin

COMBAT

Spirit hounds attack in packs, surrounding an enemy whenever possible and using hit and run strikes to wear down their defenses. When the opponent is exhausted from the pack attacks, the hounds all attack simultaneously, feasting on the flesh of their defeated enemy.

Fear Aura (Su): Spirit hounds make a ghastly baying which can be heard for a mile or more. Creatures who hear this sound must make a Will save (DC 10) or become panicked. This is a sonic attack.

Feed on Fear (Ex): Spirit hounds can sense fear, and it drives them into a frenzy. Spirit hounds receive a +1 morale bonus to all attack and damage rolls made against a creature that is frightened or panicked.

SWAMP GOBLIN

Small Humanoid (Aquatic, Goblin, Shadowlands)

Hit Dice: 1d8+1 (5 hp)

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

Speed: 30 ft., swim 30 ft.

AC: 11 (+1 size)

Attacks: Club -1 melee, or wakizashi -1 melee, or katana -1 melee

Damage: Club 1d6-1, wakizashi 1d8-1, or katana 1d10-1

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

Special Qualities: Darkvision 50 ft., moisture sensitivity

Saves: Fort +5, Ref +1, Will +0

Abilities: Str 9, Dex 13, Con 12, Int 10, Wis 9, Cha 5, Taint 2

Skills: Hide +4*, Spot +2

Feats: Improved Initiative

Climate/Terrain: Shadowlands swamps and marshes

Organization: Pack (3-10), family (11-50), tribe (50+)

Challenge Rating: ½

Treasure: None

Honor: Usually 0

Alignment: Often chaotic neutral

Advancement: By character class

Like the misnamed mountain goblin, this is another race that bears superficial resemblance to goblins or bakemono, but is probably an entirely different species. The average swamp goblin stands three to four feet tall, with long spindly arms and legs, webbed fingers and toes, and short, bulbous torsos. Situated on either side of their broad, flat heads are pink-frilled protuberances that are often mistaken for a goblin's ears, probably contributing to their misnomer. These are, in fact, gills. Their glowing yellow eyes are set wide and protrude almost to the sides of the head, much like fish eyes. Swamp goblins have two sets of eyelids, the inner set of which is clear, and no discernible nose, merely two slits that they can open or close at will. Their skin, which ranges in color

from mottled yellow to bluish green, is scaly like a lizard's and usually covered in moist swamp-slime.

These creatures are considered by the Kuni to be relatively benign. While they can be dangerous in numbers if provoked or if food supplies are scarce, they are not aggressive by nature. They prefer to avoid combat if possible, but they are driven by an almost insatiable curiosity. Anything shiny or sparkling immediately attracts their attention, and they have been known to steal trinkets or bottles. Swamp goblins are more intelligent than normal goblins, and some have learned bits of Rokugani language simply by listening to conversations. While they are cautious, they are not necessarily timid. They have been known to boldly approach Crab patrols and attempt to take shiny objects. However, while they may be considered benign with respect to other Shadowlands creatures, they have voracious appetites. If food becomes scarce, they will not hesitate to eat their dead. They will most certainly feed upon human flesh if given the opportunity.

COMBAT

If attacked without provocation, swamp goblins attempt to flee into the swamp bogs and hide below the surface. However, if they are angered they will fight back with makeshift clubs or stolen weapons.

Amphibious (Ex): Swamp goblins have gills as well as lungs that allow them to survive just as well in the water as in the open air.

Moisture sensitivity (Ex): A swamp goblin must wet its gills and flesh once per hour. Every hour it does not do so, it suffers 2 points of temporary Constitution damage.

Skills: Swamp goblins receive a +4 racial Hide bonus in a swamp or marsh.

SWAMP GOBLIN SOCIETY

Swamp goblins live in loose-knit family or tribal groups. They have little or no organization, and live a mainly nomadic existence, moving through Shadowlands swamps in search of food.



Tadaka no Oni

SWAMP GOBLIN CHARACTERS

Swamp goblins rarely have the drive or motivation to study a proper character class. Those few who do so become fighters, the favored class of their race.

SWAMP SPIRITS

Small Fey (Shadowlands, Spirit)

Hit Dice: 2d6+2 (9 hp)

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

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

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

Attacks: Slam +1 melee

Damage: Slam 1d2+1

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

Special Attacks: Burn, spell-like abilities

Special Qualities: Darkvision 60 ft., skills

Saves: Fort +2, Ref +6, Will +3

Abilities: Str 12, Dex 19, Con 12, Int 9, Wis 10, Cha 12, Taint 6

Skills: Hide +8*, Listen +8, Search +5, Spot +5

Feats: Improved Initiative



Swamp Spirits

Climate/Terrain: Shadowlands, any corrupted land and underground

Organization: Solitary or swarm (5–30)

Challenge Rating: ½

Treasure: Standard

Honor: Always 0

Alignment: Usually chaotic evil

Advancement: 3–4 HD (Small)

Commonly referred to as swamp spirits, these entities are actually malevolent nature kami that have succumbed to corruption. While individually weak, they make up for it in their numbers and malevolence. Swamp spirits have an intense hatred and jealousy of the pure and natural, and gleefully attack anything they can overpower.

Swamp spirits are spiteful, cunning foes, and occasionally use pack tactics to overwhelm more powerful enemies.

Physically, swamp spirits appear as glowing orbs of fire with eyes or as tiny green humanoid figures. They are roughly 3 feet tall in either case, and appear primarily at night or in darkness. Swamp spirits can speak, and often use language to lure enemies into traps. They speak the

language of the kami. Their voices are gravelly and hoarse, reflecting their fall from grace.

COMBAT

Swamp spirits, having lost their spiritual and pure nature, have no reason left to exist. They despise all other living beings, and attack them with little regard for anything but destruction. While they will act to preserve their own existence, it is only for the opportunity to kill others. Dangerous foes in large groups, swamp spirits are sometimes commanded by oni or maho-tsukai, who use them as cannon

fodder. They consent to this only because it gives them the opportunity to hurt more pure souls.

In a fight, they use their spell-like abilities to confuse opponents. Because of their appearance, swamp spirits like to use *dancing lights* to make opponents think there are more of them than there actually are, or to hide their true location.

Burn (Su): Swamp spirits, though corrupted, are still spirits, and their primary form of attack is a type of burn to the soul. On contact with a living being, the kami does 1d4 fire damage. The target must make a Reflex save (DC 15) or catch on fire. Swamp spirits are incapable of igniting dead or inorganic matter.

Skills: Swamp spirits receive a +4 racial bonus to all Hide checks in forested or swampy environment.

Spell-like abilities: At will — *dancing lights*, *hypnotism*; 3/day — *invisibility* (self only). These are as the spells cast by a 5th level sorcerer (save DC 11 + spell level).

TADAKA NO ONI

Gargantuan Outsider (Oni, Evil, Shadowlands)

Hit Dice: 16d8+112 (184 hp)

Initiative: -2 (Dex)

Speed: Fly 20 ft.

AC: 14 (-4 size, -2 Dex, +10 natural)

Attacks: 2 claws +21 melee, bite +19 melee, tail +19 melee

Damage: Claws 2d6+11, bite 2d8+5, tail 2d8+16

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

Special Qualities: Damage

Resistance 15/+2 (jade),

oni qualities, SR 20, spell enhancement

Saves: Fort +17, Ref +8, Will +10

Abilities: Str 32, Dex 6, Con 24, Int 10, Wis 10, Cha 10, Taint 7

Skills: Knowledge (arcana) +16, Knowledge (Jigoku) +16,

Knowledge (maho) +16, Knowledge (Shadowlands) +16,

Listen +16, Search +16, Spellcraft +16, Spot +16

Feats: Alertness, Dodge, Flyby Attack, Mobility, Multiattack

Climate/Terrain: Shadowlands, Jigoku

Organization: Solitary, plus 3–12 spellcasters of 1st–6th level

Challenge Rating: 10

Treasure: None

Honor: Always 0

Alignment: Always lawful evil

Advancement: 17–48

(Gargantuan)

Tadaka no Oni resemble large green slugs with tentacles and sharp fangs, floating lazily through the air. Though it looks rather harmless, its sheer size makes it quite intimidating. The first Tadaka no Oni was summoned during the Clan War by Phoenix Thunder Isawa Tadaka with the assistance of other Elemental Council members. After the Elemental Masters began to open the Black Scrolls, they wished for a source of more information about the forces of Jigoku. Oni given physical form are always



Takesasu — the stinger plant

a product of their creator's desires, and to this end the Tadaka no Oni was a fountain of information on the armies of the Shadowlands and boosted the magical power of the Elemental Masters. Of course, this power came at a price, and the oni's existence only hastened the downfall of the Elemental Council.

The original Tadaka no Oni was eventually destroyed, but it is uncertain whether it was slain in time to prevent it gaining power over Tadaka's name. More of these creatures could exist in the depths of Jigoku, waiting for another foolish tsukai to summon them forth.

COMBAT

Tadaka no Oni prefer to rely upon their minions, amplifying their magic while they linger in the background. Those who close to attack the oni itself will find that they are capable combatants, for their sheer size gives them incredible physical power.

Oni Qualities (Su): Oni outsiders have a number of abilities. (See the introduction of this book, page 5). Tadaka no Oni do not possess the alternate form ability.

Spell Enhancement (Su): The oni can increase the power of any spellcaster (arcane or divine) who touches it physically and willingly draws upon its power (the oni may deny this effect if it wishes). For twenty-four hours afterward, the gains 3d10 temporary hit points, casts all spells as if he was five levels higher, and gains an additional spell slot on each level. This effect also gives the spellcaster 3d4 points of Shadowlands Taint. A spellcaster may only receive this effect once every 24 hours.

If the oni is slain, all spellcasters still affected by this power suffer 3d6 temporary Charisma damage and are stunned for 1d4 rounds. This ability has no effect on non-spellcasters.

TAKESASU

Small Plant (Shadowlands)

Hit Dice: 1d8+1 (5 hp)

Initiative: +1 (+1 Dex)

Speed: 0 ft.

AC: 12 (+1 size, +1 Dex)

Attacks: Slam +0 melee

Damage: Slam 1d4

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

Special Attacks: Paralysis, acid

Special Qualities: Plant

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

Abilities: Str 11, Dex —, Con 12, Int —,

Wis 10, Cha 10, Taint 5

Skills: None

Feats: None

Climate/Terrain: Shadowlands

Organization: Solitary, patch (5–15)

Challenge Rating: 2

Treasure: 1/10th coins

Honor: Nil

Alignment: Always neutral

Advancement: None

Despite its innocuous appearance, this simple plant has claimed the lives of many samurai in the Shadow-

lands. Like most thriving plants within those corrupted lands, the takesasu has developed a particularly offensive means of gaining nutrients: consuming the flesh of other creatures.

The takesasu has a barbed tip that contains a powerful paralytic toxin. Whenever it senses movement within five feet, it lashes out and attempts to inject the toxin into its prey. Creatures who succumb to the toxin find themselves completely paralyzed while the plant pumps digestive acids into their system, eventually breaking down their body into sludge to be absorbed by the takesasu.

The takesasu appears to be a tall, dead stalk. A single vine hangs from the rigid stalk, with a bulb attached to the end. This tendril lashes out at anything that approaches. The bulb extends its spike whenever the plant detects motion.

COMBAT

The takesasu is mindless, reacting only to the presence of life. It will attack any foe, regardless of size or numbers.

Acid (Ex): If the takesasu's barb remains in a paralyzed creature's flesh, the plant injects an acid into its victim. This acid causes 1d6 damage per round until the barb is removed or the creature dies.

Blindsight (Ex): Takesasu have no visual organs but can detect all foes within 10 feet using sound and vibration.

Paralysis (Ex): This ability requires a successful slam attack by the takesasu. After a successful attack, the takesasu uses its next action to inject a powerful paralysis toxin. The victim must make a successful Fortitude save (DC 35) or become completely paralyzed. This effect lasts as long as the barb remains in the creature. If the barb is removed, the victim will overcome the effects of the paralysis in ten minutes, although they will suffer extreme nausea and vomiting for four hours thereafter.

Plant: Plants are immune to poison, sleep, paralysis, stunning, and polymorphing effects. They are not subject to critical hits or mind-influencing effects (charms, compulsions, phantasms, patterns, and morale effects).



Tanuki—Badger Spirit

Abilities: Str 12, Dex 8, Con 12, Int 8, Wis 8, Cha 10
Skills: Climb +9, Jump +5, Disguise +3, Hide +7,
Intimidate +7, Listen -1, Move Silently +7, Spot -1
Feats: Toughness

Climate/Terrain: Any land

Organization: Solitary, or gang (2-5)

Challenge Rating: 1

Treasure: Standard

Honor: Always 2

Alignment: Always chaotic good

Advancement: By character class

Tanuki are badger spirits from the Realm of Chikushudo. They are not as common in Rokugan as their kitsune and bakeneko cousins, but tend to be more gregarious than their rustic brethren. While kitsune are curious about the nature of human honor and bakeneko crave combat, tanuki are more hedonistic. They are outgoing, with a tremendous appetite for food and drink. They are also known for their tempers, and have a reputation for reacting to greed, cruelty, or disrespect with incredible savagery.

Like the kitsune, they can take human form but are more closely related to fey than shapechangers. Their natural form is that of a small humanoid badger with an extremely round stomach.

Tanuki speak the language of Chikushudo.

COMBAT

Tanuki are fierce opponents, confronting their opponents directly and attempting to overwhelm them with raw physical power. If clearly outmatched, they are not above annoying their opponent with inane pranks and escaping into the wilderness until they can return with help.

Saves: Tanuki have a +2 racial modifier to all Fortitude saves.

Shapeshift (Ex): A tanuki can transform into a badger at will, gaining the size, natural attack modes, special attacks, special qualities, and extraordinary abilities of that creature.

It can also take the form of a portly medium-sized humanoid badger. This form is identical to its normal form, save that the tanuki can still use the badger's scent and rage abilities. All tanuki also have a third form, that of a tiny object such as a teapot, basket, or statue. In this form, the tanuki gains the size, natural attack modes, special attacks, special qualities, and extraordinary abilities of a tiny animated object. Its type becomes "construct" while in this form.

Skills: Tanuki have a +4 racial bonus to Climb, Hide, Intimidate, and Move Silently checks.

Spell-like abilities: 1/day — *animal friendship*, *ghost sound*, *silent image*, and *speak with animals* (canines only). These spells are cast as a sorcerer with equal HD to the tanuki (save DC 11).

Spirit Qualities (Ex): As spirits, tanuki are immune to all charm effects except for those of other spirits, and are hedged out by effects which hedge out outsiders. Tanuki can sense any passages to Chikushudo within one mile.

TANUKI

Medium-Size Fey (Spirit)

Hit Dice: 1d6+4 (7 hp)

Initiative: -1 (Dex)

Speed: 20 ft., climb 20 ft.

AC: 14 (-1 Dex, +2 natural, +3 ashigaru armor)

Attacks: Club +1 melee

Damage: Club 1d6+1

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

Special Attacks: Spell-like abilities, rage

Special Qualities: Shapeshift, spirit qualities

Saves: Fort +5, Ref -1, Wis -1

TANUKI SOCIETY

Tanuki are not as social or close-knit as kitsune families. They tend to wander off on their own, connecting very closely to one or two deserving friends. In any given group of five or more tanuki, there is at least one sorcerer or fighter of 6th level, and two sorcerers or fighters of 3rd level.

TANUKI CHARACTERS

A tanuki's favored class is fighter, though most take at least a few levels of sorcerer. Tanuki are fond of spells that increase their shapeshifting capabilities. Some tanuki have been known to use their magic to masquerade as teapots, sake bottles, and other inanimate objects.

TOSHIGOKU SPIRIT

Medium-Size Undead (Incorporeal, Spirit)

Hit Dice: 8d12+3 (55 hp)

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

Speed: 30 ft.

AC: 18 (+1 Dex, +7 spirit armor)

Attacks: Spirit blade +6 melee

Damage: Spirit blade 1d10+3 negative energy damage

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

Special Attacks: Spirit blade

Special Qualities: Undead, incorporeal, spirit qualities, spirit armor

Saves: Fort +2, Ref +3, Will +5

Abilities: Str 15, Dex 13, Con —, Int —, Wis 8, Cha 10

Feats: Improved Initiative, Power Attack, Toughness

Climate/Terrain: Toshigoku

Organization: Battalion (40–60) or army (60–1000)

Challenge Rating: 5

Treasure: None

Honor: Always 1

Alignment: Always lawful evil

Advancement: None

The faceless spirits of Toshigoku are the final remnants of those who died thirsting for blood, revenge, and death. Even when they return to haunt the mortal world, they only partially exist here, comprehending only a fraction of what they perceive. These maddened spirits continually relive the battles in which they died, marching forth in spirit armies and perceiving any who stand in their path as a long-dead enemy.

Hantei XVI and many of those who followed him hailed from the Realm of Slaughter, but as a result of their passage through Oblivion's Gate they were restored to true life, once again able to perceive the world around them. They were no less bloodthirsty, however, as the Realm of Slaughter seems to leave its mark on all those unfortunate enough to enter it.

Toshigoku spirits speak Rokugani, as they can often be heard shouting commands to one another. They do not comprehend any words spoken to them by a creature not of their own realm.

COMBAT

These spirits tend to march forth in huge, ordered armies re-fighting the battles in which they died. They rely upon group tactics and superior numbers to destroy their foes. When slain, Toshigoku spirits simply fade to a deeper region of the Realm of Slaughter to continue their fight.

Incorporeal (Ex): Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and its own attacks pass through armor. Always moves silently.

Spirit Armor (Ex): A Toshigoku spirit wears full samurai armor that is an extension of itself and thus cannot be disarmed or destroyed. It protects against both corporeal and incorporeal attacks.

Spirit Blade (Ex): A Toshigoku spirit wields a weapon (usually a katana) that is an extension of itself and thus cannot be disarmed or destroyed. These weapons are incorporeal, ignoring corporeal armor, negating damage reduction, and inflicting negative energy damage on their target.

Spirit Qualities (Ex): Toshigoku spirits are hedged out by effects which hedge out outsiders. Toshigoku spirits can sense any passages to Toshigoku within one mile.

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

Toshigoku Spirit



TROLL, ROKUGANI

Large Giant (Aquatic, Shadowlands)

Hit Dice: 9d8+45 (85 hp)

Initiative: +0 (Dex)

Speed: 30 ft, swim 30 ft.

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

Attacks: 2 claws +10 melee, bite +8 melee

Damage: 1d8+6 claw, 1d4+3 bite

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

Special Qualities: Damage Reduction 5/-, underwater movement

Saves: Fort +11, Ref +3, Will +5

Abilities: Str 22, Dex 10, Con 20, Int 5, Wis 14, Cha 5, Taint 2

Skills: Hide +0*, Listen +3, Move Silently +4*, Spot +3

Feats: Cleave, Multiattack, Power Attack

Climate/Terrain: Shadowlands

Organization: Solitary, brood (2-7), or pack (8-20)

Challenge Rating: 7

Treasure: None

Honor: Usually 1

Alignment: Always neutral

Advancement: 10-16 HD (Large), 19-27 (Huge)

Trolls are large, flabby, green-skinned humanoids that live deep in the swamps and seas of the Shadowlands. Though their size and strength is impressive, they are remarkably reclusive. They avoid other denizens of the Shadowlands, behaving submissively toward ogres, oni, and other powerful beasts. Unicorn scholars believe that the trolls were not always aquatic, and once possessed intelligence far greater than they display today. They believe that the fantastic architecture and magic found in both Voltturnum and the City of Night were the result of a fallen troll civilization.

The Nezumi and free ogres agree that the trolls were once very intelligent, but fell into barbarism many centuries ago after their conquest by the ogres.

COMBAT

Trolls are remarkably timid, preferring to avoid conflict unless their forces are clearly superior, or unless their territory is invaded (trolls are fiercely territorial). When hunting, they travel in packs and wait until the right moment to strike. Once combat is joined, they fight furiously, but not foolishly. Trolls seldom fight to the death, and attempt to rescue wounded brethren before retreating.

Damage Reduction (Ex): Similar to the barbarian class ability, the flabby flesh of a troll is highly resistant to damage. These creatures ignore the first five points of damage from any source.

Skills: Trolls gain a +8 racial bonus to Hide checks and a +4 racial bonus to Move Silently checks when in swampy or aquatic terrain.

Underwater Movement (Ex): Though they do not possess gills and cannot breathe water, a troll can hold its breath for nearly an hour and is quite comfortable even in foul or polluted water. Trolls fight with no penalties when underwater.

TSUCHIMON

Large Aberration

Hit Dice: 9d8+18 (54 hp)

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

Speed: 50 ft., burrow 20 ft.

AC: 16 (-1 size, +1 Dex, +6 natural)

Attacks: 4 legs +9 melee, bite +7 melee

Damage: 1d8+4 leg, 3d4+2 bite

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

Special Attacks: Gold rush, improved grab, molten spittle

Special Qualities: Light sensitivity, tremorsense

Saves: Fort +5, Ref +4, Will +6

Abilities: Str 18, Dex 12, Con 15, Int 4,

Wis 10, Cha 8

Skills: Hide +1*, Listen +8, Spot +8

Feats: Improved Initiative, Multiattack

Climate/Terrain: Any subterranean

Organization: Solitary, family (3-6), or colony (7-15)

Challenge Rating: 6

Treasure: None

Honor: Nil

Alignment: Always neutral

Advancement: 10-16 HD (Large) 19-27 (Huge)

The tsuchimon is a bizarre creature occasionally found deep in mountain caves. It is a large, blue skinned creature with pulsating red eyes and dozens of long, spindly legs upon which it scurries like a centipede.

The front four legs are arranged in a star-like pattern and are tipped with diamond-sharp claws, with which it burrows through the earth.

Tsuchimon are particularly fond of the taste of gold, which has an almost narcotic effect upon their system. More than one gold mine in the mountains of the Dragon has been abandoned after violent run-ins with a colony of these creatures. These creatures never attack zokujin, and are occasionally domesticated by free zokujin tribes.

COMBAT

Tsuchimon are normally docile, feeding only upon rocks and minerals which they digest in their furnace-like stomachs. They have a pathological hatred for light, and a taste for gold. They will attack any creatures who pass through their



Rokugani Troll

territory carrying light sources or over twenty pounds of gold. They usually burrow through the earth around an intruder, attempting to collapse a tunnel upon them. If this is impossible they confront the intruders directly, attacking those nearest the light first, fighting with insane fury until their opponents are dead or until all light sources are doused and all gold has been surrendered.

Gold Rush (Ex): After consuming at least twenty pounds of gold, a Tsuchimon gains a +4 alchemical bonus to Strength, Dexterity, and Constitution for one hour. At the end of this time, the Tsuchimon falls into a deep sleep for six hours. A Tsuchimon can sense twenty pounds of gold or more up to 100 feet away, and immediately charges and attempts to consume the metal even at the cost of injury to itself. Tsuchimon under the effects of the gold rush never use their molten spittle ability.

Improved Grab (Ex): To use this ability, the Tsuchimon must hit a Large or smaller opponent with two leg attacks. If it gets a hold, it inflicts automatic bite damage every round.

Light Sensitivity: Tsuchimon despise bright light. In bright light (such as the radius of a daylight spell) the Tsuchimon has a -1 to all attacks and may only take partial actions.

Molten Spittle (Ex): A Tsuchimon can vomit the molten contents of its stomach once per day. This is effectively a breath weapon, a 20-foot cone inflicting 5d4 damage (Reflex save half, DC 14).

Skills: The Tsuchimon gains a +15 racial bonus to Hide checks in rocky terrain.

Tremorsense (Ex): Tsuchimon can automatically sense the location of anything within 60 feet that is in contact with the ground.



Tsuchimon

Climate/Terrain: Shadowlands
Organization: Solitary, cluster (2-5), colony (5-20)
Challenge Rating: 1/2
Treasure: None
Honor: Nil
Alignment: Always neutral
Advancement: —

The tsumunagi, or blood eel, is a repellent creature found only in areas of heavy Shadowlands Taint. Their black, rubbery bodies stretch to approximately three feet long, resembling a grotesque hybrid of eel and leech. On the underside of their flat bodies are two sucking mouths, one on each end. The mouths look like lengthwise gashes approximately six inches long, filled with tiny serrated teeth. The sides and ends of the creature are lined with tiny hooks and claws with which it digs into the flesh of its victims.

Blood eels are often found in the trunks of rotten trees, but they have been encountered in bogs and marshlands. They most often appear in colonies of a dozen or more. While a single blood eel poses only a small threat, a dozen of them raining out of the tree branches above or swarming out of a pond are quite dangerous. While they move clumsily across the ground, inching along like a worm, they can swim quite well.

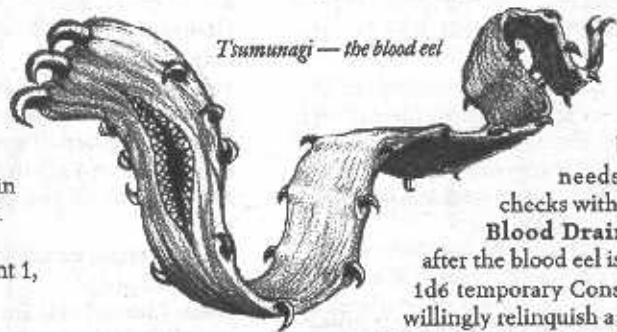
COMBAT

Blood eels attack most often by dropping out of trees onto their prey, or hiding in shallow pools until a potential victim passes by, first attempting to grapple so that it can attach itself. Once it is attached, it can begin to suck the vital fluids from its victim. They are astonishingly strong, and their hooks make it exceedingly difficult to remove a blood eel once it has attached itself. The only known method of making them relinquish their grip is with fire.

Attach (Ex): The blood eel first attempts to grapple its victim. Once it has successfully grappled, it attaches itself using the hooks along the sides and on each end of its body. Its AC while attached is 14. In the round it attaches itself, its terrible mouths tear into the victim's flesh, causing 1d4+4 points of damage.

Blindsight (Ex): The blood eel has no discernible eyes; instead it senses vibrations nearby to locate any potential prey. It is unaffected by blindness or darkness, and needs not make Spot or Listen checks within 30 ft.

Blood Drain (Ex): Beginning the round after the blood eel is attached to its victim, it drains 1d6 temporary Constitution per round. It will not willingly relinquish a grip on its meal. After draining 6 points of Constitution, it stops draining but remains attached. It thereafter drains 1 point of Constitution per hour until it or the victim is dead.



Tsumunagi — the blood eel

TSUMUNAGI, THE BLOOD EEL

Tiny Aberration (Shadowlands)

Hit Dice: 1/2d8+3 (5 hp)

Initiative: +1 (+1 Dex)

Speed: 2 1/2 ft., swim 10 ft.

AC: 15 (+2 size, +2 natural, +1 Dex)

Attacks: Grapple +6 melee

Damage: Bite 1d4+4 melee and attach

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

Special Attacks: Attach, blood drain

Special Qualities: Blindsight 30 ft.

Saves: Fort +0, Ref +2, Will +1

Abilities: Str 18, Dex 14, Con 10, Int 1,

Wis 8, Cha 8, Taint 4

Skills: Hide +10, Jump +6

Feats: Toughness

TSUNO RAVAGER

Large Monstrous Humanoid (Shadowlands, Spirit)

Hit Dice: 12d8+60 (114 hp)

Initiative: +4 (Improved Initiative)

Speed: 40 ft.

AC: 20 (-1 size, +5 natural, +6 great armor)

Attacks: Huge falchion +18/+13/+8;

or 2 claws +18 melee, bite +16
melee, gore +16 melee

Damage: Huge falchion

2d6+10, claws 1d8+7,

bite 1d8+2, gore 2d4+10

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

Special Attacks: Fear cone,
spell-like abilities, leadership

Special Qualities: Damage Reduction

20/+2 (jade), morale, scent, spirit qualities

Saves: Fort +11, Ref +10, Will +13

Abilities: Str 25, Dex 10, Con 20, Int 18,
Wis 17, Cha 18, Taint 9

Skills: Bluff +14, Climb +18, Hide +11,

Jump +18, Listen +14, Search +15,

Sense Motive +14, Spot +14

Feats: Cleave, Great Fortitude,

Improved Initiative, Iron

Will, Lightning Reflexes,

Multiattack, Power Attack,

Weapon Focus (huge falchion)

Climate/Terrain: Shadowlands

Organization: Solitary (leading
a pack of 6–20 Tsuno and
one Soultwister)

Challenge Rating: 9

Treasure: Standard

Alignment: Always lawful evil

Honor: Often 2

Advancement: By character class

Perhaps the most terrifying aspect of the mysterious tsuno is their outstanding martial organization and training. Unlike the vast majority of the Shadowlands beasts, tsuno are keenly intelligent, cunning, and work in lethal coordination with one another. A ravager, the physical and mental superior of his subordinates, leads each tsuno pack. Ravagers direct their packs from the front ranks, barking out orders and cutting down opposing forces with precision and discipline, and see to it that no wounded or dying tsuno is abandoned on the field of battle.

Lesser tsuno are fiercely loyal to their commanders, and never defy their commands or seek to usurp their power. Indeed, such an act would probably result in the execution of the offending tsuno — provided it survived the attack on its superior. Each Ravager is aided by a tsuno soultwister, making a fully prepared tsuno pack a fearsome force.

COMBAT

Tsuno ravagers tend to stand at the front of their group, lending their superior strength and prowess to the fight. Though they recognize the traditional roles and tactics of

Rokugani warfare, they almost never accept a challenge to duel a rival commander. Tsuno view themselves as far above humans, and feel such challenges are an insult to their station. They would no more agree to an honorable duel with a human than they would with an animal.

Fear Cone (Sp): With an ear-splitting roar, a tsuno can strike fear into its opponents' hearts. The roar creates a cone-shaped effect 50 feet long. Creatures within the cone must succeed at a Will save (DC 17) or become panicked. This is a sonic attack.

Leadership(Ex): A Ravager may, as a partial action, command the movements of his pack. For the rest of the round, all other tsuno within 50 feet of the Ravager gain a +2 morale bonus to all attack and damage rolls and may not be flanked.

Spirit Qualities (Ex): As spirits, tsuno gain a +4 racial bonus against all enchantment effects except those of other spirits. Ravagers can sense any passages to Jigoku within one mile.

Morale(Su): As long as the Ravager continues to fight, all allied tsuno within 100 feet are immune to fear.

Spell-like Abilities: at will — *ancestral vengeance*, *rebuke*, *speaking with dead*; 3/day — *castigate*, *divination*, *dream sight*. These are all as cast by a 10th level sorcerer (DC 14 + spell level).

TSUNO RAVAGER CHARACTERS

The favored character class of a tsuno ravager is samurai, though a tsuno's code of honor may be very different from a Rokugani human samurai's.



Tsuno Ravager

TSUNO SOULTWISTER

Large Monstrous Humanoid (Shadowlands, Spirit)

Hit Dice: 10d8+40 (85 hp)

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

Speed: 30 ft.

AC: 15 (-1 size, +1 Dex, +5 natural)

Attacks: Huge falchion +14/+10 melee; or 2 claws +13 melee,
bite +8 melee, gore +8 melee

Damage: Huge falchion 2d6+6, claw 1d6+2, bite 1d6+2,
gore 1d6+6

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

Special Attacks: Fear aura, spell-like abilities

Special Qualities: Damage reduction 10/+2 (jade), scent

Saves: Fort +9, Ref +10, Will +13

Abilities: Str 19, Dex 12, Con 18, Int 18, Wis 18, Cha 16,
Taint 8

Skills: Concentration +13, Hide +13, Move Silently +13,
Spellcraft +16

Feats: Cleave, Great Fortitude, Improved Initiative,
Iron Will, Lightning Reflexes, Power Attack, Weapon Focus
(falchion)

Climate/Terrain: Shadowlands
Organization: Solitary, pair, brace (3-8)
Challenge Rating: 8
Treasure: Standard
Honor: Often 0
Alignment: Usually chaotic evil
Advancement: By character class

The Soultwisters are the spellcasters of the tsuno race. They appear to be relatively rare, with only a handful supporting any major engagement. They serve in a largely advisory capacity to the tsuno leaders, the majority of whom are warriors or ravagers. Soultwisters do not seem to share the ravagers' strong sense of honor; these creatures are almost universally sadistic and cruel.

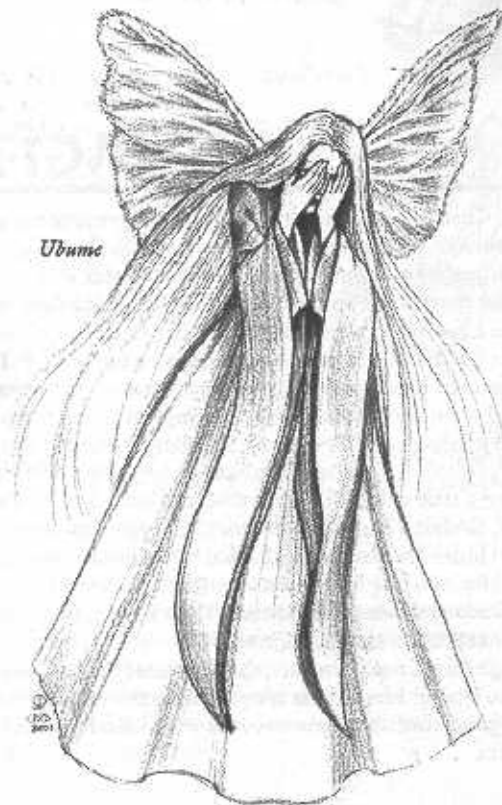
Although slightly smaller in stature than other tsuno, the soultwisters nonetheless share their physical might. They also share the jagged plates, extended snout, and large horns that typify their race.

COMBAT

Tsuno soultwisters prefer to remain removed from combat and use their spell-like abilities against their foes. Some interpret this as an aversion to melee combat and attempt to close with the soultwisters. Much to their dismay, opponents find that they are equally skilled in melee combat.

Fear Aura (Sp): Soultwisters exude an otherworldly aura that elicits fear in humans. Opponents within 20 feet must succeed at a Will save (DC 20) or become frightened. Those who save successfully are immune to that soultwister's fear aura for 24 hours.

Spell-like abilities: at will — *ancestral vengeance**, *rebuke**, *speak with dead*; 3/day — *castigate**, *divination*, *dream sight**, *invisibility*; 1/day — *cloudkill*, *contact other plane*, *teleport without error*. All are as cast by a 10th level sorcerer (DC 13 + spell level).



TSUNO SOULTWISTER CHARACTERS

The favored character class of a soultwister is shugenja, with elemental focus for Air.

UBUME (MOURNING GHOST)

Medium-Size Undead (Incorporeal)
Hit Dice: +d12 (26 hp)
Initiative: +2 (Dex)
Speed: Fly 30 ft.
AC: 15 (+2 Dex, +3 deflection)
Attacks: Incorporeal touch +4 melee
Damage: Incorporeal touch 1d6 temporary Wisdom
Face/Reach: 5 ft. by 5 ft. / 5 ft.
Special Attacks: Fear, Wisdom drain
Special Qualities: Undead, incorporeal, immortality
Saves: Fort +1, Ref +3, Will +4
Abilities: Str —, Dex 15, Con —, Int 10, Wis 10, Cha 16
Skills: Hide +8, Intimidate +9, Listen +8, Search +6, Sense Motive +6, Spot +8
Feats: Alertness, Weapon Finesse (incorporeal touch)

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 4
Treasure: None
Honor: Usually 2
Alignment: Always neutral
Advancement: 5-12 HD (Medium-Size)

Ubume are the spirits of women who have become lost on their journey to Meido and returned to mourn the tragedies of their life. Sometimes they are widows, sometimes mothers of sons lost in war, sometimes the mothers of unborn or kidnapped children. They usually resemble pale, beautiful women in long white garments. When angered, their features become insectoid, with dark segmented eyes and great moth-like wings. Like most ghosts, Ubume can be recognized due to their lack of legs, though their mourning garments often conceal this feature.

Ubume speak the languages they spoke in life, usually Rokugani. Ubume are always human.

COMBAT

Ubume do not attack unless distracted from their self-absorbed mourning. If anything interrupts them or somehow reminds them of their former life, they strike out madly, randomly, at anything nearby and then retreat to mourn once more. Only finding the source of an ubume's pain and removing it cures their madness, at which time their spirit becomes peaceful and they vanish into the gray realms of Meido.

Fear (Su): When angered, the ubume inflicts fear upon all those who gaze upon it. Those who view the ubume must make a Will save (DC 18) or cower for 1d4 rounds (cowering characters are frozen in fear, unable to take actions, lose all Dexterity bonus, and attackers gain a +2 bonus). Those who make their saves are immune to this effect for 24 hours.

	Uragiri	Uragirimono
	Huge Undead (Shadowlands)	Fine Undead (Shadowlands)
Hit Dice:	19d12	1d8 +3 (7 hp)
Initiative:	+9 (+5 Dex, +4 Improved Initiative)	+9 (+5 Dex, +4 Improved Initiative)
Speed:	40 ft.	20 ft.
AC:	28 (-2 size, +20 natural)	21 (+4 size, +5 Dex, +2 natural)
Attacks:	2 claws +17 melee	Bite +9 melee
Damage:	Claw 2d4+9	Bite 1d4-4
Face/Reach:	10 ft. by 10 ft. / 15 ft.	1 ft. by 1 ft. / 0 ft.
Special Attacks:	Release uragirimono	Leap
Special Qualities:	Damage reduction 35/+4 (jade), tentacle sight, undead	Possess corpse, link with master
Saves:	Fort +8, Ref +8, Will +18	Fort +0, Ref +5, Will +3
Abilities:	Str 28, Dex 10, Con —, Int 20, Wis 20, Cha 20, Taint 11	Str 2, Dex 20, Con 10, Int 14, Wis 13, Cha 6, Taint 4
Skills:	Knowledge (ancestors) +16, Knowledge (arcana) +16, Knowledge (history) +16, Knowledge (maho) +14, Knowledge (Shadowlands) +16, Listen +17, Search +15, Spellcraft +15, Spot +17	Climb +10*, Hide +22, Jump +10*, Listen +6, Move Silently +10, Search +6, Spot +6
Feats:	Alertness, Blind Fight, Cleave, Great Cleave, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (Claw)	Improved Initiative, Toughness, Weapon Finesse (burrow)

Climate/Terrain:	Shadowlands
Organization:	Solitary
Challenge Rating:	15
Treasure:	Standard
Honor:	Always 0
Alignment:	Always chaotic evil
Advancement:	None

Shadowlands
Solitary, cluster (2-5), or nest (6-20)
2
Standard
Always 0
Always chaotic evil
None

Immortality (Ex): A slain ubume is restored to existence 1d6 weeks after being destroyed unless the reason for its mourning is resolved. (A mother may wish to see evidence of her samurai son's death, a wife may wish to be buried beside her husband, etc.)

Incorporeal (Ex): Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and its own attacks pass through armor. Always moves silently.

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

Wisdom Damage (Su): The touch of an ubume deals 1d6 temporary Wisdom damage to a living foe. A creature reduced to 0 Wisdom becomes incapacitated by nightmares, which will continue to haunt that character's dreams even after he recovers. A character that takes more than 6 Wisdom damage in a single encounter is left with a bright white streak in his hair.

URAGIRI

Once, Kitsu Uragiri was an honorable shugenja serving the great general Akodo Godaigo as hatamoto. Sadly, Uragiri had the misfortune of stumbling over Kenshin's Helm, a cursed artifact that twisted the shugenja's mind. Uragiri led Godaigo to ruin and became a raving madman. After Godaigo's downfall, Uragiri ran into the Shadowlands where the power of Fu Leng transformed him into a hideous abomination, an enormous undead creature covered with twisting, writhing tentacles.

At Fu Leng's malicious whim, Uragiri was bound to Godaigo's spirit by a powerful curse. Uragiri could never become a true skutenshi until Godaigo bowed to Fu Leng's power; Godaigo could not die until Uragiri was destroyed. Uragiri hides deep in the Shadowlands where Godaigo cannot reach him, sending his spawn into Rokugan to find the restless Akodo and bring him to ruin. Their struggle has continued for centuries, and it continues still.

Uragiri is a unique creature, the demented undead remains of Kitsu Uragiri himself. He is over twelve feet tall, and resembles a giant rotting corpse covered with vein-like writhing tentacles.

COMBAT

Uragiri is quite cowardly, and never emerges from the Shadowlands lest Akodo Godaigo find and destroy him. He hides in a cave deep in the Shadowlands, surrounded by powerful Uragirimono zombies. If encountered in his lair, he fights ferociously, releasing tentacles to possess any who die in battle and retreating if things look grim.

Release Tentacle (Ex): Up to nine times a day, Uragiri can release one of the vein like tentacles from its body as a standard action. These immediately become uragirimono under its control.

Tentacle sight (Ex): Uragiri simultaneously sees, hears, and experiences everything that his uragirimono see. He is not affected by any effects that harm the uragirimono that rely upon the senses (such as gaze or sonic attacks).

URAGIRIMONO

The Uragirimono are the tentacle extensions of Uragiri. They are his eyes and ears outside the Shadowlands. Though their primary goal is the corruption of Akodo Godaigo, they will satisfy themselves with any other pain and misery they can inflict upon the people of Rokugan.

COMBAT

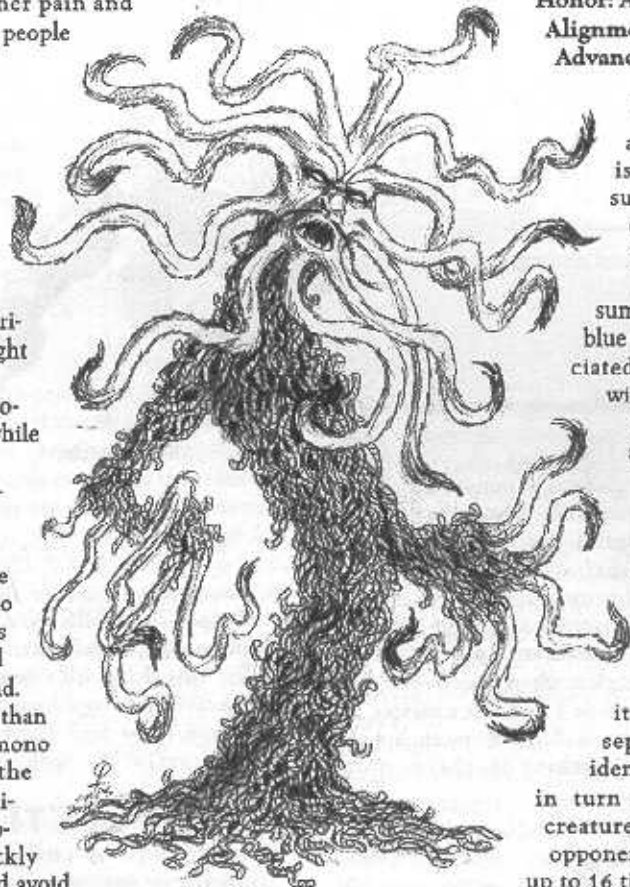
Uragirimono do not enter combat unless they have an adequate host body. They flee if discovered, moving to the nearest collection of dead and possessing the strongest body possible. Unlike normal zombies, uragirimono are capable of abstract thought and complex tactics.

Leap (Ex): A uragirimono provokes no attacks of opportunity while taking a charge action.

Possess Corpse (Ex): A uragirimono can burrow into a corpse as a standard action, animating it as a zombie while it inhabits the body. This zombie is identical to the standard sort, except that it is much quicker, and is not limited to a single partial action per round.

For each size category greater than Medium-size, five extra uragirimono must simultaneously inhabit the corpse to animate it. A uragirimono possessing a corpse is protected from attacks. It can quickly scurry elsewhere in the body and avoid any attempts to cut it loose. Effects which deal damage to an area are mostly absorbed by the zombie shell, protecting the uragirimono from 5 damage per hit dice of the zombie per round. If a uragirimono's corpse is destroyed, the uragirimono must take a move equivalent action to crawl free of the body.

Skills: An uragirimono uses its Dexterity modifier for Climb and Jump checks.



Uragiri

WAKERU NO ONI

Medium-Size Outsider (Oni, Shadowlands)

Hit Dice: 10d8+20 (55 hp)

Initiative: +4 (+4 Improved Initiative)

Speed: 30 ft.

AC: 14 (+4 natural)

Attacks: 2 claw +11 melee, slam +6 melee

Damage: Claw 1d4+1, slam 1d6

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

Special Attacks: —

Special Qualities: Miosis

Saves: Fort +8, Ref +7, Will +7

Abilities: Str 13, Dex 11, Con 14, Int 10, Wis 10, Cha 8, Taint 6

Skills: Hide +13, Listen +13, Move Silently +13, Spot +13

Feats: Improved Initiative

Climate/Terrain: Shadowlands

Organization: Solitary

Challenge Rating: 9

Treasure: None

Honor: Always 0

Alignment: Usually neutral evil

Advancement: 3-5 HD (Large)

Not particularly threatening in appearance, the Wakeru no Oni is one of the most bizarre and surprising foes a samurai can encounter. All too often, that surprise is a fatal one.

Wakeru no Oni are unassuming in appearance. They often blue or even black, and have an emaciated, almost skeletal appearance with long, gaunt arms and sunken features. They are hunched and ape-like in their motions.

COMBAT

Wakeru no Oni are largely defensive fighters unless facing an obviously weaker opponent. When attacked, the Wakeru no Oni offers little threat. However, once it has been wounded, it can separate itself into two smaller, identical creatures. These two can in turn separate into four smaller creatures, and so on until the oni's opponent finds himself overrun with up to 16 tiny creatures that swarm over their opponent, slashing and biting until the foe succumbs to their sheer numbers.

They seem to depend on their numerical advantage once they split into their multiple bodies, preferring not to attack extensively until they can swarm their opponent. In fact, their preference for swarm tactics has led many Kuni shugenja to theorize that they may be able to recombine into their larger form afterwards.

Miosis (Ex): When a Wakeru no Oni suffers 11 or more slashing or piercing damage, it immediately splits into two identical but smaller beings (each with full hit points). These new beasts are Small in size, with all the benefits and penalties thereof, and suffer -2 to Strength and Constitution. Otherwise, they are identical to the original creature. When these Small versions take 11 or more slashing or piercing damage, they can each split into two Tiny versions, which suffer an additional -2 to Strength and Constitution. This continues until there is a possible total of 16 Fine creatures. These do not split further upon taking damage.

WONDROUS NETSUKU

Fine Construct

Hit Dice: 1/2d10 (2 hp)

Initiative: +6 (Dex)

Speed: 10 ft.

AC: 24 (+8 size, +6 Dexterity)

Attacks: —

Damage: —

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

Special Attacks: Spell-like abilities

Special Qualities: Construct, freeze, hardness, hidden enchantment

Saves: Fort +0, Ref +6, Will +1

Abilities: Str 4, Dex 22, Con —, Int —, Wis 12, Cha 12

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 1/2

Treasure: None

Honor: Always 3

Alignment: Always lawful good

Advancement: None

Normally, netsuke are mere clothing fasteners which attach small boxes or other items to one's obi. Wondrous netsuke are the creations of powerful shugenja, tiny statues of remarkable power intended to protect their wearer from harm. Most resemble tiny statues of the clan's representative animal: crabs, cranes, dragons, lions, phoenix, scorpions, and unicorns.

Usually, they are given to the children or wives of a daimyo. Occasionally, these netsuke are lost when their owner dies far from home, and the netsuke is left without a master. Such netsuke return to their family and clan if they can, but sometimes wander on their own, seeking another honorable samurai worthy of protection.

Wondrous Netsuke



Netsuke speak Rokugani, though their voices are so quiet that only their wearer can hear them. They are simple creatures, whose only wish is for the well-being of their wearer.

COMBAT

Netsuke cling to their owners in combat, using their magic to protect their wearer. If its wearer is slain, the netsuke will remain still until its enemies leave, then flee to inform its deceased wearer's allies of what has occurred.

Wondrous netsuke obey the commands of their owner to the best of their ability, though they can be somewhat simple-minded and interpret commands literally. Netsuke can be given freely to another, and obey their new owners without question. Most netsuke have orders to return home and deliver themselves to a friend or loved one should their current owner die.

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

Freeze (Ex): A wondrous netsuke can hold still, resembling ordinary jewelry. Only by examining the netsuke closely (Spot check DC 25) can an observer detect that it seems to be alive.

Hardness (Ex): Wondrous netsuke have hardness as per a normal item, either wood (hardness 5), crystal (treat as stone, hardness 8), or metal (hardness 10).

Hidden Enchantment (Ex): Netsuke do not radiate magic, and do not seem magical to any sort of divination power. A netsuke that chooses not to reveal itself

resembles an ordinary piece of jewelry.

Spell-like abilities: All wondrous netsuke have one spell-like ability, which it can use at will. Pick from the following list: *bless*, *change self*, *comprehend languages*, *endure elements*, *expeditious retreat*, *mage armor*, *protection from Taint*, *sanctuary*, *shield of faith*, *spider climb*. These are as the spells cast by a 10th level sorcerer (DC 11 + spell level).

CONSTRUCTION

A shugenja who wishes to create a wondrous netsuke must prepare an appropriate body, requiring a Craft check (of the appropriate material) vs. DC 20. The shugenja must craft the netsuke personally. In addition, the shugenja must have the Craft Talisman† and Craft Wondrous Item feats. Crafting the netsuke requires eight hours of work per day for a full week, costs 7000 koku, and drains 600 XP from the character as per the normal rules for creating a magic item.



Wakeru no Oni

WYRM

Large Dragon (Spirit)
Hit Dice: 6d12+18 (57 hp)
Initiative: +3 (Dex)
Speed: Fly 100 ft. (perfect)
AC: 18 (-1 size, +3 Dex, +6 natural)
Attacks: Bite +11 melee,
tail slap +6 melee
Damage: Bite 2d8+6, tail slap 1d8+9
Face/Reach: 10 ft. by 20 ft. / 10 ft.
Special Attacks: —
Special Qualities: Amulet
attunement, elemental
anguish
Saves: Fort +8, Ref +8,
Will +5
Abilities: Str 22, Dex 17, Con 16,
Int 3, Wis 10, Cha 7
Skills: Listen +8, Spot +8
Feats: Alertness, Flyby Attack

Climate/Terrain: Any moun-
tains and underground
Organization: Solitary, company
(2-5), ride (5-20), flight (20-40),
or host (40-60) (always includes an
equal number of human warriors as
riders)
Challenge Rating: 4
Treasure: None
Honor: Always 2
Alignment: Always neutral
Advancement: 7-12 HD (Large); 13-18
HD (Huge)

Wyrmms are beautiful serpentine creatures that resemble certain artists' depictions of the elemental dragons. They are long, colorful, limbless serpents that constantly swim through the air. These creatures are always the steeds of Yobanjin wyrm riders. The wyrmms are creations of Yobanjin magic, whereby the barbarian sorcerers summon a bit of the elements and shackle it to their will. Rokugani shugenja who attempt to commune with wyrmms receive no reply other than pain and anguish. Most shugenja are offended by this abuse of the elements, and go out of their way to destroy the amulets that bind these poor creatures.

Wyrmms speak no language, and understand nothing but their master's commands.

COMBAT

Wyrmms will not fight, even to defend themselves, unless directed to do so by the wielder of their amulet. The Yobanjin wyrm riders attack from the air in large groups, using hit-and-run maneuvers to wear down their opponents.

Amulet Attunement (Ex): Each wyrm is attuned to a specific wyrm amulet. If that wyrm amulet is destroyed, the wyrm ceases to exist. If the amulet is successfully affected by a targeted dispel magic, the wyrm vanishes for the duration of the dispelling, returning to the exact place it vanished once the effects wear off. If a wyrm strays further than 100 feet from its amulet, it vanishes.

Wyrm and Rider



Elemental Anguish (Ex): Shugenja who use the Sense Elements ability or cast commune with elements within 100 feet of a wyrm must make a Will save (DC 17) or be stunned for 2d4 rounds as they are overwhelmed by the wyrm's anguish.

Spirit Qualities (Ex): As a spirit, wyrmms are immune to all charm effects except for those of other wyrmms, and are hedged out by effects which hedge out outsiders. Wyrmms can sense any passages to the Celestial Heavens within one mile.

Wyrm Amulets: These amulets are crafted by Yobanjin sorcerers, and are used to summon the wyrmms. Each amulet is made for a specific user, and cannot be used by another. The amulet allows its user to summon, dismiss, and control the wyrm attuned to it at will. The designated owner of the amulet gains a +10 enhancement bonus to all Ride checks when mounted on his wyrm.

WYRM RIDERS

Yobanjin wyrm riders are typically chaotic neutral human warriors of 3rd level. For every ten encountered, there will be one sergeant (5th level fighter). For every fifty encountered, there will be at least one commander (8th level fighter) and possibly a 10th level sorcerer present to monitor the actions of his creations.

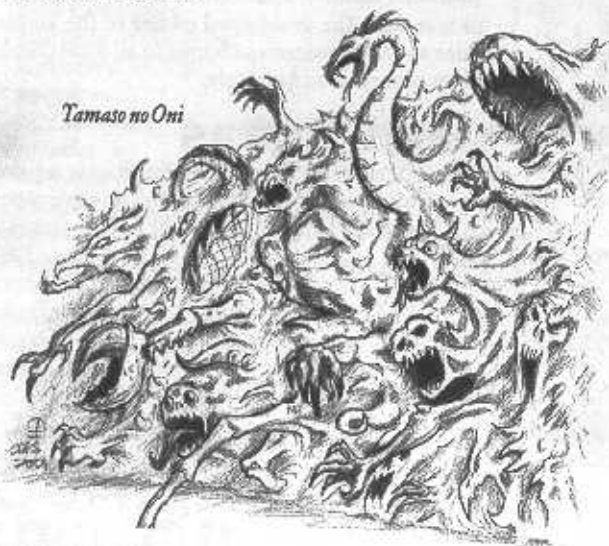
YAMASO NO ONI

Huge Outsider (Evil, Incorporeal, Oni, Shadowlands)
Hit Dice: 16d8+80 (152 hp)
Initiative: +3 (-1 Dex, +4 Improved Initiative)
Speed: 15 ft.
AC: 7 (-2 size, -1 Dex)
Attacks: Death touch +16/+11/+6/+1 melee
Damage: Death touch 8d6 plus 1d6 permanent Constitution drain and 1d6 negative levels
Face/Reach: 40 ft. by 5 ft./10 ft.
Special Qualities: Fear aura, immunities
Saves: Fort +17, Ref +9, Will +9
Abilities: Str —, Dex 9, Con 20, Int 10, Wis 9, Cha 18, Taint 11
Skills: Battle +14, Intimidate +19, Intuit Direction +15,
Knowledge (ancestors) +15, Knowledge (Jigoku) +19,
Listen +15, Spellcraft +15, Spot +15
Feats: Alertness, Combat Reflexes, Great Fortitude, Improved Initiative

Climate/Terrain: Shadowlands
Organization: Solitary
Challenge Rating: 17
Treasure: None
Honor: Always 0
Alignment: Always lawful evil
Advancement: 17-32 HD (Gargantuan)

This foul and extremely dangerous being first appeared during the great War of Spirits. It appears as a huge wall of glowing vapor, a swirling morass of sickly yellow and orange forty feet across and fifteen feet high. The suggestion of faces can be seen momentarily appearing on the surface of the mist with expressions of tortured anguish before sinking back into the churning mass. Monstrous limbs appear randomly from the mass, darting out to wipe away the lives of brave warriors like so much spilled water. This oni is a conglomeration of tortured souls, perhaps wrenched from the depths of Jigoku itself, somehow bound together by Jigoku's will, corrupted into one of the most fearsome oni ever encountered. The soul of every intelligent being killed by this horror is trapped within its abhorrent mass, never to be released or reincarnated, a fate unthinkable to Rokugani. Those who know of this type of creature pray to the Fortunes that those souls are released if the creatures are somehow destroyed, but no one knows for certain.

Tamaso no Oni



COMBAT

In combat the oni has only one purpose: to use its death touch attack to kill as many living creatures as it can. Every living being it kills makes it stronger.

Death Touch (Su): The oni's incorporeal touch attack sucks the life out of living creatures, leaving them desiccated husks. Living creatures hit by the oni's melee attack suffer 8d6 damage, 1d6 negative levels and 1d6 permanent Constitution drain. The spirits of creatures killed by the oni are absorbed into its mass, making any sort of revival from death impossible. The Fortitude save to remove negative levels inflicted by the oni is DC 18. Those who attempt to pass through the space occupied by the oni suffer the effects of its death touch.

Fear Aura (Su): The Yamaso no Oni is surrounded at all times by an aura of fear. Anyone within 20 feet must make a Will save (DC 19) or freeze in place, losing any actions for one full round, and suffering a -2 morale penalty to all saving throws. There is a 50% chance victims drop anything they are carrying.

Immunities (Su): The Yamaso no Oni is immune to fire, cold, and acid.

Incorporeal (Su): Can be harmed only by other incorporeal creatures, jade and crystal weapons, +1 or better magic weapons, or magic. Any corporeal weapon, even magical ones, has only a 50% chance of damaging this creature. It can pass through any solid object at will, ignore armor, and it always moves silently.

Oni Qualities (Su): Oni outsiders have a number of abilities. (See the introduction of this book, page 5). Yamaso no Oni do not possess the alternate form ability.

YOKAI

Medium-Size Undead (Incorporeal)

Hit Dice: 7d12 (46 hp)

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

Speed: Fly 30 ft.

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

Attacks: Incorporeal touch +7 melee

Damage: Incorporeal touch possession

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

Special Attacks: Possession

Special Qualities: Undead, incorporeal, naturally invisible, mortal link

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

Abilities: Str —, Dex 18, Con —, Int 6, Wis 14, Cha 16

Skills: Hide +14, Listen +12, Spot +12

Feats: Improved Initiative, Weapon Finesse (incorporeal touch)

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 5

Treasure: None

Honor: Usually 0

Alignment: Always chaotic evil

Advancement: 8–21 HD (Medium-Size)

Yokai are among the strangest ghosts in Rokugan. They are spirits of anger and fury, lingering traces of unfulfilled emotion. The most peculiar thing about yokai is that they are not the ghosts of the dead, but the ghosts of the living. A person who is overly frustrated or occupied with hatred might unconsciously create a yokai. This wandering spirit rises while its host sleeps, inflicting pain and misery as it seeks vengeance in the waking world.

Yokai are naturally invisible. When they choose to become visible, they appear as a pale, maddened spirit with blood-stained clothing. They often resemble their host, a significant clue to their origins if their host yet lives. Yokai understand the languages spoken by their host, but seldom have anything to say.

COMBAT

Yokai are nearly mindless, seeking nothing but pain and destruction. They attack with no regard for the safety of their stolen bodies, causing as much destruction as possible before they are forced to seek other vessels. Their destructive urges are usually somehow related to the anger that consumes their host, but sometimes they are entirely random.

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

Mortal Link (Ex): The yokai exists only when its mortal link is asleep and dreaming (not when merely knocked unconscious by magic or subdual damage). If the yokai is

slain, it is restored to life the next time its mortal link sleeps. The only way to permanently destroy the yokai is remove the source of the link's anger, kill the link, or perform a successful exorcism (exorcism rules are available in the forthcoming *Magic of Rokugan*; in the absence of that product a *heal* spell is an acceptable substitute).

Natural Invisibility (Su): A yokai remains invisible even when it attacks. It can cancel or resume this ability as a free action.

Possession (Su): Any humanoid target successfully struck by the yokai must make a Will save (DC 18). If this save fails, the yokai enters the target's body and suppresses the target's consciousness. While possessed, this creature retains its hit points and physical ability scores (with a +4 enhancement bonus to Strength, Dexterity and Constitution), but its Wisdom, Intelligence, and Charisma are supplanted by that of the yokai. The yokai controls the body until it chooses to leave, the body dies, or the yokai's mortal link awakens. *Protection from evil* cast upon the possessed creature expels the yokai, as does a successful turn attempt against the yokai. The yokai cannot be harmed while possessing a creature.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, energy drain, or death from massive damage. Possessed creatures gain these immunities as well.



YOREI

Small Undead (Incorporeal)

Hit Dice: 2d12 (13 hp)

Initiative: +1 (Dex)

Speed: fly 30 ft.

AC: 13 (+1 size, +1 Dex, +1 deflection)

Attacks: Incorporeal touch +3 melee

Damage: Incorporeal touch fear

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

Special Attacks: Fear touch

Special Qualities: Immortality, incorporeal, natural invisibility, undead

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

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

Feats: Weapon Finesse (incorporeal touch)

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 1

Treasure: None

Honor: Usually 2

Alignment: Always neutral

Advancement: 3–6 HD (Medium-Size)

Yorei are the simplest of all ghosts in Rokugan. They are guardian spirits, who typically linger near a family shrine, tomb, or other consecrated site. Unlike other ghosts in Rokugan, who wander the mortal world in a confused or hungered state, yorei are mostly harmless. They protect their

chosen homes from intruders, using their powers to drive away the unwelcome.

They usually remain invisible, even to those who visit the shrine and leave offerings to the peaceful spirits. When they do appear, they resemble hovering human figures with bland expressions, formal clothing, and no legs. They occasionally have somewhat insectoid features, especially when angered.

COMBAT

Yorei care for nothing except the sanctity of their homes. They are nearly mindless, remembering little of their former lives and acting solely on instinct. People dressed in the colors of enemies of the yorei's former clan are as vulnerable to attack as those who have actually come to desecrate the area. The yorei attacks relentlessly until its opponent leaves the area.

As yorei are normally invisible and inflict no real damage, many individuals are unaware of their presence, attributing the sudden rush of fear to simple nerves.

Fear Touch (Su): Targets of a yorei's touch must make a Will save (DC 12) or become frightened, fleeing the area

if they can and suffering a -2 morale penalty to attack rolls, weapon damage rolls, and saving throws if unable to flee. If the victim saves successfully, there is no effect but the DC of the Will save increases by 1 each time the yorei successfully touches that creature during that encounter.

Immortality (Ex): A yorei that is destroyed returns to life again at the next sunrise so long as the holy site it guards has not been destroyed or desecrated. A yorei may not leave the site it guards.

Incorporeal (Ex): Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and its own attacks pass through armor. Always moves silently.

Natural Invisibility (Su): A yorei remains invisible even when it attacks. It can cancel or resume this ability as a free action.

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

ZASHIKI WARASHI

Small Undead (Incorporeal)

Hit Dice: 3d12 (19 hp)

Initiative: +3 (Dex)

Speed: Fly 30 ft.

AC: 16 (+1 size, +3 Dex, +2 deflection)

Attacks: Incorporeal touch +4 melee

Damage: Incorporeal touch 1d6 Intelligence plus confusion

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

Special Attacks: Wisdom drain, confusion

Special Qualities: Undead, incorporeal, immortality

Saves: Fort +1, Ref +4, Will +3

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

Feats: Weapon Finesse (incorporeal touch)

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2–5), or swarm (6–15)

Challenge Rating: 4

Treasure: None

Honor: Always 2

Alignment: Always chaotic neutral

Advancement: 4–9 HD (Small)

Zashiki warashi, or "parlor children," are perhaps the most tragic sort of Rokugani ghosts. They are the spirits of dead children, wandering the mortal realm because they do not know where else to go. Usually, this is due to improper burial or desecration of their grave. The zashiki warashi linger near their corporeal remains, flitting about, causing mischief, and looking to draw others into the shadows to serve as "playmates." These little spirits have a clouded view of reality, and truly do not realize that they are dead or that their actions bring harm to others.

Zashiki warashi resemble small children dressed in shadowy black clothing. They wear white masks of painted wood or porcelain. Like all Rokugani ghosts, they have no legs but simply hover in midair.

COMBAT

Zashiki warashi typically linger in the shadows, attempting to surprise opponents with a sudden attack. Zashiki warashi consider combat a game, and fill the air with an unnerving phantom giggle while whittling down intruders in their territory.

Confusion (Su): Zashiki warashi are confused little creatures, and anyone touched by one is in danger of temporarily sharing in the chaos that fills its mind. Any creature touched by a zashiki warashi must make a Will save (DC 16) or suffer the effects of a *confusion* spell for 1d6 rounds. This is in addition to the Wisdom drain.

Immortality (Ex): A slain zashiki warashi is restored to existence 1d6 weeks after it is destroyed. These creatures can only be permanently be put to rest if their remains are found and given a proper funeral. A zashiki warashi always lingers within 300 feet of its remains.

Incorporeal (Ex): Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source.

Can pass through solid objects at will, and its own attacks pass through armor. Always moves silently.

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

Wisdom Drain (Su): A zashiki warashi's touch siphons away enemies' accumulated Wisdom, causing them to become increasingly irrational and childlike. This touch deals 1d6 temporary Wisdom damage. Any opponent reduced to 0 Wisdom by these attacks immediately becomes a zashiki warashi under its creator's control. (If the original zashiki warashi is put to rest permanently, all of its spawn also die.)

ZENMENSOSOU

On occasion, the forces of the Shadowlands overwhelm the fortifications of the Crab Clan, even if only temporarily. On most of these occasions, everything of value to the Crab is destroyed. There are times, however, when the more cunning denizens of the Shadowlands recognize that more damage can be done by remaking them in their own image.

Thus are born the Zenmensosou, the unholy engines of destruction that live only to slaughter the forces of Rokugan.

COMBAT

The Zenmensosou are designed for war and war only. They each have insidious functions on the battlefield, although there are particular abilities that they all share.

Fear Aura (Su): All enemies within 50 feet of a Zenmensosou must succeed at a Will save (DC 18) or become frightened for the duration of the encounter. Any opponent who makes this save is immune to that Zenmensosou's fear aura for twenty-four hours.

Improved Grab (Ex): For the kuruma date, this attack is contingent upon a successful slam attack. For tosekiki and kuruma scirō, however, this may be attempted on any creature within their threatened area.

TOSEKIKI (CATAPULTS)

These large catapults bear a striking resemblance to their non-corrupted counterparts except for two major details. They are constructed of bone, down to the many tiny legs that have replaced the wheels used to move them around. Furthermore, the arm of the catapult is literally an arm. The tosekiki grabs anyone or anything handy and hurls it across the battlefield at its enemies. Its preferred ammunition is either flaming goblins or armored samurai, whichever happens to be within reach.

COMBAT

Throw (Ex): Any Small or Medium-sized creature grabbed by the tosekiki may be thrown in the same manner that a standard catapult hurls rocks. This attack has a range increment of 200 feet, and inflicts 1d6 damage per 25 lb. of weight of the object thrown, plus the tosekiki's Strength modifier. The creature thrown takes equal damage.



Zashiki Warashi

ZASHIKI
WARASHI

ZERUERSORSOV

	Tosekiki Huge Construct (Shadowlands)	Kuruma Seirô Huge Construct (Shadowlands)
Hit Dice:	10d10 (55 hp)	12d10 (66 hp)
Initiative:	+0	+0
Speed:	20 ft.	30 ft.
AC:	16 (-2 size, +6 natural)	18 (-2 size, +8 natural)
Attacks:	Slam +12/+7 melee, or thrown boulder +5 ranged	Slam +16/+11 melee
Damage:	Slam 2d6+7, thrown boulder 3d6+7	Slam 2d6+9
Face/Reach:	10 ft. by 10 ft./5 ft.	10 ft. by 10 ft./5 ft.
Special Attacks:	Fear aura, improved grab, throw spell-like abilities	Animate dead, fear aura, improved grab, swallow whole
Special Qualities:	Damage reduction 15/+2 (jade)	Damage reduction 15/+2 (jade)
Saves:	None	None
Abilities:	Str 25, Dex 10, Con —, Int —, Wis 10, Cha 2, Taint 1	Str 28, Dex 11, Con —, Int —, Wis 10, Cha 2, Taint 1
Climate/Terrain:	Any	Any
Organization:	Solitary, units (5-12)	Solitary, units (3-5)
Challenge Rating:	8	9
Treasure:	None	None
Honor:	0	0
Alignment:	Always chaotic evil	Always chaotic evil
Advancement:	11-30 HD (Huge)	13-36 HD (Huge)

ZERUERSORSOV

	Kuruma Date Huge Construct (Shadowlands)	Monstrous War Machine Huge Construct (Shadowlands)
Hit Dice:	10d10 (55 hp)	15d10 (82)
Initiative:	+0	+0
Speed:	20 ft.	40 ft.
AC:	14 (-2 size, +6 natural)	35 (-2 size, +27 natural)
Attacks:	Slam +12/+7 melee	Slam +23/+18/+13 melee
Damage:	Slam 2d6+7, bite 1d6+3	Slam 2d6+14, trample 5d6+6
Face/Reach:	10 ft. by 10 ft./5 ft.	10 ft. by 10 ft./15 ft.
Special Attacks:	Fear aura, improved grab, animate dead	Energy drain, fear aura Trample 10d10+14
Special Qualities:	Armor, damage reduction 25/+4 (jade)	Damage reduction 35/+5 (jade)
Saves:	None	None
Abilities:	Str 25, Dex 10, Con —, Int —, Wis 10, Cha 2, Taint 1	Str 38, Dex 10, Con —, Int —, Wis 10, Cha 3, Taint 1
Skills:	—	—
Feats:	—	—
Climate/Terrain:	Any	Any
Organization:	Solitary, units (8-16)	Solitary
Challenge Rating:	7	18
Treasure:	None	None
Honor:	0	0
Alignment:	Always chaotic evil	Always chaotic evil
Advancement:	11-30 HD (Huge)	16-45 HD (Huge)

KURUMA SEIRÔ (SIEGE TOWERS)

This is a gigantic tower of bone, perhaps three stories tall. It moves on short, bestial, bone legs rather than wheels. Inside, rotted intestines dangle, waiting to latch onto an enemy fortification and hold fast. Upon reaching such a fortification, all manner of undead spill forth from it, eager to attack. One of its most insidious abilities is that of corruption, for the recently dead can be placed inside it where they are transformed into more foot soldiers for the Shadowlands.

COMBAT

Animate Dead (Su): Any corpses which are brought within the kuruma seirô, whether recently dead or still-living prisoners who die within the tower, may be animated as zombies or skeletons as a free action and disgorged the following round.

Swallow Whole (Ex): If the kuruma seirô makes a successful grapple check after the grab, it swallows its prey through one of the many spiked flaps on the sides of the tower. Victims must be one size category smaller than the tower. A single kuruma seirô can swallow up to 12 Medium-size creatures at a time. A successful grapple check allows a swallowed creature to escape to the tower's doorway, where it can make another grapple check to free itself. A swallowed creature may use a Small or Tiny slashing weapon to cut itself out. The siege tower's internal surfaces have AC 20 (+10 natural) and 40 hp. Half of this damage counts against the creature's total hit points. Muscular action closes any escape holes made once a creature has exited, so unless multiple opponents hold on to one another as they escape each must cut their own way free.

KURUMA DATE ("TORTOISE SHELL" ARMOR)

This large, skeletal creature resembles the carcass of a large tortoise. It has a thick carapace and four legs that move it across the battlefield. Zombies and other minions of the Shadowlands walk beneath the creature for protection against missile fire (it provides 90% cover to such creatures). Living samurai can be dragged beneath these beasts so that its decomposing organs can plug into their backs and transform them into rotting madmen.

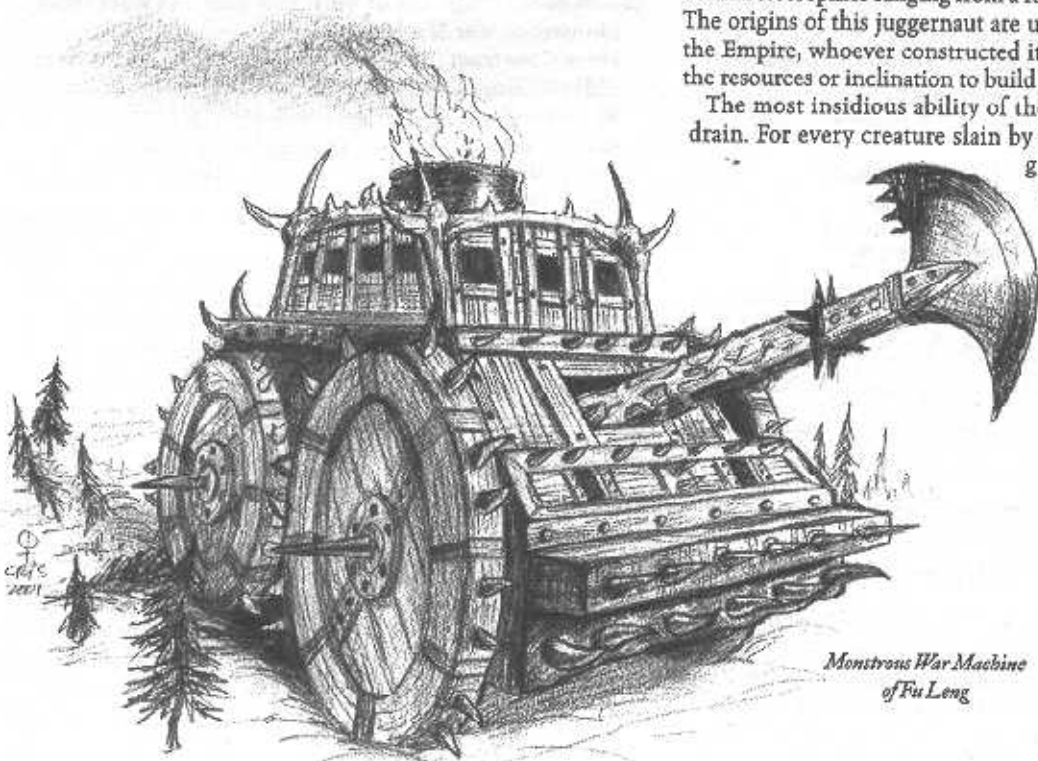
COMBAT

Animate Dead (Su): Any corpses which are brought beneath the kuruma date, whether recently dead or still-living prisoners who die beneath the tortoise shell, may be animated as zombies or skeletons as a free action and disgorged the following round.

MONSTROUS WAR MACHINE OF FU LENG

Horrifying to behold, this juggernaut of destruction is, fortunately, unique. The war machine is several stories tall and easily as wide as an entire mounted Crab patrol standing shoulder to shoulder. Its massive wheels are large enough to crush entire patrols beneath them. The entire machine is covered in steel spikes ranging from a foot to three feet in length. The origins of this juggernaut are unknown. Fortunately for the Empire, whoever constructed it does not appear to have the resources or inclination to build more.

The most insidious ability of the war machine is its life drain. For every creature slain by the construct, its power grows. The drawback is that many lives must be sacrificed to the war machine before it ever enters battle. Usually, goblins can be found hurling prisoners or their own weaker members upon the thing's spikes to begin its terrifying part in the battle.



*Monstrous War Machine
of Fu Leng*

COMBAT

Dependent: The war machine cannot move or attack of its own volition unless at least 35 levels have been drained from other creatures first (see *Energy Drain* below).

Energy Drain (Sp): Creatures touched by the war machine or struck by its slam attack suffer five negative levels. Each creature killed in this manner adds a +1 to the damage modifier of the machine's slam and trample attack for a period of 1 hour. The Fortitude save to restore these negative levels is DC 20.

Trample (Ex): Once per encounter, the monstrous war machine can perform a bull rush attack against all creatures of Large size or smaller within the path of its charge. (Larger creatures cause the war machine to simply collide with that opponent and cease its charge.) This attack inflicts 10d10+14 damage (and normal energy drain) to all creatures subject to the bull rush and knocks them prone in the square where they were standing.

ZOKUJIN

Medium-Size Monstrous Humanoid (Earth, Reptilian)

Hit Dice: 4d8+12 (27 hp)

Initiative: -1 (Dex)

Speed: 20 ft., burrow 10 ft.

AC: 20 (-1 Dex, +11 natural)

Attacks: 2 claws +6 melee

Damage: Claw 1d4+4

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

Special Attacks: —

Special Qualities: Darkvision, earth brotherhood, resistances, tremorsense

Saves: Fort +4, Ref +2, Will +3

Abilities: Str 18, Dex 8, Con 16, Int 10, Wis 10, Cha 8

Skills: Intuit Direction +6, Listen +6, Search +6, Spot +6

Feats: Power Attack, Sunder

Climate/Terrain: Any mountains and underground

Organization: Solitary, Family (2-5), or pack (11-20)

Challenge Rating: 3

Treasure: No coins; standard goods (gems only), no items

Honor: Usually Nil

Alignment: Usually lawful neutral

Advancement: By character class

Zokujin are a race of strange humanoids that dwell deep in the Spine of the World Mountains. They are hunched, green-skinned reptilians with luminous yellow eyes, sharp claws, and bony spikes protruding from their elbows and shoulders. They have wide, fanged mouths, but cannot digest meat. Zokujin subsist entirely off of a diet of minerals and plant life.

Zokujin speak their own language, a gravelly, guttural tongue nearly indecipherable to other races.

COMBAT

Zokujin are peaceful creatures, more likely to flee than face an opponent in direct combat. When given no other option, they attack fiercely using their natural abilities to their best advantage.

Darkvision (Ex): Zokujin have darkvision to a range of 120 feet.

Earth Brotherhood (Su): Zokujin can sculpt metal and stone in their bare hands as if it were soft clay. Any unarmed attacks against a metal or stone object inflict triple damage. Metal or stone armor offers no protection against a zokujin's unarmed attacks. Zokujin cannot sculpt jade or crystal, or metal laced with these minerals.

Resistances (Ex): Zokujin have fire, cold, and electricity resistance 10.

Tremorsense (Ex): Zokujin can automatically sense the location of anything within 30 feet that is in contact with the ground.

ZOKUJIN SOCIETY

Zokujin live in large extended family groups. Their leaders are always blessed with divine magic, which follows distinct bloodlines. Zokujin are a peaceful, reclusive race, and since they can subsist on a diet of minerals and vegetation, they rarely come into conflict with other species.

For many centuries, zokujin have been used as slave labor by the Ikoma, who force zokujin to work in the Lion Clan's copper mines. Though the Lion refer to these creatures as "copper goblins," the zokujin are unrelated to bakemono. They are an ancient race predating the fall of the Kami, whose strange religion revolves about the worship of a powerful artifact they call the Bloodwhite Stone. The zokujin believe the Bloodwhite Stone created the Sun and Moon, and is the heart of the earth's magic. The Bloodwhite Stone

Zokujin



was lost ages ago during a conflict the zokujin call Shokajin Rekna or "the Day of Broken Thunder."

Zokujin accounts of Shokajin Rekna describe an invading race of powerful evil creatures, similar in description to oni but predating the fall of Fu Leng. Though most Rokugani scholars laugh at the notion, a few note the similarities to the Empire's Day of Thunder. Unlike Rokugan's Seven Thunders, the zokujin apparently failed to defeat Jigoku. On that day, they lost their civilization and their purpose. Now they search tirelessly for the Bloodwhite Stone, never giving up hope that it may someday be found.

ZOKUJIN CHARACTERS

Most Zokujin tend to focus on life as warriors, but the call of the earth is strong within the entire race. The favored character class of their race is druid, and many zokujin have at least one or two levels of this class.

TEMPLATES

Certain creatures have no type but are instead created by adding a "template" to an existing creature. Simply apply the modifiers under the selected template to create a new templated creature.

GORYO, VENGEFUL GHOSTS

Goryo are the spiritual remnants of humans who have been murdered. They are invisible, except in the light of the moon, when they appear in the shape most favored by the murdered person. For example, a renowned bushi might appear in full battle dress, or a courtier in her finest robes. Goryo are always tinged with a blood-red or a sickly-green aura. Furthermore, they have no feet, the legs disappearing just below the knees into wisps of vapor. A goryo's facial features take on a sharper, almost insectoid appearance.

The rage or fear or despair that some murder victims feel at the moment of death somehow shackles them to the material world, preventing them from joining their ancestors in Yomi (the Realm of Blessed Ancestors) or being reborn to continue on their path to karmic destiny. They are forced to remain in Ningen-do, the Realm of Mortals, as incorporeal spirits until they are released. As a result, they usually haunt the murderer or their families. Goryo who do not know who is responsible haunt their own families, demanding that they bring the murderer to justice.

Their goals vary. Some goryo seek to bring their murderers to justice. Sometimes they merely wish to cause terror, and actively try to keep their victims alive to prolong the torture. The only known way these tortured spirits can know peace is for the killer or a member of his family to confess his crime in writing and place the scroll in a specially built shrine, or for the goryo to take vengeance upon the killer directly (though this only succeeds in transforming the killer into a goryo himself). An appeased goryo is free to travel to the next stage of existence.

CREATING A GORYO

The goryo is a template that can be added to any human individual who has been murdered, hereafter referred to as the "base creature." The base creature's type is changed to "undead," and it gains the incorporeal and spirit subtypes. The goryo otherwise uses all of the base creature's statistics and special abilities. Goryo are always strongly linked to a person whom they believe to have unjustly slain them in their previous life, referred to hereafter as their "killer."

Hit Dice: Increase to d12

Speed: Goryo have a fly speed of 30 feet, with perfect maneuverability.

AC: Natural armor is the same as the base creature, but applies only to ethereal encounters. The ghost retains any armor with which it died, though this armor bonus applies only to ethereal encounters. The goryo also gains a deflection bonus to AC equal to its Charisma modifier (if positive).

Attacks: As base creature, but attacks requiring touch have no effect on physical beings.

Damage: Against ethereal creatures, the goryo uses the base creature's damage ratings. Against non-ethereal creatures, the goryo usually cannot deal physical damage at all.

Special Attacks: The goryo retains all the special attacks of the base creature, though those relying on physical contact cannot affect non-ethereal creatures.

Eyes of Vengeance (Ex): The goryo can always recognize its murderer, regardless of any disguise he may wear (even magical disguises). The goryo gains a +10 bonus to all Wilderness Lore checks when tracking its killer.

Hand of Vengeance (Ex): The goryo is not considered incorporeal when attacking its killer. The killer may also attack the goryo as if it were corporeal. Once per day, the goryo automatically scores a critical hit on a successful attack roll against its killer if there are no other intelligent creatures present to witness the attack. The goryo may declare use of this ability after determining whether its attack was successful.

Create Spawn (Su): If the goryo slays its killer, and its killer is truly guilty of murder, the killer then becomes a goryo and the original goryo is destroyed, its soul set free once more. (With no specific killer, this goryo is doomed to wander aimlessly.)

Special Qualities: A goryo has all the special qualities of the base creature and those listed below, and gains the undead type and incorporeal and spirit subtypes. It also gains the following abilities.

Darkvision with a range of 60 ft.

Immortality (Su): Vengeful ghosts cannot be permanently destroyed through combat. If "destroyed" it returns in 2d4 days, fully restored and even more intent on revenge. The only way for it to be permanently destroyed is by exorcism, if it gains its vengeance upon its killer, if the killer is punished for his crimes, or if it is proven that the goryo's quest for vengeance is misguided.

Incorporeal (Ex): Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and its own attacks pass through armor. Always moves silently. The goryo is not considered incorporeal when attacking its killer. It can physically attack its killer (and vice versa).

Invisibility (Ex): The goryo remains invisible, even when it attacks, unless it chooses to be visible. A goryo is always visible to its killer.

Spirit Qualities (Ex): As spirits, goryo gain a +4 racial bonus against all enchantment effects except those of other spirits. Goryo can sense any passages to Gaki-do within one mile.

Saves: Same as base creature.

Abilities: Same as base creature, except that the goryo has no Constitution score, and its Charisma score increases by +4.

Skills: Goryo receive a +8 racial bonus to Intimidate, Search, and Spot checks. Otherwise, same as base creature.

Feats: Same as base creature, but Void Use and Ancestor feats are lost.



Climate/Terrain: Any land and underground, Gaki-do
Organization: Solitary
Challenge Rating: Same as base creature +2
Treasure: None
Alignment: Any
Advancement: Same as base creature

SAMPLE GORYO

This example uses a 2nd level human shugenja as the base creature.

Goryo
Medium-Size Undead (Incorporeal, Spirit)
Hit Dice: 2d12 (12 hp)
Initiative: +1 (Dex)
Speed: Fly 30 ft. (perfect)
AC: 15 (+1 Dex, +4 deflection)
Attacks: +0 wakizashi, by spell
Damage: 1d6 -1 wakizashi, by spell
Special Attacks: Eyes of Vengeance, Hand of Vengeance, Create Spawn
Special Qualities: Darkvision 60 ft., Incorporeal, Immortality, Invisibility
Saves: Fort +0, Ref +1, Will +4
Abilities: Str 8, Dex 13, Con —, Int 10, Wis 12, Cha 19
Skills: Diplomacy +9, Intimidate +17, Spellcraft +5, Spot +14
Feats: Versatile(Intimidate, Spot)

Climate/Terrain: Any land and underground, Gaki-do
Organization: Solitary
Challenge Rating: 4
Treasure: None
Honor: 1
Alignment: Lawful Neutral
Advancement: By character class

COMBAT

Spells known (may cast 6 inori and 4 first level spells per day): anger of earth (magic stone), biting steel (magic weapon), burn the mind (hypnotism), hands of clay*, kami's hand (mage hand), kami's protection (resistance), light, moment of peace (cure minor wounds), virtue

Sense elements as a 2nd level shugenja

Eyes of Vengeance (Ex): The goryo can always recognize its murderer, regardless of any disguise he may wear (even magical disguises). The goryo gains a +10 bonus to all Wilderness Lore checks when tracking its killer.

Hand of Vengeance (Ex): The goryo is not considered incorporeal when attacking its killer. The killer may also attack the goryo as if it were corporeal. Once per day, the goryo automatically scores a critical hit on a successful attack roll against its killer if there are no other intelligent creatures present to witness the attack. The goryo may declare use of this ability after determining whether its attack was successful.

Create Spawn (Su): If the goryo slays its killer, and its killer is truly guilty of murder, the killer then becomes a goryo and the original goryo is destroyed, its soul set free once more. (With no specific killer, this goryo is doomed to wander aimlessly.)

Special Qualities: A goryo has all the special qualities of the base creature and those listed below, and gains the undead type and incorporeal and spirit subtypes. It also gains the following abilities.

Darkvision 60 ft.

Immortality (Su): Vengeful ghosts cannot be permanently destroyed through combat. If "destroyed" it returns in 2d4 days, fully restored and even more intent on revenge. The only way for it to be permanently destroyed is by exorcism, if it gains its vengeance upon its killer, if the killer is punished for his crimes, or if it is proven that the goryo's quest for vengeance is misguided.

Incorporeal (Ex): Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and its own attacks pass through armor. Always moves silently. The goryo is not considered incorporeal when attacking its killer. It can physically attack its killer (and vice versa).

Invisibility (Ex): The goryo remains invisible, even when it attacks, unless it chooses to be visible. A goryo is always visible to its killer.

Spirit Qualities (Ex): As spirits, goryo gain a +4 racial bonus against all enchantment effects except those of other spirits. Goryo can sense any passages to Gaki-do within one mile.

NAAR TEBAN

Wretched, abominable beasts, the naar teban are the most hated enemies of the Naga race. This is a tragic conflict, if for no other reason than that the naar teban were once Naga themselves, now twisted and warped by a power beyond their control.

Naga who travel to the Burning Sands, most often abominations who have been cast out of their homes, fall into a deep slumber if they remain in the desert long enough. During this slumber, their bodies are wracked with powerful transformations as their minds are torn asunder, sending screams throughout the Akasha (the Naga group mind). When the Naga emerges from beneath the dunes, he is a naar teban.

Physically, the naar teban bear only a passing resemblance to their former kinsmen among the Naga. Their scales are thick and armored with a decidedly golden hue. No trace of the Naga tail remains, replaced by long, powerful legs that enable the creature to leap short distances and cover ground very quickly. The most horrific difference, though, is the ability of the naar teban to spew a noxious substance called "the consuming flame," which sticks to the flesh of their opponents and burns it to nothingness.

The hatred the Naga feel for the naar teban stems from the effect the latter have on the Akasha. The anguish and pain their transformation wreaks upon the Naga soul is continuous, and the mere presence of one of these creatures in Rokugan causes the Naga great agony. Very few survive for long in the Empire before encountering squads of frenzied Asp warriors bent on the naar teban's destruction.

NAAR
TEBAN

CREATING A NAAR TEBAN

"Naar teban" is a template that can be added to any Rokugani Naga (hereafter referred to as the base creature). It uses all the base creature's statistics and special abilities except as noted here.

Speed: The base creature's speed is reduced to 30 ft. With the loss of their tails during their transformation, naar teban simply cannot move as rapidly as an ordinary Naga.

AC: The base creature gains +2 natural armor.

Attacks: Naar teban have claw and slam attacks. These attacks have damage values of 1d6 and 1d4 respectively.

Special Attacks: The naar teban loses any special attacks possessed by the base creature. They gain those listed below.

Breath Weapon (Su): The naar teban has a single breath weapon, a 20-foot cone of fire, every 5 rounds. 6d8 damage, Reflex save half (DC 18).

Special Qualities: The naar teban loses all special qualities possessed by the base creature, gaining those below.

Damage Reduction (Su): The naar teban's thick scales protect it from a great deal of minor physical damage. They possess damage reduction 5/+1.

Immunity (Ex): The naar teban are immune to mind-influencing effects and poison.

Fire subtype (Ex): Immune to fire. Double damage from cold except on a successful save

Saves: Add +4 to the base creature's Fortitude save.

Abilities: Change the base creature's abilities as follows: Str +4, Dex +2, Con +4, Int -4, Wis +0, Cha -4.

Skills: The base creature loses all skills and gains a +4 racial modifier to jump checks.

Climate/Terrain: Any desert

Organization: Solitary

Challenge Rating: 8

Treasure: None

Honor: Nil

Alignment: Usually chaotic neutral

Advancement: By character class

SAMPLE NAAR TEBAN

This example uses a 3rd level Asp as the base creature.

Naar Teban

Large Monstrous Humanoid (Naga)

Hit Dice: 3d8+9 (22 hp)

Initiative: +1 (+1 Dex)

Speed: 30 ft.

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

Attacks: 2 claw +5 melee, slam +3 melee

Damage: Claw 1d6+2, slam 1d4+1

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

Special Attacks: Breath weapon

Special Qualities: Damage reduction, immunities

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

Abilities: Str 15, Dex 12, Con 16, Int 6, Wis 12, Cha 4

Skills: Jump +6

Feats: None

Climate/Terrain: Any desert

Organization: Solitary

Challenge Rating: 8

Treasure: None

Honor: Nil

Alignment: Usually chaotic neutral

Advancement: By character class

COMBAT

Breath Weapon (Su): The naar teban has a single breath weapon, a 20-foot cone of fire, every 5 rounds. 6d8 damage, Reflex save half (DC 18).

THE ORACLES

Though the heavenly dragons are creatures of great power and wisdom, they often have difficulty understanding the mortal world. In an attempt to better comprehend the ways of mortals, each of the dragons has created an Oracle, a human blessed with the power of the Celestial Heavens. While the Oracles have great power, they must obey strict rules in its use or lose the blessing of the Celestial Heavens forever.

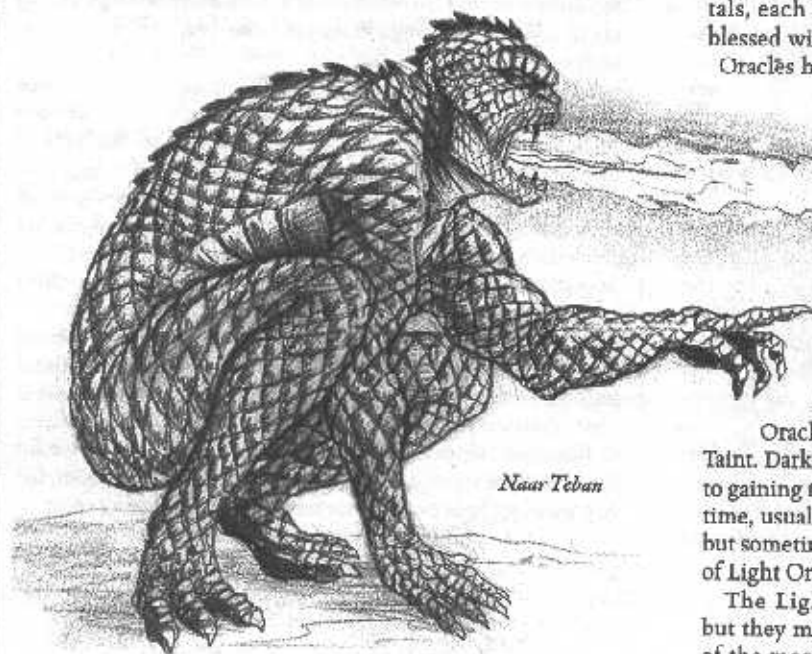
As a counterbalance for the aid Tengoku offers the mortal realm, the dark powers of Jigoku have created beings

known as the Dark Oracles.

The Dark Oracles are a match for the Light Oracles in both wisdom and power, though they, too, have certain rules to follow to maintain their power.

Any intelligent living creature can become an Oracle, so long as it does not possess the Shadowlands Taint. Dark Oracles must possess the Shadowlands Taint prior to gaining their power. There is only one of each Oracle at any time, usually chosen by the previous Oracle upon his death, but sometimes chosen at the whim of the dragons (in the case of Light Oracles) or Jigoku (in the case of Dark Oracles).

The Light Oracles are creatures of incredible power, but they may not use their powers to interfere in the affairs of the mortal world, except as advisors. They can use their



Naar Teban

enormous magical might only to preserve their own lives. They are not allowed to seek out others to give their advice, but must wait until they are asked. Should they violate these rules, the dragons can retract their blessing at any time, ending invariably in the former Oracle's destruction.

Dark Oracles also must obey strict rules. They may not interfere in a situation unless invited to do so. While they may go where they please, they may not use their power, even in self-defense, unless it is against someone who has sought their aid or a vassal of that person. Those who get in the way while a Dark Oracle is hunting someone not protected from their power are fair game. The Light Oracles are also fair targets for the Dark Oracles. However, the Dark Oracles seldom attack them, for the Light Oracles can easily match their power.

There is only one Oracle for each dragon at any time.

There is one Dark Oracle for each Light Oracle. There does not seem to be a Dark Oracle of the Void nor a Dark Oracle of Thunder, as these two Oracles seem generally neutral. (Though they obey Celestial Dragons, their actions do not favor Tengoku or Jigoku). If an Oracle of Thunder or an Oracle of the Void were to become unduly absorbed in the activities of mankind, it is possible a Dark Oracle would be created to balance them.

CREATING AN ORACLE

"Oracle" is a template that can be applied to any creature without the Shadowlands subtype with an Intelligence score of 3 or more (referred to hereafter as the "base creature"). The creature's type changes to "dragon." It uses all the base creature's statistics and special abilities except as noted here.

Oracles are generally human, though there is no reason why a Nezumi, zokujin, or other intelligent creature could not be chosen.

Hit Dice: Change to 20d12.

AC: Oracles gain a luck bonus to AC equal to their highest ability score modifier. This represents the dragon's protection over its mortal vassal.

Special Attacks: The oracle retains all special attacks of the base creature, and also gains the ability to cast spells as a 20th level shugenja. All of these spells have only a vocal component, despite what their normal components may be. The elemental focus of the creature's shugenja magic depends upon its dragon sponsor. (Note: if the creature was already a shugenja, he gains a new, separate spell list and spell slots from this ability.)

Oracles do not draw attacks of opportunity by casting spells gained from this template.

Special Qualities:

All Oracles have damage resistance 35/+5 and SR 30. They also gain certain immunities depending upon their dragon sponsor.

Sponsor	Elemental Focus	Immunities
Fire Dragon	Fire	Fire
Earth Dragon	Earth	Acid
Air Dragon	Air	Electricity
Thunder Dragon	Fire or Air	None, but +10 to SR
Void Dragon	Any*	None
Water Dragon	Water	Cold

*(Gains Ishiken-do feat)

Dark Oracles gain the same abilities as their Light Oracle counterparts. They also gain a Shadowlands Taint modifier equal to double their highest ability score modifier.

Divine the Future (Ex): All Oracles (Light and Dark) have a natural ability to divine the future; this ability is in fact not magical, but part of their very nature. Any mortal being may ask the Oracle one question. If the Oracle wills it, he immediately knows the answer to this question — the knowledge simply appears in the Oracle's mind — and must tell the questioner the answer. The answer may be cryptic, but it is always truthful. A particular Oracle cannot use this ability more than once for any given mortal, even if he wishes to do so.

Note that Oracles have some control over when this power is used. They need not use it on the first question posed to them ("Are you really the Oracle?"), though they may do so if they wish. Dark Oracles often answer the first question posed to them before even revealing their Oracle status. Light Oracles usually give the questioner a chance to confirm his question before answering.

Saves: As the base creature, adjusted for their new Hit Dice. In addition, Oracles receive a +10 luck bonus to all saving throws.

Abilities: As base creature, but increase all ability scores by two. In addition, the Oracle gains a bonus depending on its sponsor.

Sponsor	Bonus
Fire Dragon	+4 Int, +4 Dex
Earth Dragon	+8 Con
Air Dragon	+8 Cha
Thunder Dragon	+8 Str
Void Dragon	+4 Wis, +4 Int
Water Dragon	+8 Wis

Climate/Terrain: Light Oracle: Any land and underground; Dark Oracle: Shadowlands

Organization: Solitary

Challenge Rating: 20

Treasure: Standard

Advancement: Same as base creature

SAMPLE ORACLE OF AIR

This example uses Doji Hanae, 10th level female human Crane courtier, as the base creature.

Oracle

Medium-Size Humanoid

Hit Dice: 20d12+20 (140 hp)

Initiative: +3 (Dex)

Speed: 30 ft.

AC: 14 (+4 Dex)

Attacks: By spell

Damage: By spell

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

Special Attacks: Oracle spells

Special Qualities: Divine the future, damage resistance 35/+5, immune to electricity, SR 30

Saves: Fort +17, Ref +18, Will +27

Abilities: Str 10, Dex 16, Con 12, Int 18, Wis 14, Cha 24

Skills: Bluff +23, Diplomacy +29, Games (sadane) +27, Gather Information +23, Innuendo +12, Intimidate +23, Knowledge (etiquette) +16, Knowledge (nobility and royalty) +16, Mimic +14, Move Silently +14, Perform +19, Sense Motive +16, Tea Ceremony +6

Feats: Appraise, Leadership, Quicken Spell, Skill Focus (Games (sadane)), Smooth Talk (Ancestor), Versatile (Move Silently, Ride, Mimic), Void Use

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: 20
Treasure: Standard
Honor: 3
Alignment: Lawful Neutral
Advancement: By character class

COMBAT

Divine the Future (Ex): All Oracles (Light and Dark) have a natural ability to divine the future; this ability is in fact not magical, but part of their very nature. Any mortal being may ask Hanae one question. If the Oracle wills it, she immediately knows the answer to this question — the knowledge simply appears in her mind — and must tell the questioner the answer. The answer may be cryptic, but it is always truthful. Hanae cannot use this ability more than once for any given mortal, even if she wishes to do so.

Gossip as a tenth level courtier.

Hanae may cast spells as 20th level shugenja attuned to Air. Spells cast in this manner do not draw attacks of opportunity and require only a vocal component.

Hanae's cohort is Isawa Koyano (Female Phoenix, Shu 8), a shugenja trained in the Isawa school and attuned to Air.

The Better Part of Valor: While executing the total defense maneuver, Hanae gains an additional +4 AC.

The Eyes See the Heart (Ex): Detect lies automatically unless the liar makes a Will save (DC 17).

Whisper From the Soul (Ex): Once per day, affect a target as per an emotion spell. Duration is ten rounds unless extended by use of the Diplomacy or Bluff skills.



DARKNESS SPAWN (LYING DARKNESS)

Darkness spawn are living things that have been corrupted by the Lying Darkness. The Darkness slowly steals away the creature's identity and mind, eventually turning it into a piece of the formless Nothing that composes the Lying Darkness. Darkness spawn usually look like whatever the creature was originally, albeit with less clearly defined features. More often than not, they are half-mindless extensions of the Lying Darkness with no true will of their own.

CREATING A DARKNESS SPAWN

"Shadow" is a template that can be added to any corporeal creature (referred to hereafter as the "base creature"). Though the Darkness generally prefers to corrupt humans and humanoids, it is not rare for it to spread its influence to animals and even plants. Creatures with the darkness spawn template gain the Lying Darkness subtype.

A darkness spawn uses all the base creature's statistics and special abilities except as noted here.

Special Attacks: A darkness spawn retains all non-magical special attacks of the base creature and also gains the following.

Shadow Bolt (Su): Once per day, a darkness spawn may fire the essence of the Darkness in a concentrated bolt, dealing 5d6 points of damage, the loss of Void Use and Ancestor feats, and a 10% spell failure chance (in addition to any existing spell failure chance) to all divine spells for an hour. With a successful Reflex save (DC 18) the target takes only half damage and suffers no further effects. A character killed by the shadow bolt is unmade completely, and may not be raised from the dead by any means save resurrection, wish, miracle, or divine intervention.

Severed Tie: The darkness spawn may cause the corruption of the Lying Darkness to break the bond between a living human and his ancestor spirit for a short time.

As a normal action, the creature may cause all characters within 20 feet to lose the benefits of any Ancestor Feats they possess for a number of rounds equal to the creature's hit dice. This may be done once per day.

Spell-like Abilities: The darkness spawn may cast any of the following spells once per day as a 10th level sorcerer (DC 10 + spell level + Charisma modifier): blur, change self, displacement, hypnotic pattern, invisibility (self only), minor image, mirror image, misdirection, silent image, ventriloquism.

Special Qualities: A darkness spawn retains all the special qualities of the base creature and also gains the following qualities:

- Darkvision with a range of 60 feet.
- Damage reduction 20/+2 (crystal)
- SR equal to the creature's HD (Max 50)

Loses all Ancestor and Void Use feats.

May not cast spells except those gained by this template.

Saves: Same as the base creature

Abilities: Same as the base creature, with +2 Str and +2 Dex

Skills: Same as the base creature, with +4 to Hide and Move Silently checks.

Climate/Terrain: Any
Organization: Same as the base creature
Challenge Rating: As base creature +2
Treasure: Same as base creature
Honor: Usually 0
Alignment: Usually chaotic evil
Advancement: Same as base creature

SAMPLE DARKNESS SPAWN

This example uses a 5th level human ninja as the base creature.

Darkness Spawn
Medium-Size Humanoid (Lying Darkness)
Hit Dice: 5d6+10 (25 hp)
Initiative: +9 (+3 Dex, +2 Int, +4 Improved Initiative)
Speed: 30 ft.
AC: +3(Dex)
Attacks: +7 katana
Damage: 1d10+1 katana
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Shadow bolt, sneak attack
Special Qualities: Spell-like abilities, damage resistance 20/+2 (crystal), SR 5
Saves: Fort +3, Ref +7, Will +3
Abilities: Str 12, Dex 17, Con 14, Int 14, Wis 14, Cha 8
Skills: Balance +11, Climb +9, Escape Artist +11, Hide +15, Move Silently +15, Search +10, Spot +10, Tumble +11
Feats: Improved Initiative, Mobility

Climate/Terrain: Any
Organization: Solitary
Challenge Rating: 7
Treasure: Standard
Honor: 0
Alignment: Chaotic evil
Advancement: By character class



Shadow Samurai

SHADOW SAMURAI

Occasionally, when a samurai dies in the Shadowlands, his soul does not pass peacefully to Meido. Some spirits become trapped in Jigoku and are forced to fight their way out of the hellish darkness. Unfortunately, this leads many of these lost souls through Gaki-do, the Realm of Hungry Ghosts. The journey transforms these poor spirits into a unique creature with many powers in common with shiryo, gaki, and oni. Most are driven mad and return to Ningen-do seeking vengeance against the living. These creatures are called kagemusha, or shadow samurai.

These unfortunate spirits are among the most dangerous of Jigoku's minions, for they retain the skills and knowledge that they acquired in life. They also retain a certain sense of honor, but even this has been twisted by the corruption of Jigoku and the hunger of Gaki-do. For instance, a shadow samurai typically will not slay an unarmed foe, but instead tosses his

opponent a stick, spear, or other substandard weapon that cannot harm him before attacking. Shadow samurai traveling through Rokugan tend to stop and pay their respects at shrines and temples, and become enraged when the spells used to protect such places forbid them entrance.

CREATING A SHADOW SAMURAI

"Shadow samurai" is a template that can be added to any humanoid creatures (referred to hereafter as the "base creature"), provided it has at least one level of the samurai character class. The creature's type changes to "undead" and it gains the "Shadowlands" subtype. It uses all the base creature's statistics and special abilities except as noted here.

Hit Dice: Increases to d12

Speed: Same as the base creature

AC: As the base creature, but see special abilities.

Damage: As the base creature, but see special abilities.

Special Attacks: Shadow samurai radiate fear in a 20-foot radius. Any enemies in this area must make a Will save (DC 14) or be frightened.

Special Qualities: A shadow samurai retains all the base creature's special qualities and gains those listed below. The base creature also gains the undead type.

Bound by Honor (Ex): A shadow samurai cannot speak a word that is untrue, and must answer any questions posed by someone who knows its true name. (It is, however, free to attack the questioner.)

Immortality (Ex): A shadow samurai which is destroyed simply returns to Jigoku, whereupon it can find its way back to the mortal world again in 1d10 weeks. Each shadow samurai must be destroyed in a unique and personal manner (such as beheading him with the sword he wielded in life, retrieving his corpse from the Shadowlands, destroying the oni who stole his name, avenging his master's death, etc.) before it will remain dead. The DM should determine in advance what is required to destroy a shadow samurai.

Intangibility: A shadow samurai may become incorporeal as a move equivalent action. In this form, it can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. It can pass through solid objects at will, and moves silently. It gains a fly speed of 30 (perfect). It cannot attack corporeal creatures in this form (unless the base creature possessed the means to do so when incorporeal). Incorporeal creatures lose normal armor bonuses to AC against corporeal opponents, but gain a deflection bonus equal to their Charisma. The shadow samurai can become corporeal as a move equivalent action.

Spectral Equipment: The shadow samurai carries all weapons and armor that it carried when alive. This equipment can be returned and restored with a single thought (a free action) if dropped or destroyed. If the shadow samurai dies, these items vanish along with it.

Saves: Same as the base creature
Abilities: Same as the base creature, except that the shadow samurai has no Constitution score and its Strength and Charisma increase by +4.
Skills: Shadow samurai receive a +8 circumstance bonus to Hide checks when incorporeal.
Feats: Same as base creature. Loses the Void Use feat.

Climate/Terrain: Any land and underground
Organization: Solitary
Challenge Rating: Same as base creature +2
Treasure: None
Honor: Any
Alignment: Any evil
Advancement: Same as the base creature

PURE SHADOW SAMURAI

In rare cases, a Shadow samurai is able to return to the mortal world unscathed by its journey through the darkness. Most of these individuals continue on their journey, enter Yomi, and become powerful shiryō. A handful remain for some purpose, to protect their families or right wrongs they allowed in life. These shadow samurai have all of the above abilities, but do not gain the Shadowlands subtype. They always have 2+ honor and good alignment. Pure shadow samurai do not lose access to the Void Use feat.

SAMPLE SHADOW SAMURAI

This example uses Hida Koromusha (Male Crab 4th level Samurai) as the base creature.

Shadow Samurai
Medium-Size Undead (Shadowlands)
Hit Dice: 4d12 (24 hp)
Initiative: +2 (Dex)
Speed: 30 ft. (While incorporeal, fly 30 ft. (perfect))
AC: 16 (+2 Dex, +4 partial armor), 15 (+2 Dex, +3 deflection) while incorporeal
Attacks: +10 katana; cannot attack while incorporeal
Damage: 1d10+5 katana
Special Attacks: Fear aura
Special Qualities: Bound by honor, immortality, intangibility, spectral equipment
Saves: Fort +4, Ref +3, Will +4
Abilities: Str 20 (5), Dex 14, Con —, Int 13, Wis 10, Cha 16, Taint 9
Skills: Climb +12, Jump +12, Jaijutsu Focus +10, Intimidate +10, Swim +12 (While incorporeal, Hide +10)
Feats: Endurance, Cleave, Power Attack, Improved Bull Rush
Climate/Terrain: Any land and underground
Organization: Solitary

Challenge Rating: 6
Treasure: None

Honor: 1
Alignment: Neutral evil
Advancement: By character class

COMBAT

Shadow samurai receive a +8 circumstance bonus to Hide checks when incorporeal.
Fear Aura(Su): Shadow samurai radiate fear in a 20 foot radius. Any enemies in this area must make a Will save (DC 14) or be frightened.

Bound by Honor (Ex): A shadow samurai cannot speak a word that is untrue, and must answer any questions posed by someone who knows its true name. (It is, however, free to attack the questioner.)

Immortality (Ex): A shadow samurai which is destroyed simply returns to Jigoku, whereupon it can find its way back to the mortal world again in 1d10 weeks. Each shadow samurai must be destroyed in a unique and personal manner (such as beheading him with the sword he wielded in life, retrieving his corpse from the Shadowlands, destroying the oni who stole his name, avenging his master's death, etc.) before it will remain dead. The DM should determine in advance what is required to destroy a shadow samurai.

Intangibility: A shadow samurai may become incorporeal as a move equivalent action. In this form, it can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. It can pass through solid objects at will, and moves silently. It gains a fly speed of 30 (perfect). It cannot attack corporeal creatures in this form (unless the base creature possessed the means to do so when incorporeal). Incorporeal creatures lose normal armor bonuses to AC against corporeal opponents, but gain a deflection bonus equal to their Charisma. The shadow samurai can become corporeal as a move equivalent action.

Spectral Equipment: The shadow samurai carries all weapons and armor that it carried when alive. This equipment can be returned and restored with a single thought (a free action) if dropped or destroyed. If the shadow samurai dies, these items vanish along with it.



SHADOWLANDS MADMAN

Shadowlands madmen are humans who have succumbed to the ravaging effects of the Taint while still living. Their humanity is completely gone, reducing them to mindless, bloodthirsty animals. They are looked upon as wretched beasts that should be destroyed as an act of mercy, especially by other Lost who have retained their higher mental functions. It is not known why the Shadowlands chooses such a fate for some of the Tainted, seemingly at random. Some poor souls seem to be of little use to the Realm of Evil except at the front line of the Shadowlands armies. In addition to their combat abilities, they serve to demoralize the enemy, showing them what fate awaits them should they fall in battle.

CREATING A SHADOWLANDS MADMAN

"Shadowlands Madman" is a template that can be added to any human whose Taint Modifier exceeds their highest ability bonus (referred to hereafter as the "base creature"). The base creature's type changes to "monstrous humanoid." It uses all the base creature's statistics and special abilities except as noted here.

Hit Die: 1d8 or the base creature's current hit die, whichever is larger.

AC: The madman gains a natural +2 armor bonus.

Special Qualities: The base creature retains all special qualities in addition to gaining those listed below:

Taint Powers (Su): A Shadowlands madman gains two minor and one major Taint powers at the time of its conversion (see Chapter 3 for more information on Taint powers).

Damage Reduction (Su): The madman gains damage reduction 5/+1 (jade).

Saves: The madman gains a +4 profane bonus on all Fortitude saves and a -4 profane penalty on all Will saves.

Abilities: Madmen gain +6 Strength and Constitution and -6 Intelligence, Wisdom, and Charisma (to a minimum of 3).

Feats: Madmen lose all Technique, Ancestor, and Void Use feats.

Climate/Terrain: Shadowlands

Organization: Solitary, mob (2-50), horde (51-250)

Challenge Rating: Same as the base creature +1

Treasure: Standard

Honor: 0

Alignment: Chaotic evil

Advancement: 3 HD

Organization: Solitary, mob (2-50), horde (51-250)

Challenge Rating: 4

Treasure: Standard

Honor: 0

Alignment: Chaotic evil

Advancement: 3 HD

COMBAT

Taint Powers (Su): Unholy Speed (+15 to base speed), Unholy Vision (Darkvision, 60 feet).

SHIRYO (BLESSED ANCESTOR)

Not all visitors from the Spirit Realms are capricious or malevolent. Many, in fact, are extremely beneficial. Primary among these are the shiryo, the spirits of blessed ancestors who have earned the right to eternal bliss in Yomi, the Realm of the Blessed Ancestors. Despite having earned these rewards, or, perhaps, because they are the sort of people who deserve them, many shiryo return to the mortal realm occasionally to guide, inspire, and protect their descendants.

CREATING A SHIRYO

"Shiryo" is a template that can be added to any non-dishonorable human character (referred to hereafter as the "base creature"). The creature's type changes to "undead."

It otherwise uses all the creature's statistics and special abilities except as noted here.

Hit Dice: Increase to d12

Speed: Shiryo have a fly speed of 30 feet, with perfect maneuverability.

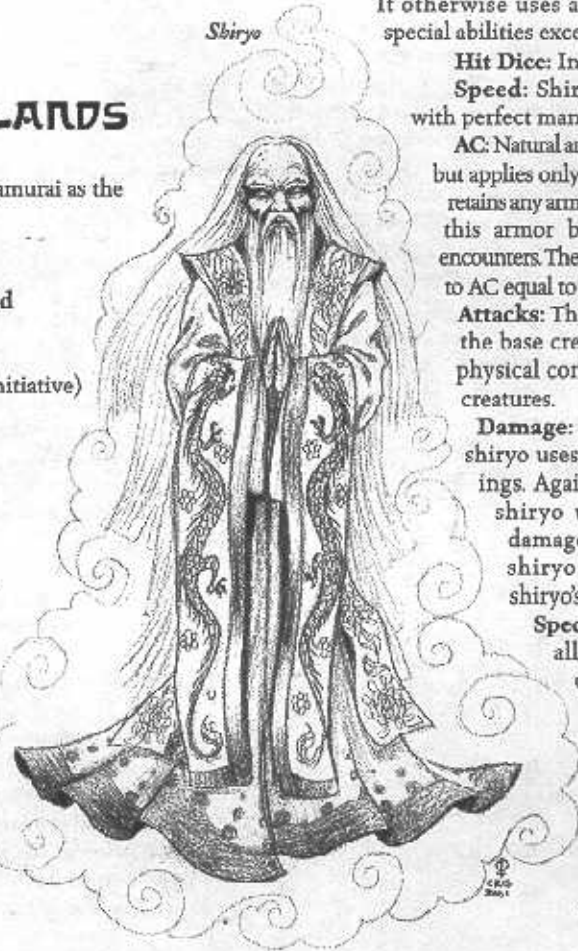
AC: Natural armor is the same as the base creature, but applies only to ethereal encounters. The ghost retains any armor with which it was buried, though this armor bonus applies only to ethereal encounters. The shiryo also gains a deflection bonus to AC equal to its Charisma modifier (if positive).

Attacks: The shiryo retains all the attacks of the base creature, though those relying on physical contact do not affect non-ethereal creatures.

Damage: Against ethereal creatures, the shiryo uses the base creature's damage ratings. Against non-ethereal creatures, the shiryo usually cannot deal physical damage at all. Even spells cast by the shiryo can only affect those of the shiryo's family or clan.

Special Attacks: The shiryo retains all the special attacks of the base creature, though those relying on physical contact cannot affect non-ethereal creatures. Even those effects which do affect non-ethereal creatures can only affect those of the shiryo's family or clan. It also gains the following attack.

Shiryo



SAMPLE SHADOWLANDS MADMAN

This example uses a 3rd level human samurai as the base creature.

Shadowlands Madman

Medium-Size Monstrous Humanoid

(Shadowlands)

Hit Dice: 3d10+6 (22 hp)

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

Speed: 30 ft.

AC: 11 (+1 Dex)

Attacks: Katana +8 melee

Damage: Katana 2d10+7

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

Special Attacks: —

Special Qualities: Damage reduction

10/+1 (jade), Taint powers

Saves: Fort +9, Ref +2, Will +0

Abilities: Str 21, Dex 13, Con 20,

Int 6, Wis 2, Cha 4, Taint 2

Skills: Battle +2, Climb +11,

Iaijutsu Focus +3, Intimidate +3,

Jump +11

Feats: Improved Initiative,

Weapon Focus (Katana)

Climate/Terrain: Shadowlands

Chastise (Su): The shiryo can curse a member of its own family or clan who is guilty of dishonorable behavior, so long as the target is within 30 feet and can see the shiryo. The target must make a Will save (DC 10 + 1/2 the shiryo's hit dice + the shiryo's Charisma modifier) or suffer a -4 penalty to all attack rolls, skill checks, and saving throws for twenty-four hours. **Special Qualities:** A shiryo has all the special qualities of the base creature and those listed below, and gains the undead type and incorporeal and spirit subtypes. It also gains the following abilities.

Ancestral Link (Ex): If the shiryo moves more than 100 feet from a member of its family or clan, or from a grave or shrine dedicated to its clan ancestors, it returns to Yomi.

Incorporeal (Ex): Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and its own attacks pass through armor. Always moves silently.

Hearten (Su): Once per day, a shiryo can choose to encourage a member of its family or clan within 30 feet. This provides the following bonuses, lasting for one hour:

- +2 on all attack and damage rolls.
- +2 Void Points (if the target has the Void Use feat)
- +3 Hit Dice (d10s that gain temporary hit points).
- +4 morale bonus on saving throws against fear.
- target's weapons affected by a bless weapon spell

Immortality (Ex): A shiryo that is slain returns to Yomi for one year.

Selective invisibility (Ex): The shiryo is naturally invisible. It can choose to make itself visible at will, but only to those of its family or clan.

Spirit Qualities (Ex): As spirits, shiryo gain a +4 racial bonus against all enchantment effects except those of other spirits. Shiryo can sense any passages to Yomi within one mile.

Turn Resistance (Ex): A shiryo has +4 turn resistance against turn and rebuke attempts. It has an additional +6 turn resistance against turn attempts.

Saves: Same as base creature.

Abilities: Same as base creature, except that the shiryo has no Constitution score, and its Charisma score increases by +4.

Skills: Shiryo gain a +8 racial bonus to all Sense Motive and Diplomacy checks.

Feats: Same as base creature. If the base creature had the Void Use feat, the shiryo gains +2 to its maximum Void Points.

Climate Terrain: Any land, Yomi

Organization: Solitary or family (2-20)

Challenge Rating: Same as the base creature +2

Treasure: Standard

Honor: Any non-dishonorable

Alignment: Any

Advancement: Same as base creature

SAMPLE SHIRYO

This example uses a 14th level human samurai as the base creature.

Shiba Toriiko, Phoenix Clan Shiryo (Samurai 14)

Medium-Size Undead (Incorporeal, Spirit)

Hit Dice: 14d12 (84 hp)

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

Speed: Fly 30 ft. (perfect)

AC: 15 (+1 Dex, +4 armor)

Attacks: +19/+14/+9 katana

Damage: 1d10+3, plus an extra 2d6 against an evil creature, katana

Special Attacks: Ghost touch katana

Special Qualities: Ancestral link, chastise, hearten, immortality, incorporeal, selective invisibility, spirit qualities, turn resistance

Saves: Fort +9, Ref +5, Will +13

Abilities: Str 13, Dex 12, Con —, Int 15, Wis 14, Cha 18

Skills: Battle +17, Climb +3, Diplomacy +29, Iaijutsu

Focus +20, Intimidate +20, Jump +3, Ride +3, Sense

Motive +29, Tea Ceremony +17

Feats: Depths of the Void*, Improved Initiative, Iron Will,

No Illusions*, No-Mind*, Shiba's Technique*, Shield of

Honor*, Void Use*, Way of the Phoenix* (Maximum Void

Points: 6), Weapon Focus (katana)

Climate/Terrain: Any land, Yomi

Organization: Solitary or family(2-20)

Challenge Rating: 16

Treasure: Standard

Honor: 3

Alignment: Lawful good

Advancement: By character class

COMBAT

Shiba Toriiko's sword is a +3 ghost touch holy katana.

Chastise (Su): The shiryo can curse a member of its own family or clan who is guilty of dishonorable behavior, so long as the target is within 30 feet and can see the shiryo. The target must make a Will save (DC 10 + 1/2 the shiryo's hit dice + the shiryo's Charisma modifier) or suffer a -4 penalty to all attack rolls, skill checks, and saving throws for twenty-four hours.

Special Qualities: A shiryo has all the special qualities of the base creature and those listed below, and gains the undead type and incorporeal and spirit subtypes. It also gains the following abilities.

Ancestral Link (Ex): If the shiryo moves more than 100 feet from a member of its family or clan, or from a grave or shrine dedicated to its clan ancestors, it returns to Yomi.

Incorporeal (Ex): Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and its own attacks pass through armor. Always moves silently.

Hearten (Su): Once per day, a shiryo can choose to encourage a member of its family or clan within 30 feet. This provides the following bonuses, lasting for one hour:

- +2 on all attack and damage rolls.
- +2 Void Points (if the target has the Void Use feat)
- +3 Hit Dice (d10s that gain temporary hit points).
- +4 morale bonus on saving throws against fear.
- target's weapons affected by a bless weapon spell

Immortality (Ex): A shiryo that is slain returns to Yomi for one year.

Selective invisibility (Ex): The shiryo is naturally invisible. It can choose to make itself visible at will, but only to those of its family or clan.

Spirit Qualities (Ex): As spirits, shiryo gain a +4 racial bonus against all enchantment effects except those of other spirits. Shiryo can sense any passages to Yomi within one mile.

Turn Resistance (Ex): A shiryo has +4 turn resistance against turn and rebuke attempts. It has an additional +6 turn resistance against turn attempts.



APPENDICES

APPENDIX ONE

The Emerald Empire is extremely xenophobic. Throughout most of Rokugan's history, it was quite unusual to encounter sentient, non-human creatures. Following the Clan War, the Rokugani people became somewhat more accustomed to non-humans due to their peaceful interaction with the Naga and Nezumi races. Unfortunately, the recent predations of the mysterious Tsuno coupled with the Naga's return to slumber may undo all progress that has been made.

Several of the creature races described in this book are suitable for player characters, provided that the DM allows such things. Due to the inherent abilities of such races, however, DMs who wish to allow non-human characters should adjust the power level of the party accordingly (also see rules in the *DUNGEON MASTER'S Guide™* for creating characters of unusual races). Toward that end, many of these races require level adjustments.

TABLE 3-1: CREATURES AS PCs

Race	Level Equivalent
Ashalan	Class levels +1
Bakeneko	Class levels +1
Guardian Statue	Class levels +3
Kenku	Class levels +2
Kitsu	Class levels +5
Naga	By bloodline
Asp Bloodline	Class levels +1
Constrictor Bloodline	Class levels +2
Other Bloodline	Normal

Nezumi	By tribe
Crippled Bone Tribe	Class levels +1
Other Tribe	Normal
Ningyo	Normal
Nue	Class levels +8
Porthungluin	Class levels +6
Tanuki	Class levels +1
Zokujin	Class levels +4

PRESTIGE CLASSES

Of the races listed above, only the Naga and Nezumi have a significant amount of open interaction with the people of Rokugan. Those races, however, played a significant role in both the Clan War and the War of the Spirits, perhaps the two most pivotal conflicts in the history of the Empire. As such, it is not at all uncommon to find Naga or Nezumi abroad in Rokugan, making them perfectly suitable as player character races. Somewhat less common are tanuki, bakeneko, and kitsune player characters, usually living among Rokugani society disguised as normal humans.

Rules for creating Naga and Nezumi characters can be found in Chapter 2 along with their respective racial entries and again in *Rokugan, the Oriental Adventures Campaign Setting*. Included below are two prestige classes for each race which reflect the differences of these races from humans and from each other.

NAGA SLAYER

The Naga warriors called slayers are rare indeed, for most Naga warriors are too composed to achieve the degree of rage and hatred necessary to master the fighting style for which the slayers are known. There is no formalized system of training for slayers. A willing applicant must find or be found by a suitable teacher, who then trains them in the ways of the slayers.

Slayers are Naga who, for whatever reason, bear a singular, undying hatred for a particular race or type of creature. Such hatred is usually ingrained from birth for reasons known only to the Akasha, but it is sometimes due to a terrible experience later in life. Whatever the reason, slayers are wholly and unwaveringly committed to the absolute destruction of an enemy race.

The slayers are regarded as pitiable but necessary by other Naga. In the past, when conflict has engulfed their people, there have always been slayers to lead the charge against the foe. Shadowlands slayers were at the vanguard of the Naga armies who aided the Crab Clan in their recapture of Hiruma Castle, and Shadow slayers were the first to lay siege to the holdings of the Dragon Clan when Mirumoto Hitomi became infatuated with the power of the Lying Darkness.

Hit Die: d8.

REQUIREMENTS

To qualify to become a slayer, a character must fulfill the following criteria.

Race: Naga.

Base Attack Bonus: +4

Skills: Knowledge (Enemy type chosen): 2 ranks.

Feats: Akasha Use, Combat Reflexes, Iron Will.

Special: Must have a favored enemy that is of the slayer's hated enemy type or subtype.

CLASS SKILLS

The slayer's class skills (and key ability for each skill) are Climb (Str), Heal (Wis), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Move Silently (Dex), Search (Int), Spot (Wis), and Wilderness Lore (Wis).

Skill Points per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the naga slayer prestige class.

Weapon and Armor Proficiency: Slayers are proficient with all Simple and Martial weapons as well as with Light and Medium armor.

Chosen Enemy: Slayers are trained to fight a single specific type of enemy, which they choose at the time their training commences. The slayer may choose any of the following possible types or subtypes: Shadowlands, undead, outsiders, Nezumi, zokujin, Ashalan, Lying Darkness or any other types or subtypes the Dungeon Master chooses to allow.

Wrath of the Akasha: The Naga Akasha lends strength to the slayer in his hunt for his prey. Whenever spending an Akasha (Void) point on Wilderness Lore skill checks to track his chosen enemy or attack rolls against his chosen enemy the slayer gains an additional +3 void bonus to the roll or check.

Damage Bonus: Slayers are trained in a variety of lethal strikes and deadly techniques specific to their chosen nemeses. If a melee strike against the slayer's chosen enemy is successful, the slayer gains a damage bonus equal to +1d4 at the 2nd level. This increases by one die type every two levels thereafter (4th, 6th, 8th, and 10th).

Tears of the Pale Eye: The slayer is perfectly attuned to the presence of his selected enemy. By spending an Akasha (Void) point, the slayer may determine if any such enemy is within 50 feet of him. This does not reveal the enemies' exact location, only that they are near and their general direction from the slayer's current location.

Anger of the Bright Eye: The memories and passions of the collective Naga race lend the slayer strength in his battle. The slayer may spend any number of Akasha (Void) points on an attack roll against his chosen enemy.

Retributive Strike: Whenever a slayer is attacked by his chosen enemy and the attacker misses, the slayer may make an immediate attack of opportunity against his foe.

Fury of the Serpent: As a full attack action, the slayer may make a single attack against his chosen enemy at his highest base attack bonus. If this attack is successful, it is automatically a critical hit. This ability may be used once per encounter.

SHAHADET'S LEGIONNAIRE

Among the warriors of the Naga, there are none so respected and admired as the Legion of Shahadet. Although the Qamar leads the Naga armies, it is the Shahadet who stands on the front lines with the troops, urging them into battle. The legion are those troops hand-picked by the Shahadet and his lieutenants to serve as the officers of the Naga armies.

Legionnaires are trained in a fighting style that develops both lightning-fast melee strikes and development of the Naga penchant for archery. A common tactic for the legion is to exact heavy casualties on their enemies with pinpoint archery, then discard their bows in favor of blades when their weakened opponents finally reach them. Few forces survive such encounters.

Hit Die: d10.

TABLE 3-2: THE NAGA SLAYER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Chosen Enemy, Wrath of the Akasha
2nd	+2	+3	+3	+0	Damage Bonus +1d4
3rd	+3	+3	+3	+1	Tears of the Pale Eye
4th	+4	+4	+4	+1	Damage Bonus +1d6
5th	+5	+4	+4	+1	Anger of the Bright Eye
6th	+6	+5	+5	+2	Damage Bonus +1d8
7th	+7	+5	+5	+2	Retributive Strike
8th	+8	+6	+6	+2	Damage Bonus +1d10
9th	+9	+6	+6	+3	Fury of the Serpent
10th	+10	+7	+7	+3	Damage Bonus +1d12

REQUIREMENTS

To join Shahadet's legion, a character must fulfill the following criteria.

Race: Naga.

Base Attack Bonus: +6

Skills: Battle: 4 ranks.

Feats: Akasha Use, Endurance, Power Attack.

CLASS SKILLS

The legionnaire's class skills (and key ability for each skill) are Balance (Dex), Battle (Wis), Climb (Str), Intimidate (Cha), Jump (Str), Knowledge (War) (Int), Search (Int), and Tumble (Dex).

Skill Points per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Shahadet's legionnaire prestige class.

Weapon and Armor Proficiency: Members of Shahadet's legion are proficient with all simple and martial weapons as well as with light, medium, and heavy armor.

This Blood Shall Guide Me: Shahadet's legion are masters of the rapid strike, darting in to hit their opponent and then moving back out of range before their foe has an opportunity to counterattack. When making a single attack with the full attack action, the legionnaire can extend the normal reach of a melee weapon by five feet.

Bonus Feat: At the 2nd level and every second level thereafter, the legionnaire gains a bonus feat. This feat must be chosen from the list given under the Fighter basic class (see the *Player's Handbook*TM). He may also choose Akasha Use, Depths of the Akasha, or Multiattack. He may not choose Weapon Specialization unless he is already a 4th level fighter.

Sure Strike: Trained in the use of the bow from an early age, Naga soldiers who join Shahadet's legion are given even greater training with ranged weapons. When successful at a ranged attack, the legionnaire may add an additional 1d4 damage to the strike beginning at the 3rd level. This bonus increases to +1d6 at the 7th level.

Coiled and Ready: At the 5th level, the legionnaire has learned to make full use of his race's unique physiology. The legionnaire may make an additional strike per round at any opponent within his threatened area. This attack uses the legionnaire's tail and has a bonus equal to his highest attack, with a -5 modifier. Any feats that normally grant bonuses to unarmed combat affect this strike, although the strike itself is considered an armed strike (and thus does not provoke attacks of opportunity). If the legionnaire has the Multiattack feat, the penalty applied to this additional attack is decreased to -3.

NEZUMI CHUK'TEK "CHIEFTAIN GENERAL"

In Nezumi society, it is not uncommon for a tribe's chieftain to have a council of elder warriors to advise and assist him in governing the tribe. These elders are often given charge of bands of Nezumi warriors, scouts, or scroungers to look after the well-being of the tribe. A member of the chuk'tek frequently becomes the new chief upon the death of the previous chieftain.

Chuk'tek are regarded as the leaders and heroes of the tribe. Any Nezumi can join their ranks regardless of their previous experience provided they meet the necessary requirements, which tend to vary from tribe to tribe. The Grasping Paw tribe, for example, places great emphasis on stealth and thievery. Accordingly, many of the tribe's chuk'tek are rogues or ninjas. The Crippled Bone tribe, on the other hand, emphasizes strength and battle prowess, thus having more fighters and berserkers/barbarians (called "Chitatchikkan" by the Nezumi) among their elders.

Hit Die: d8.

REQUIREMENTS

To qualify to become a chuk'tek, a character must fulfill the following criteria.

Race: Nezumi.

Base Attack Bonus: +5

Skills: Knowledge (battle): 2 ranks, Knowledge (Shadowlands): 4 ranks

Feats: Leadership.

CLASS SKILLS

The chuk'tek's class skills (and key ability for each skill) are Climb (Str), Hide (Dex), Intuit Direction (Wis), Jump (Str), Knowledge (Shadowlands) (Int), Move Silently (Dex), Search (Int), Tumble (Dex), and Wilderness Lore (Wis).

Skill Points per Level: 4 + Int modifier.

CLASS FEATURES

All of the following are class features of the Nezumi chuk'tek prestige class.

Weapon and Armor Proficiency: Chuk'tek are proficient in all simple and martial weapons as well as light armor.

Speed of the Rat: With their keen knowledge of battle and their quick reflexes, chuk'tek are capable of amazing speed in combat. As a move equivalent action, the chuk'tek may alter his initiative so that it matches that of any other ally within thirty feet on future rounds.

Master of the Pack: The chuk'tek is gifted at encouraging packmates under his command. By forgoing any action and instead focusing on encouraging a companion or group of

TABLE 3-3: SHAHADET'S LEGIONNAIRE

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	This Blood Shall Guide Me
2nd	+2	+3	+0	+3	Bonus Feat
3rd	+3	+3	+1	+3	Sure Strike +1d4
4th	+4	+4	+1	+4	Bonus Feat
5th	+5	+4	+1	+4	Coiled and Ready
6th	+6	+5	+2	+5	Bonus Feat
7th	+7	+5	+2	+5	Sure Strike +1d6
8th	+8	+6	+2	+6	Bonus Feat
9th	+9	+6	+3	+6	
10th	+10	+7	+3	+7	Bonus Feat

companions, the chuk'tek may grant them an additional +1 competence bonus to any roll, save, or check made during that round. This bonus increases by an additional +1 every three levels thereafter.

Bonus Feat: At the 2nd, 5th, and 7th levels, the chuk'tek may choose a bonus feat from the following list: Combat Reflexes, Dodge, Improved Critical, Improved Initiative, Power Attack, Two-Weapon Fighting, and Weapon Focus.

Sneak Attack: Combing natural speed with the cunning of a seasoned warrior, the chuk'tek is capable of a devastating sneak attack on unwitting opponents beginning at the 3rd level. This functions exactly like the Rogue ability of the same name, but confers only a +1d4 damage bonus. This increases to +2d4 at the 6th level and to +3d4 at the 9th level. This damage bonus is cumulative with any other sneak attack bonuses acquired in previous classes.

Pack Defense: Always protective of their tribe, natural or adopted, chuk'tek respond immediately to threats on their companions. Beginning at the 6th level, the chuk'tek may make an immediate attack of opportunity against any foe that attempts an attack, successful or otherwise, at one of the chuk'tek's companions within his threatened area.

NEZUMI REMEMBERER

The Nezumi race has no written language, at least not as humans understand it, and have a fragmented memory of events. It is therefore difficult for them to record their long history. For a race so focused on the present, this is not normally a problem. There are times, however, when the Nezumi require the legends of Yesterday in order to face the trials of Tomorrow. This function is served by the Rememberers of the Nezumi tribes.

Rememberers are Nezumi who are born with the gift of an incredible memory. This talent usually comes to the fore very early, and these rare individuals are apprenticed to the tribe's Rememberer immediately upon their discovery.

Rememberers are the only Nezumi capable of crafting Tchr, or Memory Sticks, the only form of Nezumi records. Using a combination of gnawed markings and advanced pheromones, the Rememberers are able to imbue an ordinary stick with a racial memory that any Nezumi holding it can experience. The memory of a great battle, for instance, can stimulate a powerful adrenal surge within a Nezumi warrior. A memory of a treaty between two tribes, on the other hand, could instill in the chieftain who holds it a deep sense of calm and clarity of mind.

Rememberers are considered one of the most valuable commodities of a tribe. They are considered revered elders, regardless of their age. Chieftains who must ponder weighty matters always go to the tribe's Rememberer for wise counsel.

Hit Die: d6.

REQUIREMENTS

To qualify to become a Rememberer, a character must fulfill the following criteria.

Race: Nezumi.

Skills: Craft (memory sticks): 8 ranks, Knowledge (Nezumi history): 8 ranks, Perform: 4 ranks.

Feats: Skill Focus (Knowledge (Nezumi history)).

CLASS SKILLS

The Rememberer's class skills (and key ability for each skill) are Concentration (Con), Craft (Memory Stick) (Int), Decoder Script (Int), Diplomacy (Cha), Hide (Dex), Knowledge (Nezumi History) (Int), Perform (Cha), Search (Int), and Wilderness Lore (Wis).

Skill Points per Level: 6 + Int Modifier.

CLASS FEATURES

All of the following are class features of the Nezumi rememberer prestige class.

Weapon and Armor Proficiency: Rememberers are proficient with all simple weapons as well as with light armor.

Improved Pheromones (Ex): At 1st level, the Rememberer gains this special Nezumi feat for free, allowing him to leave a chemical message up to twelve words long for other Nezumi. This is an extraordinary ability.

Pheromones: At 2nd, 4th, 6th, and 8th level the Rememberer gains the ability to leave two additional words with a chemical message.

Memory Sticks (Tchr): These strange creations serve as reminders to the Nezumi both of their history and that great deeds are possible for all. The Rememberer gains the ability to craft Level 1 Memory Sticks at the 1st level, Level 2 Memory Sticks at the 3rd level, and so on. Unless otherwise specified, Rememberers may craft (with Craft: Memory Stick) as many of a single type of stick as they wish so long as they meet the necessary requirements for each type. Any individual can use have a maximum of three sticks activated at any time: one in each hand and one in the mouth. Crafting a Memory Stick costs 75 experience for a level 1 stick, 150 for a level 2 stick, 300 for a level 3 stick, 600 for a level 4 stick, and 1200 for a level 5 stick. The amount of time needed to create a particular stick is also listed. The Rememberer needs no materials to craft the stick other than a good solid piece of wood and his own teeth and pheromones.

Aichr'foo-tchr (Mother's Stick, Level 1): This stick tells a story of a mother's undying love for her pups. The holder can draw upon that comforting memory to assuage his aches and pains. Once per six hours, the stick can heal 1d4 damage from any target it touches. Only the holder may activate it. DC 15, Time: 4 hours.

TABLE 3-4: NEZUMI CHUK'TEK

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Speed of the Rat, Master of the Pack +1
2nd	+2	+0	+3	+0	Bonus Feat
3rd	+3	+1	+3	+1	Sneak Attack +1d4
4th	+4	+1	+4	+1	Master of the Pack +2
5th	+5	+1	+4	+1	Bonus Feat
6th	+6	+2	+5	+2	Sneak Attack +2d4, Pack Defense
7th	+7	+2	+5	+2	Master of the Pack +3
8th	+8	+2	+6	+2	Bonus Feat
9th	+9	+3	+6	+3	Sneak Attack +3d4
10th	+10	+3	+7	+3	Master of the Pack +4

Ch-tchr (Warrior's Stick, Level 1): Telling the tale of a great warrior, this stick inspires valor and determination in all who wield it. Once per day, the bearer may activate the stick to confer a +1 luck bonus to attack rolls for a duration of 5 rounds. DC 20, Time: 5 hours.

Tek-tch (Scout's Stick, Level 1): A tale of a resourceful scout, the Scout's Stick grants its wielder a +2 competence bonus to skill checks with a particular skill, chosen when the stick is made. This ability may be used once per day. DC 15, Time: 3 hours.

Tk'tchr (Wanderer Stick, Level 1): This memory is that of a brave outcast Nezumi who lived on his own for many years before returning to his tribe as a hero. Three times per day, the stick allows the user to unerringly detect north, or to determine the way back to one's home (choose one effect when the stick is created). DC 25, Time: 6 hours.

Ch'da-tchr (Food Stick, Level 2): This is a memory of an abundant season when the tribe wanted for nothing. By holding the stick for a full hour, the wielder will be refreshed as if he had eaten enough food and drink to sustain him for a full day. This may be done once every four days. DC 25, Time: 8 hours.

It'hith-tchr (Scrounger's Stick, Level 2): This stick tells a tale of a cunning scrounger who always stayed one step ahead of his enemies. Once per day, the wielder may activate the stick, which confers a +10 luck bonus to all Hide and Move Silently checks for a period of one hour. DC 25, Time: 6 hours.

Kn'noo'kn'noo-tchr (Lovers' Stick, Level 2): This inspiring tale of true love brings calm and serenity to all who experience it. Once per day, the wielder may heal d10+3 damage from any one target (including himself) by touch. DC 30, Time: 10 hours.

Rik'rik-tchr (Friend Stick, Level 2): This stick tells the tale of a great Nezumi warrior with many friends and family whom he loved dearly. Once per day, the wielder may activate the stick and receive a +10 luck bonus to Diplomacy checks for a period of two hours. DC 30, Time: 8 hours.

Chitatchikkan-tchr (Berserker Stick, Level 3): The chitatchikkan are deadly Nezumi berserkers, and this tale is of one of the deadliest of all time. Warriors who activate this stick receive a +5 bonus on all damage rolls for the next ten rounds. This may be done once per day. DC 35, Time: 12 hours.

Ratch'ratch-tchr (Trader's Stick, Level 3): This stick tells of a Grasping Paw trader, the finest of the entire Nezumi race. When activated, the stick confers a +10 luck bonus to all Appraisal checks as well as all Bluff and Diplomacy checks which involve commerce for a period of 3 hours. This may be done once every two days. DC 30, Time: 8 hours.

Mat'tch'tr-tchr (Demon Stick, Level 3): This is a tale of valor in the face of a great enemy, when the tribe managed to slay a powerful oni. Once per day, this stick may be activated

for a period of 15 minutes, during which time any weapon used by the holder ignores damage resistance. DC 35, Time: 12 hours.

Set'tch-tchr (Wisdom Stick, Level 3): This story is that of a Transcendent, a powerful spirit that guides the Nezumi and offers them wisdom. The holder of this stick may once per week activate the stick to cast the spell *divination* as if he were a cleric of 8th level. (See the *PLAYER'S HANDBOOK* for information on this spell). DC 30, Time: 10 hours.

A-tch (Sunlit Stick, Level 4): This stick tells of the love the Nezumi have of the sun and their peerless skill at finding their way. So long as the stick remains on the person of its wielder, the Ratling effectively has darkvision with a range of 120 feet. DC 40, Time: 10 hours.

Kir-tchr (Shaman's Stick, Level 4): The tale of a great shaman in the tribe's past, this stick allows a sorcerer user to cast a spell once per day that does not count against his maximum number of spells for that day. DC 45, Time: 12 hours.

Tich'chik-tchr (Crab Stick, Level 4): A brave tale of the tribe's cooperation with the Crab Clan, this stick instills the wielder with the fortitude of the Crab. Once per day, the stick may be activated to provide a +10 natural armor bonus to AC for ten rounds. DC 45, Time: 12 hours.

Tr-foo-tchr (Life Stick, Level 4): This stick tells of victory in the face of certain defeat. Once per week, this stick may be activated to heal all damage to one individual it touches. This is an instantaneous effect. DC 50, Time: 16 hours.

Chuk'tek-tchr (Chieftain's Stick, Level 5): Telling the tale of a great chieftain, this stick allows its wielder to extend knowledge to others. Once per week, the wielder may allow up to ten followers to use one skill he possesses at up to a maximum of 5 ranks (not just a bonus, but actual ranks of the skill). This effect lasts for 15 minutes. DC 50, Time: 18 hours.

M'atch-tek-tchr (Tomorrow Stick, Level 5): Telling the tale of a warrior who defied death, this rare stick allows its wielder to do the same. While held, any successful strike that, after rolling damage, would kill the character is instantly negated. It is as if it never happened. The stick breaks when this happens. A Rememberer may only have one Tomorrow Stick in existence at any time. DC 55, Time: 24 hours.

N-ki-tchr (Evil Stick, Level 5): This stick tells of a hero of such purity that his foes could not touch him. When activated, the stick prevents all creatures or entities of opposite alignment from attacking the wielder unless they make a successful Will save versus a DC of 25. If the wielder attacks an creature, the effect is negated toward that creature. This effect lasts for 1 hour and can be used once per week. DC 50, Time: 28 hours.

Tppu-tchr (Treasure Stick, Level 5): This is a tale of treasure and wealth beyond imagining. When activated, the stick indicates the direction of the largest hoard of wealth within 10

TABLE 3-5: NEZUMI REMEMBERER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Memory Stick, Level 1, Improved Pheromones
2nd	+1	+0	+3	+2	Pheromones +2
3rd	+2	+1	+3	+1	Memory Stick, Level 2
4th	+3	+1	+4	+1	Pheromones +2
5th	+3	+1	+4	+1	Memory Stick, Level 3
6th	+4	+2	+5	+2	Pheromones +2
7th	+5	+2	+5	+2	Memory Stick, Level 4
8th	+6	+2	+6	+2	Pheromones +2
9th	+6	+3	+6	+3	Memory Stick, Level 5
10th	+7	+3	+7	+3	Master of the Memories

miles. The treasure in question is whatever the wielder would consider valuable. This effect may be used once per day. DC 40, Time: 14 hours.

Master of the Memories: The Rememberer has truly mastered the full depth of Nezumi history. All Craft checks to create a Memory Stick have their DC lowered by 10, and the experience cost to craft a stick is determined as if the stick's level were two lower (to a minimum of 1).

SHADOW-WALKER

Those who give themselves to the Nothing are the things of whispered stories and nightmares best left forgotten. Broken from the Celestial Order, these nameless abominations walk Rokugan in her darkest places and her brightest fields. Unlike the horrors of the Shadowlands, the ninja of the Lying Darkness could carry the face of a quiet monk, a powerful daimyo... or your own mother. The power the Darkness infuses into its pawns is a spectacular one — by removing them from the ordered world, they become formless and able to take on any shape they wish. They also slowly become disconnected to the spiritual planes of reality, making true magic both beyond their grasp and something that can no longer affect them.

Shadow-walkers are usually NPCs, or a PC who is slowly being corrupted by the Darkness until he is a willing and evil pawn. Like ninja, shadow-walkers hardly ever let their true nature be known until it is far too late, and are generally best suited to assassination and subterfuge tasks.

Hit Die: d8.

REQUIREMENTS

To qualify to become a shadow-walker, a character must fulfill all the following criteria.

Alignment: Any nonlawful.

Base Attack Bonus: +5

Skills: Hide: 4 ranks, Move Silently: 4 ranks.

Special: The character must make contact with the Living Darkness. Also, every level, the character's alignment makes one adjustment toward Chaotic Evil, if it is not already so.

CLASS SKILLS

A shadow-walker's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int),

Decipher Script (Int, Exclusive Skill), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Spot (Wis), Tumble (Dex), and Use Rope (Dex). See the Player's Handbook™ for skill descriptions.

Skill Points at Each Level: 4+ Int modifier.

CLASS FEATURES

All of the following are class features of the shadow-walker prestige class.

Weapon and Armor Proficiency: Shadow-walkers are proficient with all simple and martial weapons and are not proficient with any armor.

Magic Deficiency: Every time a character gains a level in the shadow-walker class, he loses some of his ability to cast spells. At first level, the shadow-walker loses the ability to cast 9th level magic, at second level loses the ability to cast 8th level magic, and so on. At 10th level, the shadow-walker cannot cast 0 level magic or use any spell-like abilities.

Unnatural Speed: The shadow-walker's speed is increased by 10.

Supernatural Stealth: At 2nd level and beyond, the shadow-walker gains a circumstance bonus to his Hide and Move Silently skill equal to twice his shadow-walker level. This ability is negated if there are no shadows present.

Shinobi: At third level, the shadow-walker begins to use the power of the Nameless Darkness to perform actions and effects that mimic illusionary magic. To cast a spell, the shadow-walker must have an Intelligence of at least 10 + the spell's level. A shadow-

walker with an Intelligence of 10 or lower cannot cast any spells. Shadow-walker bonus spells are based on Intelligence, and saving throws against these spells have a DC of 10 + spell level + the shadow-walker's Intelligence modifier (if any). When the shadow-walker gets 0 spells of a given level, such as 0 1st level spells at 1st level, the shadow-walker gets only bonus spells. The shadow-walker's spell list appears below. A shadow-walker prepares and casts spells just as a sorcerer does, and these spells are not affected by the shadow-walker's magic deficiency.



Ninja Shadow-Walker

TABLE 3-6: SHADOW-WALKER

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+2	Unnatural Speed
2nd	+2	+0	+3	+3	Supernatural Stealth
3rd	+3	+1	+3	+3	Shinobi
4th	+4	+1	+4	+4	Shadow Walk
5th	+5	+1	+4	+4	Severed Tie
6th	+6	+2	+5	+5	Nameless Body
7th	+7	+2	+5	+5	Severed Tie
8th	+8	+2	+6	+6	Face of Darkness
9th	+9	+3	+6	+6	Shadow Bolt
10th	+10	+3	+7	+7	Shadowed Soul

TABLE 3-7: SHADOW-WALKER'S SHINOBI SPELLS PER DAY

Level	1	2	3	4
3rd	0	—	—	—
4th	1	—	—	—
5th	2	0	—	—
6th	2	1	—	—
7th	3	1	0	—
8th	3	2	1	—
9th	4	2	1	0
10th	4	3	2	1

SHADOW-WALKER SPELL LIST

1st — *Change Self, Nystul's Magic Aura, Nystul's Undetectable Aura, Silent Image, Ventriloquism*

2nd — *Blur, Hypnotic Pattern, Invisibility, Minor Image, Mirror Image, Misdirection*

3rd — *Displacement, Illusory Script, Invisibility Sphere, Major Image*

4th — *Hallucinatory Terrain, Illusory Wall, Improved Invisibility, Rainbow Pattern, Shadow Conjuration*

Shadow Walk: When the shadow-walker reaches 4th level, he may as a partial action meld into a shadow within arm's reach, then reappear from a shadow up to 200 feet away. Both shadows must be fully or partially visible to the shadow-walker, and must be at least half the size of the character.

Severed Tie: At 5th level, the shadow-walker may employ the corruption of the Lying Darkness to break the bond between a living human and his ancestor spirit for a short time. As a normal action, the shadow-walker may cause all characters within 20 feet to lose the benefits of any of their Ancestor Feats for one round per shadow-walker level he possesses. This may be done once per day. The shadow-walker permanently loses any Ancestor Feats he may have once he reaches this level.

At 7th level, the shadow-walker's presence disturbs the very pattern of the Void enough to hinder other characters. Any time a character would spend Void Points within 30 feet of the shadow-walker, the Void Point cost is doubled. If the character uses an ability that would suddenly cause him to spend more Void Points than he currently had, all of the character's Void Points are spent and the ability is not used. The shadow-walker permanently loses the Void Use feat and any feat that requires it once he reaches this level.

Nameless Body: Upon reaching 6th level, the shadow-walker no longer suffers ability penalties or bonuses for aging, and cannot be magically aged (losing all penalties already gained from aging). The shadow-walker will live until killed by unnatural forces or fully absorbed into the Darkness.

Face of Darkness: Upon reaching 7th level, the shadow-walker's face becomes smooth and featureless, making him completely unrecognizable. He may restore his former appearance for up to ten rounds by making a Concentration check (DC 20).

Shadow Bolt (Su): Once per day, after reaching 9th level, a shadow-walker may fire the essence of the Darkness in a concentrated bolt, dealing 5d6 points of damage. The user also suffers the loss of Void Use and Ancestor feats, and suffers a 10% spell failure chance (in addition to any existing spell failure chance) to all divine spells for an hour. A successful Reflex save (DC 18) indicates the target takes only half damage and suffers no further effects. A character killed by the shadow

bolt is unmade completely, and may not be raised from the dead by any means save *resurrection, wish, miracle, or divine intervention*. This is a supernatural ability.

Shadowed Soul (Su): A 10th level shadow-walker gains spell resistance equal to 30 + his Int modifier. In order to affect the shadow-walker with a spell, a spellcaster must overcome the shadow-walker's spell resistance by rolling d20 + the spellcaster's level. This is a supernatural ability.

TAINTED CHARACTERS

Many of the creatures detailed in this work are denizens of the Shadowlands, a realm of evil and corruption that lies south of Rokugan. Despite the considerable physical threat posed by such creatures, by far the greatest threat posed by the Shadowlands is a spiritual one. Humans who are exposed to the corruption of the Shadowlands, either by traveling through that dark realm or by encountering its denizens elsewhere in the Empire, can succumb to a foul mystical condition known as the Shadowlands Taint. (Rules on acquiring the Taint can be found in Chapter 3 of *Rokugan*.)

The Taint is identified by the gradual and inexorable corruption of a victim's body and soul. As their physical condition deteriorates into one of decay and inhumanity, so too do their mental and emotional states change. Kind, loving individuals might become spiteful, paranoid, hate-filled psychopaths, where distant or disciplined samurai may become clinging, obsessive madmen. The Taint inevitably emphasizes what is worst in an individual while simultaneously eroding their good qualities. When discovered, victims of the Taint are either killed or banished, which almost always leads to their becoming an unwilling servant of the Shadowlands.

As terrible a cost as the Taint exacts, there are many who give themselves to it willingly. The reason is simple: with corruption comes power. Those who choose to surrender to the Taint become the pawns of the Shadowlands. To surrender to Jigoku's embrace is no different than selling one's soul for power, and a terrible power it is. The abilities conferred by the Taint are perversions of the body and soul, foul mutations and unnatural powers that only exacerbate the corruption the victim is already experiencing. Those who seek such power seldom care.

The following powers are all considered supernatural abilities, and confer the bonuses and penalties of such. These abilities may be manifested by anyone who possesses a Taint modifier of the appropriate level (see below for power requirements). These powers are not considered feats or spells, and do not take the place of such abilities in any way during character advancement. Shadowlands powers do not exact a cost to obtain; the victim has already paid the price in full. Any Shadowlands power that emulates a spell functions as if the possessor was a sorcerer of a level equal to the possessor's Hit Dice.

DEFORMITY

Some powers cause considerable deformities to those who possess them. Such powers are listed with a Deformity DC. If the Tainted individual is attempting to hide his sinister features, this is the Spot check DC necessary to detect them. A Disguise check (DC 30–deformity) can temporarily conceal a deformity from notice.

MINOR SHADOWLANDS POWERS

These are the first taste of power that the Tainted receive. They are often useful, but not exceptionally powerful. The primary purpose of these abilities is to spark a lust for more power in those who possess them. Any individual who possesses a Taint modifier of +1 to +3 may manifest these abilities (see Chapter 3 of *Rokugan™* for more information on Taint modifiers).

Blackened Claws

You can extend claws of obsidian from your fingertips, acquiring an additional point of Taint each time you do so. These claws are very fast weapons, giving you a +1 circumstance bonus to initiative checks while they are extended. Unarmed strikes while fighting with the claws inflict 1d6 slashing damage, or increase the die type of unarmed damage by one if it is greater than d6 already (from d8 to d10 for example, to a maximum of d12). Your Taint modifier is added to all damage rolls with the claws, and you are considered armed. Individuals using Blackened Claws have a -4 circumstance penalty to all skill checks requiring finesse and cannot hold tools or weapons in their hands while the claws are extended. Blackened Claws have an 18-20/x2 critical threat range and may benefit from the Weapon Focus, Specialization, and Improved Critical feats as if they were a weapon.

Deformity: DC 10 to notice extended claws. No deformity while retracted.

Blood Sense

You can sense the presence of warm, fresh blood all around you. This allows you to sense any and all living creatures within 50 feet of you at all times, making it impossible for warm-blooded creatures to surprise or sneak attack you. This ability cannot detect other creatures if obscured by 2 inches of wooden material or 1 inch of metal. Creatures that do not possess blood (oozes, slimes, etc.) can not be detected by Blood Sense.

Deformity: None.

Child of Darkness

You emanate an aura that causes all Shadowlands beasts to perceive you as an ally or packmate. No Shadowlands creature will attack you so long as you do not initiate hostilities, and you receive a +4 profane bonus to all Charisma-related skill checks when dealing with Tainted beings or Shadowlands beasts. Exactly what constitutes "initiating hostilities" varies considerably depending upon the creature in question, and could be as simple as invading the creature's territory.

Deformity: None.

Claws of the Kumo

Thick black hairs have grown from your forearms and shins. Much like those found on a spider, these hairs allow you to scale sheer walls. You can use *spider climb* at will as a spell-like ability.

Deformity: DC 15; cannot use ability if forearms and shins are covered.

Taint Sense

This ability is similar to Blood Sense above, but instead allows you to sense the presence of other reservoirs of Taint within 50 feet. Tainted creatures cannot surprise or sneak attack individuals with this ability. Additionally, Taint Sense allows you to determine what category of Taint you are sensing — a native Shadowlands beast, a Tainted human, a Tainted artifact, Tainted land, etc.

Deformity: None.

Unholy Speed

Moving like a shadow, you have speed beyond that of any mortal being. This power adds 10 to your base speed. In addition, you may choose to gain one point of Taint in order to gain a +6 circumstance bonus to Initiative for a single combat round.

Deformity: None. When this power is in use, your skin darkens as if a shadow were cast upon it. No roll is necessary to notice this.

Unholy Vision

On occasion, corruption can bring clarity. You can never have your vision obscured by any means. Darkness, smoke, and magic cannot blind you. You gain blindsight with a range of 30 feet. You gain darkvision with a range of 60 feet. If you possess darkvision already, the range is doubled.

Deformity: In low-light conditions, your eyes glow a sickly, diseased green color. Anyone who can see you automatically notices the glow.

MAJOR SHADOWLANDS POWERS

Significantly more powerful than the Minor Powers, these are the mark of an individual well on his way to damnation. Those who possess these dark powers are rarely if ever redeemed, and few would wish to forsake their newfound power to regain their humanity even if they could. Any individual with a Taint modifier between +4 and +6 can manifest these abilities. One Minor Shadowlands Power must be possessed for every Major Shadowlands Power selected.

Billowing Darkness

You can summon forth your inner corruption, which manifests as a thick, noxious cloud of black smoke that completely obscures all vision within it. This cloud is centered upon you and has a radius of 10 feet per level of Taint modifier you possess. Darkvision cannot penetrate this cloud, though a *daylight* spell will dispel it. The cloud does not move with you, but remains in place.

Deformity: None.

Blood Knows Blood

This loathsome ability allows you to sense parts of your own body, no matter how far away they may be. The body part used most often is blood. By smearing a small amount of blood on other people or on their trappings, you can sense where they are at all times, allowing you to sense their direction from you with a standard action. If you can scry, you can scry upon a creature that is carrying a part of you with no chance of failure. If you can teleport, you may teleport to the location of any pieces of your body as if you were familiar with the destination. Blood used to mark something lasts for one week before wearing off. Permanent body parts can be severed and used to track someone, but if you do not possess regenerative capabilities this is a rather high price to pay.

Deformity: DC 15 for those who have cut off fingers, toes, etc. to use this power.

Father of Lies

The ultimate manifestation of subtle corruption, this power allows you to use your Taint Modifier on any Charisma, Intelligence, or Wisdom ability checks or skill checks using the same rules as using Taint on physical checks. You gains a point of Taint any time this ability is used.

Deformity: None.

Terrible Armor

The dark powers coursing through your body occasionally manifests in useful but horribly disfiguring ways. This power adds your Taint modifier to your AC at all times as a natural armor bonus. This is accompanied by thick, scabrous armor that covers your entire form.

Deformity: Even with great pains taken to disguise it, this power is noticeable at DC 10. If even a single body part is uncovered, the condition is immediately and automatically noticed.

Unearthly Regeneration

The thick black ichor that churns through your veins can often knit your broken bones and torn flesh at incredible speeds. This power confers regeneration 10. All damage inflicted upon you is subdual damage unless inflicted by fire, jade, or crystal. Lost body parts regenerate in 24 hours.

Deformity: This ability is sickeningly obvious when in use. The torn flesh turns black and lashes out like tiny tentacles, seeking to close the wound, and then returns to its original color over several minutes.

Unholy Strength

Even among the ranks of the Tainted, those who possess this power stand out as devastating warriors. This power allows you to add your Taint modifier to any damage roll. You gain a point of Taint every time you use this power.

Deformity: Your body is grotesquely disproportionate, with bulging muscles that are clearly unnatural. No roll is necessary.

GREATER SHADOWLANDS POWERS

These are the most powerful and deforming of the Shadowlands powers. Only the most despicable and unholy individuals possess these abilities, much less the dark urges to cast them. Any individual with a Taint modifier of +7 or greater may manifest these abilities. One Major Shadowlands Power must be possessed for every Greater Shadowlands Power selected.

Bloodstrike Plague

Covered with sores and lesions, the individuals who possess this ability are bearers of a virulent plague known as the bloodstrike. Those who come into direct contact with the viscous substance oozing from your pores must make an immediate Fortitude save (DC 10 + half your level + your Taint modifier) or contract the bloodstrike plague. You may purposefully spread this substance on a weapon, or apply it to an opponent as a melee touch attack. You may also attempt to "flick" your diseased ooze at an opponent as a ranged touch attack with a 5-foot range increment.

The bloodstrike plague inflicts 1d6 permanent Constitution damage and has an incubation period of 24 hours.

Deformity: This power is obviously disfiguring, and cannot be concealed without extreme measures such as magic or swaddling the entire body in bandages.

Feeding on Flesh

Some who succumb to the Taint become parasitic creatures that lurk in the darkness, preying on their own kind. You may, as a free action, cast *death knell* (see the *PLAYER'S HANDBOOK™*) as a spell-like ability on any creature you take below 0 hp with an unarmed attack. This ability works upon a target that you have just killed as well as a dying creature as normally is the case with *death knell*. This free action may be taken only once per creature per round.

Deformity: This power is accompanied by a brilliant red light emanating from the target that churns into your eyes and mouth. It is obvious when it is used.

Protection of the Dark

By drawing upon the corruption within, you may become temporarily invulnerable to damage from outside sources. Using this power gives you 5 points of Taint, but bestows DR 10/+5 for a period of 2 hours.

Deformity: While this power is active, you radiate an ominous black aura that is unmistakable to onlookers.

Thy Master's Will

The ultimate gift of the Shadowlands, this power renders you virtually immortal. If you are killed, you will return from the dead exactly one month later (losing one experience level as if you had been raised from the dead). Even if your body has been completely destroyed, you regenerate a new body identical to your old one, though this one has either radiantly glowing skin or gray, decaying flesh (your choice).

You gain 25 points of Taint when this power is used and your type modifier changes to undead.

Deformity: Now a member of the undead, you will never be mistaken for a living creature again.



APPENDIX TWO

The people of Rokugan know that they are not alone in the universe. They believe that countless spiritual realms overlay the world that they can touch and feel. Some of these realms are so different from the mortal world that they hardly resemble Rokugan at all.

The Toritaka ghosthunters, the foremost experts on the Spirit Realms, have documented over eight million different types of spirits. They have also documented the ten most significant Spirit Realms, though each of these realms actually encompasses countless smaller shades of reality similar enough in nature that they may be grouped together.

SPIRIT REALMS

Many realms exist beyond the mortal realm of Ningen-do, each with its own inhabitants and hierarchies. While Roku-gani scholars have identified several of these realms, even the most studious shugenja understand little about them. The foremost authorities on the various spirit realms can be found in the Toritaka family of the Crab and the Kitsu family of the Lion.

It is important to keep in mind that these Realms are not alternate planes in the conventional sense. Many of them occupy the same space and have nearly the same appearance as the mortal realm, but simply cannot be affected by denizens of that realm and vice versa (for example, Chikushudo). Other realms are more an abstract state of mind than a physical place. The surroundings and environment of Jigoku, for example, are highly mutable. Though Jigoku is always as terrible and nightmarish as possible, the actual physical appearance of that realm is dependent on its visitor.

CHIKUSHUDO, THE REALM OF ANIMALS

This realm is very near Ningen-do. Animals can perceive it, although humans and other sapient beings cannot. The spirits of animals make their home in this realm, as do the greater animal spirits such as tanuki, bakeneko, nue, and kitsune.

GAKI-DO, THE REALM OF THE HUNGRY DEAD

Individuals who live greedy and dishonorable lives sometimes find themselves banished to Gaki-do after their deaths. There, they become restless spirits that live to consume until their eternal hunger is somehow sated. There are many varieties of gaki, most of which were documented by the great phantom hunter Toritaka Iemasa in his writings, *Gakiken* ("Spirit Sword"). Gaki-do is close to Jigoku, and great portions of the Realm of Hungry Dead have in fact been consumed by the corruption of the Shadowlands taint.

JIGOKU, THE REALM OF EVIL

A realm of unmitigated darkness and corruption, Jigoku is the home of oni and the source of the dark power that permeates the Shadowlands. Only the most depraved and corrupted souls find their way to this dark place, and those that do rarely leave. Its only natural inhabitants are the powerful unnamed spirits who become oni. Jigoku is intent on making every other realm a reflection of its foulness, and is balanced by the divine power of Tengoku.

MEIDO, THE REALM OF THE DEAD

Also called the Realm of Waiting, this realm is a pivotal part of the great karmic cycle, where the souls of mortals await reincarnation. Meido is a quiet, serene place filled with spirits reflecting upon the events of their lives and pondering their true destiny. Meido is ruled by the great Fortune Emma-O, who weighs the worth of mortal souls and determines when they are prepared to return to life. There is no conflict in Meido. It is a realm of reflection, nothing more.

NINGEN-DO, THE MORTAL REALM

This is the physical world. Many races are indigenous to this realm, including the nezumi, kitsu, zokujin, ningyo, and kenku, among others. Humans, formed from the blood of Lord Moon and the tears of Lady Sun, are not truly children of Ningen-do, but of both this realm and the Celestial Heavens. The naga race has similar origins.

SAKKAKU, THE REALM OF THE TRICKSTERS

Home of such mischievous creatures as the kappa and mujina, this is perhaps the least understood of the spirit realms. No human mind has ever deciphered the bizarre enigmas of Sakkaku. It lingers close to Jigoku and Gaki-do, but has yet withstood the corruption of the Realm of Evil. The Phoenix who study Sakkaku have found that this realm seems to serve no purpose in the Celestial Order; perhaps its very existence is the mujina's greatest joke of all.

TENGOKU, THE CELESTIAL HEAVENS

This realm is the home of higher beings such as the Fortunes, the Celestial Dragons, Lord Sun and Lady Moon. The only humans capable of understanding the heavens are the Oracles, those mortals who share the soul of a dragon. Tradition holds that the true Emperor of Roku-gan can see into the Celestial Heavens, and that a worthy Emperor is taken there upon his death. It should be noted that other worthy mortals do not go to the Celestial Heavens upon their death — that is the purpose of Yomi.

TOSHIGOKU, THE REALM OF SLAUGHTER

This sinister realm is home to those souls who lived their lives consumed with thoughts of battle and death. It is an endless plain of war, where the souls of the deceased do constant battle with one another, "dying" only to rise again and continue the fight. These spirits cannot comprehend anything but blood and battle; when they cross over into the mortal realm, all who stand in their path risk their own lives.

YOMI, THE REALM OF BLESSED ANCESTORS

Honorable souls who have achieved their true destinies are permitted entry into Yomi, the sacred home of the shiryō. This realm borders closely on the physical world, and many ancestral spirits leave Yomi from time to time to offer aid and guidance to their descendants.

YUME-DO, THE REALM OF DREAMS

Known as I'thich to the Nezumi, this is the realm that the minds of mortals visit while sleeping. Like Sakkaku, it is poorly understood by mankind. Baku, shiyokai, and the Nezumi spirits known as the Transcendent reside in this realm. It is also home to powerful nightmares, many of which have been unleashed into the living world through magic recently mastered by the villainous Lord of the Shadowlands, Daigotsu.

NEW ITEMS

Many of the creatures in this volume have vulnerabilities to crystal and jade. For reasons as yet unknown to shugenja, these two substances possess a particular balance of elements which create a natural harmony disruptive to spirit forms. Crystal and jade therefore cause extreme pain to Tainted creatures. This is a great boon to the samurai of Rokugan, who have used both substances against Tainted enemies over the centuries. Unfortunately, both are quite rare and extremely difficult to craft into usable weapons. When a weapon of such a type is created, however, it is not unusual for the blade's spirit to be awakened, given the incredible skill of the smith required for such a feat.

CRYSTAL TALISMANS

Although difficult to craft into weapons, crystal can serve as a useful deterrent against certain creatures. A simple crystal talisman, which can take the form of a netsuke or an adornment to a weapon or armor, can be sufficient to impede the abilities of many creatures.

Individuals with crystal talismans gain a +1 resistance bonus on all saving throws against effects generated by creatures with the spirit, Shadowlands, or Lying Darkness subtype.

Market Cost: 500 koku.

CRYSTAL WEAPONS

Crystal is extremely difficult to craft because of its brittle nature. A weapon forged with the greatest care from the sturdiest of crystals can still shatter upon the armored hide of an oni, ruining days or weeks of work and squandering a rare and valuable resource in the process. The most common types of weapons created with crystal include daggers, yari heads, arrowheads, and tetsubo studded with crystal spikes.

Crystal weapons can strike incorporeal subjects 75% of the time rather than 50% (certain other creatures are not considered incorporeal against crystal weapons, as defined in Chapter One). Crystal weapons inflict +1 damage to any creature that possesses the spirit, Shadowlands, or Lying Darkness subtype. Unless the weapon is magically enhanced, a crystal weapon shatters on an attack roll that results in a natural 1 or 2.

Market Cost: +2500 koku to base cost of weapon.

JADE WEAPONS

Slightly easier to craft into usable weapons than crystal, jade weapons are nonetheless even rarer due to the scarcity of jade in the Empire. When the decision is made to craft a weapon from jade, it is usually for a specific purpose, and each weapon is carefully enchanted by the Kuni to ensure that it does not degrade due to exposure to the Shadowlands Taint. Rituals similar to those used to preserve the badges of the Kuni Witch Hunters and the Jade Magistrates are used for this purpose. Jade is most often crafted into daggers, wakizashi, tetsubo studs, or katana. There are only six known jade katana, each belonging to the daimyo of a Crab Clan family.

Jade weapons crafted by the Kuni protect their bearer from the Taint normally (as if the bearer were carrying jade) but never degrade when exposed to the Taint. In addition, these weapons inflict +2 damage against creatures with the Shadowlands subtype.

Market Cost: +2000 koku to base cost of weapon.

SAMPLE CHARACTERS

NPC COURTIER

Starting Ability Scores: Str 8, Dex 12, Con 10, Int 14, Wis 13, Cha 15.

Increased Ability Scores: 4th, Cha 16; 8th, Wis 14; 12th, Con 11; 16th, Con 12; 20th, Wis 15.

Feats: 1st, Void Use; 3rd, Improved Initiative; 6th, Ichimaru; 9th, Political Maneuvering; 12th, Indefatigable Hero; 15th, Kitsuki's Method; 18th, Depths of the Void.

Class Features: 4th, The Eyes See the Heart; 7th, Voice; 10th, Weakness is my Strength; 13th, Taunt and Rally; 16th, The Eyes Betray the Heart; 19th, Your Life is My Life.

Wakizashi (melee): Normal (1st–12th), +2 (13th–20th)

Tanto (melee): Normal (1st–6th), masterwork (7th–14th), +2 lawful (15th–20th)

Yumi (ranged): Normal (1st–15th), masterwork (16th–20th)

Ammo: Normal (1st–14th), +1 (15th–20th)

NPC INKYO

Starting Ability Scores: Str 12, Dex 15, Con 13, Int 10, Wis 14, Cha 8.

Increased Ability Scores: 4th, Dex 16; 8th, Con 14; 12th, Wis 15; 16th, Wis 16; 20th, Dex 17.

Feats: 1st, Toughness; 3rd, Improved Initiative; 6th, Dodge; 9th, Mobility; 12th, Deflect Arrows; 15th, Stunning Fist; 18th, Spring Attack.

Class Features (Kiho): 1st, Cleansing Spirit; 4th, Self, No Self; 8th, Soul of the Four Winds; 12th, Spirit Strike; 16th, Ryoko; 20th, Zanji.

Bo (melee): Normal (1st–8th), masterwork (9th–16th), +2 smiting (17th–20th)

Kama (melee): Normal (1st–6th), masterwork (7th–14th), keen (15th–20th)

Sling (ranged): Normal (1st–20th)

Ammo: Normal (1st–20th), jade (16th–20th)

NPC NINJA

Starting Ability Scores: Str 12, Dex 15, Con 13, Int 14, Wis 10, Cha 8.

Increased Ability Scores: 4th, Dex 16; 8th, Con 14; 12th, Wis 11; 16th, Wis 12; 20th, Dex 17.

Feats: 1st, Improved Initiative; 3rd, Exotic Weapon Proficiency (Shuriken); 6th, Mobility; 9th, Spring Attack; 12th, Weapon Focus; 15th, Point Blank Shot; 18th, Improved Critical

Ninjato (melee): Normal (1st–10th), masterwork (11th–16th), +2 speed (17th–20th)

Shuriken (ranged): Normal (1st–12th), +1 (13th–17th), +1 flaming burst (18th–20th)

Other Gear: 2 vials of night milk, one vial of large spider venom.

NPC SAMURAI

Starting Ability Scores: Str 15, Dex 13, Con 14, Int 12, Wis 8, Cha 10.

Increased Ability Scores: 4th, Str 16; 8th, Dex 14; 12th Con 15; 16th, Con 16; 20th, Str 17.

Feats: 1st, Void Use; 2nd, Weapon Focus (Katana); 3rd, Improved Initiative; 4th, Toughness; 6th, Power Attack; 7th, Armor Proficiency (Heavy); 9th, Dodge; 10th, Mobility; 12th, Point Blank Shot; 13th, Far Shot; 15th, Ambidexterity; 16th, Cleave; 18th, Improved Disarm; 19th, Improved Unarmed Strike.

Armor: Lamellar (1st–14th), great (15th–20th)

Katana (melee): Normal (+1) (1st–7th), +2 (8th–15th), +3 lawful (16th–20th)

Yumi (ranged): Normal (1st–12th), masterwork (13th–20th)

Ammo: Normal (1st–20th)

NPC SHUGENJA

Starting Ability Scores: Str 8, Dex 14, Con 13, Int 12, Wis 10, Cha 15.

Increased Ability Scores: 4th, Cha 16; 8th Con 14; 12th, Cha 17; 16th, Cha 18; 20th, Dex 15.

Feats: 1st, Void Use; 3rd, Toughness; 6th, Improved Initiative; 9th, Combat Casting; 12th, Dodge; 15th, Mobility; 18th, Maximize Spell.

Wakizashi (melee): Normal (+1) (1st–12th), +2 (13th–20th)

Scrolls: 2 burning hands, 1 path to inner peace II (5th level); 2 wisdom of the kami, 1 fires from within (10th).

TABLE 4-1: NPC COURTIER

Level	HP	AC	Init	Wakizashi	F/R/W	Group 1*	Group 2†
1st	6	11	+1	-1 (-1 damage)	+1/+1/+3	+6	+5
2nd	9	11	+1	0 (-1 damage)	+1/+1/+4	+7	+6
3rd	13	11	+5	0 (-1 damage)	+2/+2/+4	+8	+7
4th	16	11	+5	+1 (-1 damage)	+2/+2/+5	+10	+8
5th	20	11	+5	+1 (-1 damage)	+2/+2/+5	+11	+9
6th	23	11	+5	+2 (-1 damage)	+3/+3/+6	+12	+10
7th	27	11	+5	+2 (-1 damage)	+3/+3/+7	+13	+11
8th	30	11	+5	+3 (-1 damage)	+3/+3/+8	+14	+13
9th	34	11	+5	+3 (-1 damage)	+4/+4/+8	+15	+14
10th	37	11	+5	+4 (-1 damage)	+4/+4/+9	+16	+15
11th	41	11	+5	+4 (-1 damage)	+4/+4/+9	+17	+16
12th	44	11	+5	+5 (-1 damage)	+5/+5/+10	+18	+17
13th	48	11	+5	+6 (-1 damage)	+5/+5/+10	+19	+18
14th	51	11	+5	+7 (-1 damage)	+5/+5/+11	+20	+19
15th	55	11	+5	+7 (-1 damage)	+6/+6/+11	+21	+20
16th	59	11	+5	+8 (-1 damage)	+7/+6/+12	+22	+21
17th	64	11	+5	+8 (-1 damage)	+7/+6/+12	+23	+22
18th	68	11	+5	+9 (-1 damage)	+8/+7/+13	+24	+23
19th	73	11	+5	+9 (-1 damage)	+8/+7/+13	+25	+24
20th	74	11	+5	+10 (-1 damage)	+8/+7/+14	+26	+25

*Group 1: Bluff, Diplomacy, Gather Information, Intimidate

†Group 2: Innuendo, Listen, Spot, Sense Motive

TABLE 4-2: NPC INKYO

Level	HP	AC	Init	Unarmed	Kama (1d6)	F/R/W	Conc
1st	12	12	+2	+1 (1d4+1)	+1 (+1)	+3/+4/+4	+5
2nd	17	12	+2	+2 (1d4+1)	+2 (+1)	+4/+5/+5	+6
3rd	23	12	+6	+3 (1d4+1)	+3 (+1)	+4/+5/+5	+7
4th	28	13	+7	+4 (1d4+1)	+4 (+1)	+5/+7/+6	+8
5th	34	13	+7	+4 (1d6+1)	+4 (+1)	+5/+7/+6	+9
6th	39	13	+7	+5 (1d6+1)	+5 (+1)	+6/+8/+7	+10
7th	45	13	+7	+6 (1d6+1)	+6 (+1)	+6/+8/+7	+11
8th	51	13	+7	+7/+2 (1d6+1)	+7/+2 (+1)	+8/+9/+8	+13
9th	58	13	+7	+7/+2 (1d6+1)	+7/+2 (+1)	+8/+9/+8	+14
10th	64	13	+7	+8/+3 (1d8+1)	+8/+3 (+1)	+9/+10/+9	+15
11th	71	13	+7	+9/+4 (1d8+1)	+9/+4 (+1)	+9/+10/+9	+16
12th	77	13	+7	+10/+5 (1d8+1)	+10/+5 (+1)	+10/+11/+10	+17
13th	84	13	+7	+10/+5 (1d8+1)	+10/+5 (+1)	+10/+11/+10	+18
14th	90	13	+7	+11/+6 (1d8+1)	+11/+6 (+1)	+11/+12/+11	+19
15th	97	13	+7	+12/+7/+2 (1d10+1)	+12/+7/+2 (+1)	+11/+12/+11	+20
16th	103	13	+7	+13/+8/+3 (1d10+1)	+13/+8/+3 (+1)	+12/+13/+13	+21
17th	110	13	+7	+13/+8/+3 (1d10+1)	+13/+8/+3 (+1)	+12/+13/+13	+22
18th	116	13	+7	+14/+9/+4 (1d10+1)	+14/+9/+4 (+1)	+13/+14/+14	+23
19th	123	13	+7	+15/+10/+5 (1d10+1)	+15/+10/+5 (+1)	+13/+14/+14	+24
20th	129	13	+7	+16/+11/+6 (1d12+1)	+16/+11/+6 (+1)	+14/+15/+15	+25

TABLE 4-3: NPC NINJA

Level	HP	AC	Init	Ninjato (1d6)	Shuriken (1)	F/R/W	Group 1*
1st	7	12	+5	+2 (+1)	+2	+1/+2/+2	+6
2nd	11	12	+5	+3 (+1)	+3	+1/+2/+3	+7
3rd	16	12	+5	+4 (+1)	+4	+2/+3/+3	+8
4th	20	13	+6	+5 (+1)	+5	+2/+4/+4	+10
5th	25	13	+6	+6 (+1)	+6	+2/+4/+4	+11
6th	29	13	+6	+7/+2 (+1)	+7/+2	+3/+5/+5	+12
7th	34	13	+6	+8/+3 (+1)	+8/+3	+3/+5/+5	+13
8th	39	13	+6	+9/+4 (+1)	+9/+4	+4/+5/+6	+14
9th	45	13	+6	+10/+5 (+1)	+10/+5	+5/+6/+6	+15
10th	50	13	+6	+11/+6 (+1)	+11/+6	+5/+6/+7	+16
11th	56	13	+6	+12/+7/+2 (+1)	+12/+7/+2	+5/+6/+7	+17
12th	61	13	+6	+13/+8/+3 (+1)	+13/+8/+3	+6/+7/+8	+18
13th	67	13	+6	+14/+9/+4 (+1)	+14/+9/+4	+6/+7/+8	+19
14th	72	13	+6	+15/+10/+5 (+1)	+15/+10/+5	+6/+7/+9	+20
15th	78	13	+6	+16/+11/+6 (+1)	+16/+11/+6	+7/+8/+9	+21
16th	83	13	+6	+17/+12/+7/+2 (+1)	+17/+12/+7/+2	+7/+8/+11	+22
17th	89	13	+6	+18/+13/+8/+3 (+1)	+18/+13/+8/+3	+7/+8/+11	+23
18th	94	13	+6	+19/+14/+9/+4 (+1)	+19/+14/+9/+4	+8/+9/+12	+24
19th	100	13	+6	+20/+15/+10/+5 (+1)	+20/+15/+10/+5	+8/+9/+12	+25
20th	105	13	+6	+21/+16/+11/+6 (+1)	+21/+16/+11/+6	+8/+9/+13	+26

*Group 1: Hide, Move Silently, Open Lock, Tumble

TABLE 4-4: NPC SAMURAI

Level	HP	AC	Init	Katana (1d10)	Yumi (1d6)	F/R/W	Iaijutsu Focus
1st	12	16	+1	+4 (+2)	+2	+4/+1/+1	+4
2nd	19	16	+1	+6 (+2)	+3	+5/+1/+2	+5
3rd	27	16	+4	+7 (+2)	+4	+5/+2/+2	+6
4th	34	16	+4	+9 (+3)	+5	+6/+2/+3	+7
5th	42	16	+4	+10 (+3)	+6	+6/+2/+3	+8
6th	49	16	+4	+11/+5 (+3)	+7/+2	+7/+3/+4	+9
7th	57	16	+4	+12/+7 (+3)	+8/+3	+7/+3/+4	+10
8th	64	17	+5	+14/+9 (+3)	+10/+5	+8/+4/+5	+11
9th	72	17	+5	+15/+10 (+3)	+11/+6	+8/+5/+5	+12
10th	79	17	+5	+16/+12 (+3)	+12/+7	+9/+5/+6	+13
11th	87	17	+5	+17/+12/+7 (+3)	+13/+8/+3	+9/+5/+6	+14
12th	94	17	+5	+18/+13/+8 (+3)	+14/+9/+4	+10/+6/+7	+15
13th	102	17	+5	+19/+14/+9 (+3)	+16/+11/+6	+10/+6/+7	+16
14th	109	17	+5	+20/+15/+10 (+3)	+17/+12/+7	+11/+6/+8	+17
15th	117	19	+5	+21/+16/+11 (+3)	+18/+13/+8	+11/+7/+8	+18
16th	125	19	+5	+23/+18/+13/+8 (+3)	+19/+14/+9/+4	+13/+7/+9	+19
17th	134	19	+5	+24/+19/+14/+9 (+3)	+20/+15/+10/+5	+13/+7/+9	+20
18th	142	19	+5	+25/+20/+15/+10 (+3)	+21/+16/+11/+6	+14/+8/+10	+21
19th	151	19	+5	+26/+21/+16/+11 (+3)	+22/+17/+12/+7	+14/+8/+10	+22
20th	159	19	+5	+27/+22/+17/+12 (+3)	+23/+18/+13/+8	+15/+8/+11	+23

TABLE 4-5: NPC SHUGENJA

Level	HP	AC	Init	Wakizashi (1d6)	F/R/W	Spells/Day	Spell Craft
1st	7	12	+2	+0 (-1)	+1/+2/+2	5/3	+5
2nd	11	12	+2	+1 (-1)	+1/+2/+3	6/4	+6
3rd	19	12	+2	+1 (-1)	+2/+3/+3	6/5	+7
4th	23	12	+2	+2 (-1)	+2/+3/+4	6/6/3	+8
5th	28	12	+2	+2 (-1)	+2/+3/+4	6/6/4	+9
6th	32	12	+5	+3 (-1)	+3/+4/+5	6/6/5/3	+10
7th	37	12	+5	+3 (-1)	+3/+4/+5	6/6/6/4	+11
8th	41	12	+5	+4 (-1)	+4/+4/+6	6/6/6/5/3	+12
9th	46	12	+5	+4 (-1)	+5/+5/+6	6/6/6/6/4	+13
10th	50	12	+5	+5 (-1)	+5/+5/+7	6/6/6/6/5/3	+14
11th	55	12	+5	+5 (-1)	+5/+5/+7	6/6/6/6/6/4	+15
12th	59	12	+5	+6/+1 (-1)	+6/+6/+8	6/6/6/6/6/5/3	+16
13th	64	12	+5	+7/+2 (-1)	+6/+6/+8	6/6/6/6/6/6/4	+17
14th	68	12	+5	+8/+3 (-1)	+6/+6/+9	6/6/6/6/6/6/5/3	+18
15th	73	12	+5	+8/+3 (-1)	+7/+7/+9	6/6/6/6/6/6/6/4	+19
16th	77	12	+5	+9/+4 (-1)	+7/+7/+10	6/6/6/6/6/6/6/5/3	+20
17th	84	12	+5	+9/+4 (-1)	+7/+7/+10	6/6/6/6/6/6/6/6/4	+21
18th	88	12	+5	+10/+5 (-1)	+8/+8/+11	6/6/6/6/6/6/6/6/5/3	+22
19th	93	12	+5	+10/+5 (-1)	+8/+8/+11	6/6/6/6/6/6/6/6/6/4	+23
20th	97	12	+5	+11/+6 (-1)	+8/+8/+12	6/6/6/6/6/6/6/6/6/5/3	+24

APPENDIX THREE

ALLIES

Monsters are perhaps the most fantastic element of the fantasy genre. Unique and magical creatures spark the imagination and enrich the role-playing experience, providing intriguing challenges or perhaps unique allies. Unfortunately, monsters all too often become little more than wandering sources of experience points for more combat-oriented players.

There are few mindless, rampaging beasts in the Emerald Empire itself; such creatures are confined largely to the Shadowlands. The many fantastic creatures within Rokugan all serve specific purposes, which can make it seem challenging to find appropriate ways to use them. For the most part, however, these entities generally fall into one of three categories.

ADVERSARIES

Creatures in role-playing games appear most often as adversaries. Whether your party is hunting deep in the forest or facing slaving oni in the depths of the Shadowlands, the creatures detailed in this volume present a wide variety of foes for any group of adventurers. There are a number of different types of adversarial creatures.

Enemies of Intent: This type of adversary can range from a bear protecting her cubs to the mindless undead hordes of the Shadowlands who hunger only for the flesh of the living. These foes will either kill or be killed. There is no middle ground or room for compromise. This is the simplest type of foe for a party of adventurers, but it is also the likeliest to prove lethal.

Enemies of Convenience: Convenient adversaries choose a party as an enemy not from pure murderous intent, but because the PCs are handy targets. Large predators looking for a meal, a Nezumi tribe that makes a certain character the scapegoat for their bad fortune, or even a Tsuno that wishes to interrogate prisoners to learn more about the Empire all fall within this range. Enemies of convenience usually have a specific purpose for their hostility, but will rarely choose to risk their own lives to achieve it. Discovering this purpose is sometimes more important than defeating the enemy itself.

Enemies of Opportunity: Some adversaries choose to antagonize a character simply because they can. This can be the most frustrating and challenging type of enemy for many adventurers, even though such foes are often not particularly malicious. The mujina are notorious for plaguing samurai with their "pranks," as are the bakeneko and occasionally the kitsune. A zokujin who steals all of a character's coins for a snack, or a deranged Nezumi who believes the character is a lost mate, are even more interesting possibilities.

Enemies of Coincidence: A goryo that is convinced a character's daimyo is its murderer is an enemy of coincidence—a monster that bears no ill intent toward the character but whose objectives are clearly inimical to the character. Dealing with these sorts of enemies with brute violence is not only unproductive, but often causes more problems than it solves.

Creatures are often overlooked as potential allies for character parties. In the Empire's recent past, two major sentient races—the Naga and Nezumi (Ratlings)—have been allied with the Great Clans, and although they are not often found wandering the roads of the Empire, they can still serve as unique and useful companions. Mischievous animal spirits such as the bakeneko, kitsune, and tanuki have been known to aid humans in exchange for a favor to be named later. In addition to providing exceptional allies to your party, these beings could provide a great deal of material for later adventures as well.

Even if you are not interested in developing a network of allies for your players, creatures can spice up your game in other ways. Supply a party with multiple *summon animal* spells and pit them against a stronghold of bandits deep in the forest. The outcome may be predictable, but it is also an enjoyable and memorable experience for the players involved.

WINDOW DRESSING

The simplest way to use a creature in a game is to include it in a description to make the party's surroundings seem more engaging and interesting. A trip through the lands of the Lion Clan can be an exciting journey, perhaps so exciting as to make the mine in which you had set the evening's adventure seem uninteresting by comparison. However, when you describe the zokujin slaves that labor in the mine, that may pique someone's interest. ("Zokujin? What are they?") Similarly, a party traveling through the mountains that witnesses a tribe of Nezumi fleeing a valley may become interested in seeing what exactly is going on. ("I've never met a six-foot-tall rat before.") The actual adventure need not have anything to do with the Nezumi, but using them as a descriptive device allows the players to choose their own involvement in their surroundings.

While this use of creatures enriches the setting, it can also distract the party, diverting them from planned events. If you have something prepared in case they follow up on your description, this can lead to a fulfilling adventure for you and a sense of control for your players. If you are not, and if you do not feel comfortable improvising, then take care when including creatures in your descriptions, since you risk derailing the campaign while the PCs chase after your background creatures.

USING OTHER MONSTERS IN ROKUGAN

One of the benefits of the d20 system is the wealth of products that already exist using those mechanics, each one offering something new to be imported into a new game. Although Rokugan has only a few habitats for mystical and fantastic beasts, each is diverse enough to account for a staggering variety of creatures. Any one of the different spirit realms, for example, could produce a huge number of different spirits,

elementals, or outsiders.

When preparing to adapt a creature for inclusion in Rokugan, the most telling characteristic of the creature will be its type and subtypes, if any. Most of these have specific origins in Rokugan and can easily be adapted.

Aberration: Most aberrations would be suitable inhabitants of the Shadowlands. Either native creatures or mundane beasts would gain the Shadowlands subtype. Examples: grick, otyugh.

Animal: Animals fit into Rokugan with virtually no modification. Only climate and habitat need to be considered. Polar bears, for example, would be inappropriate.

Beast: Fantastic beasts without supernatural abilities are less common in Rokugan than other creature types, but they exist. Species in particularly isolated regions can make believable additions to the setting. For example, a roc might dwell within the highest mountain ranges, or a girallon might live on the tropical islands of the Mantis.

Construct: Although uncommon, constructs do exist in Rokugan, as evidenced by the *guardian statue* and *wondrous net-suke*. Any construct adapted to Rokugan would be magical in origin and have a limited life span, or brief periods of activity punctuated with long bouts of inactivity.

Dragon: Dragons exist in Rokugan, but they are very different from metallic or chromatic dragons. The large reptilian dragons found elsewhere would be best used as spawn of the Shadowlands (granting them the Shadowlands subtype) or perhaps avatars of the Elemental Dragons (granting them the spirit subtype).

Elemental: Almost any elemental creature can be converted to Rokugan simply by classifying it as a manifestation of the kami spirits.

Fey: Fey creatures tend to be mischievous spirits from Sakkaku, the trickster realm. Such entities are usually playful and curious. Dryads or nymphs would be suitable examples. Give these creatures the spirit subtype.

Giant: Few beasts in Rokugan have the size to be considered giants. Ogres and trolls are considered giants, however, and ettins and the like could be used as particularly mutated ogres. These creatures may have the Shadowlands subtype, at the DM's discretion.

Humanoid: Most humanoids could conceivably be introduced as *gaijin* species from beyond Rokugan's borders if such a thing were desired in a particular campaign. Elves might emerge from the western forests, or dwarves from the northern mountains. Be cautious in introducing alien races to Rokugan, as to do so may greatly alter the flavor of your campaign.

Magical Beast: A wide range of magical beasts live in the depths of the Shinomen Mori, so worgs, giant owls, shocker lizards and the like could easily dwell within its depths. More exotic species like the blink dog or displacer beast could be manifestations from the realm of Chikushudo (possibly gaining the spirit subtype).

Monstrous Humanoid: Races of this sort already exist in Rokugan in the Naga and Nezumi. Introducing other such races either as ancient contemporaries of mankind or as interlopers from beyond the Empire would be appropriate for certain campaigns. The grimlock could be a subterranean rival of the zokujin; the yuan-ti could be a civilization of outcast Naga.

Ooze: An ooze might be a creature of the Shadowlands, or simply a beast from the marshes of the Shinomen. Oozes from the Shadowlands gain the Shadowlands subtype.

Outsider: Outsiders, by their very nature, tend to show up in unexpected places. There are an infinite number of possibilities for outsiders. Oni and native denizens of the many spirit realms would all be considered outsiders. Familiar outsiders from the *Monster Manual*™ may hail from Spirit Realms yet unknown to Rokugan.

Plant: In the Shadowlands, it is not uncommon for plants to gain offensive abilities up to and including sentience for hunting. Give such plants the Shadowlands subtype. In the Empire proper, this is much less common, except in the deep forests of the Shinomen.

Shapechanger: Shapechangers are very rare in Rokugan, and typically limited to spirits from the realms of Sakkaku and Chikushudo. Creatures from the Shadowlands have been known to possess similar abilities, however, and could easily hail from that region instead. A doppelganger would be a malevolent spirit, while an aranea would be more suitable for a Shadowlands beast. Give these creatures the spirit or Shadowlands subtype as appropriate. Creatures of the Lying Darkness are notorious for their ability to change their shape (such creatures should have the Lying Darkness subtype).

Undead: Ethereal undead would most likely be denizens of Gaki-do or Toshigoku. Undead with a physical form would exist only as creations of maho or the Taint, and would thus have the Shadowlands subtype.

Vermin: Vermin exist in Rokugan just as in any other realm. Most can be assumed to exist there, especially in the wilderness of the Shinomen and other uninhabited areas.



CREATURES OF ROKUGAN

(Arranged by Challenge Rating)

CREATURE	CR		
Naga (Chameleon Bloodline)	1/2	Yosuchi no Kansen	4
Naga (Cobra Bloodline)	1/2	Wyrm	4
Naga (Greensnake Bloodline)	1/2	Zashiki Warashi	4
Nezumi (Grasping Paw Tribe)	1/2	Gorusei no Oni	5
Nezumi (Tattered Ear Tribe)	1/2	Greater Kansen	5
Nezumi (Third Whisker Tribe)	1/2	Ianwa no Oni	5
Ningyo	1/2	Ogon no Oni	5
Swamp Goblin	1/2	Spirit Hound	5
Swamp Spirit	1/2	Toshigoku Spirit	5
Tsumunagi, the Blood Eel	1/2	Yokai	5
Wondrous Netsuke	1/2	Doro no Oni	6
Ashalan	1	Kwaku-shin-gaki	6
Bakeneko	1	Nue	6
Houou	1	Tsuchimon	6
Kitsune	1	Fushiki no Oni	7
Mountain Goblin	1	Gakimushi	7
Naga (Asp Bloodline)	1	Garegosu no Bakemono	7
Nezumi (Crippled Bone Tribe)	1	Sanshu Denki, the Muck Monster	7
Nikumizu	1	Shadow Beast	7
Obake	1	Troll, Rokugani	7
Plague Zombie	1	Zenmensonsou (Kuruma Date)	7
Podling	1	Jade Dragon	8
Skull Tide Caki	1	Oracle of Blood	8
Tanuki	1	Pekkle no Oni	8
Yorei	1	Tsuno Soultwister	8
Fudoshi (Tanglevine)	2	Zenmensonsou (Tosekiki)	8
Guardian Statue	2	Okura no Oni	9
Hanemuri	2	Sodatsu no Oni	9
Hyakuhe	2	Tsuno Ravager	9
Kenku	2	Wakeru no Oni	9
Kumo	2	Zenmensonsou (Kuruma Seirō)	9
Marsh Troll	2	Chizaro no Oni	10
Megada no Oni	2	Kiri no Oni	10
Minor Oni	2	Manseru no Oni	10
Naga (Constrictor Bloodline)	2	Tadaka no Oni	10
Nukarumi	2	Mokumokuren, the Ghost of a Thousand Hungry Eyes	11
Takesasu, the Stinger Plant	2	Akeru no Oni	12
Uragirimono	2	Jimen no Oni	12
Baku	3	Kaze no Oni	12
Ki-Rin Wardogs	3	Mizu no Oni	12
Kitsu	3	Shuten Doji	12
Kukanchi no Kansen	3	Taki-bi no Oni	12
Moetechi no Kansen	3	Chi no Oni	13
Oyuchi no Kansen	3	Elemental Vortex	15
Shikko-gaki	3	Orochi	15
Shiyokai	3	Seiryoku no Oni	15
Zokujin	3	Uragiri	15
Iktryo	4	Great Sea Spider	16
Lost	4	Ashura	17
Matsu Warcats	4	Yamaso no Oni	17
Ninja Shapeshifter	4	Zenmensonsou (Monstrous War Machine)	18
Porthungluin (Greater Mujina)	4	Kusatte Iru	20
Toichi no Kansen	4	The First Oni	25
Ubume (Mourning Ghost)	4		

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"A SAMURAI CARRIES TWO SWORDS FOR A REASON"

—KIHEI

The rule of the Emperor extends over the entire Empire, but there are many places in the Emperor's domain that man has never seen. These realms are the homes of the creatures of Rokugan.

The depths of the Shinomen Forest seethe with countless strange beasts. The Sea of the Sun Goddess boils with serpents, ningyo, and drowned ghosts. The spirits of animals and tricksters freely roam the roads of the Great Clans, bringing mischief in their wake. The Shadowlands squat beyond the Carpenter Wall, a home to strange abominations of every variety.

This book describes many of the strange entities that dwell within the Empire. The fearsome Oni Lords, the shapeshifting spirits of Chikushudo, Rokugani ghosts, and a host of oni are all detailed using the d20 system mechanics. Some of these creatures are already familiar to *Legend of the Five Rings* players. Some appear here for the first time.

This book is designed to work either as a supplement for *Rokugan, the d20 Companion for Legend of the Five Rings*, or as a sourcebook of exciting new monsters for any d20 campaign. Are you ready to face the creatures of Rokugan?

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