

GOODS & MONSTERS

This chapter explains the cosmology of Tianguo and details many of its most popular gods. Of course, you can't have the good without the bad, so the villains also get their due. You'll find NPC kits for some of the more common bad guys, as well as stats for the emperor himself and a number of his key lieutenants. And no fantasy game would be complete without a stable of nasty monsters, so the chapter is rounded out with a fine selection of inhuman opponents for the PCs.

The Creation of the Universe

According to the shamans, the universe came into being when the two cosmic forces of yin and yang came together out of chaos. From these two opposing forces rose the Five Elements, and these agents created the Ten Thousand Things. The realm of yang became known as Heaven, and realm of yin, Earth. Beneath the Earth there was Hell, which for this reason is also known as the Earth-prison.

Heaven and Earth

The ruler of Heaven is the Jade Emperor, who is also known as the Lord-on-High and the Lord of Heaven. The Jade Emperor presides over a Heavenly Court, which is mirrored by the earthly court of Tianguo. He rules over an assemblage of gods and spirits, and is served by ministers and generals. His most important servants are the Dukes of the Five Elements, each of whom controls a ministry based on his element (so, for example, the Duke of Wood controls the Ministry of Wood). Other ministries are within the purview of the different elements. War, for instance, is under the Ministry of Metal, while Flood Control is under the Ministry of Water. Each ministry is served by a number of lesser gods and countless spirits.

Some of the Jade Emperor's vassal gods live on Earth. The most important of these is the Stove God (also known as the Kitchen God). The Stove God watches over mortal households throughout the year and ascends to Heaven on the New Year to give a report to the Jade Emperor on the people's activities. Also important are the City Gods. These are usually deified mortals who are in charge of protecting particular cities. They are served in turn by the Earth Gods, who protect the local citizens from wandering ghosts and other dangers.

In addition to gods and mortals, Earth is also home to many spirits. Many of these are Nature spirits, and represent such things as mountains, springs, and rivers. Others are ancestors, or other spirits of the dead.

Lastly, there are the dragons, who are found in Heaven and Earth. For the most part, dragons are just and benevolent, widely hailed as bringers of luck and good fortune. The Heavenly Dragons pull the chariots of the gods and help defend the Jade Emperor; the Spirit Dragons live in the sky and cause the rain to fall; and the Dragon Kings rule the seas and other bodies of water. The only truly malevolent members of the species are the hoard dragons, who greedily guard their treasure and usually live alone in forsaken places.

Hell

Hell is under the Earth, and it is the place where po souls go for judgement and punishment after death. Since the birth of the universe, Hell had been ruled by Zhongwen. The King of Hell is served by ten demonic magistrates, whose job is to judge the dead and who rule the courts of Hell. The rest of Hell is given over to the torment of the condemned.

The corruption of the fourth emperor had an enormous effect on Hell. Musheng, the demon lord who gave Jianmin the tainted lotus, was able to steal the power of the hun souls, using it to overthrow Zhongwen and proclaim himself the King of Hell. Most of the demons followed his lead, but some remained loyal to Zhongwen. The two factions have been at war for decades now, but the Jade Emperor has not stepped in.

The Fate of the Soul

Human beings in Tianguo are born with two souls. The upper soul, or hun, comes from Heaven itself. It is the divine spark that provides the animating force. The lower soul, or po, comes from Earth and represents human nature. It is the personality and consciousness, and also the animal and the instinct.

When a human dies, the souls part ways. The hun ascends back to Heaven, where the Jade Emperor absorbs it. The po descends to Hell, the Earth-prison. Since the po is the personality, it is this soul that is judged by its deeds during life. When the soul arrives in Hell, it is brought before a demonic magistrate who passes judgement. The po can meet any of several fates, including but not limited to the following.

- The soul is sentenced to serve time in Hell for shortcomings during life. After the sentence is carried out, it either is reborn on Earth or becomes a demon.
- The soul is rewarded for its good deeds during life by becoming a spirit. Some become the guardians of particular places, others are sent to serve the City Gods, and yet others return to guide their descendents.
- A very few souls are deified upon death. They either ascend to Heaven to serve the Jade Emperor or are sent to Earth to fulfill their new duties. Spirits who perform exceptional deeds can also be deified. Many of the City Gods are former mortals who were rewarded for their virtue.

The above options assume that the departed received a proper burial. Those who were not buried at all return to Earth as ghosts and haunt the mortal world. Those who were buried improperly return to their dead bodies and animate them, becoming hopping vampires.

It is proper to make sacrifices to deceased relatives. Most families have a shrine where they offer food and wine to their dead. Spirits of the dead expect such veneration and may become angry if it is not forthcoming. Many of the “hungry dead” are ancestor spirits who have been ignored by their descendents.

The Vassals of Heaven

The heavenly pantheon is far from static. While the Jade Emperor and Gods of the Elements have been in Heaven since time immemorial, they are frequently joined by humans whose earthly deeds warrant deification. Usually a member of the Jade Emperor’s court will notice a worthy candidate and act as an advocate for the po soul of the deceased. If the advocate is persuasive enough, the Lord of Heaven grants the worthy one immortality and godhood by reuniting the po soul with its hun counterpart. Some of these new gods stay in Heaven to serve the Jade Emperor’s court, while others return to Earth to become City Gods or the like. With few exceptions, most of the gods of Tianguo were once human. Some of more popular gods are described here.

The Three Legendary Emperors

These three culture heroes, who defined so much of Tianguo’s society, were deified immediately upon death. They are primarily worshiped in their aspects of the Builder, the Sower, and the Flood Controller. Zu is usually depicted with a scroll of laws, and his symbol is the wood-cutter’s ax. Shao is depicted holding a stalk of wheat, and his symbol is the farmer’s hoe. Xian, last of the Legendary Emperors, is usually surrounded by nine dragons (for the Nine Provinces of the empire), and his symbol is the arrow that tragically took his life.

Diao Zu'en

This famous soldier, who helped defeat the strange barbarians from over the sea and then convinced the Dragon Kings to protect Tianguo with the bao feng, is worshipped as the God of Loyalty. He never wavered in the face of adversity, and sacrificed all for Tianguo. He is a popu-

lar god among the imperial soldiery. His symbol is a shield made of tortoise shell.

Ying Weihan

Ying was a general of Zhuo during the Seven Kingdoms period. He is celebrated for the Ten Battles, in which he saved Zhuo from destruction by defeating ten different armies in four years. He is worshiped as the God of War, and his tactics in the Ten Battles are studied to this day. He is usually depicted riding a chariot pulled by dragons, and his symbol is the halberd.

Chu Zhongtai

This man was a low-ranking official in the court of Emperor Shangwei. When some plotters tried to bribe their way into the palace, Chu Zhongtai [CHOO ZHUNG-DIE] repeatedly refused their advances. Shortly after reporting the matter, he was murdered by the plotters. He is worshipped as the Honest Official and has a place of honor in the Jade Emperor's court. His symbol is a pair of open hands, colored white.

Fan Xianli

Born into a impoverished noble family, Fan Xianli [FAN SHYEN-LEE] stayed at home as all her brothers went to war against the Yi and were killed. When finally her father was called up to serve, she cut her hair and went in his place. Her great heroism helped defeat the Yi, and she covered her family's name with glory. She is now worshiped as the Filial Daughter. Many female martial artists also honor her as a Goddess of War. Her symbol is a simple soldier's sword.

Niu Dahan

A merchant during the Seven Kingdoms era, Niu Dahan [NYOH DAH-TSEUN] made a fortune running caravans throughout Tianguo during that dangerous time. He was always ready with a scheme or a scam and managed to avoid both bandits and treasure-hungry generals. According to one story, he escaped capture by riding away on the back of a tiger, and is often depicted riding one in statues. He is worshipped as the God of Wealth, and his symbol is a set of scales.

Li Baibin

The second son of Emperor Chaoshi was cursed by a powerful demon. Li Baibin, a famous wizard, was called in to remove the curse. Unable to do so, she crafted a spell to take her to Hell, where she defeated the demon with exploding pearls and forced him to remove the curse. Li Baibin is worshipped as the Goddess of Magic and is often invoked for aid against demons. Her symbol is a pearl ringed with fire.

Qishi

In the early days of the Jade Brotherhood, the monks had yet to develop their formidable martial arts. A gang of bandits attacked Qishi's monastery, looking for treasure. Many of the monks were slain by the well-armed bandits, but Qishi [CHEE-TSEU] picked up a spade and killed all the enemies with his mighty blows. He is worshipped as the Protector of Temples, and his symbol is the monk's spade.

Nonplayer Characters

NPC Kits

Nonplayer characters (NPCs) are everyone else in the game world of Tianguo, with whom the PCs interact—and, frequently, fight. Just like PCs, these characters can also have kits that represent specialized roles. While most average foes don't require much beyond a character class,

kits help detail recurring or especially powerful enemies. This section details two kits, the eunuch sorcerer and the Imperial Guard soldier. As the PCs fight against the emperor's corruption, they're likely to encounter these two types of villains repeatedly. As the DM, you may want to design other NPCs specifically for your campaign. These kits, as well as those for the PCs, are good guidelines.

Eunuch Sorcerer

Description: While there have been eunuchs in imperial service for many centuries, they have risen to prominence only in the last twenty years. Previously emasculation was a punishment, and eunuchs were relegated to menial duty in the palace. Emperor Jianmin, however, saw an opportunity to create a power bloc in the capital loyal only to him. He began to use the eunuchs to spy for him and put them in charge of running the palace. He later convinced some of the Dragon's Breath to teach a small number of eunuchs the secrets of magic. It was thus that the eunuch sorcerers were born.

When the emperor ate the tainted lotus and turned to evil, the eunuchs continued to support him against all detractors. In return Jianmin gave them more and more power. Ten years ago he appointed the four most powerful eunuch sorcerers as his lieutenants. Now they rule as the Lords of the North Wing, South Wing, East Wing, and West Wing. They and their minions are the pillars of Jianmin's reign.

Organization: The Lords of the Four Wings control the eunuchs and, in effect, the empire. Each is responsible for administrating a quarter of the empire, and provincial governors report directly to them. They in turn answer to the emperor himself.

Within the eunuchs, sorcerers are the elite. The leadership all come from their ranks; lesser eunuchs act as spies, couriers, and informants.

Requirements: Apart from the obvious, a eunuch sorcerer must have an Intelligence of at least 12.

Benefits: Eunuch sorcerers are both feared and respected. They have nearly unlimited power in the capital, where they can requisition anything they need. Their power isn't so great outside Zuyang, but provincial officers are careful to treat them with respect. Most members of the imperial bureaucracy obey the commands of a eunuch sorcerer without question.

Although they learned magic from the Dragon's Breath, the sorcerers have not pursued the path of harmony. Instead, they have chosen to codify magic into a rigid structure. This allows them to cast certain spells with increased effect, but denies the bonus spells available to Dragon's Breath members.

At each level, a eunuch sorcerer can chose one preferred spell that has been practiced to perfection. This mastery means that when casting a preferred spell, the sorcerer gets +1 to each damage die (if applicable) and -1 to the target's saving throw.

Due to their rigorous training, eunuch sorcerers are immune to all forms of charm and beguilement.

Hindrances: Eunuch sorcerers must of course be eunuchs. While this is often inflicted as a punishment, many have begun volunteering for the procedure because of the power the eunuchs hold.

Eunuch sorcerers must answer to the emperor. It is their loyalty that keeps them in power and safe from the emperor's whims. Those who act out of line are dealt with quickly and never heard from again.

Equipment: Eunuch sorcerers wear the finest of robes and generally have as much money as they need. Other than the spellbook, equipment varies highly from one individual to the next.

Imperial Guard

Description: The Imperial Guard of Tianguo has a long and glorious history. They were founded during the reign of Xian, last of the Three Legendary Emperors. While the previous emperors had used personal troops, these usually were members of the emperor's clan and acted more as bodyguards than anything else. It was Xian who founded the Imperial Guard as the emperor's own army. He opened the Guard to any who could prove their courage and skill at arms, and he commanded it personally. The Imperial Guard struck terror into the Yi and was instrumental in freeing the empire of the troublesome horse barbarians. Their only shame was in Emperor Xian's untimely death and their inability to prevent the empire from breaking apart as the generals squabbled.

The Imperial Guard broke apart, along with the rest of the empire, during the era of Seven Kingdoms. Like Xian, each of the kings had a personal army, but none matched the glory of the original. When Shanwei reunited Tianguo, one of his first acts was to reconstitute the Imperial Guard. Harkening to the past in this as in most things, Shangwei once again made the Imperial Guard a force to be reckoned with. This proud tradition carries on to the current day.

Sadly, the glory of the Imperial Guard seems to be coming to an end. As a unit the Guard has always prided itself on loyalty, and its members have remained loyal to Emperor Jianmin. If the eunuchs are the emperor's eyes, then the Imperial Guard are his fists. He has used them in strikes against the Jade Brotherhood, the Ghost Eaters, and countless others. And each time the Guard takes part in an unjust attack or slaughter of the innocent, they lose a little more of their honor. It is no surprise that desertions are on the rise and the ranks are increasingly filled out with power-hungry ruffians. Soon, all the Imperial Guard will have left is loyalty to the emperor and the memories of glory past.

Organization: The Imperial Guard form the emperor's personal army, and he commands them directly. Under him are seven generals who each control a division (four of infantry, two of cavalry, and one of chariots). Each division has four captains, assisted by lieutenants. The lower ranks are filled out by troopers and sergeants. The chain of command is of utmost importance, and those who flout it are quickly demoted or executed.

Requirements: Members must have a minimum Strength of 11. This kit is open only to fighters.

Benefits: Imperial Guard soldiers more or less have the run of the empire. As the emperor's personal force, they can get away with nearly anything. The emperor lets them have their fun, as long as they follow his orders and obey the chain of command. While higher-ranking members of the regular army can technically order lower-ranking Guard soldiers about, this rarely happens in practice. No one wants to offend the emperor's pet troops.

Even with the desertions of veterans and the influx of new blood, the Imperial Guard are still a military force to be reckoned with. Members are trained vigorously and are especially adept at fighting in units. Imperial Guard soldiers fighting in formation get a +1 bonus to hit and damage to represent this training and discipline.

Additionally, the Guard are trained to be effective in single combat. At 1st level, each soldier must specialize in either the double-edged sword or the halberd. Those who reach 5th level can specialize in a second weapon of their choice. They also learn a special form of martial arts taught only in the Guard. At 1st level, to increase movement in times of need, they learn Speed of the Leopard. At 2nd level they add Iron Palm, to help in unarmed combat, and Claw of the Crab, to help in making arrests. At 3rd level they learn the Wuxia ability, as well as Pounce of the Tiger. They can use their special maneuvers even while wearing armor.

Hindrances: Imperial Guard soldiers are part of a military organization: They must follow orders and do as the emperor instructs. This is often distasteful, but oaths of loyalty must be adhered to.

Members of the Guard practice a slightly different kind of martial arts than do the secret societies. On the upside, they can use martial arts maneuvers while wearing armor. However, they can never learn any of the Stance maneuvers, which require far too much space for a unit in formation. They must rely on armor for protection, but increasingly, this is not sufficient. Equipment: Each Imperial Guard soldier receives a standard kit of equipment: full iron lamellar armor with shield (AC 16), double-edged sword, and halberd. (Cavalry use lances instead of halberds.) A quarter of the units are equipped with bows, as is one member of each chariot crew (these normally have a crew of three).

The Villains

Once your players have played *Dragon Fist* for awhile, they'll probably want to get at the root of the evil that plagues Tianguo: Emperor Jianmin. Below you'll find statistics for the emperor, as well as one of his eunuch lieutenants. These villains are both quite powerful, so only PCs approaching Master status should go up against them.

Emperor Jianmin

The Son of Heaven

AC: 25

To Hit: +4

Hit Points: 100

Martial Arts Maneuvers: Breath Stealing, Claw of the Crab, Five Elements Fist, Grace of the Crane, Mantis Strike, Might of the Tiger, Nerve Strike, One Hundred Eyes, Plum Blossom Fist, Rain of Heaven, Ride the Wind, Scorpion's Sting, Speed of the Leopard, Spring of the Tiger, Step of the Crane, Torrent of Chi, Way of the Crab (missile), Wind in the Reeds, Whirlwind Strike, Wuxia.

No. of Attacks: 3

Martial Arts Damage: 1d20/1d20/1d20

Stunts: Might 1d10, Acrobatics 1d8, Fortitude 1d10, Savvy 1d8, Insight 1d3, Charm 1d8

Special Items:

- **Tainted lotus:** This cursed item keeps the emperor young—as long as he consumes souls. Due to its magic, Jianmin regenerates 5 hit points at the start of every round, has a saving throw of 5 in all categories, and has 25% magic resistance. It has also enhanced his martial arts ability to superhuman levels (reflected in his high AC and martial arts damage).
- **Robes of the Dragon:** These are the hereditary robes of the emperors of Tianguo. According to legend, they were made for the first emperor by the Lord of Heaven himself. They allow the wearer to use the 5th-level wizard spell fire breath three times a day as if cast by a 10th-level wizard.

Jianmin was not always an evil man. After the excesses of his father's reign, the first seventy years of Jianmin's rule seemed, if anything, enlightened. The empire was rebuilt, trade flourished, and two generations knew what it was to live in a time of peace and prosperity. Jianmin's only fault was in fearing death, but none could foresee the consequences of his quest for immortality. That tale has been told already in this book, but exactly why the emperor turned evil remains a mystery to most.

The "peasant" who offered the lotus to Jianmin was in fact the demon lord Musheng. The lotus was both a source of incredible power and a terrible curse. Certainly it restored the emperor's youth, but Jianmin soon discovered that to retain his youth he had to kill his subjects and absorb their souls. At first one victim was enough to satisfy him, but as time went by his hunger increased. Now he must kill dozens daily to retain his dark gift.

What the emperor doesn't understand, however, is the effect of the lotus in Hell. Normally the hun soul ascends to Heaven, and the po soul descends to Hell. But the potent

magic of the lotus, centuries in the making, causes the emperor to absorb the po souls of his victims, while the hun souls descend to Musheng. It was the heavenly power of the stolen hun souls that allowed Musheng to usurp the throne of Hell, and it is the accumulated evil of thousands of po souls that has made the emperor into a malevolent tyrant.

Musheng knows that it is Jianmin who keeps him in power, so the emperor is protected by scores of demons. With an evil ruler on the throne and a usurper ruling Hell, it is only a matter of time before the Jade Emperor restores the natural order—or so Jianmin fears. The way of Heaven is not so easily understood, however, and Jianmin may find defeat where he least expects it.

Combat Notes: The emperor is an incredibly tough opponent. Only a group of martial arts masters, backed up with magic and the blessings of the Jade Emperor, could hope to defeat him. The PCs should fight Jianmin himself only at the very climax of the campaign, and even then it is likely that some will die in the battle. When this showdown does occur, pull out all the stops and use the emperor's considerable abilities to the utmost. If there's one combat your players remember above all the others in the campaign, this should be the one.

Kuang Taojun

Lord of the East Wing

10th level eunuch sorcerer

AC: 21

To Hit: +0

HP: 50

Martial Arts Maneuvers: Cobra Stance, Ride the Wind, Crane Stance, Dance of the Golden Lotus, Flying Dragon Fist, Iron Palm, Mantis Stance, Poison the Spirit, Spring of the Tiger, Step of the Crane, Ultimate Stance, Way of the Crab (slashing), Way of the Dragon (missile), Wuxia.

No. of Attacks: 1

Martial Arts Damage: 1d8

Stunts: Might 1d3, Acrobatics 1d6, Fortitude 1d4, Savvy 1d10, Insight 1d3, Charm 1d6

Spells per Day: 4/4/3/2/2

Spellbook: Kuang Taojun has access to nearly any spell he might need. Before using him as an opponent, determine his purpose (such as spying or fighting) and give him whatever spells seem appropriate (bearing in mind the limits imposed by his level).

Kuang Taojun [KWONG DOW-JEUN] is perhaps the emperor's most feared lieutenant. One of the first of the eunuch sorcerers, Kuang has used his power to rise high in the emperor's graces. He is Lord of the East Wing of the imperial palace and ruler of a quarter of the empire itself. He controls a network of sorcerers, spies, and assassins and makes sure that the enemies of Jianmin conveniently disappear.

There is no one left alive who knows how Kuang Taojun came to be a eunuch. Kuang himself made sure of this, of course. A consummate schemer, he has a stranglehold on the imperial court, and his spies make sure he knows everything worth knowing. Rumors have it that he and the Lord of the North Wing are at odds, but if there is conflict between them it is so subtle as to be almost unnoticeable. And these days, a few more deaths in the capital are hardly likely to be noticed.

Kuang Taojun has made it his personal mission to destroy the Dragon's Breath. Since he was trained by those wizards, he knows their power all too well. He covets their stores of magical knowledge and is using all his resources to locate the new headquarters of the secret society. So far he has been unsuccessful, but his eunuchs are a dagger at the throat of the Dragon's Breath.

Combat Notes: Kuang Taojun prefers to kill his opponents with spells. Unlike some wizards in Tianguo, he doesn't like using martial arts. He'd rather lurk behind his minions and destroy his enemies with earthbolts. He is usually accompanied by a bodyguard of six 2nd-level fighters (who are also eunuchs).

Kuang is a typical example of the Lords of the Wings. If you want to introduce any of the others into your campaign, you can base them on him.

Monsters

Despite the emperor, the army, and countless wizards and shamans, the land of Tianguo has never been able to rid itself of monsters. Although civilization has risen to great heights, there's always a hopping vampire around the corner or a weretiger in the jungle. The following section details are many of the most common monsters of Tianguo. These are ready-made foes for your characters that can be dropped into nearly any adventure.

Monster Statistics

Like player characters, monsters also have abilities, although they are presented in a slightly different form. Many of these entries are identical to those for PCs, such as alignment, Armor Class, and Move. The remaining entries are explained here.

- **Climate/Terrain:** The area or type of landscape the monster is most likely to be encountered in.
- **Organization:** The basic structure of the creature's society, whether it be solitary, pack, tribal, or an entire civilization.
- **Intelligence:** This is the same as the player character ability score. The ratings run from 0 (nonintelligent) through 21+ (godlike intelligence).
- **No. Appearing:** The average number of these creatures encountered at one time. This is meant as a guideline; should be careful not to overwhelm your players with a horde of monsters. When designing an encounter, try to include enough monsters to make it challenging, but not so many that the PCs have no chance.
- **Hit Dice:** This controls the number of hit points of damage a creature can take before being killed. Unless otherwise stated, monster Hit Dice are 1d8 (1–8 hit points). Roll the creature's Hit Dice and total the results to determine its hit point total. Some creatures have a "+" and a numeral following the number of Hit Dice; this indicates that the listed number is to be added to the total rolled on the dice. For example, a weretiger has 6+2 Hit Dice, so its hit points are determined by rolling 6d8 and adding 2 to the result.
- **To Hit:** This represents the creature's natural ability to fight. Most creatures will have a base score to hit between 0 and +5, which is added to the result of a twenty-sided die roll. Unarmed attacks have a speed of Av (4) unless otherwise noted. Attacks with weapons use the speed of that weapon.
- **No. of Attacks:** How often the creature gets to strike in a given round, excluding special attacks.
- **Damage/Attack:** The amount of damage a given successful attack causes.
- **Special Attacks/Defenses:** Unusual or magical attack or defense forms.
- **Magic Resistance:** Some creatures have the ability to shrug off the effects of magic. Whenever a creature with magic resistance is the direct target of a spell (even beneficial spells such as cures), the DM rolls percentile dice. If the roll is equal to or less than the creature's magic resistance, the spell has no effect. Note that a creature receives any applicable saving throws in addition to its magic resistance.
- **Size:** The relative size of a creature. This information is most useful in determining weapon damage. Tiny (T), Small (S), and Medium (M) creatures take the damage from the S–M category, while Large (L), Huge (H), and Gargantuan (G) creatures take the damage from the L category. For example, a spear would do 1d6 points of damage to a Yi barbarian (a Medium-sized being), but 1d8 to a hoard dragon, a Gargantuan beast.
- **Stunts:** Monsters also have stunts, though they usually are only good at a few types. These are abbreviated with the first letter of the stunt type, followed by the die type. For example, "M 1d6" means a Might stunt, rolling a six-sided die, while "I 1d4" is an Insight stunt rolled on a four-sider.

Possession

All spirits (including ghosts) and demons have the power to possess mortals. Those of good alignment usually only possess willing victims, while those of evil alignment do whatever suits them. Often possession is the only way for a demon to get to Earth.

Possession is an Insight feat, with a TN equal to the Wisdom score of the victim or 15, whichever is higher. Once in control of a mortal body, the possessing entity can use it as desired. However, it has no access to the memories of the host (so it could not cast spells known the victim, for instance). Possession lasts a number of days equal to the result of the stunt die; the possessing entity can attempt another Insight feat to retain control. While they are free to leave the body at any time, possessing spirits and demons usually must be cast out by shamans.

Ghost

Climate/Terrain:	Any
Organization:	Solitary
Intelligence:	Average (8–10)
Alignment:	Lawful evil

No. Appearing:	1
Armor Class:	18
Move:	140, fly 140
Hit Dice:	8
To Hit:	+4
No. of Attacks:	2
Damage/Attack:	1–10/1–10
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	15%
Size:	M (5–6 feet tall)
Stunts:	M 1d3, A 1d3, S 1d3, I 1d4, C 1d8

Most commonly, ghosts are the souls of those buried improperly who return to Earth. Some want vengeance on those who botched their burial, while others simply want to be set free. Unfortunately, without the balancing effect of the human soul, many ghosts degenerate into evil monsters who exist only to cause pain and suffering.

Ghosts usually appear only at night. However, they are not insubstantial. They look like a normal person and can be touched, fought with, or even kissed. Their ghostly nature gives them great strength, though, and their blows are fearsome. They are also resistant to many magical effects. They can fly at their normal rate at will and have the Wuxia martial arts ability (based on hit dice instead of level).

Once per turn a ghost can use the delusion spell. Once a day it can use the charm person spell. Even without spells, ghosts are excellent manipulators and use their high Charm stunt to good effect. The ghosts of young and beautiful women can be especially good at charming mortals.

Those ghosts who have embraced the darkness of their po soul can separate their heads from their bodies. The bodies fight on as normal, while the heads fly around inciting terror (a Charm feat) or biting opponents for 1d6 points of damage.

Hoard Dragon

Climate/Terrain:	Any mountains
Organization:	Solitary
Intelligence:	Exceptional (15–16)
Alignment:	Chaotic neutral

No. Appearing:	1
Armor Class:	25
Move:	180
Hit Dice:	15
To Hit:	+5
No. of Attacks:	4
Damage/Attack:	1–8/1–8/1–10/3–18
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	25%
Size:	G (50+ ft. long)
Stunts:	M 1d10, A 1d6, F 1d8, S 1d8, I 1d4, C 1d6

Most dragons are benevolent and serve the Jade Emperor in some capacity. Hoard dragons are the exception. These greedy creatures used to guard the Jade Emperor's treasure in Heaven. Over time, however, they came to believe the treasure was rightly theirs and failed to give face to the Lord of Heaven. This was a grave mistake indeed: The Jade Emperor banished the dragons to Earth. Since they loved treasure so, hoard dragons were consigned to live in the mountains and protect the treasures of humanity until they were needed. Each and every hoard dragon is fated to die defending its treasure—it is only a question of when. This is the Lord of Heaven's curse.

Hoard dragons are long and serpentine and come in a variety of colors. They have many legs and can move very quickly. In combat they attack with their two front claws (1d8 points of damage apiece), a tail lash (1d10 damage), and a fearsome bite (3d6 damage). They also have a full range of stunts and use them with ruthless efficiency.

Hoard dragons can take human form at will, but they rarely do so. While other dragons often travel amid humanity, hoard dragons stay close to home. They must, after all, guard their treasure.

Hopping Vampire

Climate/Terrain: Any land
Organization: Solitary
Intelligence: Low (5–7)
Alignment: Chaotic evil

No. Appearing: 1–4
Armor Class: 16
Move: 90
Hit Dice: 6–9
To Hit: +2
No. of Attacks: 2
Damage/Attack: 1–8/1–8
Special Attacks: See below
Special Defenses: See below
Magic Resistance: 10%
Size: M (5–6 ft. tall)
Stunts: M 1d8, F 1d6, C 1d6

Hopping vampires are the most fearsome undead in Tianguo. When a body is buried improperly or in an inauspicious location, the po soul returns to the body and animates it; however, the hun soul has already moved on to Heaven. The po soul, already suffering after death, reverts to animalistic behavior and hungers to kill mortals. Without the heavenly spark of the hun soul, the body is not truly alive, so it retains the rigidity of death. The result is a hopping vampire. This spectacle of these creatures hopping around looking for victims is vaguely ridiculous; they are deadly opponents, however, and not to be underestimated.

The return from death gives the hopping vampires a greenish tint to their skin, fangs in their mouths, and razor-sharp fingernails that are virtual claws. They are usually dressed in the decaying remnants of funerary wear. In combat they use both claws and bite, each inflicting 1d8 of damage.

Hopping vampires are very difficult to kill. They take only half damage from weapons and martial arts, unless the attacks count as magical (such as blows from a magic weapon or martial arts attacks dealt by a high-level Righteous Fist). Fire-based attacks also inflict normal damage.

Experienced vampire hunters know that hopping vampires can locate humans only by “seeing” their breath. By holding their breath and covering their nostrils, the hunters are virtually invisible. This trick is easy to get

wrong, however, and many adventurers have been killed when they thought they were safe. A character who wants to hide from the vampire must make a Fortitude feat with a TN of 10. If successful, the character can hold his or her breath for a number of rounds equal to the result of the stunt die (minimum 1 round). Once the feat is performed, the character can take actions as normal on subsequent rounds.

Anyone who suffers more than 15 points of damage from a hopping vampire runs the risk of becoming a vampire in turn. Exactly how this occurs is a mystery, but most shamans agree it is a form of curse. After combat is over, the injured character must roll percentile dice. The chance of turning into a vampire is equal to the amount of damage he or she sustained (so if the vampire inflicted 20 points of damage, the chance would be 20%).

Those who succumb to the curse slowly turn into vampires themselves, growing fangs and long fingernails and becoming more bestial as their po soul takes over. This process takes 1 day, plus an additional number of days equal to a Fortitude stunt roll. To stop the transformation, a shaman must cast the remove curse spell on the victim before the process is complete. Once become a vampire, the victim cannot be changed back without the intercession of a major spirit or god.

Astute readers will notice that hopping vampires have a respectable stunt die in Charm. This does not mean a vampire is eloquent or seductive. Rather, this score represents the vampire’s ability to terrorize hapless humans with displays of supernatural power. Hopping vampires can make Charm feats, but only to induce fear and terror. You’ll never see one using a Charm feat to induce pathos in the PCs for its pitiful existence. In *Dragon Fist*, vampires are monsters, pure and simple.



Local Spirit

Climate/Terrain:	Any
Organization:	Solitary
Intelligence:	Exceptional (15–16)
Alignment:	Neutral

No. Appearing:	1
Armor Class:	16
Move:	150, fly 300
Hit Dice:	5
To Hit:	+2
No. of Attacks:	2
Damage/Attack:	1–10
Special Attacks:	See below
Special Defenses:	See below
Magic Resistance:	10%
Size:	M (4–7 ft. tall)
Stunts:	M 1d3, A 1d6, S 1d4, I 1d6, C 1d8

Local spirits are usually expressions of Nature that are tied to one locale. Ponds, trees, and hills all have spirits associated with them. These spirits have an excellent knowledge of their own territory but an extremely limited awareness of the rest of the world. They can, however, be very helpful when specific information is needed. They are also bound to do the Jade Emperor's will and sometimes perform errands for the gods. For some, this relationship is formalized, especially those who serve the City Gods. Most spirits take the form of beautiful humans when dealing with mortals.

Spirits are magical creatures and so can be hit only by +1 or better magic weapons. Also, as long as they are in their home environment, they can regenerate 5 hit points reach round. They can also fly as fast they can run. As well, spirits can cast spells. Generally speaking, they are able to use any shaman spell of level 1 to 3 at will.

Local spirits can be very generous to those mortals who earn their favor—and equally vengeful to those who incur their wrath. In general, spirits are not foes of the PCs but rather a respected part of the natural order. PCs should be far more interested in getting information or aid from a spirit than fighting it.

Major spirits are similar but far more powerful, associated with mighty rivers and mountains. Stats for them are not provided here, since they should never be used as foes. If you need to determine what they can and

cannot do, let the story guide your decision.

Neeg Barbarian

Climate/Terrain:	Tropical jungle and mountains
Organization:	Tribal
Intelligence:	Very (11–12)
Alignment:	Varies

No. Appearing:	2–12
Armor Class:	12
Move:	120
Hit Dice:	1
To Hit:	+2
No. of Attacks:	1
Damage/Attack:	By weapon type
Special Attacks:	Ambush
Special Defenses:	Hide in natural surroundings
Magic Resistance:	None
Size:	M (5–6 ft. tall)
Stunts:	M 1d3–1, A 1d4

The Neeg barbarians live north of Tianguo, in the tropical lands around the Tibneeg Mountains. They inhabit both the mountains and the jungles, and have a tribal society. Noted for their battle paint and crude weapons, they are largely despised by the civilized people of Tianguo. Despite several attempts to conquer and assimilate the Neeg, though, they remain a fiercely independent people.

In battle the Neeg tend to use spears and axes. The better weapons come from Tianguo, either through trade or as spoils from battle. Neeg war parties often launch raids into the province of Jing. They are most adept at fighting on their home terrain, however. When in their homeland, each Neeg can hide in the surroundings; treat this as a Hide in Shadows roll at 85% (halved in foreign territory). They are especially adept at fighting from ambush and gain an additional +2 to hit when attacking a surprised foe.

Neeg Chieftains and Shamans: The leaders of Neeg society are the tribal chiefs and the shamans. These characters tend to be between 3rd and 7th level, and can be generated using the normal character creation rules. The shamans—and the Neeg in general—focus their worship on spirits of Nature, especially those of the Tibneeg Mountains, whom they consider to be ancestors.

One-eyed Demon

Climate/Terrain: Any
Organization: Brood
Intelligence: Average (8–10)
Alignment: Neutral evil

No. Appearing: 2–12
Armor Class: 15
Move: 120
Hit Dice: 3
To Hit: +3
No. of Attacks: 1
Damage/Attack: 1–6
Special Attacks: Gore
Special Defenses: None
Magic Resistance: None
Size: M (4–7 ft. tall)
Stunts: M 1d4, F 1d4, I 1d3

The one-eyed demon is an example of a low ranking minion of Hell. This type of demon is often summoned or sent to Earth to plague humanity. It is unclear whether these demons are native to Hell or the transformed souls of those sent there. They appear as normal humans, but their heads are giant and misshapen, bearing one eye and one horn.

In combat one-eyed demons use their long fingernails. They can also charge and use their horn for a gore attack. This attack automatically goes last in the round but does 2d6 damage if successful.

Ox-headed Demon

Climate/Terrain: Any
Organization: Solitary
Intelligence: Exceptional (15–16)
Alignment: Lawful evil

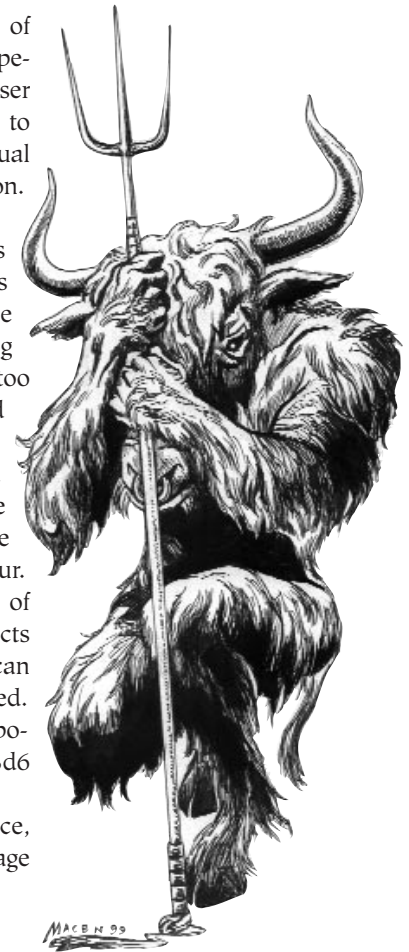
No. Appearing: 1
Armor Class: 20
Move: 180
Hit Dice: 8
To Hit: +4
No. of Attacks: 2
Damage/Attack: 1–12/1–12
Special Attacks: Charge
Special Defenses: See below
Magic Resistance: 15%
Size: L (10 ft. tall)
Stunts: M 1d8, A 1d3, F 1d8, S 1d3, I 1d4, C 1d4

The ox-headed demon is a major servant of the masters of Hell. It is sent to Earth on special missions and usually has a brood of lesser demons to serve it. Shamans disagree as to whether the ox-headed demon is an individual or simply a type of more powerful demon. None, however, doubt its prowess.

The ox-headed demon is a huge mass of muscle covered with filthy hair. As its name indicates, he has an enormous bovine head, complete with a big brass ring through its nose (said to remind it that it too has a master). The pelt of the ox-headed demon is full of small parasites, which can be shaken free and commanded to find any item or person. They unerringly locate the quarry, if it is within 2 miles of the demon's location, and return within the hour.

The ox-headed demon's weapon of choice is an enormous trident that inflicts 1d12 damage against any opponent. It can also choose to charge with horns lowered. This attack can target two adjacent opponents, one with each horn, and inflicts 3d6 damage on each target.

In addition to its listed magic resistance, the ox-headed demon takes only half damage from fire-based spells.



Skeleton

Climate/Terrain: Any
Organization: Band
Intelligence: Non- (0)
Alignment: Neutral

No. Appearing: 3–30
Armor Class: 13
Move: 120
Hit Dice: 1
To Hit: +1
No. of Attacks: 1
Damage/Attack: 1–6 (weapon)
Special Attacks: None
Special Defenses: See below
Magic Resistance: None
Size: M (5–6 ft. tall)
Stunts: None

Skeletons are magically animated undead monsters, usually the work of evil shamans with no respect for the dead. Their bones magically hang together, and they follow the commands of their creator.

Skeletons usually fight with weapons, often those they were buried with. Since they are basically mindless, they do not fight very well and inflict only 1d6 points of damage per hit, regardless of what weapon they are fighting with.

Due to their undead state, skeletons are immune to all spells that affect the mind (including charm person and delusion). They are also immune to poison and cold-based attacks, and take only half damage from edged or piercing weapons (like swords, arrows, and spears). Blunt weapons inflict damage as normal, as does fire.

Spider Demon

Climate/Terrain:	Any
Organization:	Solitary
Intelligence:	High (13–14)
Alignment:	Chaotic evil
<hr/>	
No. Appearing:	1–3
Armor Class:	18
Move:	150
Hit Dice:	6
To Hit:	+2
No. of Attacks:	2
Damage/Attack:	1–8/1–8
Special Attacks:	Poison, web
Special Defenses:	None
Magic Resistance:	10%
Size:	H (14 ft. diameter)
Stunts:	M 1d6, A 1d3, F 1d6, S 1d4, I 1d6, C 1d4

Spider demons are said to be the souls of adulterers. They are sometimes summoned to Earth, where they wreak havoc in mortal affairs. They can change into human form at will, and often take on the appearance of young and beautiful women. However, their true form is a monstrous hybrid of woman and spider: The torso of a woman melds with the body of a spider into a horrific whole. Although the face of a spider demon retains some beauty, the prominent fangs are hide to disguise. Spider demons delight on causing trouble and often take human form to do so.

In combat, the demons use their gigantic spider legs. Opponents who get too close also get a taste of their fangs, which do 1d6 points of damage and inject a virulent poison. Those bitten must make a saving throw vs. poison

or take 3d10 additional points of damage. Additionally, spider demons can shoot webs from their mouths. This is handled as a missile attack with a range of 40 feet. Anyone hit is entangled and can break free only with a Might feat (TN 18). Entangled characters can do nothing except try to break free while the demon yanks the helpless victim into its waiting embrace.

Wang Liang

Climate/Terrain:	Temperate forests
Organization:	Solitary or tribe
Intelligence:	Exceptional (15–16)
Alignment:	Neutral evil

No. Appearing:	1–10
Armor Class:	16
Move:	120
Hit Dice:	5
To Hit:	+3
No. of Attacks:	2
Damage/Attack:	1–10/1–10
Special Attacks:	None
Special Defenses:	See below
Magic Resistance:	None
Size:	L (10 ft. tall)
Stunts:	M 1d8, A 1d3–1, F 1d6, S 1d4

Wang Liang [WONG LYUNG] are forest-dwelling ogres who strike terror into peasants and soldiers. They are usually over 10 feet tall and covered with brown fur. Both hands and feet are clawed and can be used to make martial arts attacks (damage 1d10). They sometimes use oversized weapons in combat instead, and these do the damage listed for that weapon type, +3 for their large size.

Wang Liang are found in such places as the Forest of Clouds and the deeper reaches of the An Ying Forest. Luckily for their human neighbors, the ogres seem to fight among themselves frequently. This keeps their numbers relatively small. When they get hungry, however, they organize raiding parties and attack human settlements.

Some Wang Liang know the secret of invisibility. Perhaps one in a hundred has a magical hat that confers invisibility on its wearer. This lasts until the wearer makes an attack or the hat is taken off. Mysteriously, these hats don't seem to work for humans.

Weretiger

Climate/Terrain: Any wilderness
Organization: Solitary
Intelligence: Average (8–10)
Alignment: Neutral evil

No. Appearing: 1–6
Armor Class: 17
Move: 120
Hit Dice: 6+2
To Hit: +3
No. of Attacks: 3
Damage/Attack: 1–6/1–6/1–12
Special Attacks: None
Special Defenses: +1 or better weapon to hit
Magic Resistance: None
Size: M or L (6–9 ft. tall)
Stunts: M 1d6/1d8, A 1d4, F 1d4

Weretigers are said to be those cursed by Nature spirits for their destructive behavior. According to an old saying, “Those who act as animals will become animals.” Weretigers can be found in any wilderness setting, but they most favor the jungles and mountains of the north. Many in Tianguo associate them with the Neeg barbarians and believe that all Neeg are weretigers.

Weretigers have three forms. In their human form, they look entirely normal. They can speak and use weapons and pass for average humans, but cannot retain this form for longer than a day at a time. Their second form is a hybrid of human and tiger, the weretiger proper. The final form is that of the tiger itself, with no trace of humanity.

In human form, weretigers use weapons as normal. In hybrid and full tiger form, a weretiger gets two claw attacks and one bite as detailed above. In full tiger form, the weretiger’s Might stunt die increases to 1d8 to simulate its increased size.

Weretigers are vicious predators. They will hunt and eat nearly anything but prefer humans above all others. Those killed and eaten by a weretiger return to Earth as ghosts who must haunt the area of their death until they lure a new victim into the weretiger’s jaws. Only then will their souls go to Hell for judgment.

The curse of the weretiger cannot be

reversed under normal circumstances. Only with the aid of a major spirit or god could a shaman hope to restore the weretiger to humanity.



Yi Barbarian

Climate/Terrain: Southern steppes
Organization: Clan
Intelligence: Very (11–12)
Alignment: Varies

No. Appearing: 3–30
Armor Class: 4
Move: 240 mounted/
 120 afoot
Hit Dice: 1
To Hit: +2
No. of Attacks: 1
Damage/Attack: By weapon type
Special Attacks: Mounted combat
Special Defenses: None
Magic Resistance: None
Size: M (5–6 ft. tall)
Stunts: M 1d3, A 1d3

The Yi barbarians live on the great southern steppes beyond the Horse’s Tail River. They are the bogeymen of southern Tianguo, and many tales are told of their cruelty and barbarism. In fact, though, the Yi are no more or less likely to act evilly than anyone else. They do have an antagonistic history with the empire, and raids across the Horse’s Tail are common. However, they simply have a different culture, one that is not as outwardly “civilized” as that of their neighbors. For this reason conflict between Tianguo and the Yi remains likely.

Unlike the people of Tianguo, the Yi barbarians have a nomadic lifestyle. Their clans

travel throughout the steppes, finding good grazing land and changing location with the seasons. They are excellent riders and raid one another as frequently as they do Tianguo. When they have invaded Tianguo in the past, it has been under a strong war leader. These alliances have inevitably fallen apart once the charismatic leader died.

In combat the Yi tend to wear full hide armor. They make great use of the horse bow, as well as the spear and the single-edged sword. Such is their skill at mounted warfare that they receive a +1 bonus to hit and to damage while fighting on horseback.

Khans: Yi clan leaders are known as khans. They are usually fighters of level 5 to 7 and have skills and attributes comparable to PC fighters. They usually specialize in either the horse bow or the single-edged sword. Lesser Yi war leaders tend to be fighters of 2nd to 4th level.

Shamans: The Yi have their own shamans, although their religion is slightly different from that of Tianguo. They worship the sky as a deity and look more to spirits for guidance and aid. Yi shamans can be any level and use the normal character-creation rules.

Zombie

Climate/Terrain:	Any
Organization:	Band
Intelligence:	Non-(0)
Alignment:	Neutral

No. Appearing:	3–24
Armor Class:	12
Move:	60
Hit Dice:	2
To Hit:	+1
No. of Attacks:	1
Damage/Attack:	1–8
Special Attacks:	None
Special Defenses:	Spell immunity, immune to poison
Magic Resistance:	None
Size:	M (5–6 ft. tall)
Stunts:	M 1d3

Zombies are mindless, animated corpses serving the evil shamans that create them. They are similar to skeletons but retain flesh on their bones. The condition of the corpse is not changed by the animating spell. If the body was missing a limb, the zombie created from it is missing the same limb. Since it is difficult to get fresh bodies (mourning rituals often stretching into weeks even after burial), most zombies are in sorry shape, with decomposing flesh literally falling off their bones. This makes their movement slow and jerky. Their rotting stench is detectable up to 100 feet away, depending on the condition of the body. Zombies cannot talk, being mindless, but do often moan horribly. They are usually dressed in the clothes they were buried in—what remains of them.

Zombies move very slowly and always strike last in combat. They keep fighting until called off or destroyed, and nothing short of a White Lotus shaman can turn them back. They are immune to poison, all magic that affects the mind, and cold-based spells.

