

AD&DTM Revived Oriental Appendix

House rules and revisions for first edition
Advanced Dungeons and Dragons

by Malcolm Bowers
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Orient • Introduction

This appendix of house rules for playing AD&D first edition campaigns set in the mysterious east is meant to be used with the AD&D Revived house rules (qv). It is a quick adaptation — a sort of orient express — and does not require the Oriental Adventures book (from which it departs markedly in any case). Rules changes follow the same order as topics in AD&D Revived. Again, these are for my own campaign and reflect personal preferences.

The fantasy Orient assumes ancient lands resembling imperial China, pre-shogunate or shogunate Japan, and their environs, but as loosely bound to real history as a typical fantasy setting is to medieval Europe. You can play an expressly Chinese or Japanese campaign, or mix them up as you see fit. Some optional Chinese and Japanese terms have been provided for colour, but you can play just as well using English for most things... and you really don't need to know what a samurai's haidate and kote are, any more than you need know about a western knight's sollerets and pauldrons.

A recognisable oriental flavour is conveyed by restricting races, classes, and creatures to those best suited to east asian fables, fairy tales, and fiction. In the humanocentric eastern world, only races that can pass for human are viable. Character archetypes are fewer. A distinctive mix of monsters, including new ones drawn mainly from myth (notably shapechangers and a range of unusual undead) keep encounters interesting. Broad-brushed outlines and a few details of landscape, culture, and architecture in play will highlight the exotic (to westerners) nature of the milieu, and that — and this appendix — is all you need to orient yourself.

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Orient • General Rules and Revisions

Creating the character

Character races

There are only three races available, human, spirit folk, and animal folk; the last two have multiple types. Non-humans are treated as half-elves for racial minima and level limitations, can be any class or allowable combination, and have some special abilities. They are surprised only on a 1 in 6 in any form. A priest (mystic) whose sense presence is successful will know non-humans for what they are.

Spirit folk

Spirit folk are of mixed human and nature spirit ancestry, have the special abilities of half-elves listed in the PHB, and appear as attractive humans. All have the Natural Lore skill at base 8 in 20 +1/ level. The main three types are bamboo, river, and sea; other types available are mountain, sun, and wind. Bamboo folk can pass freely through overgrown areas (as a druid); river and sea folk can breathe underwater; mountain folk can spider climb; sun folk can radiate light, and wind folk can wind walk. (Worn or carried equipment is not snagged by thorns, stays dry underwater, shines light, etc.) The favoured class for spirit folk is magician.

Animal folk

Animal folk are intelligent shape-shifters, notorious for playing pranks on humans. They can change form once/level/day, between animal, human, and hybrid shapes, the last a man-sized bipedal version of the animal, able to walk, talk, wield weapons, or cast spells; it can also move like the animal (e.g. climb, fly) for short spans (1 rnd/level, once/turn). Equipment does not change, but fits both human and hybrid. The human form has keen senses and a clue to the type (e.g. sharp features for a rat). The animal form cannot talk, wield weapons, or cast spells, and is AC 7. Traditional types are as below; the fox is the most numerous. Animal folk have no favoured class, but do get to adjust their initial ability scores (just not to exceed 19).

Type	Alignment	Adjustments	Animal move	Extra ability
Badger	[any]	str +1, int -1	9" (3")	—
Carp	good	wis +1, str -1	// 12"	Breathe underwater
Cat	chaotic	dex +1, wis -1	12"	See in dark, tumble fall
Crab	[any]	str +1, cha -1	3" // 6"	Extra -2 bonus to AC
Crane	good	wis +1, dex -1	6" / 12"	—
Dog	good	con +1, int -1	12"	Track as ranger
Drake	good	cha +1, dex -1	6" / 12" // 9"	—
Fox	evil	int +1, wis -1	15"	Pass without trace
Hare	good	wis +1, str -1	18"	Same move in all forms
Monkey	chaotic	int +1, dex +1, wis -2	12" @ 9"	Fast climb
Otter	chaotic	dex +1, con -1	12" // 12"	Evade
Rat	evil	con +1, cha -1	9" (3")	—
Sparrow	good	cha +1, con -1	3" / 15"	—
Tanuki	chaotic	str +1, wis -1	9"	Inanimate form

Starting alignment can change in play. A tanuki or raccoon dog is a heavily-furred primitive fox with dark eye markings. It can change into an extra, inanimate form: any

simple object about the size of the animal, such as a tea-kettle, rock, or backpack.

Character classes

There are eight classes for luck, two per group, taken from AD&D Revived. The knight class has two strata: a knight must be lawful, of noble birth, and in service to a lord; the knight-errant need not be. Generic class names are a fairly good fit for character types in most oriental fiction and folklore.

Rev Class	Generic	Japanese	Chinese (Wade–Giles, Pinyin, Yale)		
Fighter	Warrior	Bushi	Chan-shih	Zhanshi	Jan shr
Cavalier	Knight (Knight-errant)	Samurai (Ronin)	Wu-shih (Hsia)	Wushi (Xia)	Wu shr (Sya)
Illusionist	Magician	Kijutsu-shi	Wu-shen	Wushen	Wu shen
Black Magician	Sorcerer	Maho-zukai	Ku-shen	Kushen	Ku shen
Mystic	Priest	Onmyoji	Fang-shih	Fangshi	Fang shr
Monk	Monk	Yamabushi	Ho-shang	Heshang	He shang
Thief	Thief	Dorobou	Tsei	Zei	Dzei
Assassin	Assassin	Ninja	Tz'u-k'o	Cike	Tsz ke

Restrictions: Knights must be lawful; knights-errant can be of any alignment; the rest are as in AD&D Revived. Knights and monks are single-class vocations only.

Equipment

Common armours are padded and leather (as worn by ordinary soldiers), scale leather, studded leather, scale mail, wooden (laminated bamboo) shield. Common weapons are axe (hand), bow (short), club, crossbow, dart, flail, glaive, spear, staff, sword (falchion).

Armour. There is no plate armour available (nor are there heavy warhorses). Armour is flexible and usually light, and often brightly coloured and lacquered (and hence waterproof). Scale leather is equivalent to studded leather, but looks like metal scale mail: both are coloured and lacquered. Half armour is more common than full suits. Good oriental clothing is typically loose and bulky enough to conceal chain mail. Heavy armours are elaborate and expensive, assembled from separate pieces, intricate in themselves, held fast with leather lacings. Armour takes twice as long to put on or remove as the western sort. It also costs at least triple the PHB price; up to 30x for the finest of the highly decorated suits of armour demanded by those of rank.

Weapons. Most eastern weapons have standard western equivalents. Nonetheless, because commoners are forbidden swords and often forbidden to carry weapons at all, there are also a number of weapons that are easily concealed or seem innocuous at first glance. Weapons of good quality (including all swords) cost at least double the PHB price; up to 20x for the finest of them. Other arms are available at normal prices.

A selection of weapons follow, with western equivalents or details. Guards and soldiers also use polearms (variously named and configured, but = fauchard, glaive, halberd, military fork, partisan, pike, trident, voulge). Oriental bows are composite bows of layered wood and bamboo. An asterisk indicates a martial arts weapon; the jo stick (used in pairs) and bo stick in the PHB are such; there are also a few weirder ones used

by a handful of devotees. China and Japan had similar martial arts weapons (e.g. J. tonfa = C. kuai). Weapons and designs in general were traded between the two.

Chinese weapons.

Chan-ma-tao = single-edged slightly curved 2-handed 'horse-chopping' sword. (Closest to western 2H sword, it is the only oriental sword proven good against plate armour.)

Ch'iang = spear.

Chien = longsword or broadsword (double-edged straight sword).

Chu-ke nu. Bamboo repeating crossbow; top magazine worked by lever holds 12 'quarrels' = darts (d3); 1 rnd to reload mag. Can be fired mounted, 3/round, range 5/10/15. [25 gp]

Kau sin-ke*. Chain whip: 4–11 linked metal bars, +1 vs shields, damage d6+1. [8 gp]

Kun = staff; favoured by priests and monks.

Pellet bow. Short bow/ light xbow fires stones or bullets as sling (slings not used). [50 gp]

Tao = falchion (single-edged machete-like curved sword); favoured by guards and bandits.

Ta-tao = 2H sword; big, impressive-looking but unwieldy executioner's scimitar (–2 to hit).

Japanese weapons.

Chain* (manriki). Length of chain with weighted ends, +1 vs shields, damage d4+1. [1 gp]

Daikyu = long bow with grip nearer bottom, so can be fired kneeling or mounted.

Kama*. Sickle with slightly curved blade at right angle to handle, damage d4+1. [1 gp]

Katana = single-edged slightly curved sword, long (katana) or bastard (dai-katana).

Kawanaga*. Grappling hook and weight linked by rope, damage d3. [2 gp]

Kusari-gama*. Metal sickle with weighted chain attached to handle, damage d6. [3 gp]

Naginata = glaive; favoured by women, and used by samurai on horseback.

Nunchaku* = horseman's flail; two bars of hard wood or metal linked by short chain.

Odachi = single-edged slightly curved 2H sword. Rare; needs full round to draw.

Sai* = dagger; used in pairs. (A jitte is a sai with one guard missing.)

Shuriken = dart; throwing darts, blades, stars (shaken), or spikes. Easily concealed.

Shuriken, large = thrown hand axe (hand-sized stars etc., lighter but sharper than axe).

Tachi = single-edged curved (sabre-like) long sword. Precursor to katana, hung from belt.

Tekko-kagi*. Iron claws; fit over hand, treat smooth climb surface as rough, dmg d3. [4 gp]

Tetsubo (kanabo). Polearm-length 2H mace, damage d8+1; favoured by oni. [8 gp]

Tonfa* = club; may be used in pairs. 2 ft long baton, handle at right angles 8" along.

Wakizashi = single-edged slightly curved short sword. Stuck through sash, as is katana.

Yari = spear. (Shakujo yari = spear disguised as staff; 1 gp for sheath to mask blade.)

The adventure

Combat

Martial arts. Monks are true masters of unarmed lethal combat, but other oriental classes can take 'martial arts' as if it were a weapon proficiency, allowing open-handed combat doing damage of d4/ d6/ d8 + class skill bonus at levels 1/ 10/ 20. This also lets a character choose martial arts weapons proficiencies (unavailable otherwise), and do full damage with improvised weapons that resemble and are used like a weapon of proficiency (e.g. dagger to use chopsticks as daggers).

Combat ploys. The ki-ai shout used by an oriental fighter (warrior or knight) to focus an attack and startle a foe is treated as a combat ploy. In addition, a martial artist of *any* class may use martial arts weapons with which he is proficient to disarm (and/or entangle, if a rope or chain weapon) as a special combat ploy.

Staredown. The staredown or psychic duel is a way to resolve a confrontation without a fight or losing face. It is a contest of will and nerve in which the first to flinch or drop his gaze loses. It might decide which samurai gives way on a bridge, or be used by a priest to shame a swaggering street bully. The pair who engage close to within 10 feet. Each tries to roll $\text{status} + \text{level} + \text{cha bonus} + \text{wis bonus}$ on a d20. If both fail, the duel is drawn. If both succeed, the duel lasts another round: after 3 rounds, the duel also ends in a draw. If one succeeds and one fails, the former wins and the loser concedes the winner's superiority, perhaps with a quick bow, and must retreat — or instantly lose a quarter of full hp (lost confidence) and fight at -1 to hit and damage.

The eastern world

The best way to get set is to read oriental stories and see a few samurai and kung fu films. Collections of Chinese and Japanese fables and fairy tales are easily available and recommended. Western fantasy and fiction treats with the east too, as in: Hughart, *Bridge of Birds*; Marley, *Mortal Mask*; Bramah, *The Wallet of Kai Lung*; Hearn, *Across the Nightingale Floor*; Salmonson, *Tomoe Gozen*; Statler, *Japanese Inn*. All painlessly give details of culture and daily life as well as ideas for adventures.

As in a normal AD&D campaign, history is only useful as a loose framework. Pictures of strongholds, temples, typical scenery, arms and armour, clothing, and so on are more valuable in play, and should keep everyone in an eastern frame of mind. A game does not need precise cultural accuracy either, just a general feeling. Some notes follow. They assume there are lands like medieval China and Japan; details and aspects are taken from different periods to simplify matters. Adapt for your world as you see fit.

Overview

China is a vast continental empire, ruled by an emperor, the 'son of heaven'. It spans entire climate zones covering every kind of terrain. To govern its many millions from one centre needed not only nobles but thousands more officials, chosen from those passing public examinations. The highest are mandarins of nine ranks, who govern provinces and districts, collect taxes, see to public works etc. Imperial dynasties change (by mandate of heaven), there are times of trouble, and bureaucracy is always problematic (bloat, inertia, graft), but the system has been stable for a millennium.

Japan is a group of temperate islands off China, from which it drew its initial language and culture. Its bureaucracy, mostly nobles, is smaller and its emperor always chosen from the imperial family, descendants of the sun goddess. He intercedes with the gods but rarely rules, secular power lying first with regents then with shoguns (warlords) from powerful clans. Provinces are governed by local lords (daimyo) who owe loyalty to the shogun (and emperor), but have total say in their own fiefdom. Civil administration works under military governance. Turbulence is closer to the surface than in China.

Power and prosperity lie in either court. As wealth flows in from the provinces, nobles and others gravitate to the centre and a lavish life of court functions, ceremony, and refined leisure (offset by intrigue and infighting). Nearby provinces are well ordered and main roads patrolled. Distant provinces are less settled, there is some small-scale conflict (e.g. territorial clashes), and malefactors and monsters multiply, since the state usually bestirs itself only for open rebellion or war. There are tracts of wilderness here and there, and the myriad forested hills and mountains are home to bandits, tigers, and demons. Adventurers can make their mark, and fortunes, in these outlying areas.

Life and attitudes

The cities, towns, and villages teem with people and trades. Houses are wood and brick, castles mostly stone. Wealthy homes are walled gardens enclosing broad-eaved houses with glazed-tile roofs, the rooms divided by movable oiled-paper screens. The common folk live in cottages, thatched in the country, tile-roofed and tight-packed in the city. They wear cotton smocks and pants of muted natural colours and simple patterns, with straw sandals and wide shallow conical hats atop pigtails. The wealthy wear layers of long silk robes in bright colours adorned with geometric patterns & artistic embroidery, plus cloth slippers or soft leather boots. Hats are smaller and of forms indicating status and role, and hairstyles more elaborate. Anyone of rank has numerous attendants.

There are as many tea houses and eating places as there are inns and taverns. Instead of ale, bread, and beef stew, the basic foodstuffs here are tea, rice, and chicken, fish, or pork. Rice-beer, -wine, and -spirits are available. Wheat is used to make noodles; the very poor eat millet. There is a profusion of fruits and vegetables. Great banquets drag on for 4–6 hours, so theatrical troupes perform to entertain the trapped guests. Music is a tuneless twanging and plunking that serves to develop stoicism in the listener.

The spirit world is seen as part of the human world. Lavish temples and simple shrines abound, where the various gods are prayed to as needed, honoured by burning incense, celebrated on holy days, etc. Auxiliary to the pantheon are nature spirits, ancestors, and past heroes, propitiated or entreated to act as intermediaries with the celestial bureaucracy. There are three main teachings: obeying the social rules and order that reflect the way of heaven; living in harmony with the flow of nature and balance of yin and yang; and seeking enlightenment within the world by self-control and selflessness. Compassion is also valued. People thus tend towards LN(g), but there can be tension between the doctrines. They also define themselves mainly by their bonds with others, particularly bonds of kinship (family & clan). People are rarely alone. Chinese tend to have a weakness for gambling, Japanese for overvaluing tragic noble failure. Both tend to hold that theirs is the only truly civilised race, and other folk are barbarians.

Law courts are the same all over the east. There are no lawyers, so justice is swift and unvenal. If an accusation is made, a bailiff and his constables gather evidence. A date is quickly set for trial, where accuser, accused, and witnesses have their say before a magistrate (an appointed lord, official, sage, etc.). He asks all needed questions, then decides the verdict. Legal penalties are usually harsh, but may depend on station.

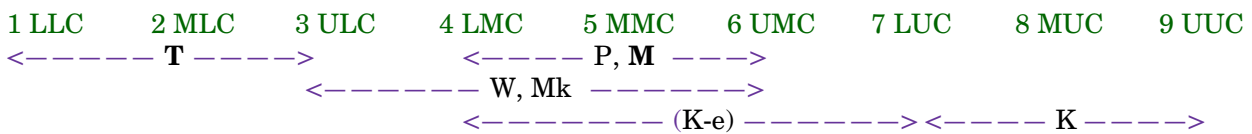
In lands so populous and stratified, social rank is fundamental, and the finest degree of distinction in dress and bearing is registered. People bow when meeting, the depth of the bow calibrated to the difference in rank (the lower bow lower). Correct manners become pre-eminent as one climbs the social scale, with vulgarity or excess being grave crimes for the upper class. Formal politeness is the rule in most situations. Speech is marked by elaborate circumlocution (see *Kai Lung*), since anything that might reflect badly on someone (e.g. direct disagreement or even impatience) could be taken as an insult. A knight can freely cut down a commoner he deems offensive with no penalty. Even worse for a conventional people, errors in behaviour risk shaming and loss of face. Face is related to honour and status, but is closest to 'public repute'. It is a mix of worth (honesty, reliability, behaving correctly) and success (deeds, wealth, social connections), as judged by society. One gains face by valiant exploits and maintaining dignity; but loses it more easily through folly, treachery, cowardice, and unseemly emotion. Some affect inscrutability, and most strive to keep secret anything that could be damaging.

Family, status, and face

Characters are assumed to be likeable and favoured enough to be allowed to travel and adventure when not acting directly for lords, etc. Even so, obligations to these and to family take up at least 3 months of every game year, not counting in-game missions.

Initial social class (rolled as per UA 82) is the family status. Noble birth only means the family is part of a noble clan. UUC might be the equivalent of a baron (e.g. one of hundreds of daimyo or district mandarins). The emperor and his court are a layer above this. Characters are treated according to vocational status, save in situations where family status takes precedence and is higher, or when dissembling (as thieves tend to). Status improves with advancement, as in the table below (thief and mage groups, + remaining classes). If their race is known, animal folk are treated as thieves.

Vocation status: low/ med/ high level = 1–5/ 6–12/ 13+, or for W Mk K-e = 1–4/ 5–8/ 9–12/ 13+.



Apparent status (obvious by dress, manner, and bearing) affects reaction rolls in social encounters: +/- 5% per difference higher/ lower, as per the table. So a mid-level priest (MMC) making a request of a noble (UUC) would be at a $(9 - 5) \times -5\% = -20\%$ penalty.

Face (repute, honour) matters. Excellent face earns esteem and influence; loss of face leads to disrespect and ostracism. Characters can gain or lose face in play — examples below. Players record any *face points* awarded by the DM after an adventure (start at zero). Once per 5 levels, a character can offset face point losses by his Cha bonus. Each 10 points of face adjusts status by ± 1 , up to ± 3 . Great honour (+3 to status) raises one's family's status by 1; great ignominy (-3 to status) lowers it by 1. The status point total is also added as desired by a player to his next character's ability scores (karma).

Gains. *Minor* (+1): do great deed, fulfil oath, bestow fine gift/ favour on NPC, play mortifying prank (animal folk), save life at great risk, win contest. *Major* (+3): clear family debt, die heroic death. ♦ **Losses.** *Minor* (-1): accused of crime, ask for favour, banished, break oath, ignore obligation, leave insult unavenged, look foolish, lose/ refuse contest. *Major* (-3): convicted of crime, fail mission, flee fight (knight), taken prisoner. *Special*: breach of etiquette (-1/ 2/ 3 for L/ M/ U class), treason (-9).

Training

Training is crucial in the east. The rules on gaining levels (DMG 86) are enforced in full. Mentors or schools must be found to teach skill and technique or impart wisdom and knowledge. Beyond name level, true masters, legendary holy men, spirit powers, and so on must be sought — often difficult, as they tend to live in secluded mountain retreats, be reluctant to teach, and be picky about pupils. Expect a few quests.

Luckily, self-training is possible, by means of tracts on technique, tactics, philosophy, metaphysics, and lore that are found as treasure. There is one per character class. To use a tract, one of that class able to train must roll his level or under on a d20. Success means he can learn new tricks, skills, or insights from the work and train himself up a level; if not, it teaches nothing new, and is of no further use to him. A tract can be used until a roll is failed. There may be other types of tracts, and magical treatises as well.

Money and treasure

PHB prices are used but the currency differs. Coins are one inch in diameter with a square hole in the centre. Copper coins are thin and light, 100 per pound (one tenth value). They are often strung on cords in bundles of 100, called cash strings. Silver and gold coins are thicker and weigh 10 per pound as usual. Only copper, silver, and gold coins are used. Wages are often, like farmers' taxes, paid in rice. Copper, silver, gold coin names: Chinese: cash, tael, yi; Japanese: manzenzuko, taiheigenbo, kaikishoho.

It is said that an official once suggested that paper currency be created. The idea of value arbitrarily attached to something without intrinsic worth was so risible that he and his family were exiled to the frontier, there to be eaten by mountain demons.

When rolling random treasure, replace electrum and platinum pieces with same-value small and medium jade plaques/ seed pearls in China/ Japan. 75% of jewellery = art objects: lacquered items, paintings, statuettes, etc. Replace magic items that don't fit the milieu (e.g. plate armour) with ones that do, or make some up (e.g. native weapons, training manuals, 'thousand-year eggs' that work like stinking cloud grenades).

Names

You can roll for or choose typical names using the lists below. Translation names (lotus blossom, cypress hero, number ten ox, victorious tiger, superfluous cricket, etc.) can be made up for characters fairly easily if they suit the campaign better.

Chinese had a family name followed by a two-part personal name: choose or roll twice on the male or female lists to create a personal name, re-rolling duplicates for males.

Family (d20): 1 ch'en, 2 ch'i, 3 chao, 4 cheng, 5 chiao, 6 chou, 7 feng, 8 huan, 9 k'ung, 10 li, 11 lou, 12 p'u, 13 shen, 14 sun, 15 ts'ao, 16 tsang, 17 wang, 18 wen, 19 wu, 20 ying

Male (d20): 1 an, 2 ao, 3 ch'iang, 4 chien, 5 chih, 6 chin, 7 chü, 8 hsiung, 9 hua, 10 lung, 11 ming, 12 shao, 13 t'ai, 14 ta, 15 te, 16 tsu, 17 tsung, 18 wei, 19 wen, 20 wu

Female (d20): 1 ch'in, 2 ch'ing, 3 chüan, 4 feng, 5 hsia, 6 hsiao, 7 hua, 8 huan, 9 hung, 10 li, 11 lien, 12 ling, 13 mei, 14 shu, 15 t'ing, 16 wan, 17 yan, 18 yin, 19 ying, 20 yüeh

Japanese had a family/ clan name (not inherited by the lowly), then 'no' (= 'of'), then a two-part personal name. Choose or roll for a first (male or female) and last element to create a personal name. Add or substitute '-ko' at the end to make it obviously female.

Family (d20): 1 chosokabe, 2 genji, 3 hayashi, 4 hojo, 5 inouoe, 6 kaga, 7 kimura, 8 kuroda, 9 matsudaira, 10 miyamoto, 11 nakamura, 12 okubo, 13 saitou, 14 shibata, 15 suwa, 16 takeda, 17 takigawa, 18 tokugawa, 19 yamada, 20 yosida

Male (d10): 1 masa, 2 michi, 3 mitsu, 4 moto, 5 nobu, 6 nori, 7 sada, 8 suke, 9 taka, 10 yoshi

Female (d12): 1 ai, 2 cho, 3 hana, 4 jun, 5 kei, 6 kuki, 7 mai, 8 nami, 9 natsu, 10 sumi, 11 yuki, 12 yuri

Last (d12): 1 atsu, 2 hira, 3 masa, 4 moto, 5 naga, 6 nori, 7 shige, 8 toki, 9 tsune, 10 uji, 11 yasu, 12 yori

Martial arts are all alike in game terms, but in the game world, fighting techniques are much vaunted and argued over. Of course, as evidenced on the silver screen, the efficacy of a move is far less important than the elegance of the finishing pose. Names for styles and manoeuvres can be rolled for or chosen on the lists below. Roll d6: 1–3 A+B, 4–5 A+I, 6 I+B, then d10s for each. Add a mode and tweak if it sounds better.

Aspect (d10): 1 black, 2 eight, 3 five, 4 golden, 5 green, 6 iron, 7 jade, 8 red, 9 three, 10 white

Being (d10): 1 ancestor, 2 animal, 3 crane, 4 dragon, 5 eagle, 6 monkey, 7 ox, 8 snake, 9 spirit, 10 tiger

Item (d10): 1 bell, 2 circle, 3 fire, 4 lightning, 5 stone, 6 sword, 7 trigram, 8 water, 9 wind, 10 wood

Mode (d10): 1 claw, 2 feet, 3 fist, 4 fist, 5 method, 6 school, 7 style, 8 style, 9 temple, 10 way

Orient • Character Classes

Class changes

The AD&D Revived house rules for characters apply except as noted below.

Warrior — Bushi, Chan-shih

The eastern warrior differs from the western fighter, relying on speed and accuracy more than strength and stamina. Their class skill bonus is reduced, but they gain other benefits to compensate. Warriors add 1 hp per 2 levels to the damage scored in hand-to-hand or missile combat. Weapon specialisation, however, gives them +1 to hit *and* damage per slot. If wearing LM armour, they get an AC bonus of –3 for non-bulky and –1 for fairly bulky armour, and get +1 to hit and on saves in any round where they win initiative. Using a small shield, or a scabbard as a buckler, is fairly common. As with the knight, the to hit subtractions when parrying apply to all attacks in the round. They can use any weapon, but first weapons of proficiency must include at least two of the ‘four major weapons’: staff, spear, falchion, and longsword or broadsword.

Knight (Knight-errant) — Samurai, Wu-shih (Ronin, Hsia)

The knight and knight-errant are the same class but with different standings. A knight must be lawful, of noble birth, and in service to a lord (a noble or high official, such as a daimyo or mandarin). From 13th level, a knight may become a lord himself, and serve an emperor, regent, or shogun directly. A knight-errant is one trained as a knight, who by inclination or birth cannot serve, or leaves or is dismissed from service. He may strive to gain or regain status, or roam the land as a vigilante or mercenary, offering his sword to those who need it, perhaps at a steep price. In Japan, the samurai is held in great esteem and the ronin not much regarded; in China, the hsia or ‘wandering hero’ is the more popular, and the knight is just treated as a noble officer.

There is no duty to hunt down evil knights. A knight who loses lawful alignment or falls in status from upper class or leaves service becomes a masterless knight-errant. A knight-errant who gains high enough status may seek service with a lord and become a full knight. Both pledge to the code of bushido (wu-shih do), exalting bravery, hardship, and devotion to duty. As the code of chivalry, but stresses one be loyal and obedient to one’s lord, be ready to face death at any time, avenge any slight, show no mercy to enemies, and repay debts (for good or ill). There is no failure, only success or death! In Japan, a samurai should die by his own hand to avoid capture or to atone for ignoble acts; in China banishment or execution is more likely; suicide can be ordered by a superior in both countries. The knight expects to receive rewards from his lord for meritorious service — gifts, and grants of land or position.

Eastern knights wear the finest-quality HP armour or chain they can afford (there is no plate). They may not use shields, but can use the long bow in full armour. They train as swordsmen and archers, and their first weapons of proficiency must be sword (bastard, broad, or long), long bow (the daikyū in Japan), and dagger; then short sword, glaive, spear, staff, and light lance in any order. They may specialise with sword and bow only (and usually do), getting +1 to hit for each proficiency slot as normal. They also get the 1 hp per level skill bonus to damage if avenging insults, dishonour, etc. to the knight, his family, or his overlord. In Japan the samurai wears two swords as a sign of status, the katana or tachi, and the wakizashi; no-one else may do so.

Magician — Kijutsu-shi, Wu-shen

Beyond low level, magicians interact with natural and supernatural powers to learn new spells and train (usually in the wilderness). They can speak with such spirits, and get +10% on reaction rolls with them (+20% if same alignment). They get player-chosen taboos at levels 5/ 10/ 15/ 20, e.g. cannot/ must: cut hair/ nails; wear certain colour; sit facing E/ W/ N/ S; consume meat/ fruit/ alcohol/ salt. Violation stops casting for a day.

With no elemental spells usable by spellcasters, shadow magic and so on are relatively potent, and scrolls and items with such spirit powers (fireball etc.) are very valuable.

Sorcerer — Maho-zukai, Ku-shen

Sorcerers train and interact as for magicians. They can choose one witch pact benefit if they take with it one automatic taint of evil (of their usual sort) at levels 6/ 12/ 18.

Priest — Onmyoji, Fang-shih

A priest cannot turn oriental undead per se, but can distract them (e.g. getting them to count grains of spilled rice) or trick them into leaving for a time, using the mystic rules for influencing people. This does not work on mindless undead. Instead of holy water, sacred writings may be purchased at the same price, 25 gp (or prepared as a mage would a spell scroll). If touched to the forehead of any undead they do damage as holy water. Each lasts for one touch only, requiring a melee hit. On a natural 20 the paper sticks there doing continuous damage (and probably fizzing, smoking, or the like).

Raise dead etc. reincarnate the spirit in another similar body (re-roll ability scores). The person must be found and reminded of their past life in order to resume it.

Monk — Yamabushi, Ho-shang

Monks add 1 hp per 3/ 2/ 1 levels to damage done by ordinary weapons/ martial arts weapons/ open-handed attacks. The monk is trained in martial arts already, so treats a martial arts weapon proficiency as any other weapon proficiency. Improvised weapons must still resemble and be used like a weapon with which the character is proficient.

Thief — Dorobou, Tsei

Oriental and occidental thieves are the same. Bandits are frequent in the country and pirates at sea, and there are organised underworlds in cities like thieves' guilds, with loosely linked specialised groups, e.g. 'disorderers' to create crowd disturbances to aid pickpockets and burglars; card sharks; and pretty women ('bureau of beautiful people') to fleece rich young men. A thief character may swap climb walls, read languages, &/or use scrolls for the same nr of mountebank skills (e.g. fast talk, counterfeit, disguise).

Assassin — Ninja, Tz'u-k'o

Most missions entail acting as a spy (shinobi, chien tieh) rather than killing. An assassins' guild is family to members, and complete fealty is expected on pain of death. Rumoured mystic powers such as walking on water or through walls are brought off via rings, potions, and so on. Other magic common to assassins includes flash and smoke pellets: these are alchemical compounds (prepared by a mage as per potions), 25 gp each, thrown down to distract for one round, e.g. to mask actions or aid escapes.

Orient • Skills and Spirits

Character skills

Background knowledge. The *upper class* are familiar with literature, and able to compose poetry and write in an elegant hand (calligraphy). Taste, poise, and perfect manners are requisite. Those moving up in the world and not born to the purple need to acquire these skills to be accepted. Aristocrats and courtiers will deride the rough appearance and country manners of ‘sudden lords’ who fail to master style. Training in social graces, dress, and deportment, from lower to middle class, or middle to upper, can be done for a full level’s xp plus training costs: train as if to go up a level, but gain polish and reduce xp to min for current level. This helps minimise faux pas.

Monster Lists

Lists of creatures particularly suited to Oriental campaigns. Head entries include subspecies (e.g. of bear or beetle). Others (e.g. gnoll, elephant, rhinoceros, roc) are known in frontier regions; usual demons & devils do for sorcery. Asterisk = notes.

MONSTER MANUAL

Ant, Giant	Ghost ~ yurei	Otter, Giant
Badger	Ghoul	Owl, Giant
Bear	Giant, Hill	Rakshasa
Beetle, Giant	Goblin* ~ ye-cha, bakemono	Rat, Giant
Boar	Herd Animal	Rust Monster
Buffalo	Hippopotamus	Scorpion, Giant
Bugbear* ~ bakemono	Hobgoblin* ~ bakemono	Sea Hag
Bulette ~ waira	Horse	Shark
Bull	Ki-rin ~ ki-lin	Skeleton
Camel	Lamprey	Snake, Giant
Cattle	Leech, Giant	Spider, Giant
Centipede, Giant	Leopard	Squid, Giant
Crab, Giant ~ ta hsieh	Lizard	Stag
Crayfish, Giant	Lycanthrope, Wererat	Su-monster ~ yü
Crocodile	Lycanthrope, Weretiger	Tiger
Dog	Lynx, Giant	Toad, Giant
Dolphin	Men	Turtle
Dragon Turtle	Merman ~ jen-yü, ningyo	Vulture
Dragon, Gold	Mule	Weasel, Giant
Eagle, Giant	Mummy*	Whale
Elemental, Air	Naga	Wind Walker* ~ kamaitachi
Elemental, Earth	Night Hag ~ yomotsu-shikome	Wolf
Elemental, Fire	Octopus, Giant	Wolverine
Elemental, Water	Ogre ~ oni	Wyvern ~ ch'ih-lung
Frog, Giant	Ogre Mage ~ oni	Yeti

FIEND FOLIO

Bat, Giant	Dragon, Yu Lung	Jaculi
Berbalang	Fire Snake	Kenku* ~ tengu
Coffer Corpse* ~ Chiang-shih	Firetoad	Penanggalan* ~ nukakubi
Dire Corby	Giant, Mountain	Revenant
Dragon, Li Lung	Guardian Daemon	Tabaxi
Dragon, Lung Wang	Guardian Familiar	Yellow Musk Creeper
Dragon, Pan Lung	Hoar Fox	Zombie, Yellow Musk
Dragon, Shen Lung	Hornet, Giant	
Dragon, T'ien Lung	Iron Cobra	

MONSTER MANUAL II

Afanc	Foo Creatures ~ <i>shishi</i>	Ram
Annis ~ <i>yamauba</i>	Greenhag	Rat, Ordinary
Baku	Grim	Raven
Bear, Northern	Haunt	Scorpion
Bee, Giant ~ <i>ta feng</i>	Kech	Skeleton, Animal
Behemoth	Lycanthrope, Foxwoman	Snake
Cat	Lycanthrope, Seawolf	Spider, Giant Marine
Catfish, Giant	Lycanthrope, Wereshark	Stegocentipede ~ <i>omukade</i>
Cave Cricket	Mantis, Giant	Tasloi
Centipede	Minimal	Termite, Giant Harvester
Crane, Giant	Ogre, Aquatic (Merrow)	Troll, Marine (Scrag)
Dragon Horse ~ <i>lung ma</i>	Oliphant	Vargouille
Dragon, Cloud ~ <i>fei lung</i>	Ophidian	Verme
Dragon, Mist ~ <i>t'eng lung</i>	Otter	Weasel
Dragonfly, Giant	Owl	Xag-ya and Xeg-yi
Eagle	Phantom*	Yeth Hound ~ <i>okuri-inu</i>
Eblis	Phoenix	Yuan Ti
Falcon (Hawk)	Quasi-elem., Lightning* ~ <i>Raiju</i>	

Oriental Appendix

Amikiri	Ghost Tree ~ <i>kuei shu</i>	Pa-she
Animal Folk ~ <i>henge</i>	Goblin Rat	Pai Tse ~ <i>hakutaku</i>
Beetle, Earthquake	Golem, Bronze	Poisonfeather Bird ~ <i>chen niao</i>
Bone Demon ~ <i>pai-ku-ching</i>	Golem, Paper	Restless Spirit ~ <i>kuei, onryo</i>
Celestial Stag	Golem, Pottery	Snow Woman ~ <i>yuki-onna</i>
Crocodile-shark ~ <i>wani</i>	Golem, Statue	Spider Woman ~ <i>jorogumo</i>
Demon Spider ~ <i>tsuchigumo</i>	Golem, Wood	Star Dog ~ <i>t'ien kou</i>
Demon, Oriental ~ <i>yao-kuai, yokai</i>	Hungry Ghost ~ <i>erh-kuei, gaki</i>	Starving Bones ~ <i>odokuro</i>
Dragon, Rainbow ~ <i>chiang lung</i>	Hydra Bird ~ <i>chiu-feng</i>	Tengu
Dragon, Volcano ~ <i>fu-ts'ang lung</i>	Hydra Snake ~ <i>hsiang-liu</i>	Tiger, Blue ~ <i>ch'iung-ch'i</i>
Echo Sprite ~ <i>yama-biko</i>	Ikiryō	Tutelary Spirit ~ <i>zuijin</i>
Elemental, Nature	Kappa	Unicorn-lion ~ <i>hsieh-chih</i>
Faceless Ghost ~ <i>noppera-bo</i>	Karma Chameleon	Vampire-ghoul ~ <i>ch'ih-mei</i>
Flesh-eater ~ <i>jikininki</i>	Money Toad ~ <i>chin-ch'an</i>	Vampire Tree ~ <i>jubokko</i>
Flying Monkey ~ <i>hsiao</i>	Naga, Torch ~ <i>chu-yin</i>	Virtuous Beast
Flying Snake ~ <i>t'eng-she</i>	Nature Spirit	Water Monkey
Fox Spirit ~ <i>hu-ching, kitsune</i>	Nian	Wheel Wraith ~ <i>wanyudo</i>
Furi	Nuppeppo	White Ape ~ <i>hsing-hsing, satori</i>
Ghost Light	Oni	Winged Lion ~ <i>pi yao</i>

New monsters — summaries

Some notes and sketches of selected monsters follow, adapted from myth or made up. Missing details and changes are up to you — mutability is a key eastern trait!

Wicked spirit tricks and powers (if not stated, chance to use = 1% per HD):

Femme fatale. Appear as beautiful female (illusion or shapechange), charm susceptible male (charm person), usually drain 1 energy level and/or 3 Con per night until dead.

Hold this. Bundle (e.g. baby, pack, weapon, bag of gold) handed over. Sticks to hands, gets heavy (100 lb/ HD) as it revert to being a large rock: victim helpless or crushed.

Look up. Creature's height seems to increase as fast as one can look up (save vs Wis not to look... if player says so). This exposes throat, which is cut (= readied attack).

Possession. Magic jar. Might pass on message, make mischief, take over life, fulfil task (as haunt), or destroy via disease or insanity. Can also possess animals, or objects to animate or manifest (e.g. appear as myriad eyes in wall, make sounds of nearby revel).

The demons' night parade:

On summer nights, d6 x 100 demons and spirits parade along roads and through towns as often as once/ month; priests tell populace when. People stay in, since to see means death no save unless one is a name-level priest or has protection from evil in effect. J.

Amikiri. J. Snake-like magically flying creature with bird head and lobster claws.

Animal folk. As well as player character types, there are boars, martens, snakes, weasels, and wolves. Unpredictable: some slay, some play pranks, a few are helpful. 1 in 6 (1 in 3 foxes) has illusion spells as level d4 (d6) magician. Foxes are especially fond of mischief and trickery (any pretty girl alone at twilight is probably a fox).

Bakemono. J. Goblins, hobgoblins, bugbears. All shapeshifters can be called o-bake or bake-mono, but here means individuality, not ability to change. As MM, but could have blue, orange, red, black, green skin, hooves, scales, huge noses or ears, zig-zag fangs, sometimes d2 horns or d3 eyes, etc. Use forked weapons. Bugbears in cold areas only.

Beetle, earthquake. As boring beetle (MM), but if hurt drums abdomen on ground to cause earthquake, as cleric spell. Takes 1 rnd, then beetle flies away clumsily at 3".

Bone demon. C. Devouring spirit. Femme fatale; uses illusion specific to victim, so others see its true form: skin drawn tight over white skeleton. Else as demon (below).

Celestial stag. C. Those who died underground, reanimated by magic currents and preserved by eating metal. Blank-eyed men with micaceous skin and metallic antler-like growths. Seek way out of mines or dungeons; drawn by light, offer unearthed riches for escort to surface. If refused, capture and torture to gain ends. On exposure to sunlight, spirit released, body decays instantly to noisome bubbling liquid, vapours = cloudkill. As shadow (MM), but non-lethal attacks, no Str drain, regenerate 1 hp/ turn.

Coffer corpse. C. Replaces normal zombie. Stiff, outstretched arms, long black nails, jerky gait (some call it a 'hopping corpse'). Resentful deceased, or created via animate dead. As FF, but if it kills, 1 in 6 it absorbs enough life force to pass on, and expires.

Crocodile-shark. J. Huge water monster, as MM2 dinosaur, tennodontosaurus.

Demon, oriental. Mostly baleful animal spirits or evil magic-user souls. Nr d6, AC 4, Mv 12, HD d6x2, Dmg 1-HD or by wpn, MR 50%, regenerate 1hp/ turn, +d3 wpn to hit, CE. Spells as sorcerer; 1 in 6 as mage. Can (HD/ day) use spirit powers or shift to any shape: specific person, insect, chimerical or bizarre form with odd numbers of eyes and limbs or has hair that entangles or is barbed etc., or spirit form (ball of smoke). Drain life force to survive; may gain immortality if drain holy man (1% lvl priest; 1% monk).

Demon spider. J. Giant spider (MM) demon (above). True form is striped giant spider with oni-like face, binds victim with sticky threads (BB/LG to escape) and eats him.

Dragon, rainbow. C. Two-headed dragon with mother-of-pearl scales. As mist dragon MM2. Instead of mist, can appear as moving rainbow ribbon. Breath weapons 3 each head: hypnotic pattern from one, colour spray from other, both affect twice usual HD. Dragon can cast the following twice a day, at and after stated age level: 4 = chromatic orb, 5 = rainbow, 6 = prismatic wall, 7 = prismatic sphere, 8 = prismatic spray.

Dragon, volcano. C. This 'hidden treasure dragon' guards underground hoards in volcanic areas. As red dragon, but long sinuous body, flies without need for wings.

Echo sprite. J. Small insubstantial beings that create echoes in echoey places. Rarely seen, look like rabbit/monkey cross. May at times repeat snatches of past sound ("bury loot by forked tree", "ambush at the pass", etc.), esp. if prompted, offered sweet scents.

Elemental, nature. There are 5 oriental elements: earth/metal, air, fire, water, and wood/nature. The fifth elemental is an 8, 12, or 16 HD treant, +2 weapons to hit, looks like wood whence it came, e.g. bamboo, cedar, cherry, cypress, fir, maple, pine, spruce.

Related magic: Bonsai of Elemental Summoning, Bonsai of Expeditious Strangulation.

Faceless ghost. J. As ghost (MM), but can take innocuous bodily form, usually of a familiar person. At some point, strokes face: features vanish, leaving blank smooth skin where face was — this causes the 10 yrs ageing and 2d6 turns panic. A favourite ruse is then to appear as person to whom the victim tells his tale of terror... and do it again.

Flesh-eater. J. Cursed spirits that eat human corpses; only kill if none handy. As ghoul (2+3 HD), but regenerate 1hp/ rnd, change to spirit form (ball of smoke) 3/ day.

Flying monkey. C. Monkey with owl wings, dog tail. Speak, play pranks, may serve mages. Nr 3d12, AC 6, HD 1, CN. Hate water, but like to drop people into it; band of 9 can cast lower water; 18 transmute water to dust; 27 drought (reverse cloudburst).

Flying snake. C. Low-flying, sticks to valleys. As snake (MM2), or snake, giant (MM).

Fox spirit. Supernatural fox: dangerous, vengeful, and like to trick or scare people, but friendly on occasion. Nr d6, AC 7, Mv 15, HD 6–9 d4, Dmg d4 or by wpn, MR 40%, +d3 wpn to hit, mainly CE/N. Spells as magician. Can shapeshift HD/ day to any form, even specific person, but careless, and tail may stay (1 in 3). Can be femme fatale, or possess women. Hate dogs, like wine; if drunk may show tail or revert to fox shape.

Furi. J. Monkey-like creature that glides as flying squirrel. Blue fur with black leopard spots. Nocturnal, regenerates, fireproof. Uses grass w. paralysis vapour to catch birds.

Ghost light. Many sorts of and names for these spirit fires. Seem like floating balls of fire or dancing lights (red, orange, yellow, blue, green) with tail if moving, most often seen on rainy nights. Nr d4 to d30, AC –5, Mv /12". HD common 2, uncommon 4.

Common. 1. Souls of dead, may bring bad/ good luck. 2. ‘Dancing lights’ cast by foxes.

Uncommon. 1. Souls, but lights have human faces/ voices; fear 20' r. 2. Gaki or haunt.

Rare. Demon-ghosts, 6 HD, 4 types, different attacks by touch: 1. cause disease (get 1 –ve hp/ day for 2d4 days); 2. deadly poison; 3. drain level; 4. burn d6/rnd until put out.

Ghost tree. C. Haunted tree; appears at random places in forest each night, confuses travellers. Can cast mirror image (d12 static trees in 50' r) 3/day, hallucinatory terrain 1/day, lose the path 1/week. Tree or image gives shiver down spine if seen at night.

Goblin rat. Nr d20, AC 7, HD 3. Goblin-sized ratman, dmg by wpn; can change into dog-sized giant rat, bite d6. 5% chance disease in either case, as they lick wpns. Save vs paralysis when facing any feline or flee in panic. Cats et al. get +1 to hit them in turn.

Golem, oriental. These count as lesser golems. Either mindless constructs that rouse and obey simple orders (stop, go, attack) if triggered or as bid by master; or statues etc. possessed by spirits. Have HD & attacks as creature resembled, average hp/die rnd up.

Golem, paper. AC 7, d4 HD type. Examples bear, boar, giant crab, giant crane, giant frog, tiger. Half dmg from blunt wpns, x2 from fire. Folded from magic origami paper.

Golem, wood. AC 6, d6 HD type. Usually 3-ft tall bunraku puppets, +1/die dmg from fire. All 8 classes occur: levels 2d4, damage and spell effects halved (or +4 on saves).

Golem, pottery. AC 5. Usually tomb guardians such as foo animals, and terra cotta warriors (F1, +1 F3 per 10, +1 F7 per 50 with 2H sword, horses, & chariot) with bronze weapons. Painted & lifelike. Half damage from edged wpns; silver or +1 weapons to hit.

Golem, statue. AC 4. Always in pairs: foo lions, zuijin, etc. Half dmg from edged wpns; +1 weapons to hit. Magic possible (low power, e.g. magic missile, sleep).

Golem, bronze. AC 3. Often single creature: unicorn-lion, dragon, serpent, mountain giant, etc. +2 weapons to hit. Magic probable (medium power, e.g. breath polymorphs).

Hungry ghost. Starving ghosts of greedy, often dwell in wastes and deserts. Gaunt, green-grey skin, pot belly, tiny mouth and throat. Insatiable hunger for specific nasty fare such as offal, rotten food, or blood. As wight, but CE, no energy drain, regenerate 1hp/ turn, can change to spirit form (ball of smoke or fire as ghost light) 3/ day.

Hydra bird. C. As hydra but d4 HD type, flies at 9", preys on children, often 9 heads.
Hydra snake. C. As hydra but d6 HD type; lean, but takes normal prey, often 9 heads.
Ikiryo. J. A 'living ghost' that springs unbidden from intense rage, hate, or jealousy: the grudge-bearer's sleeping soul leaves body as fetch (see spell). 1 in 6 can possess, but original body sickens and dies if away too long. True sight shows form of instigator.

Kappa. J. A water-goblin. Nr d6, AC 4, Mv 6"/18", HD 5, Dmg d6+3/ d6+3, CE. Very strong (19 str) green-blue goblin with shell back (immune to rear attacks), beak for mouth, and water-filled cavity atop head; if spilled, kappa loses Str and 1 hp/rnd until wet again (can trick into bowing too low, but rarely). Likes to drag people, cows, and horses into water, may drown them (reaction roll) and drink blood or eat liver. Loves cucumbers and wrestling, so bribe or won challenge may get one safely by watery lair.
Karma chameleon. Hard-to-find spirit. If supplicated, may grant 10 face points to characters, once. (Each PC passes a Cha or Wis check, or all party undertake quest to prove virtue.) If attacked, can cast sex change 1/rnd (causes total loss of, er, face).
Money toad. C. Big bullfrog, red eyes, wide nostrils, one hind leg. Sits on coin piles as guard, sees in dark, detects thieves by scent. War dog stats, but bite paralyzes 2–8 hrs.
Mummy. C. As MM; bandaged bronze-age nobles may also be encased in jade plates.

Naga, torch. C. Scarlet snake with human head. Eyes and stats as for blindheim (FF), and can breathe gust of wind at will, air blast as cloud dragon (MM2) 1/day.
Nature spirit. As well as player character types, there are spirits of lakes, rocks, trees, etc. Few are adventuresome. There are underground/ underwater spirit palaces in hills and forests/ lakes and seas. Princes and nobles can use elemental or druidic magic.
Nian. C. Massive mountain (or rarely, sea) beast: lion head, horns, bull body, crocodile tail. As half-sized tarrasque (MM2). Mainly eats monsters (or can be flattered into it), but can devour entire villages. Dislikes very loud noises, and these can keep it at bay.
Nuppeppo. J. Replaces zombie monster. Squat headless torso of decaying flesh: its flabby folds vaguely outline a face; hands and feet are mere lumps. As ghast including stench, but no bite, touch causes disease (get 1 –ve hp/ day for 2d4 days); scare 20' r.
Oni. J. Includes ogres and ogre mages, as MM. Also mountain oni: Nr 3d12, AC4, Mv 9", HD 8, Dmg d8 (2d8 if using kanabo), 7–8 ft tall; fear 1/rnd, invisibility 2/day; fly & polymorph self 3/day, wind walk 1/day. All may have red, blue, green, black, or orange skin, d3 eyes, d2 horns on head. Lurk in mountains, ruins, graveyards; associate with goblins and goblin rats. Bloodthirsty and cruel, they terrify, kill, and eat humans.

Pa-she. C. Giant python-like snake eats elephants (1 per 3 yrs). Use sea serpent stats (snake, giant in MM) x2 size, HD, damage. Green, yellow, black, or scarlet; may rattle.
Pai tse. C. Massive horned lion (x2 size, HD, damage; LG, AC 0, MR 75%). Has eye patterns like peacock tail on pelt, with which it can see; never surprised; fly, true sight, ethereal at will. Genius savant, knows all about world's 11,520 supernatural species, and advises virtuous kings (and compilers of bestiaries) thereof.
Penanggalan. J. As well as 'normal' nukukubi, there is a variant, rokurokubi, whose neck stretches indefinitely at night. Seeing initial stretch also needs a save or die.
Phantom. Includes habitual acts and noises: woman combing hair, boy playing, sound of footsteps or someone washing beans. 1 in 6 may have associated cantrip.
Poisonfeather bird. C. As eagle (MM2). Long neck, scarlet beak, purple plumage, green-tipped wing feathers. Eats viper heads. Dip feather in liquor to get undetectable poison for assassinations. Unicorn, ki-rin, or virtuous beast horn (or magic) neutralises.

Quasi-elemental, lightning. J. Lands during thunderstorms. Body of crackling electricity may take shape of cat, fox, weasel, or wolf. Voice like thunder.

Restless spirit. Lost, trapped, or vengeful ghost. Nr 1, AC -3, Mv 15", HD d10, +HD/3 wpn to hit, regen 1 hp/turn, ethereal at will, Dmg 1-HD, MR 5% per HD, Int low. Only dim recall of life, dreamlike awareness, unclear communication. Varied manifestations. Righting wrong or finishing task may lay ghost to rest, or it may need to be exorcised.

1-3 HD: Spirit often invisible, save to priest or magic. May be caught in brief phantom-like scene, only clue via dreams, cantrip effects, shiver at certain spot.

4-6 HD: May be invisible or appear as in life or death. Can 1/ day try possess animals or objects, animate latter, or haunt areas with minor physical or spell effects, e.g. pull into water (by drowned suicide), or grab legs and slow. May sometimes kill, as next.

7-9 HD: May appear as in life or death; immaterial but can manipulate objects, speak briefly. Can try to possess person 3/ day for task (fulfil oath, avenge death, etc.), to take over life, or inflict disease or insanity. May kill to try to substitute for own soul in hell.

10 HD: Great lord done great wrong. Seeks vengeance, can use magic (all types), turn to swarm of rats, wreak disaster (blight, pestilence, typhoon, earthquake), etc.

Snow woman. J. Tall inhuman beauty seen on snowy nights; leads mortals astray to die of exposure. Leaves no footprints, gaze causes fear. Can cast veil 1/day. Her icy breath = gust of wind at will; if attacked (+3 wpns to hit) can breathe cone of cold 1/day.

Spider woman. J. As huge spider (MM), thin-bodied, silver wpns to hit, femme fatale. Once male relaxes, she changes to spider form, binds him with sticky threads (BB/LG to escape), and drains 1 hp blood per round, leaving only a dried-up husk by morning.

Star dog. C. Fierce man-eater, flies like shooting star, on landing seen as smouldering canine monster size of bull. Can cast thunderclap and symbol of discord 3/day each.

Starving bones. J. Colossal skeleton 50-70 ft tall formed by black magic from bones of famine dead. Roams after midnight, kills and eats (lone) humans. As skeleton, but AC 4, Mv 21", HD 26, D 2d20 non-lethal grab, bites off head on 17-20; if misses head 2x, drops from 50 ft and moves on. Chosen victim hears ringing in ears before attack.

Tengu. J. Disruptive shapechangers. Two related sorts, one like kestrel (the FF kenku; can speak if it wants). The other like a kite: stats as kenku, except CE(n), HD 5-8 (d6); illusion spells as that level magician, mimic any voice, shower of stones 1/ day (effects as FF poltergeist but +4 on save). Change form as animal folk, always have long noses, impersonate monks. Love to torment pious with false visions, but fond of mischief too. 5% chance per tengu of magic feather fan, can create air blast as cloud dragon (MM2).

Tiger, blue. C. As tiger but deep blue & grey-blue, d10 type HD; males winged, fly 12". Often man eaters, sought by those about to die, as being killed by one = heroic death.

Tutelary spirit. J. Guardian warrior archers. AC 4, HD 4+4, 2 shots/rnd with bow = magic missile (never miss). Spear or falchion in melee. Statues often flank shrine gates.

Unicorn-lion. C. Lion with unicorn horn. Guards holy places. Fire-eating, magical fire heals. Detect evil, know alignment, and ESP at will. AC 3, HD 7+7, LG.

Vampire-ghoul. C. Replaces vampire. Huge red eyes, vulture claws, tiger teeth, covered in long tangled white hair tinged green from tomb mould. Nr d4, AC 3, Mv 12", HD 8+3, Dmg d6/d6/d8, Int low, CE. 18 Str, claws paralyse 3d4 turns, bite drains 2 energy levels (but victims just die), +1 wpns to hit, regen 1 hp/rnd. Immune to mind-affecting spells, poison, paralysis; half damage from cold or electricity. Take d6 hp/rnd from direct sunlight or immersion in running water; must return to coffin or tomb to rest every day. Change to spirit form (ball of smoke) with helpless victim 3/day; 1 in 6 are permanently invisible instead. Cannot charm, summon, change shape. Generally they paralyse or drain blood and energy from victim, then return to grave and devour corpse at leisure. Prone to fits of ungovernable rage, e.g. if interrupted when feeding.

Vampire tree. J. Normal-seeming tree that drinks human blood. Grows at old murder sites, battlefields, etc. Basic stats as hangman tree (MM2); 6 HD + 1 hp/yr, each 8 hp = +1 die; 2d6 branches entangle: 1/ 2/ 3 hits = -2 to hit/ -5 to hit/ held immobile; tube extends to drain d12 hp/rnd until victim dead, flings corpse 30–100 ft away. Double dmg from axes; if cut, bleeds. Branches can be used in healing potions.

Virtuous beast. C. Many names (e.g. chiai tung, kai tsi, lu tuan, poh, sin you) as can alter form, but always four legs and straight horn, from large sheep, say, to deep-green horse, claws & teeth like tiger, thick black mane and tail. Intense gaze paralyzes evil-aligned with fear; has permanent telepathy, true seeing, detect lie. Devours predators in wild; may assist in key trials, gores perjurers. AC 0, HD 9, Mv 18", Dmg d6/ d6/ 2d6 or 3d4 (+2 horn: on natural 20 or 4 > nr to hit impales heart), MR 45%, Int high, LG.

Water monkey. C. Aquatic, lurks by shore or bank, likes to drag people under water, may drown them (reaction roll). As huge (trapdoor) spider (MM), but only grapples.

Wheel wraith. J. Flaming oxcart wheel with man's head as hub. Scare 20 ft r, cold flames flick out to drain soul. As wraith or, 1 in 6, spectre (MM), but victims simply die.

White ape. Taer (MM2), but HD 2+4, no stench, ESP. Call people by name, try to kill and eat them if they can, but (since they rely on ESP) if hit by surprise, panic and flee.

Wind walker. Invisible form looks like flying giant weasel with slicing sickle claws.

Winged lion. C. Has whitish-grey fur, antlers, and wings. Hoards gold and silver, eats it but not much as doesn't expel it. Radiates protection from evil and cure disease 20 ft radius. Attacks demons/ evil spirits, damage converts their essence to gold/ silver at 1 coin per HD. Stats as smilodon (MM), but flies at 12", +2 wpn to hit, MR 30%, Int ave.