

BEASTS OF LEGEND: BEASTS OF THE EAST





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CREDITS

AUTHOR: Thurston Hillman

ARTISTS: William Hendershot, Michael Jaecks, Jason Juta, Stephen Najarian, Rian Trost

DESIGN AND LAYOUT: Rick Kunz

LEAD DEVELOPER: Dan Dillon

DEVELOPMENT: Ismael Alvarez, James Cooke, RJ Grady, Jeff Ibach, Matt Kimmel, Ryan Rock, Rodney Sloan

EDITING: Jason Nelson

LEGENDARY GAMES TEAM MEMBERS: Alex Augunas, Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Paris Crenshaw, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jonathan H. Keith, Jeff Lee, Jen Page, Jenny Jarzabski, Nicolas Logue, Will McCardell, Jason Nelson, Richard Pett, Tom Phillips, Alistair Rigg, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Mike Welham, Linda Zayas-Palmer, and Clark Peterson

PUBLISHER: Jason Nelson

EXECUTIVE PARTNER: Neil Spicer

ART DIRECTOR: Rick Kunz

BUSINESS DIRECTOR: Rachel Ventura

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Legendary Games
3734 SW 99th St.
Seattle, WA 98126-4026
makeyourgamelegendary.com

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WHAT YOU WILL FIND INSIDE *BEASTS OF THE EAST*

Beasts of the East reaches into the mythological and folkloric wellsprings across Asia to bring you an octet of amazing opponents. Whether your heroes are traveling on an epic transcontinental journey into Eastern lands or running a campaign already set in fantastic realms inspired by the Orient, *Beasts of the East* draws deeply upon the Asian legendarium to bring you creatures not just from the familiar stories of China and Japan, but ranges more broadly into the lore of Cambodia, Vietnam, and Tibet to bring you fantastic foes for your campaign. These creatively constructed creatures comprise a delightfully novel resource for GMs looking to expand their monster toolkit

The *Beasts of Legend* series from Legendary Games are not your usual bare-bones bestiaries, but bring you richly detailed and evocatively described monsters drawing upon the myths and legends of the real world with a double dose of fantastic flair. The *Coldwood Codex*, *Boreal Bestiary*, and *Construct Codex* have received lavish praise for their quality and inventiveness, and *Beasts of the East* follows proudly in their footsteps. The Legendary Games tradition is to combine rich story and background, innovative layout, beautiful aesthetics, and excellence in design that is second to none, allowing you to enliven and enrich your campaign in amazing and exciting ways. This product is the latest in that tradition, and we hope you enjoy using it as much as we enjoyed making it. Game on!

- Jason Nelson



INTRODUCTION

Asian-themed adventures and products in fantasy roleplaying games draw very heavily from the myths and legends of Japan and, to a lesser extent, China. Ninjas and samurai, oni and tengu, ki-rins, kappas, and kami, and even less common creatures are the norm, with a splash of imperial dragons, foo creatures, and terra cotta warriors. The legends and lore of India also appear in RPGs, especially with creatures like nagas and rakshasas, but they are rarely presented as part of the “Asian RPG” oeuvre. While each of those cultures has an abundance of great myths and legends, it also makes Asian-themed fantasy somewhat monotonous and predictable, and it ignores a rich trove of creatures and concepts from the other parts of Asia. The tide may be turning a bit in game design, as a number of fantasy games have broadened their scope into creatures from the Philippines like the penanggalan and siyokoy, and *Beasts of the East* is delighted to continue this trend of spotlighting some overlooked parts of Asian myth and legend. Each creature’s statistics, description, and illustrations follow, but we would also like to present a bit on the mythological origins of each creature here.

Flame Naga: The ‘Phaya Naga’ is the source of the idea for the flame naga. They’re mythical serpents whose history is rooted with those dwelling along the Mekong River (particularly in Laos or Thailand). In game, the flame naga fills a lower-level niche in terms of power level, allowing for PCs to encounter a naga during their rise to power. They’re particularly useful in jungle settings adjacent to large empires of naga, or nations where naga/nagaji are a predominant force.

Neak Ta: These kami find their roots in Cambodian mythology, as spirits who watch over people places and things. Their association with settlements and the protection of people made them a perfect fit for kami. In a campaign, neak ta are excellent allies for PCs who find themselves resting in settlements. Should the PCs (or a particularly powerful ally) own an establishment, a neak ta is the perfect addition, likely improving the morale of those using the building and its services.

Kmoch Pray: Another element of Cambodian mythology, the kmoch pray are spirits of deceased mothers and children. Rather than create another form of undead, the rules in this product detail the spirits possession of flora—particularly trees—as a means of terrorizing communities. These creatures make excellent threats for mid-level groups making their way through spirit-haunted forests.

Kting Voar: These bovines are believed to be a now extinct species from Vietnam. Beyond their unique horns, there’s little to distinguish the kting voar from other cows, and some believe they may be the same species entirely. In this product, the kting voar are presented as a new type of animal. They’re particularly useful if trained as beasts of burden in caravans—their horns and skill at trampling, making them excel in the times such convoys are assaulted.

Oni, Bakeneko: A fringe spirit in Japanese mythology, the bakeneko is often confused with the more common nekomata. The bakeneko thrives on attention, basking under the pets and praises of those who appreciate its charismatic form. As oni, it is possible to find a bakeneko in almost any far-east themed region, though they’re one of the types of oni more likely to travel, as they enjoy the attention of creatures not familiar with their true nature. It’s entirely possible to introduce a bakeneko as a supposed-ally, only to have its true nature revealed when attention is directed away from it.

Oni, Yeren: Asia has just as many tales of ‘wild haired men’ as North America has myths of big foot or sasquatch. The yeren is the title given to the Asian equivalent of this creature, albeit more so out of China and Indonesia. In-game, these brutes are primitive haired ogres that live off the land. PCs exploring deep wilderness or unexplored natural sites, could come across one or more yeren. Their skill at theft—especially if the stolen object is an important campaign artifact—makes them perfect for diversionary side treks, forcing PCs off the main road in search of the thieving yeren.

Quyrua: Based off the nearly extinct Hoan Kiem turtle from Vietnam, the quyrua is a unique magical beast that combines real life legends with a fantasy flavor. In Vietnamese mythology, the turtle of the lake swallowed a sword, but the quyrua subverts that by having the sword visible out its back, giving it an almost Arthurian ‘sword in the stone’ take. These creatures are well-suited to introduce important historic figures into an ongoing campaign, especially when the GM plans to have the weapon wielded by such a hero end up in the hands of a PC.

Srin-Po: From the legends of Tibet, the srin-po are sometimes discussed as being similar to ghouls or vampires in a deific form. Here, the srin-po are a mix of elements, representing a form of undead nobility. Made powerless under the light of the sun, srin-po should be introduced in subterranean environments, or deep within lightless dungeons and fortresses. They’re particularly suited to the basements of castles or the sunless caverns at the northern edges of the world.



The skin of this great serpent is colored with muted browns and reds. Where the snake's face should be, is instead the face of a striking human female, twitching with intense fury

FLAME NAGA

Flame nagas are one of the least powerful types of naga. These solitary serpents dwell in the winding rivers of large jungle environments. They prefer the heat and humidity offered by jungles, while simultaneously having a locale that keeps them close to many poorly defended humanoid settlements. Flame nagas are selfish and prideful, and instead of thinking of themselves as lowest on the naga 'food chain', they consider themselves akin to gods—at least, when compared to the humanoid races of the world. They pretend to be gods or powerful spirits to those primitive communities where they can get away with such lies, but even then, flame nagas prefer to quietly roam the waterways of the jungle.

A flame naga extends almost 10 feet in length and weighs around 260 pounds.

Fiery Souls. Flame nagas possess minor spellcasting abilities; their sorcerous talents often consisting primarily of fire-based magic. Despite their ability to conjure magical flame, it's the venom of the flame naga that gives the serpent its moniker. The poison of a flame naga is a steaming clear liquid, so hot, that when injected, it burns its victim from the inside. Those exposed to the viscous poison of a flame naga and survive the ordeal, report it to be a short-lived agony, but one of intense and continual pain. Flame nagas use their venomous bite as a means of punishing humanoids, striking out with their venom and retreating, before their foes realize what has happened to them.

Serpentine Influence. Other types of naga bully flame naga they come across, so their lesser kin find solace in remote lands. Oddly enough, nagaji are one of the species most likely to form any kind of long-term relationship with a flame naga. Nagaji (a reptilian humanoid race) are far enough removed from humanity that they're seen as something akin to 'favored children' by flame naga, who often employ their humanoid naga-like brethren as valued underlings. In this way, a flame naga can easily maintain the guise of being a deity, while their nagaji allies handle the mundane requirements of leadership in a given community.

FLAME NAGA

Large monstrosity, neutral evil

Armor Class 17 (natural armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	18 (+4)	16 (+3)	11 (+0)	14 (+2)	17 (+3)

Saving Throws Wisdom +5

Damage Resistances fire

Damage Immunities poison

Condition Immunities charmed, poisoned

Senses darkvision 60 ft., passive Perception 12

Languages Aquan, Common

Challenge 5 (1,800 XP)

Amphibious. The naga can breathe air and water.

Spellcasting. The naga is a 4th level spellcaster. Its spell casting ability is Charisma (spell save DC 14), and it needs only verbal components to cast its spells. It knows the following sorcerer spells:

Cantrips (at will): *acid splash, light, mage hand*

1st (4 slots): *burning hands, magic missile, shield*

2nd (3 slots): *flaming sphere, mirror image*

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one creature. *Hit:* 10 (2d6 + 3) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 10 (3d6) fire damage and 10 (3d6) poison damage on a failed save, or half as much damage on a successful one.



The paint on what first appears to be a piece of wood atop an innocuous mound of bricks and twine, changes from garbled words, into a smiling face

KAMI, NEAK TA

Neak ta are a type of kami (nature spirit) that dwell in urban areas, particularly smaller settlements based around one particular common building. Neak ta speak telepathically, but can't make any audible noises, as they lack a mouth. They display their emotions on the billboard-like sign that makes up their face; their emotion appearing as cartoon-like images on the sign. A neak ta is stands 3 feet tall, and weighs around 60 pounds.

Social Anchors. Neak ta bond with community buildings, preferring the jovial nature of an inn or tavern. Multiple neak ta can inhabit a larger edifice, sometimes taking over individual floors of a structure. These larger conglomerations of kami happily refer to themselves as 'parties' and do their best to entice visitors to their particular ward. Communities typically develop around the ward of a neak ta, the kami becoming something of an anchor for the development of a settlement. Neak ta do this unintentionally, simply finding a communal location that appeals to them, and settling into it as a ward, not considering the long-term ramifications for a growing village.

Communal Guardians. The presence of notable oni or other evil creatures is enough to keep a neak ta guarding its ward indefinitely. The tiny creature's love of the people it protects ensure that it will not leave them if such evils are nearby. Conversely, oni see the ward of neak ta's as sites of powerful significance, to be defiled as a means of proving their superiority. Yeren oni are the natural enemies of small community (village sized or smaller) dwelling neak ta.

NEAK TA

Small fey, neutral good

Armor Class 17 (natural armor)

Hit Points 90 (12d6 + 48)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	18 (+4)	12 (+1)	14 (+2)	19 (+4)

Skills Stealth +7

Damage Resistances acid, fire, lightning

Condition Immunities charmed, frightened, paralyzed, petrified

Senses darkvision 60 ft., passive Perception 12

Languages telepathy 100 ft.

Challenge 7 (2,900 XP)

Immutable Form. The neak ta is immune to any spell or effect that would alter its form.

Innate Spellcasting. The neak ta's innate spellcasting ability is Charisma (spell save DC 15, +7 to hit with spell attacks). It can innately cast the following spells, requiring no material components:

At will: *calm emotions, mending, telekinesis*
3/day each: *create food and water, cure wounds* (as a 3rd level spell slot)
1/day each: *heroes' feast*

Regeneration. The neak ta regains 5 hit points at the start of its turn if it has at least 1 hit point.

Ward. The neak ta has a bound ward that is a community hall, inn, or tavern. While within its ward it can use its Cyclonic Fury and Merge with Ward actions. If the ward is destroyed while the neak ta is bound with it, the neak ta dies. If the ward is destroyed any other time the neak ta loses its Regeneration, Merge with Ward action, and permanently suffers disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Multiattack. The neak ta makes three hurled object attacks.

Hurled Object. *Ranged Spell Attack:* +7 to hit, range 60 ft., one target. *Hit:* 15 (2d10 + 4) bludgeoning damage.

Cyclonic Fury (Recharge 5-6). The neak ta magically gathers a mass of debris and loose objects and sets it rapidly swirling in a 20-foot radius around itself. A creature that ends its turn in the area, or enters the area for the first time on a turn must make a DC 15 Dexterity saving throw, taking 28 (8d6) bludgeoning damage and is blinded until the end of its next turn on a failed save, or half as much damage and isn't blinded on a successful one. The cyclonic fury lasts for as long as the neak ta maintains concentration (as if concentrating on a spell), for up to 1 minute.

Merge with Ward. While within or adjacent to its ward, the neak ta can merge with the building. While merged the neak ta is immune to damage and can't be targeted, and can sense the entire interior and surrounding area of the ward with its own senses. It can emerge as an action, appearing in any unoccupied space within or adjacent to its ward.



This tree is covered in a viscous yellow sap, along its center mass. Two arm-like branches extend out, their ends shaped like wicked wooden scythes

KMOCH PRAY

Once normal trees, the kmoch pray have been transformed into grotesque plant-like creatures driven only by the violent urges of the spirits that possess them. Kmoch pray patiently wait in forests, hidden among the other trees of the region, emerging only to waylay passerby with their scything claws. A kmoch pray is often a hunched tree around 25 feet tall, with a trunk 2 feet in diameter, and weighs 4,000 pounds.

Ambush Predators. In the early months of its creation, the malign trees ambush travelers. Those slain by a kmoch pray have their blood fertilize the roots of the killing tree, while the kmoch pray instinctively creates a small trove of visible treasures at its base. The kmoch pray then uses its gathered hoard of treasure to entice other explorers to move before their roots. While such explorers rifle through the acquired treasure, the kmoch pray moves into action, scything such thieves down in sweeping blows.

Possessed by Undeath. When mothers and children die during childbirth, most souls are innocent of any acts binding them to undeath and move on to the afterlife without incident. However, sometimes a sliver of their anguish materializes within a nearby tree. This anguish morphs into a malice and bloodlust that takes over the tree, giving it a warped and twisted appearance. Although not a true undead, the kmoch pray is still susceptible to clerics that Turn Undead.

KMOCH PRAY

Huge plant, neutral evil

Armor Class 17 (natural armor)

Hit Points 178 (17d12 + 68)

Speed 5 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	19 (+4)	13 (+1)	16 (+3)	16 (+3)

Damage Immunities acid

Condition Immunities prone

Senses darkvision 60 ft., tremorsense 60 ft., passive Perception 13

Languages understands Common but can't speak

Challenge 12 (8,400 XP)

Caustic Sap. A creature that touches the kmoch pray or hits it with a melee attack while within 5 feet of it takes 10 (3d6) acid damage. Any nonmagical weapon made of metal or wood that hits the kmoch pray corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal or wood that hits the kmoch pray is destroyed after dealing damage.

False Appearance. While the kmoch pray remains motionless, it is indistinguishable from an ordinary tree.

Turn Susceptibility. The kmoch pray is affected by effects that turn undead.

ACTIONS

Multiattack. The kmoch pray makes two scythe claw attacks.

Scythe Claw. *Melee Weapon Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 25 (5d8 + 3) slashing damage. The kmoch pray's scythe claw attack scores a critical hit on a roll of 19 or 20. If the kmoch pray scores a critical hit, it rolls damage dice three times, instead of twice.

Sap Fling. *Ranged Weapon Attack:* +7 to hit, range 100 ft., one target. *Hit:* 21 (6d6) acid damage. In addition, the target must succeed a DC 15 Dexterity saving throw or take 10 (3d6) acid damage at the start of each of its turns. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



This muscular bovine trudges forward on thick hooves. A lengthy set of twisting horns protrude from its skull, the ends of which break out from inside the exterior bone

KTING VOAR

The kting voar—or ‘snake-eating cow’ as they are known by most humanoids—are a unique breed of bovine. Common in the outskirts of jungles, or locations of heavy humidity, the skin of a kting voar absorbs much of the heat in a region, protecting the creature from all but the most extreme temperatures. A kting voar’s horns are its most iconic feature—a twisting set of dark black horns lurking right under a boney outer shell. The points of its horns actually break out from the bone-shell, giving the point where kting voar’s under horns emerge the appearance of an exposed plant root.

A kting voar stands up to almost 5 feet in height and weighs roughly 1,600 pounds.

Cultivated Resources. The meat of a kting voar is considered a delicacy in some regions, though their increased muscle mass makes the snake eating cow particularly unsavory to most living creatures. Those hunting the kting voar also tend to find the bovines a difficult prey. The kting voar’s iconic horns easily skewer or knock aside most average sized humanoids, and should the beast become enraged, it is equally as willing to use its horns while tramping down threats. Still, the horns of a kting voar are prized in the crafting of weapons, and while they have the consistency of adamantine, the horns are still natural bone—a material making them especially prized by those that eschew metals, such as druids.

Unruly Mounts. Some plains-dwelling tribes of humanoids use kting voar as impromptu heavy mounts. While they provide little in the way of additional mobility, the kting voar make up for it with their strengthened horns. Still, riding a kting voar is a terrifying proposition for some, as the mounts are notoriously difficult to tame, requiring a DC 25 Handle Animal check in order to properly train for any sort of combat purpose. Even after they’re trained, a kting voar forgets such training if not regularly used in combat situations; combat training wears off after 2 months of inactivity.

KTING VOAR

Large beast, unaligned

Armor Class 13 (natural armor)

Hit Points 73 (7d10 + 35)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	21 (+5)	2 (-4)	13 (+1)	5 (-3)

Damage Resistances fire

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 11

Languages —

Challenge 2 (450 XP)

Reinforced Horns. Underneath the boney exterior of their horns, the kting voar possess a second set of reinforced adamantine-like horns. The gore attack of a kting voar counts as adamantine for overcoming damage resistance.

Trampling Charge. If the kting voar moves at least 20 feet towards an opponent and hit with its gore attack, the target takes an extra 2d8 damage. The target must make a DC 14 Strength saving throw or be knocked prone.

ACTIONS

Gore. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage.



The size of a Halfling, this child-like humanoid resembles an upright cat more than a person. A pair of sharpened claws emerges from its inappropriately large paw-hands, while pointed ears crown its head. The cat-thing smiles with a comical rictus-grin

ONI, BAKENEKO

A bakeneko oni stands 3 feet tall, with a lean build covered in fur, and weighs around 35 pounds. Bakeneko are one of the lowest forms of oni, condemned to small cat-like bodies for failures in a past existence. These oni thrive on attention, similar to the cats whose form they imitate. A bakeneko becomes incredibly irate if attention is drawn away from them by another creature, marking such targets with an invisible brand. They're physically more powerful than spirit oni, but aren't appropriate as familiars, putting them in a strange societal structure.

Attention Seekers. As the lowest of fleshbound oni, a bakeneko indulges in its craving at all times, regardless of other concerns. Once it finds a creature or group that fawns over its appearance, the bakeneko basks for as long as it can. A bakeneko receives its greatest attention from groups of children, but other creatures can give similar attention—particularly, lonely hermit creatures or distant sages and scholars. The cat-like oni's demeanor is pleasant enough, but once a new creature appears to take attention away from it, the bakeneko enters a fierce rage.

Jealous Narcissists. The 'mark of envy' is the name of the invisible brand a bakeneko places on those who steal its rightfully deserved tribute. This invisible brand is typically a single symbol, often bearing the meaning of some derogatory term the bakeneko has for its target. Such brands last for a day, during which, they fuel the bakeneko's rage at the target, granting them strength and accuracy far beyond what their small feline frame should be able to accomplish. If its fiendish nature is revealed, a bakeneko wastes no time in retreating, marking its target before fleeing. In the next few hours, it returns, this time using its Change Shape ability to appear as an inconspicuous child. If all goes well, the bakeneko closes in on its target and reverts back to its true form, shredding its enemy with vicious claw strikes.

BAKENEKO

Small fiend (shapechanger), chaotic evil

Armor Class 14

Hit Points 36 (8d6 + 8)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	18 (+4)	12 (+1)	13 (+1)	10 (+0)	17 (+3)

Saving Throws Dex +6

Skills Acrobatics +6, Stealth +6

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

Innate Spellcasting. The bakeneko's innate spellcasting ability is Charisma (spell save DC 13). The bakeneko can innately cast the following spells, requiring no material components:

3/day each: *color spray*, *silent image*

1/day each: *hypnotic pattern*, *invisibility*

ACTIONS

Multiattack. The bakeneko uses Mark of Envy if it is able, and makes two attacks with its claws.

Claws (Bakeneko Form Only). *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Change Shape. The bakeneko can magically polymorph into a Small humanoid or back into its true form. Its statistics are the same in each form. If the bakeneko dies, it reverts to its true form.

Mark of Envy (1/day). The bakeneko magically marks a creature it can see within 90 feet. The bakeneko gains a bonus on attack and damage rolls against the target equal to its charisma bonus (typically +3). The mark lasts until the target is slain or 24 hours has passed.



At a height of almost twelve feet, this humanoid figure is built like an ogre. Its form is marred by patches of reddish fur, with sections of browned skin showing through. A face locked in the form of a permanent sneer stares out, with eyes moving as though trapped in a wax mask

ONI, YEREN

Yeren are rarely found in collusion with other oni, for they have no concerns with the mortal world—beyond indulging in its wilderness. Yeren despoil lands, hunt areas to extinction, and actively push back the advances of civilization. They're often confused for other, more curious species, such as sasquatches or yetis, but are far more aggressive in nature. A yeren that is seen, enters an almost immediate rage, rushing those that discovered it in a vicious display of claws and bites. An unseen yeren attempts to steal trinkets and good from those unaware of its presence. A typical yeren oni stands 11 feet tall and weighs around 700 pounds.

Volatile Tribes. Groups of yeren sometimes form in the deepest of wilderness regions, preferring the secluded nature of forests, jungles, or mountains. Unlike peaceful species, the yeren are quick to tax the natural resources of a location, and often relocate. Yeren pick up others of their kind, creating continually growing tribes, though sometimes they come into conflict among one another. They constantly vex innocent kami, whose wards they defile at the earliest opportunity; yeren not being far enough removed from their oni brethren to leave even an unobtrusive kami to its business.

Maddening Scrawls. Symbols scrawled across the breadth of yeren territory are the hallmark of these creatures. Yeren can magically imbue their scrawled symbols to befuddle those viewing them. If a yeren views an outsider affected by their scrawled symbols, they'll quickly break from cover and attempt to steal from the confused target. After taking a few choice items, the yeren retreats back into whatever natural cover is available, and the final magic of its symbol erasing all memory of the yeren from its target. Those of sufficient willpower, can overcome the power of a yeren scrawling, earning the deadly ire of the oni. Yeren fight to the death against creatures who discern their whereabouts and overcome the magic of their symbols, unwilling to risk discovery by others.

YEREN

Large giant, neutral evil

Armor Class 16 (natural armor)

Hit Points 90 (11d10 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	16 (+3)	14 (+2)	11 (+0)	15 (+2)

Saving Throws Str +7, Con +6, Wis +3, Cha +5

Skills Deception +8, Perception +3, Sleight of Hand +7, Stealth +4

Senses darkvision 60 ft., passive Perception 13

Languages Common, Giant

Challenge 5 (1,800 XP)

Innate Spellcasting. The yeren's innate spellcasting ability is Charisma (spell save DC 13). The yeren can innately cast the following spells, requiring no material components:

3/day each: *entangle*, *fog cloud*, *thunderwave*

1/day each: *dominate beast*, *glyph of warding* (spell glyph only), *symbol* (insanity only)

Regeneration. The yeren regains 10 hit points at the start of its turn if it has at least 1 hit point.

Scrawl Yeren Symbol. The symbol created by the yeren's Innate Spellcasting trait steals the memories from its victims. At the end of this effect, a creature forgets any interactions with a yeren that occurred over the past 24 hours. The creature's memory can be restored in the same fashion as though affected by a *modify memory* spell. A creature that loses its memories to a yeren *symbol* can't lose its memories from another yeren *symbol* for 24 hours.

ACTIONS

Multiattack. The yeren makes three attacks: one with its bite and two with its claws.

Bite (Yeren Form Only). *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

Claw (Yeren Form Only). *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) slashing damage.

Change Shape. The yeren can magically polymorph into a Small or Medium humanoid, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. Its equipment, if any, does not transform. If the yeren dies, it reverts to its true form.

Steal (Yeren Form Only). The yeren makes a Dexterity (Sleight of Hand) check against the target's passive Perception to steal a carried or worn item. The yeren has disadvantage on the check to steal a worn item if it is secured (such as worn ring, or item in a closed pouch).



This bulky turtle is the length of a horse and almost as tall, with an intricate shell of vibrant color. Its eyes show a measure of sentience and the glimmer of eternal patience. The turtle's most distinguishing feature is the prodigious weapon embedded in the center of its otherwise pristine shell

QUYRUA

Quyrua are guardians of riverways and inland settlements bordering rivers or lakes. They resemble an oversized turtle with a brilliant shell, albeit punctured by an impressive weapon. A quyrua is typically about 12 feet long, and weighs around 2,200 pounds.

Heroic Origin. Quyrua often form the basis of regional legends, with the weapons embedded in their back being an implement used by some historic figure. These magical creatures are created when such a legendary (possibly mythic) hero embeds their weapon in the back of a venerable tortoise. The tortoise is then given a spark of magical sentience, blessed by a sponsoring power—most often a deity affiliated with the hero.

Bearer of Legacy. The hero departs to unknown places after giving the quyrua its final instructions, which often consist of a required quest or traits to be found in a suitable heir for the weapon. The quyrua does its best to ensure they live up to the legacy of their creator, ready to gift the weapon they carry onto one capable of upholding the weapon's legacy. Such cases are obviously rare, for a quyrua giving up its embedded weapon also succumbs to a quick (but peaceful) death.

QUYDRA

Large monstrosity, neutral

Armor Class 16 (natural armor)

Hit Points 105 (10d10 + 50)

Speed 10 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	6 (−2)	21 (+5)	15 (+2)	18 (+4)	15 (+2)

Skills History +8, Nature +5

Senses darkvision 60 ft., passive Perception 14

Languages Common, Sylvan

Challenge 5 (1,800 XP)

Eternal Keeper. Embedded in the quyrua's shell is a +1 magic weapon. This weapon can't be removed unless the quyrua allows it with Honorable Absolution, or it dies. In some rare cases a quydra has a more powerful magic weapon in its shell.

Honorable Absolution. A quyrua can willingly allow a creature to remove the weapon embedded in its shell. When the weapon is removed in this way, the quyrua immediately dies, though part of its spirit remains within the weapon, allowing the wielder of the weapon use of the quyrua's innate spellcasting for the following 24 hours. At the GM's discretion, sometimes, the quyrua's sentience is absorbed into the weapon, effectively making it a unique sentient weapon.

Innate Spellcasting. The quyrua's innate spellcasting ability is Wisdom (spell save DC 15). It can cast the following spells, requiring no material components.

3/day each: *cure wounds*, *gust of wind*

1/day: *control water*

Keen Smell. The quyrua has advantage on Wisdom (Perception) checks that rely on smell.

Sacred Charge. The quyrua's bite gains the magical benefits of the weapon embedded in its shell (included in the attack). If the weapon deals any additional damage on a hit, the quyrua gains resistance to that damage type.

ACTIONS

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (4d6 + 4) piercing damage.

Water Jet. The quyrua magically shoots water in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw. On a failure, a target takes 21 (6d6) bludgeoning damage and, if it is Huge or smaller, is pushed up to 20 feet away from the quyrua and knocked prone. On a success, a target takes half the bludgeoning damage, but is neither pushed nor knocked prone.



This tall humanoid has distended arms that end in tri-pointed claws. It's garbed in tattered noble regalia, with its skin a muted gray—the color of long withered flesh

SRIN-PO

The srin-po are a class of undead often referred to as 'ghoul aristocrats'. The association with ghouls is incorrect, as srin-po are actually a unique form of undead, created when particularly affluent members of society are slain in (what they perceive as) a disgraceful manner, and later buried. From this the srin-po is born, the now undead noble literally digging out of their grave with their bare hands. A srin-po stands 7 feet tall, and weighs around 230 pounds.

Terror in the Dark. For the rest of its existence, the srin-po thrives on the dread of others, making short sojourns to the surface in order to punish those whose race it once belonged to. By the time they make these journeys, the srin-po has developed a strong aversion to sunlight, ensuring their attacks occur at night. These undead take malign strength from watching others fall to their fearful touch.

Twisted Society. When not engaged in acts of murder, the srin-po enjoy academic and social retreats. Srin-po, unlike other undead, form social groups, where they discuss topics from their respective former lives. Many bring captured living cattle to these events, the undead nobles feasting on the fear and flesh of their captives as a true noble might slowly sip at a wine.

SRIN-PO

Medium undead, lawful evil

Armor Class 16 (natural armor)

Hit Points 170 (20d8 + 80)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	18 (+4)	16 (+3)	13 (+1)	15 (+2)	18 (+4)

Skills History +4, Intimidation +7, Persuasion +7

Senses darkvision 60 ft., passive Perception 12

Languages Common

Challenge 7 (2,900 XP)

Shield of Dread. When the srin-po causes a creature to become frightened, it regains 5 temporary hit points.

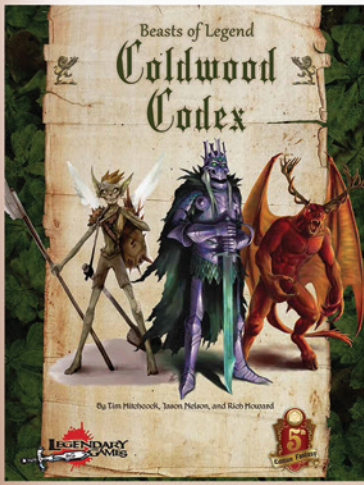
Sunlight Sensitivity. While in sunlight, the srin-po has disadvantage on attack rolls, ability checks, and saving throws.

ACTIONS

Multiattack. The srin-po makes three attacks: two with its claws and one with its bite.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage and the target's Wisdom is reduced by 1d4. The target becomes unconscious if this reduces its Wisdom to 0, and can't be awoken until it regains at least 1 point of Wisdom. A target reduced to 0 Wisdom regains 1 point of Wisdom in 1d4 hours. Otherwise, the reduction lasts until the target finishes a long or short rest.

Claws. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage and the target must succeed on a DC 15 Wisdom saving throw or become frightened. If the creature is already frightened, it becomes paralyzed; and if it is already paralyzed it drops to 0 hit points and is dying. A frightened or paralyzed target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.



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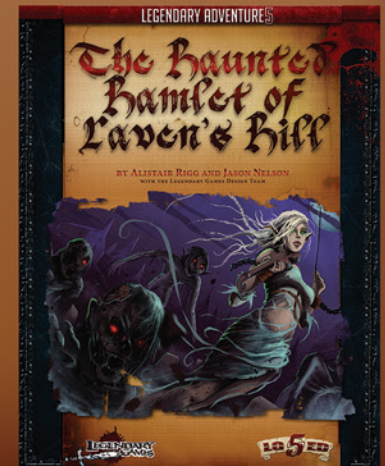
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