



ASIAN  
MONSTERS



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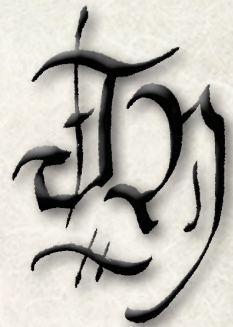


## WHAT YOU WILL FIND INSIDE ASIAN MONSTERS

*Asian Monsters* is the latest specialty 5E bestiary from Legendary Games, bringing you richly detailed and evocatively described monsters for the 5th Edition of the world's most famous roleplaying game, drawing upon the myths and legends of the real world and throughout the history of RPGs. You can check out the fantastic flair of these monster accessories in the companion volumes *Mythos Monsters*, *Sea Monsters*, *Coldwood Codex*, *Boreal Bestiary*, and *Construct Codex*! This volume brings you monsters from cultures across southern and eastern Asia and the Western Pacific, from India to Korea, Cambodia to China, Japan to Malaysia, Thailand to the Philippines, and more! This exciting monster supplement has been developed with care by our expert game designers in cooperation with Asian authors and artists and a team of cultural consultants to bring you over 90 magnificent monsters from the myths and legends of Asia to enrich your 5E campaign!

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



### SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official System Reference Document or 5eSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

### ABOUT LEGENDARY GAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. and managed by Jason Nelson, Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary! Visit us on [Facebook](#), follow us on [Twitter](#), and check out our website at [www.makeyourgamelegendary.com](http://www.makeyourgamelegendary.com).

# INTRODUCTION

The cultures of Asia are rich and diverse and offer a vast array of interesting myths and legends of heroes and monsters, dragons and demons, ghosts and goblins, and so much more. Asian culture as a feature of roleplaying games has been around since at least the 1st Edition of AD&D, with monsters like nagas and ki-rin, rakshasas and ogre mages, and many more. The prominence of Asian influences in the RPG community has waxed and waned over the years in sync with the broader pop culture and with greater awareness of the breadth and depth of culture, history, and stories with their roots in that part of the world. Adventure sagas and campaign settings have come and gone, from places like Kara-Tur to Rokugan, with card games and video games becoming part of the gaming ecosystem and bringing in their own fans of Asian themes, whether derived from traditional myths and legends or from more recent manga and anime. Even as the majority of RPG books and settings and adventures leaned into a Western style of Euro-medieval fantasy, there was always the question of what lies beyond in other parts of the world. Earth has a vast array of cultures and legends; should fantasy worlds be any different?

Tropes of Asian myth and legend and modern media are an integral part of the fantasy and RPG landscape. Whether they are the core of a campaign or a mysterious far-off land beyond the borders of where adventurers usually tread, in a world with teleportation, flight, and plane travel there's no reason they can't impact things right on an adventurer's doorstep thousands of miles away. A spellcaster summoning beings from other planes could just as well tap into whole new categories of creatures from the manifold realms of heaven or the endless spinning circles of hell, beyond the more well-known angels and devils, demons and genies. An epic journey could take adventurers far from home into empires inspired by the Asia of our world, or in your fantasy campaign cultures that grew up continents apart on Earth could be just across the narrow straits from each other. An interplanar metropolis is just as likely to have adventurers and planeswalkers from magical lands with an Asian flair as a European one.

Regardless of whether your fantasy world is vast, with far-separated cultures like those on Earth or includes everything *and* the kitchen sink packed in together in a genre-spanning free-for-all, an awesome collection of Asian-inspired monsters is a terrific tool for diversifying the kinds of challenges and threats your heroes must face. For players who are not already familiar with them, they can bring a vibrant spark to the game, surprising your players and adding a touch of naturalism to campaigns that might otherwise grow stale with more of the same common Western fantasy standards. Some are glorious and resplendent beings like the kami and kirin, offering wisdom and counsel, while the vicious and cruel oni and asuras make deliciously diabolical villains. You'll find low-level foes like nats, kappas, and gakis, tricksters like the tanuki and

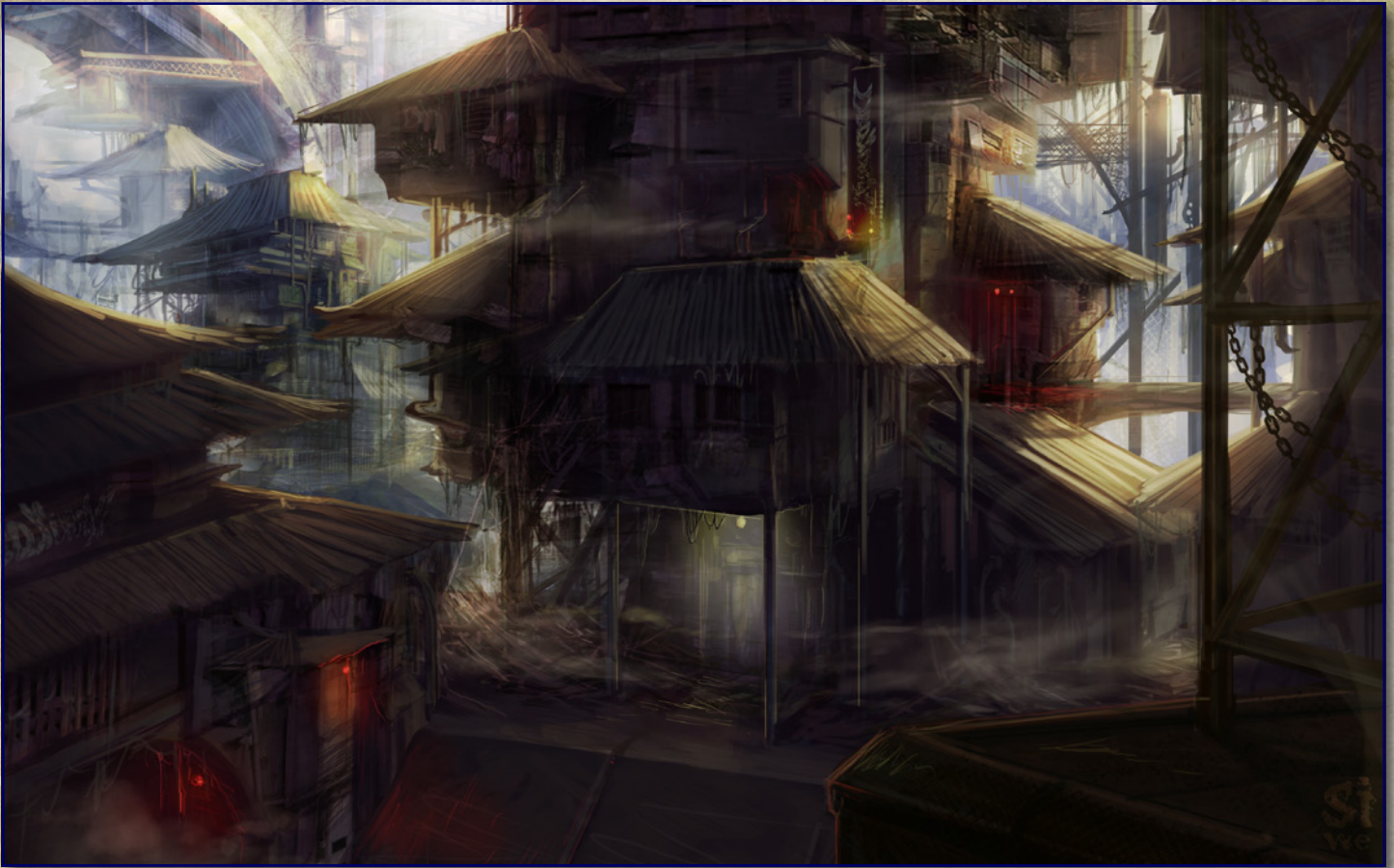
kitsune, spirits of nature like the kapre and jinmenju, and an awesome array of undead and shapeshifters. While the myths and legends of China and Japan are the most prominent in RPG lore, *Asian Monsters* also brings in creatures from all over Asia, from India to Indonesia, Malaysia to Tibet, the Philippines to Vietnam, and even a few from Australia and the Western Pacific. From hungry ghosts and hopping vampires to sea monsters and towering kaiju, *Asian Monsters* brings you a ton of magnificent monsters to open up a whole new world of adventure for your 5E campaign!

## EXISTING 5E CREATURES WITH ASIAN ORIGINS

A number of the creatures in the official 5E SRD are already drawn from Asian myths and legends or are sufficiently universal in their appearance and lore underpinnings that, aside from potentially using different gear from clothing to weapons to match those more common in an Asian-inspired setting, there is no need to change anything mechanically about how the creature functions and plays at the table. Any RPG monster drawing upon real-world myths, legends, folklore, or religion, of course, is just a representation of an idea, a convenient shorthand for how to use it as a creature in the game. Like the Pegasus, minotaur, or medusa from Greek mythology, in those stories they may be unique creatures or even deities in real-world religions, but in an RPG world they can represent a *kind* of creature like the **garuda** on page 32—which obviously is not the Hindu god Garuda, the bearer of Vishnu described in the Vedas and the Bhagavad Gita—or even an entire category of creatures (like asuras or nagas). They may be spirits or demons in version of their cultural origins and creatures of flesh and blood in another, and the line between what is called a demon or fairy or spirit or ghost in real-world mythological terms doesn't always map directly over to game-mechanical creature categories like fey, undead, fiends, and so on.

One strategy you can use is looking for similar creatures that work across genres as a way to save time at the table while still finding fun monsters to use that convey at least some of the themes and tropes of different cultures. An Irish **will-o'-wisp** is something different from a Thai **khamot**, but we could use the same set of game stats on page 301 of the official 5E *Manual of Monsters* to represent a luminous and ghostly creature that haunts and lures the living to their doom. A goblin in a typical campaign can become a blue-skinned **bakemono** in fantasy Japan, a nymph in fantasy India could be an **apsara**, **merfolk** can be **ningyo** in fantasy Japan, a **merrow** a **siyokoy** in the mythical Philippines, **wereboars** in faux Indonesia would be **babi ngepet**, and **weretigers** in a Thai-inspired campaign could be **thamàn kyà**.

Of course, you're not going to get real nuance in the creatures that populate your world by simply replacing names. Delving into the real-world myths and legends may give you ideas for specific ways to tweak a creature and its abilities to better represent those iconic stories. The official stats can be a guide in terms of power and structure for abilities even when the flavor ends up being something very different



from the standard 5E creature. For example, the **kinnara** or **kinnaya** is an enchanting bird-woman hybrid creature found in mythologies from India to Indonesia. In terms of their abilities, they are similar to a **harpy**, but they are beautiful and benevolent creatures whose bird portions resemble swans or geese, rather than being vicious and cruel killers like the Greek-inspired harpies.

Whether you try to use equivalent names of creatures from different cultures or simply use the standard 5E terminology for them, there are many ways to enhance the Asian flavor of your campaign with existing monsters without having to invent entirely new creatures.

Some 5E creatures are directly drawn from Asian mythology, like the *kenku*, *naga*, *oni*, *rakshasa*, and *yeti*. Others like the *deva* or the dragon turtle... are very loosely based on Asian legends, and others like the phoenix (the Chinese *feng huang*) share a name with the Western version that immolates and reincarnates itself, but the creatures are very different in the particulars. Creatures like animated objects, elementals, giants, goblins, merfolk, zombies, ghouls, and ghosts may appear in various forms in Asian legends, but they aren't necessarily unique to them, as versions of such creatures appear in many cultures around the world.

Most of the animals, plants, and similar common beasts like giant insects in **Appendix A: Miscellaneous Creatures** of the 5E *Manual of Monsters* are eminently suitable for use in an Asian-themed campaign. If ever in doubt about whether a given

creature is likely to appear—at least in our world—in an area of your campaign world that resembles a real-world country or region, a quick search of the internet or any of the fantastic nature documentaries available today can reveal the habitat and range of any natural creature. Just because hyenas and cheetahs are native to the African savannah on Earth doesn't mean they couldn't appear in your fantasy equivalent of India or China, but if you're going to the effort of populating your adventures with the flavor and feel of Asia, it's probably better to choose animals that better fit the real-world geographic region you're trying to represent.

#### **LIST OF CREATURES BY CULTURAL ORIGIN:**

The creatures in this tome were drawn from cultures across Asia and, in a few cases, beyond. If you're working to evoke a fantasy version of a particular culture in your campaign, you can use this list as a guide. In all cases, however, this guide is necessarily incomplete, since many of these creatures exist across cultures and have evolved and changed over time. For example, the *qilin* of Chinese mythology is known as the *girin* in Korea, *kirin* in Japan, *gilen* in Thailand, and *ky lan* in Vietnam, and the *xiezhi* is a similar creature (though more warlike, vs. the peaceful *qilin*) even within Chinese mythology. The *penanggalan* of Malaysia is known as the *kra-sue* in Thailand, *kasu* in Laos, *ahp* in Cambodia, multiple names across Indonesia, and as the *manananggal* in the Philippines—

which in *Asian Monsters* we've developed as a separate monster entirely. Creatures that feel iconic to one culture, such as the *kitsune* shapeshifting 9-tailed fox-people of Japan, are similar to the *hu-li-jing* shapeshifting, fox yokai/yao-guai of China, who given enough time can grow 9 tails as well. Similarly, Chinese stone guardian lions standing sentinel over shrines and temples are similar to the Burmese *chinthe*, the *sing* of Thailand, Laos, and Cambodia, and the *komainu* of Japan. None of these mythological creatures are necessarily identical in the details of their lore in each culture, but RPG monsters are an abstraction, a mechanical representation of an idea, and many of these ideas have a lot in common.

Creating monsters for a fantasy game is about drawing inspiration from exciting and interesting stories in the real world and from fantasy and fiction, as you can tell by our inclusion of a handful of creatures inspired fully by the Asian "kaiju movie" tradition rather than from any traditional legends. This book is a gaming supplement, not an academic treatise, and shows the places where we drew inspiration for exciting and interesting monsters you can introduce into your campaign, with the large caveat that the cultural DNA of many of these creatures comes from across Asia and the Indian and Pacific Ocean basins. We hope you enjoy the creatures we've created, and if you feel inspired dig deep into these fascinating cultures you can create your own. This book only scratches the surface.

**Australia:** moa, papinijuwari, tiddalik

**Cambodia:** kmoch pray, neak ta

**China:** hundun, imperial dragons, jiang-shi vampire, nian, stone lion, terra-cotta rider, terra-cotta soldier

**Invented Monsters:** colossal ape, colossal king ape, fire monkey, spawned yaoguai

**Kaiju Movies:** Masura, Mogaru

**India:** asura, bhuta, garuda, jyoti, kabandha, naga, nagaji, pisacha, rakshasa, rakshasa ambari

**Indonesia:** megalania, orang-pendak, yeren

**Japan:** aoandon, atuikakura, bakekujira, gaki, gashadokuro, harionago, harionna, hyakume, jinmenju, jorugumo, kami, kappa, kawa akago, kirin, kitsune, komainu, oni, pipefox, rokurokubi, tanuki, tsuchigumo, umibozu, yamata-no-orocho, yuki-onna, yūrei

**Korea:** bulgasari, gwishin, kyeryong, mulyong

**Laos:** flame naga

**Malaysia:** penanggalen, polong

**Myanmar:** einsaung nat, lu nat

**Philippines:** aswang, kapre, manananggal

**Thailand:** chang nam

**Tibet:** srin-po, tiberolith

**Vietnam:** doc cu'oc, kting voar, quyrua

## LIST OF CREATURES BY TYPE:

The following section lists all monsters included in this book, alphabetically by their type.

**Aberration:** hundun, hyakume

**Beast:** ape, kting voar, megalania, moa, mulyong, pipefox

**Celestial:** garuda, jyoti, kirin, komainu, stone lion

**Construct:** terra-cotta rider, terra-cotta soldier, tiberolith

**Dragon:** forest dragon, sea dragon, sky dragon, sovereign dragon, underworld dragon, yamata-no-orocho

**Fey:** doc cu'oc, harionna, kami (all), nat (all)

**Fiend:** asura (all), bakeneko, oni, pisacha, rakshasa (all), shinigami

**Giant:** kabandha, papinijuwari, yeren

**Humanoid:** kitsune, nagaji, orang-pendak

**Monstrosity:** aswang (all), atuikakura, bulgasari, chang nam, fire monkey, jorugumo, kappa, kyeryong (all), mogaru, naga (all), nian, quyrua, rokurokubi, tanuki, tiddalik, tsuchigumo, yaoguai

**Plant:** jinmenju, kapre, kawa akago, kmoch pray

**Undead:** aoandon, bakekujira, bhuta, gaki (all), gashadokuro, gwishin (all), harionago, jiang-shi, manananggal, penanggalen, polong, rakshasa ambari, srin-po, umibozu, yuki-onna, yūrei

## LIST OF CREATURES BY CHALLENGE:

The following section lists all monsters included in this book, alphabetically by their Challenge level.

**1/4:** fire kyeryong, mountain kyeryong, snow kyeryong

**1/2:** common gwishin, mulyong, nagaji warrior

**1:** einsaung nat, jikki nikki gaki, kitsune, komainu, orang-pendak

**2:** bakeneko, bulgwishin, chang nam, stone lion, kting voar, mulgwishin, shikki-gaki

**3:** fire monkey, harionna, kappa, moa, nagaji monk, pipefox, raktavarna, shinen-gaki, triparasura, tsuchigumo

**4:** dalgyalgwishin, kawa akago, lu nat, wakwak

**5:** bulgasari, flame naga, pisacha, quyrua, tanuki, tiddalik, yeren

**6:** doc cu'oc, balbal

**7:** jiang-shi vampire, neak ta, nian, srin-po, terra-cotta soldier

**8:** kirin, manananggal, megalania, penanggalen, Rakshasa ambari, terra-cotta rider, yaoguai

**9:** go-zu oni, jyoti

**10:** oni magus, polong, yuki-onna, zuishin

**11:** aoandon, garuda, kabandha, upasunda

**12:** kapre, kmoch pray, tiberolith, yūrei

**13:** aghasura, bhuta, defiled naga, harionago, jinmenju, river naga

**14:** atuikakura, rokurokubi

**15:** colossal ape, hyakume, jorugumo, toshigami, warden naga

**16:** gashadokuro, papinijuwari, sky dragon

**19:** forest dragon, umibozu, underworld dragon

**20:** sea dragon, sovereign dragon

**21:** bakekujira, shinigami

**25:** Masura

**26:** hundun

**27:** colossal king ape

**29:** Mogaru

**30:** rakshasa maharaja, yamata-no-orocho



# AOANDON

An aoandon is an incorporeal outsider formed from the spirit of a woman who died pursuing some ill-fated relationship. An aoandon waits for her chance to seek revenge on those who wronged her in her mortal life. If that person is dead, she finds a surrogate—someone who reminds her of the wrongdoer—and acts out her delusions with unrelenting vindictiveness. These spirits can also appear as a result of mishaps with calling spells, but such instances are rare. The aoandon appears as a translucent figure of a woman that begins fading below the neck and trails off entirely below the waist into scattered motes, shapes, and symbols of blue light.

## AOANDON

*Medium undead, neutral evil*

**Armor Class** 19 (natural armor)

**Hit Points** 210 (20d8+120)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	22 (+6)	12 (+1)	14 (+2)	20 (+5)

**Damage Resistances** acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks.

**Damage Immunities** cold, necrotic, poison

**Condition Immunities** exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Abyssal, Celestial, Common, Draconic, Giant, Infernal

**Challenge** 11 (7,200 XP)

**Incorporeal Movement.** The aoandon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Innate Spellcasting.** The aoandon's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *darkness*

1/day: *blight*, *circle of death*, *confusion*, *hypnotic pattern*

## ACTIONS

**Multiattack.** The aoandon makes 3 mote attacks.

**Motes.** *Ranged Weapon Attack.* +9 to hit, range 10 ft./30 ft. *Hit:* 14 (2d8 + 5) force damage and 14 (4d6) psychic damage.

**Etherealness.** The aoandon enters the Ethereal Plane from the Material Plane, or vice versa. She is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet she can't affect or be affected by anything on the other plane.



# APE, COLOSSAL

These immense apes are vastly more dangerous than their smaller kin. They are highly territorial, attacking anything that intrudes on its territory. It does not break off its attack until the trespassers flee, though it retains a special enmity for kaiju and other colossal creatures. Such oversized enemies constitute a threat and a challenge to the ape's dominance and must be driven out. Colossal apes sometimes bellow, roar, and rage before attacking if trying to drive enemies away, but if they sense real danger they leap to attack without warning or provocation. If a colossal ape is stymied by a heavily armored foe, it attempts to grapple its foe.

**Colossal King Ape.** This immense titan may be unique, or maybe one of a vast hidden ecosystem of towering kaiju rivals. According to legend, the mightiest of all colossal apes reside on remote islands, sometimes venerated as gods and appeased with sacrifices. Some build great walls to try to contain them, but with their prodigious leaping and climbing abilities it is almost impossible to contain such a beast. They can sometimes be calmed or even made friendly by those with great patience and empathy.

## IS A COLOSSAL GORILLA REALLY A KAIJU?

The iconic giant ape in film and fiction debuted in Hollywood with 1933's *King Kong*, but he also appeared in the 1962 Toho Productions *tokusatsu* films *King Kong vs. Godzilla* and 1967's *King Kong Escapes/King Kong's Counterattack*. While its roots are not Asian, we've included it here if you want to provide an iconic opposite number for King Mogaru on page 48.

## COLOSSAL APE

*Gargantuan beast, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 297 (18d20+108)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
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30 (+10)	14 (+2)	22 (+6)	2 (-4)	12 (+1)	7 (-2)
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**Saving Throws** Str +15, Con +11, Wis +6, Cha +3

**Skills** Acrobatics +7, Perception +6, Survival +6

**Senses** passive Perception 16

**Languages** -

**Challenge** 15 (13,000 XP)

**Kaiju Killer.** Against creatures of Huge or larger size, the ape gains advantage on Wisdom (Survival) checks. Creatures with the kaiju or titan tag can never gain advantage against the ape while it is not incapacitated, and the ape gains advantage on all saving throws against such creatures.

**Maim.** If the ape hits with two fist attacks against the same target on its turn, the target must make a DC 23 Constitution saving throw. On a failed save, the target gains one level of exhaustion.

## ACTIONS

**Multiattack.** The ape makes two fist attacks.

**Fist. Melee Weapon Attack:** +15 to hit, reach 20 ft., one target, *Hit:* 32 (4d10 + 10) bludgeoning damage, and a target of Large or smaller size is grappled (escape DC 25). The ape has two fists, each of which can grapple one target.

**Rock. Ranged Weapon Attack:** +15 to hit, range 100/200 ft., one target. *Hit:* 38 (8d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 23 Strength saving throw or be knocked prone.

**Fling.** One Large or smaller object held or creature grappled by the ape is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 23 Dexterity saving throw or take the same damage and be knocked prone.

**Hurl.** The ape throws a rock at a 15-foot square within 100 feet that it can see. Any creatures in the target squares must make a DC 23 Dexterity saving throw. A creature takes 21 (6d6) bludgeoning damage, and if Huge or smaller are also knocked prone. A successful save halves damage and avoids being knocked prone. If the attack misses, the rock lands 1d6 squares away in a random direction. Wherever the rock lands, the area of effect becomes difficult terrain.

## COLOSSAL KING APE

*Gargantuan beast (titan), unaligned*

**Armor Class** 19 (natural armor)

**Hit Points** 594 (29d20+290)

**Speed** 100 ft., climb 100 ft.

STR	DEX	CON	INT	WIS	CHA
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30 (+10)	24 (+7)	30 (+10)	2 (-4)	28 (+9)	26 (+8)
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**Damage Resistance** bludgeoning, piercing, and slashing from attacks by creatures smaller than Gargantuan size

**Condition Immunities** frightened, paralyzed, petrified

**Skills** Athletics +19, Perception +18

**Senses** darkvision 60 ft., passive Perception 28

**Languages** Aquan (can't speak)

**Challenge** 27 (105,000 XP)

**Kaiju Sense.** The colossal king ape knows the location of the closest Gargantuan monster.

**Legendary Resistance (3/Day).** If the colossal king ape fails a saving throw, it can choose to succeed instead.

**Massive Size.** The colossal king ape occupies a space of 120 feet by 120 feet instead of the space a Gargantuan creature would normally occupy. It cannot be grappled, restrained, stunned, knocked prone, or Shoved by creatures smaller than Gargantuan size.

**Siege Monster.** The colossal king ape deals double damage to objects and structures.

## ACTIONS

**Multiattack.** The colossal king ape makes four fist attacks.

**Fist.** *Melee Weapon Attack.* +18 to hit, reach 120 ft., all targets in a 10-foot square. *Hit:* 55 (9d10 + 10) bludgeoning damage.

**Rock.** *Ranged Weapon Attack:* +16 to hit, range 200/400 ft., all targets in a 5-foot-wide line, 15 feet long. *Hit:* 45 (10d6 + 10) bludgeoning damage. If the target is a creature, it must succeed on a DC 23 Strength saving throw or be knocked prone.

**Fling.** One Large or smaller object held or creature grappled by the ape is thrown up to 60 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 23 Dexterity saving throw or take the same damage and be knocked prone.

**Hurl.** The ape throws a rock, tree, vehicle, or similar large object at a 20-foot square within 200 feet that it can see. Any creatures in the target squares must make a DC 23 Dexterity saving throw. A creature takes 28 (8d6) bludgeoning damage, and if Huge are smaller are also knocked prone. A successful save halves damage and avoids being knocked prone. If the attack misses, the hurled object lands 1d6 squares away in a random direction. Wherever the hurled object lands, the area of effect becomes difficult terrain.

## REACTIONS

**Leap Away.** When the colossal king ape must make a Dexterity saving throw, it gains advantage on that saving throw and can move up to 50 feet away. This movement does not provoke opportunity attacks. If its movement takes it out of the area of the effect that triggered this reaction, it takes no damage on a successful Dexterity save and only half damage on a failed save.

## LEGENDARY ACTIONS

The colossal king ape can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The colossal king ape regains spent legendary actions at the start of its turn.

**Fast Healing (2 Actions).** The colossal king ape regains 20 hit points.

**Fist Attack.** The colossal king ape makes a fist attack.

**Ready Defenses.** The colossal king ape chooses one creature that it can see. All attacks that creature makes against the colossal king ape have disadvantage.



# ASURA, AGHASURA

Aghasuras, or the poison ones, are massive fiends who have perfected the art of ambush and hold to duties of guardianship and butchery. It is said that these frightful ophidian monsters came into being when a deity granted free will to her favorite serpent pets, but when these pets were left to their own devices, they slipped into the deity's favored temple and slew all her greatest priests. The serpents who survived the deity's wrath became the first aghasuras. An aghasura is 30 feet long and weighs nearly 7 tons.

## AGHASURA

*Huge fiend, lawful evil*

**Armor Class** 18 (natural armor)

**Hit Points** 202 (15d12+105)

**Speed** 35 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	17 (+3)	25 (+7)	11 (+0)	14 (+2)	18 (+4)

**Saving Throws** Con +12, Str +13

**Damage Resistance** acid, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

**Skills** Perception +12, Stealth +13

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Infernal; telepathy 100 ft.

**Challenge** 13 (10,000 XP)

**Innate Spellcasting.** The aghasura's spell casting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *teleport*

3/day each: *darkness*

1/day each: *cloudkill*

**Camouflage.** The aghasura has advantage on all Dexterity (Stealth) ability checks.

## ACTIONS

**Multiattack.** The aghasura makes one bite attack and two scimitar attacks.

**Bite.** *Melee Weapon Attack.* +13 to hit, reach 15ft., one target.

*Hit:* 19 (2d10 + 8) bludgeoning damage, and the target must succeed a DC 18 Constitution saving throw or take 9 (2d8) poison damage, or half as much on a successful save.

**Scimitar.** *Melee Weapon Attack.* +13 to hit, reach 15ft., one target.

*Hit:* 19 (2d10 + 8) piercing damage, and the target must succeed a DC 18 Constitution saving throw or take 9 (2d8) poison damage, or half as much on a successful save.



# ASURA, TRIPURASURA

Tripurasuras, or sly ones, are among the weakest asuras, manifestations not of divine mistakes but instead creations of the most powerful of asuras exhibiting their loathing of the gods by creating blasphemous mockeries of their creations. A newly created tripurasura most commonly exists for one of two reasons: to give an asurendra sage the raw materials it needs to create more powerful asuras, or to seek out mortals—especially mortal spellcasters—to recruit into the asura cause.

**Clever Corruptor.** Using its power to assume a pleasing or innocuous form, a tripurasura wanders the world, seeking pious mortals to corrupt. When it encounters a promising spellcaster (typically one who has some sort of link to a church or religion, but not necessarily a divine spellcaster), the tripurasura presents itself as an apprentice, pilgrim, or other type of curious student eager to learn from the spellcaster. The tripurasura keeps its true nature and its powers hidden and seeks opportunities to steer its “master” away from decisions it might have made in good conscience to acts that promote the collapse of religious belief, faith, and society. When, as it inevitably does, the wayward spellcaster runs afoul of justice or is confronted by those seeking revenge, the tripurasura fades away to watch the final stage of the spellcaster’s fall from grace, then seeks a new victim in another city or region.

## ASURA, TRIPURASURA

*Tiny fiend (shapechanger), lawful evil*

**Armor Class** 13 (natural armor)

**Hit Points** 52 (15d20+15)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	13 (+1)	15 (+2)	14 (+2)

**Saving Throws** Cha +4, Dex +4

**Damage Resistance** acid, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

**Skills** Deception +6, Stealth +6

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Infernal

**Challenge** 3 (700 XP)

**Innate Spellcasting.** The tripurasura’s spell casting ability is Charisma (spell save DC 26). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *feather fall*

3/day each: *levitate*, *spider climb*, *suggestion*

1/week each: *commune*

**Corrupter.** The tripurasura can only cast its *suggestion* spell while in humanoid form and only to a creature unaware of its true nature.

## ACTIONS

**Poison Sting (Tripurasura Form Only).** *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* The target must succeed a DC 13 Constitution saving throw or take 21 (6d6) poison damage, or half as much on a successful save.

**Shapechanger.** The tripurasura can take the form of any Small humanoid or morph back into its natural form.



# ASURA, UPASUNDA

Upasundas, also called beatific ones, are asuras who devote themselves to martial meditations and physical perfection. Upasundas seek monklike poise and skill, and through it, the ability to deal flawless destruction wherever they go. Their nickname suggests purity, and indeed, each beatific one is an expression of asura purity through devotion to the ideal of annihilation. It is believed that the first upasundas were created from the jealous followers of a man who achieved divinity through his own force of will. Those of his followers who felt abandoned when this new deity ascended to the Great Beyond sought other ways to achieve immortality, and fell prey to one of the asura ranas, who granted them their desire by transforming them into beatific ones. An upasunda is 7 feet tall and weighs 240 pounds.

## UPASUNDA

*Medium fiend, lawful evil*

**Armor Class** 17 (natural armor)

**Hit Points** 229 (27d8+108)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
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24 (+7)	26 (+8)	19 (+4)	15 (+2)	24 (+7)	19 (+4)
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**Saving Throws** Dex +12, Str +11, Wis +11

**Damage Resistance** acid, lightning

**Damage Immunities** poison

**Condition Immunities** poisoned

**Skills** Insight +15, Perception +15

**Senses** darkvision 60 ft., passive Perception 25

**Languages** Common, Infernal; telepathy 100 ft.

**Challenge** 11 (7,200 XP)

**Innate Spellcasting.** The upasunda's spell casting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *disguise self*, *feather fall*, *teleport*

3/day each: *darkness*, *levitate*

1/day each: *haste*, *hold monster*

## ACTIONS

**Multiattack.** The upasunda makes four kukri attacks, one longsword attack, one spear attack and one Stunning Strike.

**Kukri.** *Melee Weapon Attack.* +12 to hit, reach 5 ft., one target. *Hit:* 11 (1d6 + 8) slashing damage.

**Longsword.** *Melee Weapon Attack.* +12 to hit, reach 5 ft., one target. *Hit:* 12 (1d8 + 8) slashing damage.

**Spear.** *Melee Weapon Attack.* +12 to hit, reach 5 ft., one target. *Hit:* 11 (1d6 + 8) piercing damage.

**Stunning Strike (12/Day).** *Melee Weapon Attack.* +12 to hit, reach 5 ft., one target. *Hit:* 12 (1d8 + 8) bludgeoning damage. If the target is a creature it must succeed a DC 17 Constitution saving throw or be stunned for 1 round.

## REACTIONS

**Counter.** Whenever the upasunda is missed by a melee weapon attack, it can make a melee weapon attack against the creature that missed it if the upasunda is in range.

**Deflect Missiles.** Whenever a ranged weapon attack would hit the upasunda, it can deflect it by reducing the amount of damage it does by 1d10 + 20.



# ASWANG

Aswangs are hideous shapechanging human-bat hybrids. Their heads resemble crinkled and weathered humans, though with sharp features and even sharper fangs, and a long razor-sharp, ribbon-like tongue that whips about constantly. They can subsist on carrion but prefer fresh blood to consume. They live on the fringes of settled areas, sneaking in to find prey but shunning bright and noisy areas unless starving. Reflections in the eyes of these lewd, foul creatures are always upside down.

**Balbal.** Balbals are search villagers for the freshly dead, tearing through roofs and windows and using their tongue to dissect and devour the corpse before replacing it with a magical duplicate. Their predations on the recently dead often lead to their disturbed spirits rising from the grave, but the balbal cares little for any collateral damage it leaves behind. The balbal is nearly as tall as an average human with a wingspan of 10 feet and weighs 100 pounds.

**Wakwak.** Wakwaks are small but savage nocturnal hunters, hanging in bat form from trees by day. Their bony wing ridges open bleeding gashes in prey, and they often keep prey alive to ensure a supply of blood, but in their impatience they may slaughter victims and lap up the congealing lifeblood before it cools. They treasure still-beating hearts as a delicacy, snatched at the moment of death and providing unnatural sustenance to them. Wakwaks are clumsy on the ground, as their short legs and wing-arms are ill-suited for such movements, but they are agile flyers. The wakwak stands about three feet tall with a wingspan of 8 to 10 feet and weighs 40 pounds.

Wakwak females outnumber males by 10 to 1, and mating rites often involve brutal challenges that may leave the losers bruised and battered or even dead. Young wakwaks are abandoned shortly after birth, but their shapeshifting powers develop very early and young wakwaks may shelter in bat form for years while they mature and grow strong enough to hunt for their preferred prey.

## BALBAL

*Medium monstrosity, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 102 (12d8 + 48)

**Speed** 20 ft., climb 20 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	18 (+4)	8 (-1)	15 (+2)	12 (+1)

**Saving Throws** Con +7, Wis +5

**Skills** Animal Training +5, Athletics +6, Insight +5, Perception +5, Stealth +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common

## Challenge 6 (2,300 XP)

**Aswang Scent.** Aswangs have advantage on scent-based Wisdom (Perception) checks, and their sense for blood is so keen that they can perceive any creature at 0 hit points and any creature that has taken piercing, slashing, or necrotic damage within the previous round as if they had blindsight 60 ft. They can detect diseased creatures in the same way.

**Crocodile Command.** The balbal can communicate with crocodiles and similar creatures as if using *Speak with Animals* and has advantage on Wisdom (Animal Training) checks made against them, and crocodiles treat them as if they had a permanent *Sanctuary* (DC 12) spell. The balbal's presence causes crocodilians to become aggressive toward other creatures and hard to control, with advantage on saving throws against becoming charmed or frightened. A typical balbal lurking in the water has 1d6 friendly crocodiles<sup>SRD</sup> lurking nearby. These crocodiles have advantage on attack rolls against any creature they have seen attack the balbal within the previous minute.

**Hard to Fool.** The balbal has advantage on saving throws against illusions, and creatures have disadvantage on Charisma (Deception) checks made against them.



**Sensory Sensitivity.** Aswangs are sensitive to bright light and loud noise. When an aswang takes radiant or thunder damage, they must succeed on a DC 11 Wisdom saving throw or become frightened for 1 round. In addition, they have disadvantage on saving throws against effects that cause deafness due to loud noise or blindness due to bright light, and Charisma (Intimidation) checks against them have advantage if the aswang is in an area of bright light or in a noisy area (GM's discretion).

**Siege Monster.** The balbal deals double damage to objects and structures made of wood or softer material.

**Snake Terror.** When the balbal sees a snake, it must succeed on a DC 11 Wisdom saving throw or become frightened for 1 round. It must make this saving throw when it sees statues, paintings, or other artistic representations of snakes, but it has advantage on such saving throws. If the balbal succeeds on its saving throw, it overcomes its snake terror for 1d4 rounds and need not save during this time.

## ACTIONS

**Multiattack.** The balbal makes one tongue attack and two claw attacks.

**Tongue.** *Melee Weapon Attack.* +6 to hit, reach 10 ft., one target.

*Hit:* 10 (2d6 + 3) slashing damage plus the target takes an additional 7 (2d6) necrotic damage, or half as much on a successful DC 12 Constitution saving throw. If the save is failed, the target takes this damage again at the beginning of its next turn, with a saving throw allowed each round to halve damage and end the effect.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

*Hit:* 6 (1d6 + 3) slashing damage.

**Change Shape.** The balbal magically polymorphs into a crocodile<sup>SRD</sup> or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed into the new form. In a new form, the balbal retains its game statistics and ability to speak as well as its tongue attack, but its AC, movement modes, Strength, Dexterity, and other actions are replaced by those of the new form.

**Corpse Dummy (Recharges After a Short Rest).** The balbal can spend 1 minute using its razor-sharp tongue to carve a Small or Medium piece of wood into a humanoid shape. This dummy appears to casual inspection indistinguishable from the corpse of a humanoid of the same size (which may resemble a specific individual). Creatures carefully inspecting the corpse dummy can attempt a DC 15 Intelligence (Investigation) check to reveal the ruse. This is a magical illusion effect, and creatures using *detect magic* to examine the corpse dummy have advantage on this check.

## WAKWAK

*Small monstrosity, chaotic evil*

**Armor Class** 14

**Hit Points** 65 (10d8 + 20)

**Speed** 20 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	18 (+4)	14 (+2)	7 (-2)	13 (+1)	10 (+0)

**Saving Throws** Dex +6, Con +5

**Skills** Stealth +6

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common

**Challenge** 4 (1,100 XP)

**Aswang Scent.** As the balbal aswang.

**Heart Devourer.** If the wakwak slays a creature which possesses a heart, it may use a bonus action to rend the creature's heart from its chest and consume it. The wakwak gains 10 temporary hit points and has advantage on attack rolls for the next round.

**Sensory Sensitivity.** As the balbal aswang.

**Soundwarp.** The sound of the wakwak's movement is eerily distorted, being more obvious farther away but harder to detect when it is nearby. It has disadvantage on Dexterity (Stealth) checks when over 100 feet away from observers, but it has advantage on such checks within 30 feet. Abilities such as echolocation, keen hearing, tremorsense, and blindsense or blindsight (if based on hearing) grant no benefit in detecting the wakwak.

## ACTIONS

**Multiattack.** The wakwak makes one tongue attack, two claw attacks, and one wing slash attack.

**Tongue.** *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 6 (1d4 + 4) slashing damage plus a Medium or smaller target is restrained (escape DC 11). If the target remains restrained at the beginning of the wakwak's turn, it takes an additional 5 (1d4 + 3) slashing damage. As long as it has a target restrained, the wakwak cannot attack any other creature with its tongue.

**Claws.** *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target.

*Hit:* 6 (1d4 + 4) slashing damage.

**Wing Slash.** *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage, and at the beginning of each turn thereafter the target loses 4 hit points and its maximum hit points are reduced by the same amount due to blood loss. This bleeding can be halted with magical healing or a successful DC 11 Wisdom (Medicine) check. The creature's maximum hit points are restored to normal after a long rest.

**Change Shape.** The wakwak magically polymorphs into a bat<sup>SRD</sup> or giant bat<sup>SRD</sup> or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed into the new form. In a new form, the wakwak retains its game statistics and ability to speak as well as its tongue attack, but its AC, movement modes, Strength, Dexterity, and other actions are replaced by those of the new form.

## ACTIONS

**Evasion.** When the wakwak succeeds on a Dexterity saving throw and as a result would take half damage from an effect, it instead takes no damage from that effect.



# ATUIKAKURA

Atuikakuras are typically content to dwell placidly at the bottom of deep bays or oceans. They are easily startled by large objects and creatures and enjoy entwining themselves around driftwood and other solid objects and resting there beneath the waterline, which can lead to rare attacks on ships or other surface dwellers.

## ATUIKAKURA

*Gargantuan monstrosity, unaligned*

**Armor Class** 18 (natural armor)

**Hit Points** 247 (15d20+90)

**Speed** 10 ft., swim 120 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	25 (+7)	22 (+6)	3 (-4)	18 (+4)	13 (+1)

**Saving Throws** Con +11, Str +14

**Damage Immunities** bludgeoning

**Damage Vulnerabilities** lightning

**Skills** Athletics +14, Perception +9

**Senses** darkvision 60 ft., tremorsense 120 ft. passive Perception 19

**Languages** Aquan

**Challenge** 14 (11,500 XP)

**Regeneration.** The atuikakura regains 10 hit points at the start of its turn. If the atuikakura takes lightning or slashing damage, this trait doesn't function at the start of the atuikakura's next turn. The atuikakura dies only if it starts its turn with 0 hit points and doesn't regenerate.

**Water Breathing.** The atuikakura can only breathe underwater.

## ACTIONS

**Multiattack.** The atuikakura makes one bite attack and two tentacle attacks.

**Bite.** *Melee Weapon Attack.* +14 to hit, 20 ft. reach, one target.

*Hit:* 31 (4d10 + 9) piercing damage plus 27 (6d8) poison damage. If the target is a creature, it must succeed a DC 18 Constitution saving throw or become poisoned and blinded as they hallucinate from the atuikakura's poison. A creature can repeat the Constitution saving throw at the end of each of their turns to end these effects.

**Tentacles.** *Melee Weapon Attack.* +14 to hit, 20 ft. reach, one target. *Hit:* 14 (1d10 + 9) bludgeoning damage.

## REACTIONS

**Self-Evisceration (3/Day).** When an atuikakura takes damage, it can reflexively expel extraneous respiratory organs from its body, poisoning and entangling a nearby foe. A creature up to 20 feet away (or up to 10 feet away if the atuikakura or the other creature is not underwater) must succeed a DC 18 Dexterity saving throw or become restrained and a DC 18 Constitution saving throw or become poisoned for 1 minute. A restrained creature can attempt a DC 18 Strength saving throw at the end of each of its turns to end the condition.



# BAKEKUJIRA

The seas are home to many legends both living and undead, but the bakekujira is perhaps one of the largest among these latter horrors. Some have trouble believing the old stories, but woe to anyone that discovers the truth. Bakekujiras were once whales that escaped from whalers' harpoons yet were mortally wounded, dying in agony and anger and arising to undeath bent on taking revenge for its demise. They relentlessly attack any vessels they encounter, capsizing them and inspiring terror in their crews. These embodiments of corrupted majesty prowl the seas, along with their flocks and schools of pestilent parasites. A bakekujira weighs about 50 tons, though sometimes less, depending on how long it has been decomposing. Bakekujiras are as large as they were in their former lives, measuring from 50 to 60 feet long.

**Parasitic Scavengers.** As a bakekujira goes about its new, corrupted existence, it continues to rot until all the flesh is stripped from its bones, leaving behind only an immense skeletal whale. The decomposition process draws all sorts of sea scavengers to the rotting whale, from gulls to fish. However, the flesh of a bakekujira is not only rotten—it is also toxic and deeply infused with negative energy. Any creature that eats of this flesh sickens and dies, only to rise shortly thereafter and continues its existence as an undead thrall inexplicably bound to the bakekujira. Normally these creatures take up residence in and around the putrefied body of the bakekujira, swarming throughout the creature and only emerging to push back any who would seek to do harm to their rotting host.

## BAKEKUJIRA

*Gargantuan undead, neutral evil*

**Armor Class** 19 (natural armor)

**Hit Points** 325 (21d20+105)

**Speed** 50 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	10 (+0)	20 (+5)	2 (-4)	11 (+0)	25 (+7)

**Saving Throws** Cha +14, Con +12, Str +17

**Damage Resistance** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, frightened, poisoned

**Skills** Athletics +17, Perception +14

**Senses** darkvision 60 ft., passive Perception 24

**Languages** –

**Challenge** 21 (33,000 XP)

**Oceanic Revenge.** The bakekujira deals an extra 7 (2d6) necrotic damage to any target that has killed a creature with a swim speed in the last 24 hours.

**Legendary Resistance (3/Day).** If the bakekujira fails a saving throw, it can choose to succeed instead.

**Undead Parasites.** A swarm of undead fish and birds surrounds the bakekujira in a 30-foot radius. All creatures starting their turn within this radius must succeed a DC 20 Constitution saving throw or be poisoned for 1 round.

## ACTIONS

**Multiattack.** The bakekujira makes one bite attack and one tail attack.

**Bite. Melee Weapon Attack.** +17 to hit, 20 ft. reach, one target.  
**Hit:** 65 (10d10 + 10) piercing damage. If the target is a creature, it must succeed a DC 20 Constitution saving throw or be affected by the *contagion* spell.

**Tail. Melee Weapon Attack.** +17 to hit, 20 ft. reach, one target.  
**Hit:** 55 (8d8 + 10) bludgeoning damage.

**Resonant Song (Recharge 5–6).** The bakekujira can release a damaging resonance, dealing 38 (7d8) points of thunder damage to creatures in a 60-foot cone.

## LEGENDARY ACTIONS

The bakekujira can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The bakekujira regains spent legendary actions at the start of its turn.

**Fast Healing (Costs 2 Actions).** The bakekujira regains 10 hit points.

**Leviathan's Call.** The bakekujira's eerie song varies from that of a wistful memory to a burning hatred. As a standard action, a bakekujira can sing. Living creatures within a 120-foot radius of a singing bakekujira must succeed at a DC 20 Wisdom saving throw or become charmed or frightened (bakekujira's choice) for 1 round.

**Tail Attack.** The bakekujira makes a tail attack.



# BHUTA

A bhuta is a ghostlike undead creature born of horrible death or murder in a natural setting. It is a manifestation of rage at the injustice of a death that interrupted important business or unsated desires. Doomed to haunt the wilderness within several miles of the site of its demise, a bhuta turns to the local fauna as tools for its vengeance. Animals are attracted to bhutas, who use their magic to manipulate them toward mischief and murder, though they avoid corrupting domesticated animals, familiars, and similar beasts whose sudden change in behavior might arouse suspicion and reveal a bhuta's presence. A bhuta can assume animalistic form itself, but its natural appearance is that of a bestial humanoid phantom that floats a foot above the ground as it moves.

**Tell-tale Signs.** A bhuta's feet point backward. To disguise its nature, a bhuta can appear solid, manifesting in long robes that help disguise the fact that it floats and has strange feet. When a bhuta possesses an animal with *magic jar*, that beast casts no shadow, so it prefers to lurk in heavily canopied or thicketed areas, waiting for the right time to strike out and attack intruders.

**Unfinished Business.** A bhuta might have tasks it wishes to complete from its previous existence as a living creature, or it might work against those who slew its living form. This link to its past life is vague and compulsive rather than clear, unlike that of a ghost.

Bhutas who have no specific target for retribution still seek to trouble those living in or near their domains, coaxing passersby into accepting them as traveling companions and using their influence over animals as a testament to their benevolence. When invited to join a group, a bhuta can journey outside its normal territory. However, a bhuta's hunger for living blood usually drives it to attack its companions before it wanders far.

## BHUTA

Medium undead (*shapechanger*), neutral evil

**Armor Class** 18 (natural armor)

**Hit Points** 255 (30d8+120)

**Speed** fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	27 (+8)	18 (+4)	11 (+0)	8 (-1)	24 (+7)

**Saving Throws** Dex +12, Cha +13

**Damage Immunities** poison

**Condition Immunities** poisoned

**Skills** Deception +12, Stealth +18

**Senses** darkvision 60 ft., passive Perception 9

**Languages** Common

**Challenge** 13 (10,000 XP)

**Innate Spellcasting.** The bhuta's spell casting ability is Charisma (spell save DC 26). It can innately cast the following spells, requiring no material components:

At will: *speak with animals*

3/day each: *charm monster*, *geas*

1/day each: *magic jar*

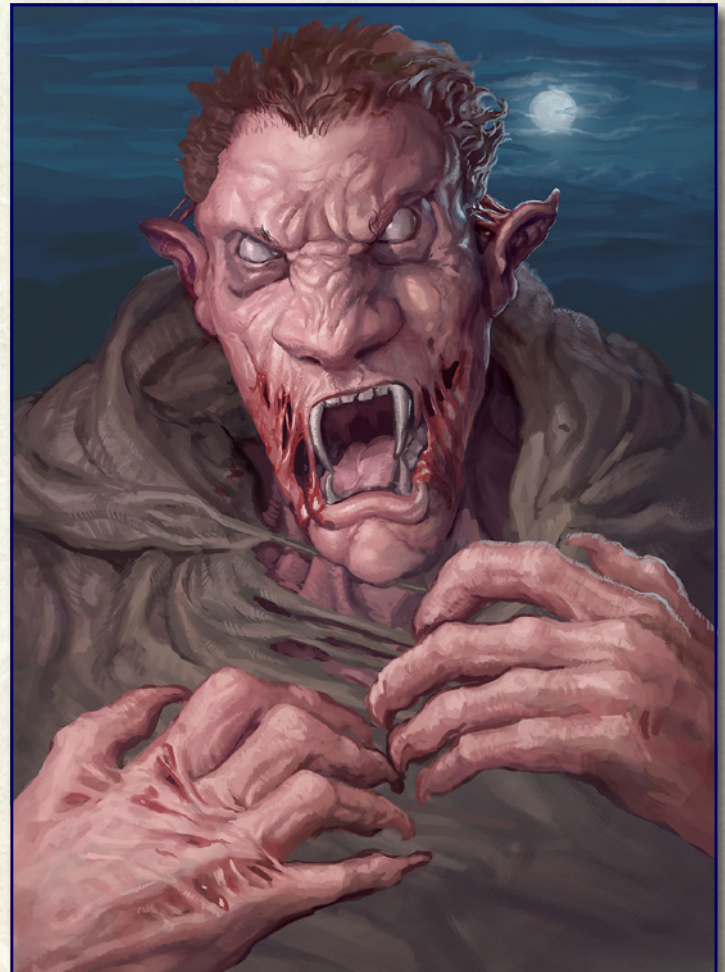
## ACTIONS

**Multiattack.** The bhuta makes four claw attacks.

**Claw (Bhuta Form Only).** *Melee Weapon Attack.* +13 to hit, reach 5 ft., one target. *Hit:* 21 (3d8 + 8) slashing damage.

**Corrupt Milk.** The bhuta can turn one ounce of normal milk into one dose of bhuta milk. When added to any beverage, such as chai, tea, or a larger glass of milk, or added to a food or sauce, bhuta milk does not alter the appearance or taste of the food or drink. However, a bhuta consuming a dose of bhuta milk heals 5 points of damage, while a living creature consuming it becomes prone to paranoia, distrust, and fear. A creature drinking the bhuta milk must succeed a DC 18 Constitution saving throw or become frightened of all creatures. The frightened creature can attempt a new saving throw every time it takes a long rest.

**Shapechanger.** The bhuta can take the form of any Medium sized or smaller beast or change back into its bhuta form. While in its beast form, its feet face backwards.



# BULGASARI

In ancient times, those huge beasts were known to destroy everything that was evil and wrong. Nowadays, they simply eat anything that comes their way, from living creatures to stone and even iron. Sometimes, one might find a lost artifact or rare piece of equipment in the stomach of a bulgasari. They mostly hunt at night inside forests all around the realms.

The bulgasari stores a large amount of water and, with a body temperature much higher than other beasts, the water boils at all times. When scared or severely stressed, the beast can expel this water as scalding steam in an attempt to hide and escape. In some large cities, tamed bulgasari are used as beasts of burden.

## BULGASARI

*Huge monstrosity (bul), chaotic neutral*

**Armor Class** 14 (natural armor)

**Hit Points** 95 (10d12+30)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
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21 (+5)	15 (+2)	17 (+3)	3 (-4)	11 (+0)	6 (-2)
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**Skills** Perception +2

**Damage Resistances** fire, poison

**Condition Immunities** poisoned

**Senses** darkvision 60 ft., passive Perception 12

**Languages** -

**Challenge** 5 (1,800 XP)

**Keen Hearing and Smell.** The bulgasari has advantage on Wisdom (Perception) checks that rely on hearing and smell.

**Poor Eyesight.** The bulgasari has disadvantage on Wisdom (Perception) checks that rely on sight.

**Pounce.** If the bulgasari moves at least 20 feet forward toward a creature and then hits it with an iron bite attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the bulgasari can make one attack with its claws against it as a bonus action.

## ACTIONS

**Iron Bite.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 19 (3d8+5) piercing damage.

**Claw.** *Melee Weapon Attack:* +8 to hit, reach 5 ft., one target. *Hit:* 22 (3d10+5) slashing damage.

**Stampeding Charge (Recharge 5-6).** The bulgasari moves up to its speed on the ground in a straight line. Creatures in the way of this line must make a DC 14 Dexterity saving throw, taking 20 (3d12) piercing damage on a failed save, or half on a success. Either way, affected creatures are pushed outside of its path. Alternatively, a creature can make a DC 15 Strength saving throw, taking half damage and granting advantage on the next saving throw against the charge on a success.

**Steam Breath (Recharges after Short or Long Rest).** When a bulgasari feels cornered, it exhales scalding steam from its trunk in a wild circle around its body. Each creature within 10 feet of it must make a DC 11 Dexterity saving throw, taking 27 (6d8) fire damage on a failed save and half as much on a successful one. The area becomes heavily obscured for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.



# CHANG NAM

The chang nam or “water elephant” (also called a ye thin) is native to jungle streams and deltas in tropical and subtropical lands. It appears nearly identical to a typical small-eared Asiatic elephant, save for being the size of a large rat. Its tusks are sharp, and these irascible beasts are aggressive when threatened. Most creatures give it a wide berth because its very shadow contains the power of death for those that gaze upon it, should they attract the chang nam’s ire. Its tusks can bring doom as well, as the deadly energies that reside within the chang nam’s shadow flow forth with each needle-like thrust. They are potent not only when piercing flesh but even when striking into the vestige of a creature’s passage like their reflection on water or the footsteps they leave behind.

**Guardian Gifts.** Some cultists and temples have tried to train chang nams with some success to serve as guardians, especially when training is supplemented with magical control. They are clever beasts and enjoy shiny things, collecting them with their tiny but prehensile trunks. They can be plied with gifts to gain their favor, and some may be encountered dressed in regal finery resembling the accoutrements of royal elephants, but in miniature.

## CHANG NAM

*Tiny monstrosity, unaligned*

**Armor Class** 15 (natural armor)

**Hit Points** 39 (6d8 + 12)

**Speed** 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	8 (-1)	15 (+2)	4 (-3)	12 (+1)	7 (-2)

**Skills** Athletics +1, Survival +4

**Senses** passive Perception 11

**Languages** —

**Challenge** 2 (450 XP)

**Amphibious.** The chang nam can breathe air or water.

**Shadow of Death.** If a creature starts its turn within 30 feet of the chang nam and can see the creature’s shadow (which requires dim light or bright light), the chang nam can force the creature to make a DC 12 Constitution saving throw if the chang nam isn’t incapacitated. The creature takes 7 (2d6) necrotic damage, or half as much on a successful save.

A creature that isn’t surprised can avert its eyes at the start of its turn to avoid seeing the chang nam’s shadow and having to make a saving throw. If it does so, it can’t see the chang nam until the start of its next turn, when it can avert its eyes again. If it looks at the chang nam in the meantime, it must immediately make the save. The chang nam’s shadow cannot be seen in darkness or when vision is heavily obscured, and creatures have advantage on their saving throws when vision is lightly obscured.

## ACTIONS

**Tusks. Melee Weapon Attack:** +1 to hit, reach 5 ft., one target.

**Hit:** 1 (1d6 - 2) piercing damage plus 7 (2d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

**Oblique Thrust.** The chang nam can thrust its tusks into the reflection of a creature rather than attacking the creature directly. It can attack any square adjacent to a creature, gaining advantage on the attack roll as if attacking a prone target. A successful hit deals damage as though the chang nam had struck the creature directly.

In addition, as an action the chang nam can attack the footprints of a creature that has traveled on the ground and can thrust its tusks into the creature’s footprint in the same manner as attacking its reflection. The creature must have moved through that space within the past 1 minute.



# CYCLOPS, KABANDHA

These tall giants are distinct lack a head atop their broad shoulders. However, they are far from faceless, as they sport exaggerated facial features and a single huge, expressive eye residing in its barrel-like chest. Kabandhas have a variety of complexions, and sometimes grow magnificent moustaches. They tend to dress in open shirts, robes, or armored coats worn with loincloths, trousers, or skirts, and they love to wear numerous bracelets, bracers, and other ornaments on their arms.

**Endless Vigil.** In the distant past, the ancestors of the reclusive kabandha made a bargain with some unknown entity or power to grant their people long lives in exchange for agreeing to serve as wardens of the hidden places of the world, such as the confluences of ley lines and other sites of mysterious power. Kabandhas have kept this pact through the millennia, and today they serve as tactically minded guardians with great longevity. Because their lives revolve around stewardship, kabandhas defend their domains violently. Kabandhas live at of very close to their guarded sites, and a family or clan of vigilant kabandhas guards the same area for many generations.

**Strange Appetites.** Kabandhas are known for their insatiable appetites, preferring to eat rare but heavily seasoned roasted cuts of meat throughout long, music-filled feasts. They approach singing as a sort of competition, and prize volume over pitch or melody. Many adventurers who have witnessed a kabandha's lair report that it smells strongly of cinnamon—a spice that the giants prize above all others.

**Rock Eggs.** To reproduce, these giants lay single, rock-like eggs that require great heat to mature. The eggs hatch quickly, releasing young that reach full size within a year. Cold doesn't harm their eggs, but it does cause the eggs to enter stasis until properly tended.

## KABANDHA

*Large giant, lawful neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 231 (22d12+88)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
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26 (+8)	17 (+3)	18 (+4)	10 (+0)	14 (+2)	16 (+3)
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**Saving Throws** Con +8, Str +12

**Skills** Perception +10, Performance +11

**Senses** darkvision 60 ft., passive Perception 20

**Languages** Common, Giant

**Challenge** 11 (7,200 XP)

**Innate Spellcasting.** The kabandha's spell casting ability is Charisma (spell save DC 13). It can innately cast the following spells, requiring no material components:

At will: *see invisibility*

3/day each: *alarm*

## ACTIONS

**Multiattack.** The kabandha makes one bite attack and two slam attacks.

**Bite.** *Melee Weapon Attack.* +12 to hit, 10 ft. reach, one target.  
*Hit:* 35 (5d10 + 8) piercing damage.

**Slam.** *Melee Weapon Attack.* +12 to hit, 10 ft. reach, one target.  
*Hit:* 19 (2d10 + 8) bludgeoning damage.

**Rock.** *Ranged Weapon Attack.* +12 to hit, 60/240 ft. range, one target.  
*Hit:* 73 (6d12 + 8) bludgeoning damage.

## BONUS ACTIONS

**Celestial Musician (3/Day).** The kabandha can choose a creature other than itself within 60 feet. That creature gains an inspiration die, a d10. Once within the next 10 minutes, the creature can roll the die and add the number rolled to one ability check, attack roll, or saving throw it makes. The creature can wait until after it rolls the d20 before deciding to use the inspiration die. Once the inspiration die is rolled, it is lost. A creature can have only one inspiration die at a time.



# Doc Cu'o'c

The doc cu'o'c appears as a human, either male or female, split lengthwise down the middle. The left half of its body appears normal, clad in typical clothing and appearing as a native of the land it protects, while the right half of its body simply does not exist. It stands on one leg, not balanced over that single leg but with a stance that suggests the missing part of its body was actually there. The doc cu'o'c holds a glowing axe in its left hand. It stands 5 to 6 feet tall and weighs around 80 pounds.

**Guardian of the Land.** The doc cu'o'c considers itself a guardian of the land, warding off destructive spirits that threaten their territory. They protect their chosen region with little regard for others, and they have been known to negotiate with brigands and despoilers to convince them to simply take their depredations elsewhere rather than trying to defeat them personally. Those living in a doc cu'o'c's territory may beseech its aid with prayers and offerings and it may assist them, but its first priority is always the land itself, not those that dwell upon it.

## Doc Cu'o'c

*Medium fey, neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 97 (13d10 + 26)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	12 (+1)	14 (+2)	15 (+2)	16 (+3)	16 (+3)

**Saving Throws** Dex +4, Wis +6, Cha +6

**Damage Resistances** bludgeoning, piercing, and slashing from nonmagical attacks

**Skills** Nature +5, Perception +6, Persuasion +6

**Senses** passive Perception 16

**Languages** Common, Sylvan

**Challenge** 6 (2,300 XP)

**Innate Spellcasting.** The doc cu'o'c's spell casting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *invisibility*

Constant: *see invisibility*

1/day each: *blink*, *commune with nature*, *control weather*, *lesser restoration*

## ACTIONS

**Multiattack.** The doc cu'o'c makes two attacks with its axe.

**Axe. Melee Weapon Attack.** +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) slashing damage plus 7 (2d6) lightning damage.

**Arc of Electricity.** If the doc cu'o'c strikes the same creature twice in the same round with its axe, the target takes an additional 21 (6d6) lightning damage, or half as much on a successful DC 14 Dexterity saving throw. If it strikes two adjacent creatures in the same round with its axe, it can spend a bonus action to instead cause both creatures to take 14 (4d6) lightning damage, or half as much on a successful saving throw.



# DRAGONS

Dragons are an integral part of the mythology of Asia, though they are quite different from the winged dragons known in the Western mythology. Some are benevolent and others sinister, but while their appearance is different from Western dragons they are equally capable of the savage rapacity and legendary greed of their chromatic cousins and the stern and aloof devotion to goodness of their metallic kin. Like most monsters, imperial dragons have an assigned typical alignment, but they are highly individualistic and much more likely to have an alignment that varies from the typical than would be true for metallic or chromatic dragons.

## DRAGONS OF THE “DRAGON EMPIRES”

There are many versions of dragons throughout the myths and legends of Asia. The specific imperial dragons presented here are drawn a specific fantasy campaign world for another game system. These imperial dragons incorporate many Asian dragon legends that have been blended together and that has a very specific cosmology. You can find more information on this setting in the book *Dragon Empires Gazetteer* from Paizo Publishing. If you want to create your own Asian-inspired dragons, you can go directly to any of the various legendary sources to create your own, using or adapting monster abilities like the ones we’ve created here or devising entirely new ones.

# IMPERIAL DRAGONS

Imperial dragons, sometimes termed dragons of the celestial host, in the “dragon empires” are serpentine agents of cosmic balance, though some of them are not above sowing chaos and discord for their own gain. Imperial dragons differ in appearance from the more commonly known chromatic and metallic dragons, possessing a long serpentine body. Most lack wings but can fly gracefully through supernatural means. All imperial dragons have large antlers, some sweeping back in delicate curves and others thrust forward to gore their foes. Like all dragons, imperial dragons can breathe potent torrents of elemental force, and many can cast spells and perform other supernatural feats. Additionally, all can magically transform themselves into a humanoid shape.

**Imperial Entanglements.** Imperial dragons are defenders of ancient lands and protectors of cosmic balance. They take a much more active role in humanoid societies than their metallic or chromatic kin, to such a degree that the kingdoms of in lands they are known sometimes refer to themselves as “dragon empires.” They are active in times of social upheaval, and may be sought out for their wisdom or aid. Imperial dragons are seen by humanoids as either benevolent guardians or vile threats depending on their type. Some imperial families trace their bloodlines to the semi-divine dragon-emperors of old or still rely on the counsel of living dragons or, in rare cases, ask a dragon to rule as their wise sovereign.

**Mandate of Heaven.** More so than any other dragons, imperial dragons are closely tied to the religious beliefs of their native lands. Imperial dragons are often associated with divinity, whether as guardians or emissaries of a god, as the representation of a god, or as a deity themselves. It is said that imperial dragons inhabited their lands in an Age of Dragons, long before other races arose there, and were charged by the gods to safeguard the land in anticipation of humanity’s arrival. Some of the gods themselves may in fact be incredibly powerful dragons transcended into immortality, and each of the five species of imperial dragon is represented as a constellation.

**Adult Dragons.** The imperial dragons presented in this book are all adults. As agents of the highest deities, young dragons sometimes wander in mortal lands before they ascend, though many are kept safe in the realms of the divine until they reach maturity and complete their training. Older dragons may likewise “graduate” from their status and join the celestial bureaucracy, while others roam freely to live as they wish. If you wish to extend the lifespans of imperial dragons into youth or old age like other true dragons, you can adjust their abilities up or down in a manner similar to other dragons with equivalent Challenge levels.



# IMPERIAL FOREST DRAGON

Forest dragons are fickle and malevolent dragons that dwell in deep, rugged woodlands. Forest dragons stalk the earth to pursue objects of its wrath. These wingless creatures have jade scales and antlers, and sound like grinding stones as they stalk forth.

## ADULT FOREST DRAGON

*Huge dragon, chaotic evil*

**Armor Class** 19 (natural armor)

**Hit Points** 262 (21d12+126)

**Speed** 40 ft., burrow 20 ft., climb 30 ft., fly 100 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	10 (+0)	22 (+6)	16 (+3)	17 (+3)	16 (+3)

**Saving Throws** Con +12, Str +15

**Damage Immunities** poison

**Condition Immunities** poisoned

**Skills** Perception +9, Stealth +6

**Senses** blindsight 60 ft., darkvision 60 ft., passive Perception 19

**Languages** Common, Draconic, Elven, Goblin, Sylvan

**Challenge** 19 (22,000 XP)

**Animate Trees (1/Day).** The imperial forest dragon magically animates one or two trees it can see within 60 feet of it. These trees have the same statistics as a treant, except they have Intelligence and Charisma scores of 1, they can't speak, and they have only the Slam action option. An animated tree acts as an ally of the imperial forest dragon. The tree remains animate for 1 day or until it dies; until the imperial forest dragon dies or is more than 120 feet from the tree; or until the imperial forest dragon takes a bonus action to turn it back into an inanimate tree. The tree then takes root if possible.

**Innate Spellcasting.** The imperial forest dragon's spell casting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *obscuring mist*, *magic missile*, *speak with plants*

3/day each: *fog cloud*, *hideous laughter*, *invisibility*

1/day each: *charm monster*, *plant growth*, *lightning bolt*

**Legendary Resistance (3/Day).** If the imperial forest dragon fails a saving throw, it can choose to succeed instead.

## ACTIONS

**Multiattack.** The imperial forest dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack.* +14 to hit, 1 reach 5 ft., one target.  
*Hit:* 47 (6d12 + 8) piercing damage.

**Claw.** *Melee Weapon Attack.* +14 to hit, 1 reach 5 ft., one target.  
*Hit:* 17 (2d8 + 8) slashing damage.

**Tail.** *Melee Weapon Attack.* +14 to hit, 1 reach 5 ft., one target.  
*Hit:* 26 (4d8 + 8) bludgeoning damage.

**Frightful Presence.** Each creature of the imperial forest dragon's choice that is within 120 feet of the imperial forest dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the imperial forest dragon's Frightful Presence for the next 24 hours.



**Poison Breath (Recharge 5–6).** The imperial forest dragon exhales a smog of poisonous breath in a 60-foot line that is 5 feet wide. Each creature in that line must succeed a DC 19 Constitution saving throw or take 13 (3d8) poison damage and become poisoned for 1 minute.

**Splinter Breath (Recharge 5–6).** The imperial forest dragon exhales piercing splinters in a 60-foot cone. Each creature in that cone must make a DC 19 Dexterity saving throw, taking 31 (7d8) piercing damage on a failed save, or half as much damage on a successful one.

### **LEGENDARY ACTIONS**

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The imperial forest dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The imperial forest dragon regains spent legendary actions at the start of its turn.

**Detect.** The imperial forest dragon makes a Wisdom (Perception) check.

**Tail Attack.** The imperial forest dragon makes a tail attack.

### **LAIR ACTIONS**

---

On initiative count 20 (losing initiative ties), the imperial forest dragon takes a lair action to cause one of the following effects; The imperial forest dragon can't use the same effect two rounds in a row:

- A imperial forest dragon can summon one creature that lives in the forest that is CR 2 or less to a space within 60 feet of it. This creature is loyal to the imperial forest dragon and will do anything to defend it.
- The imperial forest dragon can cause vines to entangle one creature in its lair. The creature must succeed a DC 19 Dexterity saving throw or become restrained for 1 round.
- The imperial forest dragon can cause a 10 foot radius area of dirt to grow full of plants and underbrush, making it difficult terrain.

### **REGIONAL EFFECTS**

---

The region containing the imperial forest dragon's lair is shaped by the its natural power, which creates one or more of the following effects:

- Plants within 5 miles of the imperial forest dragon's lair grow at ten times their normal speed.
- Previously normal creatures become venomous or poisonous, usually inflicting such wounds with their bites or claws.
- All plant creatures within 1 mile of the imperial forest dragon's lair are drawn to it by some strange supernatural compulsion.

# IMPERIAL SEA DRAGON

Infused with the power of waves and storms, sea dragons are draconic protectors of bodies of water, with young sea dragons concerning themselves more with small rivers and lakes and elder sea dragons guarding oceans and their creatures. Possessing tempestuous natures, sea dragons wander widely, sometimes claiming thousands of miles of ocean and coastlines as their protectorates. The long, undulating bodies of these serpentine dragons roll and bend with scales the color of the ocean's waves.

## ADULT SEA DRAGON

*Huge dragon, chaotic good*

**Armor Class** 19 (natural armor)

**Hit Points** 279 (18d12+162)

**Speed** 40 ft., fly 100 ft., swim 90 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	8 (+0)	29 (+9)	22 (+6)	23 (+6)	22 (+6)

**Saving Throws** Str +15, Con +15

**Damage Immunities** lightning

**Skills** Perception +15, Persuasion +15

**Senses** blindsight 60 ft.,  
darkvision 60 ft., passive  
Perception 25

**Languages** Aquan, Auran,  
Celestial, Common,  
Draconic, Elvish, Sylvan

**Challenge** 20 (25,000 XP)

**Amphibious.** The imperial sea dragon can breathe air and water.

**Innate Spellcasting.** The imperial sea dragon's spell casting ability is Charisma (spell save DC 20). It can innately cast the following spells, requiring no material components:

At will: *charm person, expeditious retreat, tongues*

3/day each: *haste, hold person, see invisibility*

1/day each: *chain lightning, control water, tsunami*

**Legendary Resistance (3/Day).** If the imperial sea dragon fails a saving throw, it can choose to succeed instead.

## ACTIONS

**Multiattack.** The imperial sea dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack.* +15 to hit, 1 reach 5 ft., one target.  
*Hit:* 35 (4d12 + 9) piercing damage.

**Claw.** *Melee Weapon Attack.* +15 to hit, 1 reach 5 ft., one target.  
*Hit:* 27 (4d8 + 9) slashing damage.

**Tail.** *Melee Weapon Attack.* +15 to hit, 1 reach 5 ft., one target.  
*Hit:* 27 (4d8 + 9) bludgeoning damage.

**Frightful Presence.** Each creature of the imperial sea dragon's choice that is within 120 feet of the imperial sea dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the imperial sea dragon's Frightful Presence for the next 24 hours.



**Wave Breath (Recharge 5–6).** The imperial sea dragon exhales a torrent of water in a 60-foot cone. Each creature in that cone must make a DC 19 Dexterity saving throw, taking 33 (6d10) bludgeoning damage on a failed save, or half as much damage on a successful one. Creatures failing their saving throw must make a DC 19 Strength saving throw or be knocked prone.

### **LEGENDARY ACTIONS**

---

The imperial sea dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The imperial sea dragon regains spent legendary actions at the start of its turn.

**Detect.** The imperial sea dragon makes a Wisdom (Perception) check.

**Tail Attack.** The imperial sea dragon makes a tail attack.

### **LAIR ACTIONS**

---

On initiative count 20 (losing initiative ties), the imperial sea dragon takes a lair action to cause one of the following effects; The imperial sea dragon can't use the same effect two rounds in a row:

- A imperial sea dragon can summon one creature that lives in the sea that is CR 2 or less to a space within 60 feet of it. This creature is loyal to the imperial sea dragon and will do anything to defend it.
- The imperial sea dragon can cause the currents in its lair to push up to 4 creatures 60 feet away from the spaces they started in. These creatures must succeed a DC 19 Strength saving throw to avoid being forcefully moved like this.
- The imperial sea dragon can cause a 10 foot radius area of water to become electrified. Creatures in the area must succeed a DC 19 Dexterity saving throw or take 7 (2d6) lightning damage.

### **REGIONAL EFFECTS**

---

The region containing the imperial sea dragon's lair is shaped by the its immense power, which creates one or more of the following effects:

- Seas within 5 miles of the imperial sea dragon's lair become strangely serene and without many waves unless the dragon wishes it.
- Poisonous, stagnant, or otherwise foul water within 1 mile of the imperial sea dragon's lair becomes fresh and safe to drink.
- Sea creatures within 1 mile of the imperial sea dragon's lair are strangely non-aggressive towards outsiders such as humanoids.

# IMPERIAL SKY DRAGON

Benevolent and noble, sky dragons, or tienlungs, are fearsome champions of good and protectors of those in need. They are often sought out for their wise counsel, which they grant only to the deserving and true. These dragons twist gracefully through the sky when they fly, their scales reflecting the shifting hues of the heavens.

## ADULT SKY DRAGON

*Huge dragon, lawful good*

**Armor Class** 18 (natural armor)

**Hit Points** 212 (17d12+102)

**Speed** 40 ft., fly 150 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	12 (+1)	23 (+6)	20 (+5)	21 (+5)	22 (+6)

**Saving Throws** Str +13, Con +11, Cha +11

**Damage Immunities** lightning

**Skills** Perception +10, Performance +11

**Senses** blindsight 60 ft., darkvision 60 ft., passive Perception 20

**Languages** Auran, Celestial, Common, Draconic, Infernal, Sylvan

**Challenge** 16 (15,000 XP)

**Innate Spellcasting.** The imperial sky dragon's spell casting ability is Charisma (spell save DC 19). It can innately cast the following spells, requiring no material components:

At will: *detect good and evil*, *obscuring mist*

3/day each: *glitterdust*, *invisibility*, *protection from energy*,

1/day each: *blink*, *control weather*, *lightning bolt*

**Legendary Resistance (3/Day).** If the imperial sky dragon fails a saving throw, it can choose to succeed instead.

**Wind Cloak.** All ranged weapon attacks against the imperial sky dragon have disadvantage to the attack roll.

## ACTIONS

**Multiattack.** The imperial sky dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack.* +13 to hit, 1reach 5 ft., one target. *Hit:* 34 (4d12 + 8) piercing damage.

**Claw.** *Melee Weapon Attack.* +13 to hit, 1reach 5 ft., one target. *Hit:* 17 (2d8 + 8) slashing damage.

**Tail.** *Melee Weapon Attack.* +13 to hit, 1reach 5 ft., one target. *Hit:* 17 (2d8 + 8) bludgeoning damage.

**Frightful Presence.** Each creature of the imperial sky dragon's choice that is within 120 feet of the imperial sky dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the imperial sky dragon's Frightful Presence for the next 24 hours.



**Cloud Bender.** A sky dragon can control any cloud, fog, or mist spell within 60 feet as a standard action. An effect that naturally moves, such as a *cloudkill*, can be redirected by the dragon, though it cannot increase the effects normal rate of speed. The area of effect can be changed to suit the dragon's whim, though no portion of the effect can be moved more than 60 feet from the dragon.

**Lightning Breath (Recharge 5–6).** The imperial sky dragon exhales electricity in a 50-foot cone. Each creature in that cone must make a DC 18 Dexterity saving throw, taking 26 (4d12) lightning damage on a failed save, or half as much damage on a successful one.

## **LEGENDARY ACTIONS**

---

The imperial sky dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The imperial sky dragon regains spent legendary actions at the start of its turn.

**Detect.** The imperial sky dragon makes a Wisdom (Perception) check.

**Tail Attack.** The imperial sky dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The imperial sky dragon beats its wings. Each creature within 10 feet of the imperial sky dragon must succeed on a DC 18 Dexterity saving throw or take 15 (2d6 + 8) bludgeoning damage and be knocked prone. The imperial sky dragon can then fly up to half its flying speed.

## **LAIR ACTIONS**

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On initiative count 20 (losing initiative ties), the imperial sky dragon takes a lair action to cause one of the following effects; The imperial sky dragon can't use the same effect two rounds in a row:

- An imperial sky dragon can summon one flying creature that is CR 2 or less to a space within 60 feet of it. This creature is loyal to the imperial sky dragon and will do anything to defend it.
- The imperial sky dragon can cause the winds to blow around all flying creatures to a space within its choice within 60 feet of the creature's original position. These creatures must succeed a DC 18 Strength saving throw to avoid being forcefully moved like this.
- The imperial sky dragon can cause a 10-foot-radius whirlwind to buffet creatures in the area dealing 7 (2d6) bludgeoning damage. A DC 18 Dexterity saving throw halves this damage.

## **REGIONAL EFFECTS**

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The region containing the imperial sky lair is shaped by the its titanic power, which creates one or more of the following effects:

- The skies within 5 miles of the imperial sky dragon's lair become clear so that the sun or moon can be seen.
- No storms ever seem to start within 1 mile of the imperial sky dragon's lair unless the dragon wills it.
- Lucky occurrences begin to happen within 1 mile of the imperial sky dragon's lair. This can be anything from correctly being able to call the results of a coin flip to finding a natural bridge over an otherwise impassable raging river.

# IMPERIAL

## SOVEREIGN DRAGON

This magnificent dragon is covered in splendid gold scales, and horns jut from its head like a crown. Guardians of balance, sovereign dragons were placed in the skies by the gods themselves to safeguard harmony in the world. Like sky dragons, sovereign dragons are sometimes winged.

### ADULT SOVEREIGN DRAGON

*Huge dragon, neutral*

**Armor Class** 19 (natural armor)

**Hit Points** 279 (18d12+162)

**Speed** 50 ft., fly 125 ft.

STR	DEX	CON	INT	WIS	CHA
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29 (+9)	8 (-1)	29 (+9)	26 (+8)	27 (+8)	26 (+8)
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**Saving Throws** Str +15, Con +15, Cha +14

**Skills** Intimidation +26, Persuasion +26

**Senses** blindsight 60 ft., darkvision 60 ft., passive Perception 18

**Languages** Abyssal, Auran, Celestial, Common, Draconic, Ignan, Infernal, Terran; telepathy 100 ft.

**Challenge** 20 (25,000 XP)

**Innate Spellcasting.** The imperial sovereign dragon's spell casting ability is Charisma (spell save DC 26). It can innately cast the following spells, requiring no material components:

At will: *true seeing*, *charm person*

3/day each: *locate creature*, *suggestion*

1/day each: *calm emotions*, *confusion*, *dominate person*

**Legendary Resistance (3/Day).** If the imperial sovereign dragon fails a saving throw, it can choose to succeed instead.

### ACTIONS

**Multiattack.** The imperial sovereign dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack.* +15 to hit, 1reach 5 ft., one target.

*Hit:* 35 (4d12 + 9) piercing damage.

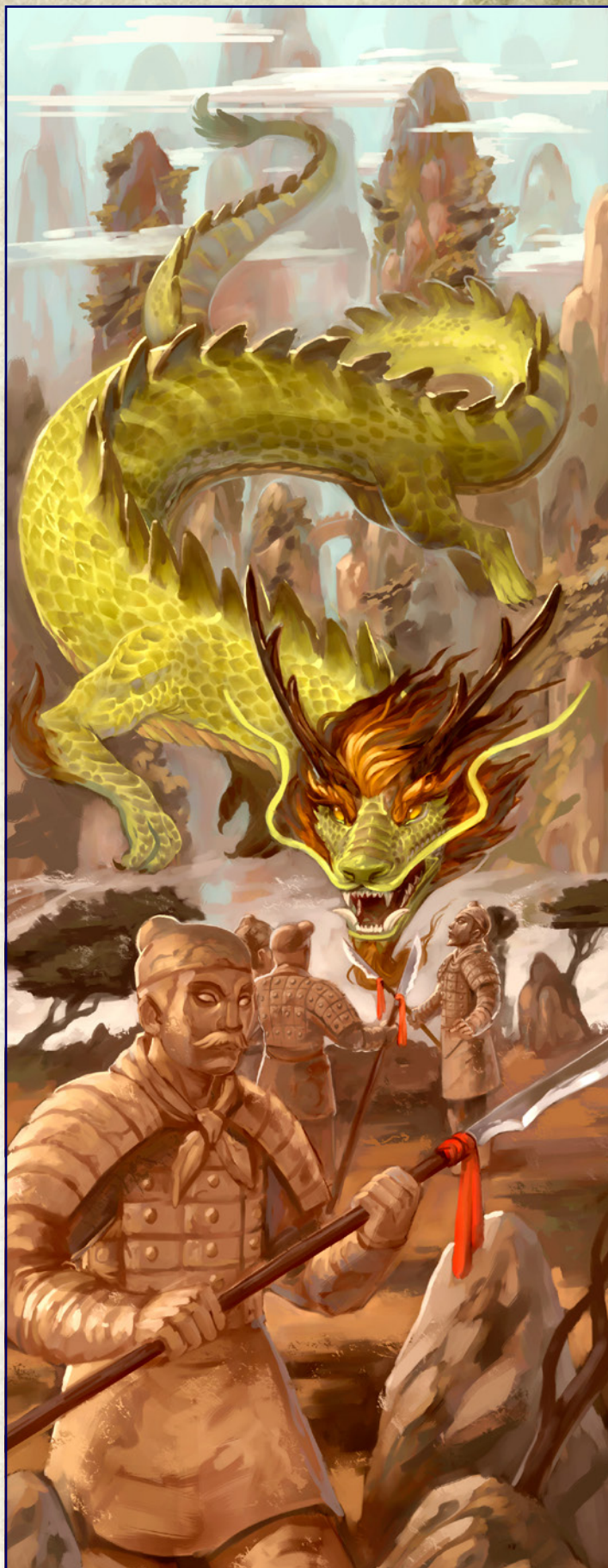
**Claw.** *Melee Weapon Attack.* +15 to hit, 1reach 5 ft., one target.

*Hit:* 27 (4d8 + 9) slashing damage.

**Tail.** *Melee Weapon Attack.* +15 to hit, 1reach 5 ft., one target.

*Hit:* 27 (4d8 + 9) bludgeoning damage.

**Frightful Presence.** Each creature of the imperial sovereign dragon's choice that is within 120 feet of the imperial sovereign dragon and aware of it must succeed on a DC 19 Wisdom saving throw or become frightened for 1 minute.



A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to the imperial sovereign dragon's Frightful Presence for the next 24 hours.

**Cyclical Breath (Recharge 5–6).** The imperial sovereign dragon's voice booms with authority in a 60-foot cone. Each creature in that cone must make a DC 19 Dexterity saving throw, taking 33 (6d10) damage on a failed save, or half as much damage on a successful one. The type of damage depends on the season. During the springtime, its breath weapon deals lightning damage. During the summer months, its breath weapon deals fire damage. During autumn, its breath weapon deals thunder damage. During the winter months, its breath weapon deals cold damage.

**Sacred Tear (1/year).** An imperial sovereign dragon may shed a single tear with miraculous healing properties. When the tear comes in contact with the ground, all creatures within 50 feet will be affected as if by heal. Should the tear hit a single creature instead, it will be affected as if by the *true resurrection* spell. The tear can be bottled and used later, though after 24 hours it will become only normal water.

## LEGENDARY ACTIONS

The imperial sovereign dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The imperial sovereign dragon regains spent legendary actions at the start of its turn.

**Detect.** The imperial sovereign dragon makes a Wisdom (Perception) check.

**Tail Attack.** The imperial sovereign dragon makes a tail attack.

**Wing Attack (Costs 2 Actions).** The imperial sovereign dragon beats its wings. Each creature within 10 feet of the imperial sovereign dragon must succeed on a DC 19 Dexterity saving throw or take 19 (3d6 + 9) bludgeoning damage and be knocked prone. The imperial sovereign dragon can then fly up to half its flying speed.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), the imperial sovereign dragon takes a lair action to cause one of the following effects; The imperial sovereign dragon can't use the same effect two rounds in a row:

- An imperial sovereign dragon can teleport one humanoid that is CR 2 or less to a space within 60 feet of it. This creature is loyal to the imperial sovereign dragon and will do anything to defend it.
- The imperial sovereign dragon target one creature within its lair to turn into a stone statue. The creature must succeed a DC 19 Constitution saving throw or their base speed is reduced by half. If they fail the first saving throw, the creature must succeed a DC 19 Constitution saving throw or it takes disadvantage on all melee and rolls. If a creature fails its second saving throw, it must succeed a DC 19 Constitution saving throw or become petrified. A success on any of these saving throws ends its effects. A *dispel magic* spell ends this effect early, and the dragon can end it as an action. The petrified creature can see and hear the dragon while petrified, and the sovereign dragon usually takes the opportunity to instruct a petrified creature on its faults and how to become a better person after they are released.
- The imperial sovereign dragon can force one creature within its lair to make a DC 19 Wisdom saving throw or it becomes charmed for 1 round and unable to take any negative actions towards the imperial sovereign dragon.

## REGIONAL EFFECTS

The region containing the imperial sovereign dragon's lair is shaped by the its regal power, which creates one or more of the following effects:

- Humanoids within 5 miles of the imperial sovereign dragon's lair become more subservient towards their masters or lords.
- Random metallic objects within 1 mile of imperial sovereign dragon's lair begin to transmute into gold.
- People within 5 miles of the imperial sovereign dragon's lair are aware of the dragon's tendency to hear about injustice throughout the nearby lands, and out of either fear or respect they tend to become fairer in their dealings and less likely to cheat, deceive, or permit injustice. This effect ends if they move out of this range or the imperial sovereign dragon dies.



# IMPERIAL UNDERWORLD DRAGON

Underworld dragons are calculating, greedy creatures that carve great labyrinthine tunnels beneath the world, defending their hidden treasures. Preferring the earth to the heavens, they channel the fires of the world's core within their twisting, stonelike bodies and through flaming breath hot enough to turn granite into slag. These serpentine dragons have skin the color of deep volcanic rock, enormous claws, and jagged, stonelike horns and scales.

## ADULT UNDERWORLD DRAGON

*Huge dragon, lawful evil*

**Armor Class** 19 (natural armor)

**Hit Points** 256 (19d12+133)

**Speed** 40 ft., burrow 60 ft., fly 100 ft.

**STR DEX CON INT WIS CHA**

26 (+8) 6 (-2) 25 (+7) 20 (+5) 23 (+6) 24 (+7)

**Saving Throws** Str +14, Con +13, Cha +12

**Damage Immunities** fire

**Damage Vulnerabilities** cold

**Skills** Perception +12, Stealth +4

**Senses** blindsight 60 ft., darkvision 60 ft., passive Perception 22

**Languages** Common, Draconic, Dwarvish, Giant, Ignan, Terran, Undercommon

**Challenge** 19 (22,000 XP)

**Choking Cloud.** Any time the imperial underworld dragon casts *fog cloud*, creatures except for the imperial underworld dragon inside the affected area must hold their breath or begin to suffocate. Spells with verbal components cannot be cast within the affected area.

**Innate Spellcasting.** The imperial underworld dragon's spell casting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *burning hands*

3/day each: *fog cloud*, *scorching ray*

1/day each: *disintegrate*, *delayed blast fireball*

**Legendary Resistance (3/Day).** If the imperial underworld dragon fails a saving throw, it can choose to succeed instead.

**Treasure Scent.** An imperial underworld dragon can smell precious metals and gemstones within 120 feet, not requiring a Wisdom (Perception) ability check.

## ACTIONS

**Multiattack.** The imperial underworld dragon can use its Frightful Presence. It then makes three attacks: one with its bite and two with its claws.

**Bite.** *Melee Weapon Attack.* +14 to hit, 1 reach 5 ft., one target.  
*Hit:* 47 (6d12 + 8) piercing damage.

**Claw.** *Melee Weapon Attack.* +14 to hit, 1 reach 5 ft., one target.  
*Hit:* 16 (2d8 + 8) slashing damage.



**Tail. Melee Weapon Attack.** +14 to hit, 1 reach 5 ft., one target.

**Hit:** 26 (4d8 + 8) bludgeoning damage.

**Fire Breath (Recharge 5–6).** The imperial underworld dragon exhales burning flames in a 60-foot line. Each creature in that line must make a DC 19 Dexterity saving throw, taking 31 (7d8) fire damage on a failed save, or half as much damage on a successful one.

## LEGENDARY ACTIONS

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The imperial underworld dragon can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The imperial underworld dragon regains spent legendary actions at the start of its turn.

**Detect.** The imperial underworld dragon makes a Wisdom (Perception) check.

**Tail Attack.** The imperial underworld dragon makes a tail attack.

## LAIR ACTIONS

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On initiative count 20 (losing initiative ties), the imperial underworld dragon takes a lair action to cause one of the following effects; The imperial underworld dragon can't use the same effect two rounds in a row:

An imperial underworld dragon can summon one creature that lives in the caves or underground that is CR 2 or less to a space within 60 feet of it. This creature is loyal to the imperial underworld dragon and will do anything to defend it.

The imperial underworld dragon can cause one dead humanoid's corpse to rise again as a fire elemental loyal to the imperial underworld dragon. This fire elemental has 50 maximum hit points and does not have the Multiattack ability.

The imperial underworld dragon can cause a 20-foot radius to become absolute darkness that even creatures with darkvision cannot see through, except for the imperial underworld dragon. This area lasts for 1 turn.

## REGIONAL EFFECTS

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The region containing the imperial underworld dragon's lair is shaped by the its dark power, which creates one or more of the following effects:

- Cracks in the ground begin to form within 1 mile of the imperial underworld dragon's lair, spewing lava out of them.
- People within 5 miles of the imperial underworld dragon's lair become greedier than they would usually be, and the dragon itself becomes aware of items of great value that enter its domain. Creatures that remain within this area for more than 1 week become selfish and vindictive, behaving as if their alignment was lawful evil. This effect ends when a creature leaves the area or the imperial underworld dragon dies.
- The area within 5 miles of the imperial underworld dragon's lair becomes covered in an oppressive smoky haze that is humid to breathe in.

# FIRE MONKEY

These winged monkeys sport tawny fur coats ranging from blue-white to slate grey or even black, and some individuals have much lighter white or ivory areas around their faces and shoulders. Their wings tend to be brightly feathered. Their faces, feet, and hands are always hairless, and they groom the hair surrounding their faces outward, giving them a tattered, bearded appearance. Fire monkeys are around 18 inches long with equally long tails and a wingspan of about three feet. A few individuals have two pairs of wings; this trait grants them perfect maneuverability, but they are otherwise statistically identical to their two-winged kin.

**Social Creatures.** Fire monkeys build nests high up in the canopy of wild places or thick forests, and often cluster their nests together in groups of trees. They welcome small villages of friendly humanoid within their territories, as such creatures are a ready source of useful objects and new forms of interesting food. Fire monkey troops often raid nearby civilized communities for small amounts of salt and sugar, or prepared foods for single meals, but do not otherwise cause much mischief unless provoked. Larger or hostile communities that persecute or hunt fire monkeys often suffer from numerous unexpected fires and destructive forms of larceny and sabotage. Fire monkeys have excellent memories and hold grudges against those who abuse them.

**Varied Appetite.** Fire monkeys are omnivores, eating fruit, nuts, insects, small mammals, crabs, and fish. Given enough time, rather than devouring their food raw, fire monkeys create elaborate dishes of their favorite foods and cook these dishes over small fires, which they light with their spark ability. Fire monkeys also enjoy trying new and exotic foods prepared by humanoid creatures, especially foods made with flour and sugar. Most fire monkeys are very adventurous eaters, though they tend not to like the taste of beef and lamb.



## ERRORS IN TRANSLATION

The fire monkey is not a real Asian mythological creature. You may find similar creatures in fantasy and fiction using the Chinese name of *hsigo*, but all of them appear to trace their roots to a typographical error based on the Wade-Giles word *hsiao* (pinyin *xiao*). The *hsiao/xiao* may refer to a long-armed ape or a four-winged bird and may have been conflated with the *shan-hsiao/shanxio*, which in modern Chinese refers to the African mandrill but mythologically refers to hill-dwelling spirits or imps. Those misconceptions created a chimeric beast that took several different ideas and merged them together into a nonesuch that exists only in fantasy, at best very loosely inspired by the original Chinese mythology. Whether you want to use it in your campaign depends on how strictly you want to maintain fidelity to real-world myths and legends.

## FIRE MONKEY

*Small monstrosity, chaotic neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 72 (16d4+32)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
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4 (-3)	16 (+3)	14 (+2)	7 (-2)	11 (+0)	13 (+1)
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**Saving Throws** Dex +5

**Skills** Sleight of Hand +7, Stealth +7

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common (can't speak)

**Challenge** 3 (700 XP)

**Innate Spellcasting.** The fire monkey's spell casting ability is Charisma (spell save DC 15). It can innately cast the following spell, requiring no material components:

3/day: *burning hands*

**Spark (Recharges After a Short Rest).** The fire monkey can cause a tiny flammable object within 30 feet to catch on fire, as if it were using flint and steel. This has no effect on an object behind held or carried by another creature.

## ACTIONS

**Multiattack.** The fire monkey makes one claw attack and one steal attack.

**Claw.** *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 3) slashing damage.

**Steal.** *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* The fire monkey can take hold of one possession from the target's hands or that is visible on their person.

# GAKI

Gaki are the restless spirits of wicked mortals that are condemned to wander the land of the living in the form of misshapen monstrosities as cosmic punishment for their sins. The exact appearance of each gaki varies based on their home culture and the nature of their crimes, but there are several common categories into which they fall.

**Jikki-Nikki-Gaki.** Spirits of greed, avarice, and gluttony, jikki nikki-gaki retain their basically humanoid form but their flesh is rotten and repulsive, pallid and flaking. Some are bloated and corpulent as a mark of their eternal gluttony, while others are emaciated as through forever starving with a hunger that cannot be satisfied.

**Shikki-Gaki.** Spirits of faithless and negligent servants, herbalists, healers, and gardeners, and sometimes even the corrupted remnants of kami or other nature spirits, these unfortunates are accursed for the sins of sloth and cruel indifference to the suffering of those around them.

**Shinen-Gaki.** Spirits of cowardly or treacherous soldiers who abandoned their posts or betrayed their allies, shinen-gaki are most active at night. They resemble burning skeletons, writhing in anger and terror at the same time, but their feet never quite touch the ground as they float on a draft of smoke. Sunlight causes their fires to grow dim and ashen, and they typically hide themselves during daylight hours. By night, they can transform into hovering balls of flame, often yellow, white, red, or even blue. These burning lights may mislead or attract the attention of the unwary, but close inspection reveals a handful of black spots floating at the center of their fiery mass, like eyespots or even an anguished skull-like mask.

## JIKKI-NIKKI-GAKI

*Medium undead (shapechanger), chaotic evil*

**Armor Class** 12 (natural armor)

**Hit Points** 22 (5d8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
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13 (+1)	15 (+2)	10 (+0)	7 (-2)	10 (+0)	6 (-2)
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**Skills** Athletics +3, Stealth +4

**Damage Immunities** poison

**Condition Immunities** charmed, exhaustion, paralyzed, poisoned, unconscious

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common

**Challenge** 1 (200 XP)

**Regeneration.** The gaki regains 2 hit points at the start of its turn if it has at least 1 hit point.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one creature. *Hit:* 8 (2d6 + 1) piercing damage.

**Claws.** *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) slashing damage.

**Feast of Flesh.** When the jikki nikki scores a critical hit with its claws or hits a creature that is prone, restrained, or immobilized with its claws, it can make a bite attack as a bonus action against the same target. In addition, a jikki nikki can spend 1 round feasting on the corpse of a Small or larger creature, regaining 2d6 hit points for a Small creature, 4d6 for a Medium creature, or 6d6 for a Large or larger creature. Once it has feasted on a creature, the remains decay and cannot be used for another feast.

**Change Shape.** The jikki nikki can turn into a Tiny flying insect, typically a fly or beetle, with a fly speed of 20 ft. It cannot attack in this form but it has advantage on Dexterity (Stealth) checks.



## SHIKKI-GAKI

Medium undead (shapechanger), chaotic evil

Armor Class 13 (natural armor)

Hit Points 36 (8d8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	10 (+0)	11 (+0)	10 (+0)	8 (-1)

Skills Nature +2, Stealth +5

Damage Resistances bludgeoning, piercing, or slashing from nonmagical attacks

Damage Immunities poison

Condition Immunities charmed, exhaustion, paralyzed, poisoned, unconscious

Senses darkvision 60 ft., passive Perception 10

Languages Common

Challenge 2 (450 XP)

**Fungus Form.** During daylight hours, shikki-gaki are transformed into oversized mushrooms nearly a foot tall. They typically hide themselves in caves or cellars where they sleep during the day in this form. Their snoring is audible in mushroom form, and they exhale a noxious vapor while they slumber, causing any creature within 5 feet to make a DC 11 Constitution saving throw or take 2d6 poison damage, or half as much on a successful save. A creature failing its save also contracts a random disease, as if it had been struck by the gaki's claws. A shikki-gaki is treated as unconscious while in fungus form.

**Gaki Fever.** Creatures infected by a shikki-gaki's diseased claws do not automatically recover after 7 days. Instead, they can attempt a new saving throw every 7 days, recovering from the disease only after succeeding on three consecutive saving throws. *Lesser restoration* removes one disease from a shikki-gaki, while *remove curse* does not end any of the diseases but allows them to end normally once 7 days have passed.

**Regeneration.** The gaki regains 2 hit points at the start of its turn if it has at least 1 hit point.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 12 (2d8 + 3) piercing damage.

**Claws.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 3) slashing damage, plus the target must succeed on a DC 11 Constitution saving throw or contract a random disease, as the *contagion* spell.

**Change Shape.** The shikki-gaki can turn into a Tiny flying insect, typically a moth or mosquito, with a fly speed of 20 ft. It cannot attack in this form but it has advantage on Dexterity (Stealth) checks.

## SHINEN-GAKI

Medium undead, chaotic evil

Armor Class 14 (natural armor)

Hit Points 55 (10d8 + 10)

Speed 0 ft., fly 20 ft. (fly 40 ft. in fiery form)

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	12 (+1)	11 (+0)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +5

Damage Resistances bludgeoning, piercing, or slashing from nonmagical attacks

Damage Immunities fire, necrotic, poison

Damage Vulnerabilities cold

Condition Immunities charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

Senses darkvision 60 ft., passive Perception 13

Languages Common, but can't speak

Challenge 3 (700 XP)

**Regeneration.** The gaki regains 4 hit points at the start of its turn if it has at least 1 hit point.

**Sunlight Sensitivity.** While in sunlight, the shinen-gaki has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight. It cannot use its Circle Aflame ability and creatures in sunlight have advantage on their saving throw against its Burning Tendril.

## ACTIONS

**Burning Tendril.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 3 (1d6) slashing damage and 3 (1d6) fire damage, and the target must succeed on a DC 11 Dexterity saving throw or catch on fire, taking 1d6 fire damage at the beginning of each of its turns for 1d4 rounds. A creature can use an action to attempt a new saving throw to put out the flames, with advantage on the saving throw if they are prone.

**Circle Aflame (Recharges 5-6).** The shinen-gaki can move up to its speed, leaving behind a trail of fire in its path. This trail of fire deals 1d6 fire damage to creatures entering it or beginning their turn within it, and any creature damaged by it must make a Dexterity save as if struck by the shinen-gaki's Burning Tendril. The Circle Aflame lasts 1d4 rounds before burning itself out.

**Fiery Form.** The shinen-gaki can turn into a Small ball of flame with a fly speed of 40 ft. In this form, its Burning Tendril deals no slashing damage.

# GARUDA

Garudas are noble, birdlike creatures that inhabit rugged hills. While they remain detached from humanoid societies, they are impetuous and gallant, often serving as protectors of nearby communities. Most garudas stand around 6 feet tall with a wingspan of 15 feet and weigh approximately 150 pounds.

Garudas originated in the Positive Plane as a winged race called the  *jyoti* , infused with the light and energy of raw primal radiance. At some point in the distant past, they discovered a portal to the Material Plane and a rift developed between the more impetuous and curious  *jyoti*  who wished to explore this strange new world and those who sought only to seal the rifts that they felt infected their paradisaical existence and keep their plane pure. Those that emigrated to the Material Plane renamed themselves garudas and adapted their magical powers to the skies of their new earthly home.

**Jyoti.** Enigmatic and swift to anger, the  *jyoti*  who remained in the Positive Plane are xenophobic in the extreme. Those encountering them sometimes assume that the  *jyoti*  are inherently good because their home plane is the source of all life, but those beliefs are quite in error, for the  *jyoti*  react to all other races with wary suspicion at best, and usually assume the worst and attack before they can themselves be attacked. They guard their crystalline cities from all intrusion, especially by creatures from other planes and servants of the gods. They have been known to hold dangerous artifacts in their vaults on behalf of desperate visitors, though in the case of holy or unholy artifacts, the  *jyoti*  are more likely to destroy the artifacts as soon as possible.  *Jyoti*  loathe natives of the Shadow Plane and the Negative Energy Plane in particular, slaying them with their crystal-tipped spears whenever encountered, though with pity in their actions toward undead.

## GARUDA

*Medium celestial, chaotic good*

**Armor Class** 17 (natural armor)

**Hit Points** 228 (24d8 + 120)

**Speed** 30 ft., fly 60 ft.

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**STR** DEX **CON** INT **WIS** **CHA**

16 (+3) 21 (+5) 20 (+5) 17 (+3) 14 (+2) 19 (+4)

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**Saving Throws** Dex +9, Cha +8

**Skills** Insight +10, Intimidation +12, Stealth +13

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Auran, Garuda

**Challenge** 11 (7,200 XP)

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**Innate Spellcasting.** The garuda's spell casting ability is Charisma (spell save DC 16). It can innately cast the following spells, requiring no material components:

At will: *detect magic, light*

3/day each: *alter self, see invisibility*

1/day each: *blink, haste*

**Naga Bane.** The garuda has advantage on all attack rolls against nagas as well as saving throws against their spells and abilities.

## ACTIONS

**Multiattack.** The garuda makes one bite attack, two claw attacks, two talon attacks, and two wing attacks, or two shocking arrow attacks.

**Bite.** *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 14 (2d10 + 3) piercing damage.

**Claw.** *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.



**Talon.** *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target.

*Hit:* 7 (1d8 + 3) slashing damage.

**Wing.** *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

**Shocking Arrow.** *Ranged Weapon Attack.* +9 to hit, 100/400 ft. range, one target. *Hit:* 18 (3d8 + 5) piercing damage plus 16 (3d10) lightning damage.

**Powerful Gale (Reset 5–6).** The garuda beats its wings and summons powerful winds. Each creature within 20 feet of the garuda must succeed a DC 17 Dexterity saving throw or take 21 (3d10 + 5) bludgeoning damage and be knocked prone.

**Sacred Nectar (3/Day).** The garuda can create an ounce of amrita. Drinking the amrita heals 17 (3d8 + 4) damage. The amrita lasts 24 hours, after which it becomes sweet, non-magical nectar.

## JYOTI

*Medium celestial, neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 152 (16d8 + 80)

**Speed** 30 ft., fly 60 ft.

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STR	DEX	CON	INT	WIS	CHA
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15 (+2)	21 (+5)	20 (+5)	12 (+1)	14 (+2)	17 (+3)
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**Saving Throws** Dex +8, Cha +7

**Skills** Insight +6, Intimidation +7, Perception +6, Stealth +9

**Damage Resistances** fire, lightning

**Damage Immunities** poison, radiant

**Condition Immunities** exhaustion, poisoned

**Senses** darkvision 60 ft., passive Perception 16

**Languages** Common, Auran, Garuda

**Challenge** 9 (5,000 XP)

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**Breath of Life.** Creatures within 30 feet of the jyoti have advantage on death saving throws. If the jyoti casts *cure wounds* on a creature at 0 hit points, that creature heals the maximum amount.

**Divine Aversion.** Jyoti dislike deities and their divine spellcasting servants. They have advantage on saving throws against magical spells or attacks cast by clerics and paladins, as well as those used by celestials and fiends.

**Innate Spellcasting.** The jyoti's spell casting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

3/day each: *cure wounds*, (cast as a 3rd-level spell), *daylight*, *guiding bolt*

1/day each: *dimension door*, *lesser restoration*

**Positive Affinity.** The jyoti can exist comfortably on the Positive Plane. It is never harmed (and does not benefit) from environmental effects of the Positive Plane. In addition, because of their attunement to positive energy, any *cure wounds* spell or similar healing effect always heals the maximum amount when used on a jyoti.

**Regeneration.** The jyoti regains 10 hit points at the start of its turn. If it takes necrotic damage, this trait doesn't function at the start of its next turn. The jyoti dies only if it starts its turn with 0 hit points and doesn't regenerate.

## ACTIONS

**Multiattack.** The garuda makes one bite attack and two spear attacks, or attacks with its radiant breath.

**Bite.** *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage and 3 (1d6) radiant damage.

**Spear.** *Melee Weapon Attack.* +6 to hit, reach 5 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage or 6 (1d8 + 2) piercing damage two-handed and 10 (3d6) radiant damage. If the jyoti scores a critical hit with its spear against an undead or creature from the Negative Plane or Shadowfell, that creature takes an additional 21 (6d6) radiant damage. The jyoti's spear is a magical weapon in its hands.

**Radiant Breath (Reset 5–6).** The jyoti breathes out a gout of radiant light in either a 60-foot line (5 feet wide) or in a 30-foot-long cone. Creatures in the area must make a DC 17 Dexterity saving throw or take 38 (11d6) radiant damage, or half as much on a successful save. Living creatures failing their Dexterity saving throw must succeed on a DC 17 Constitution saving throw or be blinded until the end of their next turn. Undead failing their Dexterity saving throw take an additional 11 radiant damage.

# GASHADOKURO

Gashadokuros are enormous skeletons that come into being as a result of mass starvation, the countless victims of such a tragedy fusing together into an undead colossus that continues to hunger even in death. Although a gashadokuro may at first appear to be the skeleton of some giant humanoid, the detritus sifting through its joints and its deadly ability to absorb creatures quickly reveal that the animated horror is something far more terrible. A gashadokuro's size depends on the scale of the famine that caused its emergence, with more devastating food shortages resulting in larger gashadokuros. A typical gashadokuro is 30 feet tall and weighs up to 5,000 pounds.

**Disaster-born.** Gashadokuros usually form in the wake of horrible natural disasters such as floods, droughts, or destructive storms that destroy crops and leave thousands without food. As hunger turns into famine and famine turns into death, the spirits of the dying sometimes leave a fragment of their pain and hunger embedded in their physical bodies. When the haunted corpses begin to decompose and sink into the ground, the bones do not fertilize the nearby grubs and plants as would normal bone meal, but instead become the devourers, absorbing countless vermin and showing the first sparks of undead energy as the bone shards and bits of marrow begin to move through the dirt of their own accord. The cursed bones of the starved victims congregate beneath the soil, and when they finally stitch themselves together and take the form of a gashadokuro, the undead monstrosity bursts forth and begins an endless search to satisfy its unearthly hunger.

## GASHADOKURO

*Huge undead, neutral evil*

**Armor Class** 18 (natural armor)

**Hit Points** 310 (27d12+135)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
28 (+9)	11 (+0)	20 (+5)	6 (-2)	7 (-2)	23 (+6)

**Saving Throws** Str +14, Wis +3

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, poisoned

**Skills** Intimidation +11

**Senses** darkvision 60 ft., passive Perception 8

**Languages** Common (can't speak)

**Challenge** 16 (15,000 XP)

## ACTIONS

**Multiattack.** The gashadokuro makes one bite attack and two claw attacks.

**Bite.** *Melee Weapon Attack.* +14 to hit, 1 reach 5 ft., one target.  
*Hit:* 41 (5d12 + 9) piercing damage.

**Claw.** *Melee Weapon Attack.* +14 to hit, 1 reach 5 ft., one target.  
*Hit:* 27 (4d8 + 9) slashing damage.

**Bone Breath (Recharge 5–6).** The gashadokuro exhales bone shards in a 60-foot cone. Each creature in that cone must make a DC 18 Dexterity saving throw, taking 26 (4d12) bludgeoning damage on a failed save, or half as much damage on a successful one.

**Roar of Anguished Hunger (1/Day).** A gashadokuro can unleash a cry that affects all creatures in a 100-foot radius. Creatures failing a DC 18 Wisdom saving throw become frightened. A frightened creature can repeat this saving throw at the end of each round to end the condition.





# GUARDIAN CREATURES

Benevolent guardian spirits that resemble earthly creatures, with dogs and lions the most well-known, roam the idyllic heavenly wilds and aid the inhabitants of their celestial realms, but they are favorite conjurations to the mortal world among certain cultures. Guardian creatures are more intelligent than their terrestrial cousins, able to converse and understand complex instructions. They are most commonly seen as guardians, contracted for a set period of time and standing sentinel in statue form, appearing to the unwary as ornate decorations on a building façade, fountain, or other monument. Most detest war and shun mass battles, and they do not often serve as mounts but may carry a rider they judge of truly good heart.

## KOMAINU

*Medium celestial, neutral good*

**Armor Class** 13 (natural armor)

**Hit Points** 81 (18d8)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	11 (+0)	3 (-4)	12 (+1)	7 (-2)

**Saving Throws** Str +5

**Damage Resistance** radiant

**Skills** Perception +3, Stealth +4

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

**Languages** Celestial, Common

**Challenge** 1 (200 XP)

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

**Pack Tactics.** The komainu has advantage on an attack roll against a creature if at least one of the komainu allies is within 5 ft. of the creature and the ally isn't incapacitated.

**Paired Protectors.** As long as two komainus are within 30 feet of each other, they both radiate a *magic circle* as per the spell. This effect can be dispelled, but if it is, a komainu can reactivate it as a bonus action.

## ACTIONS

**Bite.** *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 2 (1d4) radiant damage.

**Statue Guardian.** By concentrating for 1 minute, a komainu can transform itself into a stone statue of itself. It can remain in this form indefinitely and is indistinguishable from a real statue. It retains its normal senses, and in fact its passive Perception is increased to 15 in statue form. It can resume its natural form as an action.

## REACTIONS

**Stony Defense (3/Day).** When attacked with a melee or ranged weapon attack, the stone lion can harden its skin causing that attack to have disadvantage on the attack roll.

## STONE LION

*Large celestial, neutral good*

**Armor Class** 13 (natural armor)

**Hit Points** 110 (17d10+17)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	15 (+2)	13 (+1)	3 (-4)	12 (+1)	8 (-1)

**Saving Throws** Str +5

**Damage Resistance** radiant

**Skills** Perception +3, Stealth +4

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

**Languages** Celestial, Common

**Challenge** 2 (450 XP)

**Keen Smell.** The stone lion has advantage on Wisdom (Perception) checks that rely on smell.

**Pack Tactics.** As the komainu ability.

**Paired Protectors.** As the komainu ability.

**Pounce.** If the stone lion moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the stone lion can make one bite attack against it as a bonus action.

**Running Leap.** With a 10-foot running start, the stone lion can long jump up to 25 ft.

## ACTIONS

**Bite.** *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 2 (1d4) radiant damage.

**Claw.** *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage plus 3 (1d6) radiant damage.

**Statue Guardian.** As the komainu ability.

## REACTIONS

**Stony Defense (3/Day).** As the komainu ability.



# GWISHIN

Gwishin are restless spirits of those who have died, often under traumatic circumstances. They can be found nearly anywhere but most often congregate in abandoned buildings and villages or cemeteries, or in the forests and hills nearby. Gwishin may form when a person dies with a great task unfinished, especially one of revenge. Some pass on the underworld after completing their mission, but strong-willed spirits may remain to terrorize the living.

## COMMON GWISHIN

*Medium undead (spirit), chaotic evil*

**Armor Class** 11

**Hit Points** 9 (2d8)

**Speed** 0 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	13 (+1)	10 (+0)	10 (+0)	10 (+0)	13 (+1)

**Damage Resistances** acid, fire, cold, lightning, thunder, bludgeoning, piercing, and slashing from non-magical weapons

**Damage Immunities** necrotic, poison

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 10

**Languages** any languages it knew in life

**Challenge** 1/2 (100 XP)

**Clairvoyance (Recharge 4-6).** The gwishin can as a reaction reroll an attack roll, saving throw, or ability check that it or another creature it can see makes. It can do this after the roll is made but not before it sees the result.

**Spiritual Sight.** The gwishin can see 60 feet into the Spiritual Plane when it is on the Material Plane, and vice versa.

**Incorporeal Movement.** The gwishin can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Innate Spellcasting.** The gwishin's innate spellcasting ability is Charisma (spell save DC 11, +3 to hit with spell attacks). The gwishin can innately cast the following spells, requiring no material components:

At-will: *chill touch, guidance, thaumaturgy*

1/day each: *dissonant whispers, fog cloud, hex*

## ACTIONS

**Chill Reach.** *Ranged Spell Attack:* +3 to hit, range 120 ft., one target. *Hit:* 5 (1d8 + 1) necrotic damage, and the target can't regain hit points until the start of the gwishin's next turn.

**Chill Touch.** *Melee Spell Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) necrotic damage, and the target can't regain hit points until the start of the gwishin's next turn.



# GWISHIN, BUL

These gwishins appear when people die by fire, whether accidentally, or by someone mistakenly burning a person thought to be dead, simply to discover that it was not so. These ghosts tend to be very aggressive, attacking anyone on their path without apparent premeditation.

When a bulgwishin's rage burns hot, the temperature around it dramatically rises, and its body chars and solidifies, rendering it unable to phase through creatures and objects. While in this state, it cannot help but want to share its body heat with others.

## BULGWISHIN

*Medium undead (spirit), chaotic evil*

**Armor Class** 13 (natural armor)

**Hit Points** 26 (4d8+8)

**Speed** 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
15 (+2)	11 (+0)	14 (+2)	9 (-1)	9 (-1)	15 (+2)

**Saving Throws** Str +5

**Damage Resistances** acid, lightning, thunder, bludgeoning, piercing, and slashing from non-magical weapons

**Damage Immunities** fire, necrotic, poison

**Damage Vulnerabilities** cold

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 9

**Languages** any languages it knew in life, spiritual lexicon

**Challenge** 2 (450 XP)

**Burning Aura.** The bulgwishin can as a bonus action emit a burning aura. It casts bright light in a 30-foot-radius around it and dim light 30 feet beyond that, and creatures that start their turn within 5 feet of it take 3 fire damage. Until this aura ends, the bulgwishin cannot use its incorporeal movement feature. This lasts until it is reduced to 0 hit points or turns the aura off as a bonus action.

**Spiritual Sight.** The bulgwishin can see 60 feet into the Spiritual Plane when it is on the Material Plane, and vice versa.

**Incorporeal Movement.** The bulgwishin can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Innate Spellcasting.** The gwishin's innate spellcasting ability is Charisma (spell save DC 12, +4 to hit with spell attacks). The gwishin can innately cast the following spells, requiring no material components:

At-will: *fire bolt, thaumaturgy*

1/day each: *burning hands, hellish rebuke, scorching ray*

## ACTIONS

**Fire Bolt.** *Ranged Spell Attack:* +2 to hit, range 120 ft., one target. *Hit:* 11 (2d10) fire damage.

**Grip of Fire.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 7 (2d4+2) fire damage, and the target is grappled.



# GWISHIN, DALGYAL

Often found near graves, the dalgyalgwishin is a ghost without any facial features and wearing scholars' clothing. They may seem harmless at first, but soon after being spotted, people start to disappear, only to be found days later, hanged at a nearby tree, their faces scratched beyond recognition. Suffice to say, one should avoid graves at night and move in groups of two or more as the dalgyalgwishins seems to favor solitary targets. It is said that all sounds of insects, birds, even the wind, disappear when in a dalgyalgwishin's presence.

## DALGYALGWISHIN

Medium undead (spirit), chaotic evil

**Armor Class** 14

**Hit Points** 44 (8d8+8)

**Speed** 0 ft., fly 40 ft.

**STR** **DEX** **CON** **INT** **WIS** **CHA**

10 (+0) 18 (+4) 13 (+1) 7 (-2) 16 (+3) 13 (+1)

**Skills** Deception +3, Intimidation +3, Stealth +6

**Saving Throws** Dex +6

**Damage Resistances** acid, fire, lightning, thunder, bludgeoning and piercing from non-magical weapons

**Damage Immunities** slashing, necrotic, poison

**Damage Vulnerabilities** psychic

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

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

**Languages** any languages it knew it life and spiritual lexicon, but does not speak

**Challenge** 4 (1,100 XP)

**Hunter's Instinct.** The dalgyalgwishin can take the Dash, Disengage, or Hide action as a bonus action.

**Incorporeal Movement.** The dalgyalgwishin can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Sneak Attack (1/Turn).** The dalgyalgwishin deals an extra 14 (4d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the dalgyalgwishin that isn't incapacitated and the dalgyalgwishin doesn't have disadvantage on the attack roll.

**Spiritual Sight.** The dalgyalgwishin can see 60 feet into the Spiritual Plane when it is on the Material Plane, and vice versa.

**Innate Spellcasting.** The dalgyalgwishin's innate spellcasting ability is Charisma (spell save DC 12). The dalgyalgwishin can innately cast the following spells, requiring no material components:

At-will: *thaumaturgy*

3/day each: *invisibility*

1/day each: *cloud of daggers, silence*

## ACTIONS

**Multiattack.** The dalgyalgwishin makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +6 to hit, 9 (2d4+4) magical slashing damage and the target must succeed on a DC 12 Constitution saving throw or else become mute for one minute. The target can repeat its saving throw at the end of each of its turns, ending the condition on a success.

## REACTIONS

**Slasher's Step.** When the dalgyalshin would have slashing damage dealt to it from a source other than itself, it can as a reaction teleport up to half its fly speed.



# GWISHIN, MUL

Often the result of people who died by drowning, mulgwishins can be found around bodies of water such as ponds, lakes, rivers, or even nearby the ocean. They are constantly drenched in water, have long black hair, and wear white clothing, either a dress or pants and a shirt. The mulgwishin are especially well-known in Jeosung as they are connected to suicide and the souls of those who suffered terribly in their lifetime. There is both something terrifying and disarming about them.

## MULGWISHIN

*Medium undead (spirit), chaotic evil*

**Armor Class** 12 (natural armor)

**Hit Points** 30 (4d8+12)

**Speed** 0 ft., swim 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	9 (-1)	10 (+0)	15 (+3)

**Skills** Stealth +2

**Saving Throws** Con +5

**Damage Resistances** acid, fire, thunder, bludgeoning, piercing, and slashing from non-magical weapons

**Damage Immunities** cold, necrotic, poison

**Damage Vulnerabilities** lightning

**Condition Immunities** charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

**Senses** darkvision 60 ft., passive Perception 10

**Languages** any languages it knew in life, spiritual lexicon

**Challenge** 2 (450 XP)

**Dimming Aura.** The mulgwishin can as a bonus action emit a dimming aura. Bright light in a 30-foot-radius around it becomes dim light and dim light becomes darkness, and creatures that start their turn within 5 feet of the aura have their speed reduced by 10 feet until the end of their turn. Until this aura ends, the mulgwishin cannot use its incorporeal movement feature. This lasts until it is reduced to 0 hit points or turns it off as a bonus action.

**Incorporeal Movement.** The mulgwishin can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Spiritual Sight.** The mulgwishin can see 60 feet into the Spiritual Plane when it is on the Material Plane, and vice versa.

**Innate Spellcasting.** The mulgwishin's innate spellcasting ability is Charisma (spell save DC 12). The gwishin can innately cast the following spells, requiring no material components:

At-will: *ray of frost*, *thaumaturgy*

3/day each: *fog cloud*, *command* (approach only)

## ACTIONS

**Ray of Frost.** Ranged Spell

**Attack:** +5 to hit, range 60 ft., one target. **Hit:** 9 (2d8) cold damage and the target's speed is reduced by 10 feet until the start of its next turn.

**Drown.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

**Hit:** 7 (2d4+2) piercing damage and the target is grappled. If the target is in knee-deep or higher water, then it must succeed on a DC 13 Strength saving throw or else fall prone and be submerged beneath the water's surface.



# HARIONAGO

A harionago is formed when an innocent woman is murdered in some unspeakable fashion. She rises, twisted by the injustice of the crime against her, into an unnatural and bloodthirsty horror that hunts unsuspecting victims while trying to sate an everlasting lust for revenge. Destroying a harionago doesn't always lay her to rest for good. On rare occasions and by mysterious means, a harionago rises again after a year and a day to resume her hunt. She can only rest after she takes her revenge on those who murdered her. If her murderers are already dead when she returns, she will rest only once every member of her murderers' family lines has been slaughtered.

## HARIONAGO

*Medium undead, neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 260 (40d8+80)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	22 (+6)	14 (+2)	15 (+2)	17 (+3)	26 (+8)

**Saving Throws** Dex +11, Wis +8

**Damage Immunities** necrotic, poison

**Damage Resistance** bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, frightened, poisoned

**Skills** Deception +13, Persuasion +13

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

**Languages** Common, Elvish, Sylvan

**Challenge** 13 (10,000 XP)

**Innate Spellcasting.** The harionago's spell casting ability is Charisma (spell save DC 21). It can innately cast the following spells, requiring no material components:

At will: *hideous laughter*

3/day each: *feather fall*, *levitate*, *ray of enfeeblement*

1/day each: *charm monster*, *dominate person*

**Infectious Laughter.** Whenever a harionago successfully casts *hideous laughter* on a creature, it can cast *hideous laughter* on one other creature within 10 feet of it. This ability does not stack with itself, so the harionago can only cast *hideous laughter* twice in a turn this way. Additionally, damage dealt by the harionago does not cause a creature affected by its *hideous laughter* to make another saving throw to end the spell.

**Wrathful Rejection.** A harionago does not handle the rejection of its advances very well. Whenever a creature successfully saves against one of the harionago's spells the harionago reduced its Wisdom by 1 point and gains advantage to its attack rolls and saving throws. This bonus lasts as long as the harionago has any Wisdom reduction. This Wisdom reduction can only be restored when the harionago kills the character that successfully saved against her ability. If that creature gets killed by some means other than the harionago, it must kill a member of their family to remove the Wisdom reduction. In order to remove all of its Wisdom reduction, the harionago must kill everyone (or a family member of everyone) that has successfully saved against its spells.

## ACTIONS

**Multiattack.** The harionago makes one two claw attacks and four hair barb attack.

**Claw.** *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) slashing damage.

**Hair Barb.** *Melee Weapon Attack.* +11 to hit, reach 5 ft., one target. *Hit:* 10 (1d8 + 6) piercing damage. The harionago can choose to grapple one creature it hits instead of dealing damage (escape DC 18).



# HARIONNA

Harionnas are sinister cousins of the hags that lurk in forests and hills, especially along roadsides and sometimes just outside of villages and towns (though rarely entering such settlements) in hopes of inveigling unwary travelers and murdering them. A harionna use common guile and seduction along with their magical powers to delude flirtatious men (and occasionally people of other genders) while diverting and distracting their allies so she can take her prey without interference.

**Unassuming Appearance.** Unusual among their kind, harionnas are not horrific to behold, but instead tend to be comely if not quite beautiful. They always have long cascades of hair, never cutting it, though they comb and braid it almost constantly. Their hair is magically prehensile, with long, barbed hooks concealed among their tresses.

## HARIONNA

*Medium fey, chaotic evil*

**Armor Class** 17 (natural armor)

**Hit Points** 82 (11d8+33)

**Speed** 30 ft.

**STR** DEX **CON** INT **WIS** **CHA**

12 (+1) 18 (+4) 16 (+3) 13 (+1) 14 (+2) 14 (+2)

**Skills** Arcana +3, Deception +4, Perception +4, Stealth +6

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common, Draconic, Sylvan

**Challenge** 3 (700 XP)

**Innate Spellcasting.** *dancing lights, minor illusion, vicious mockery*  
1/day: *mislead*

**Mimicry.** The harionna can mimic animal sounds and humanoid voices. A creature that hears the sounds can tell they are imitations with a successful DC 14 Wisdom (Insight) check.

**Traceless.** The harionna leaves no tracks or other sign of its passage.

## ACTIONS

**Multiattack.** The harionna makes two hair attacks.

**Hair.** *Melee Weapon Attack:* +6 to hit, reach 10 ft., one target.

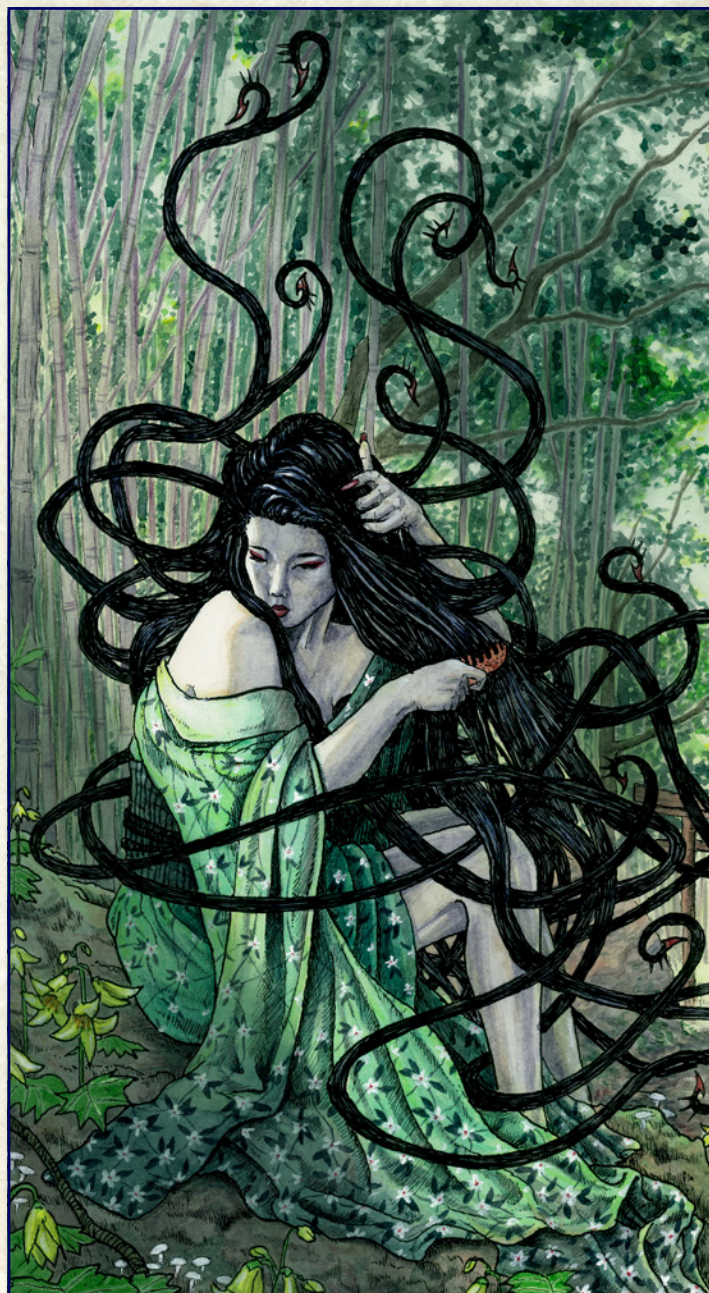
*Hit:* 11 (2d6 + 4) slashing damage and the harionna can choose either to take an item from the target or to knock the target prone unless the target succeeds on a DC 14 Dexterity saving throw.

**Cursed Eye.** The harionna imposes a curse on a target within 30 feet by glaring and cackling. Unless the target succeeds on a DC 12 Wisdom saving throw, the target suffers disadvantage on all ability checks with on all attack rolls, saving throws, and ability checks with one ability score of the harionna's choice for 1 round. The harionna can cackle loudly as a

bonus action to continue the effect each round thereafter. If a target's saving throw is successful, the target is immune to the harionna's Cursed Eye for the next 24 hours.

**Illusory Appearance.** The harionna covers herself and anything it is wearing or carrying with a magical illusion that makes it look like another creature of its general size and humanoid shape. The illusion ends if the harionna takes a bonus action to end it or if the harionna dies.

The changes wrought by this effect fail to hold up to physical inspection. For example, the harionna could appear to have short hair, but someone touching it would feel its long, writhing hair. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the harionna is disguised.



# HUNDUN

In the nightmare dimensions of unreality beyond space and time, the power of alien gods is sufficient to give life to intention. The Hundun is the incarnation of the desire to reduce the multiverse to a space filled with nothing but randomly fluctuating energy fields and gravitic curvatures. Once unique, that first Hundun now exists beyond time and space but propagates avatars of itself to send into the universe on errands of destruction, each appearing as a gigantic humanoid with its face hidden by voluminous, hooded robes made out of their own wrinkled skin. Some claim that even those hunduns who show their faces are wearing misshapen masks of skin and that the creatures themselves are truly faceless, with the interiors of their hoods or behind those masks just ever more folds of skin. Hunduns stand around 10 feet tall yet weigh only about 700 pounds. Sustained entirely by negative energy, hunduns never eat or rest and are immune to aging; they are effectively immortal and die only through violence.

## HUNDUN

*Large aberration (unique), chaotic evil*

**Armor Class** 19 (natural armor)

**Hit Points** 420 (29d10+261)

**Speed** 60 ft.

**STR** DEX **CON** INT **WIS** **CHA**

28 (+9) 24 (+7) 28 (+9) 18 (-2) 25 (+7) 29 (+9)

**Saving Throws** Cha +17, Con +17, Str +17

**Damage Resistance** fire

**Damage Immunities** cold, force, necrotic, poison

**Condition Immunities** charmed, frightened, paralyzed, petrified, poisoned

**Skills** Intimidation +26, Perception +15

**Senses** darkvision 60 ft., passive Perception 25

**Languages** Abyssal, Aklo (can't speak any languages); telepathy 300 ft.

**Challenge** 26 (90,000 XP)

**Air Walk.** The hundun can tread on air as if walking on solid ground. Moving upward is similar to walking up a hill. The maximum upward or downward angle possible is 45 degrees, at a rate equal to half the hundun's normal speed.

**Innate Spellcasting.** The hundun's spell casting ability is Charisma (spell save DC 25). It can innately cast the following spells, requiring no material components:

Constant: *true seeing*

At will: *blink*, *misty step*

3/day each: *finger of death*, *teleport*

1/day each: *dimension door*, *disintegrate*

**Entropic Mind.** Whenever a creature attempts to affect the hundun with a divination spell, or a magical effect that would charm or frighten the hundun, the spell instead fails and the creature reduces its Wisdom score by 1d6. The reduction lasts until the target finishes a short or long rest.

**Legendary Resistance (3/Day).** If the hundun fails a saving throw, it can choose to succeed instead.

## ACTIONS

**Multiattack.** The hundun makes six unarmed strike attacks.

**Unarmed Strike.** *Melee Weapon Attack.* +17 to hit, 10 ft. reach, one target. *Hit:* 28 (3d12 + 9) bludgeoning damage plus 10 (3d6) necrotic damage.

## LEGENDARY ACTIONS

The hundun can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The hundun regains spent legendary actions at the start of her turn.

**Entropic Riptide.** The hundun casts *misty step* but its transit partly collapses local reality as it does so. Any creature adjacent to its starting position or its arrival position takes 10 (3d6) force damage.

**Paradox (Costs 2 Actions).** The hundun can force the opponent whose turn just ended to reroll an attack roll, saving throw, or ability check it made during that turn, with disadvantage if they made that roll or check against the hundun.

**Strike Back.** The hundun can make an unarmed strike attack. If it attacks a creature that just attacked on its turn, the hundun has advantage on the attack roll.





# HYAKUME

Hideous and corpulent, with numerous eyes dotting their bodies, hyakumes are mystics of malevolence. They steal and collect the memories of other intelligent beings to increase their own knowledge. These hundred-eyed horrors can see in all directions physically, but they also perceive the minds and thoughts of those nearby and they hunger for them. In some unknown way, they crave to consume thoughts and memories, providing psychic sustenance to them in a way incomprehensible to other beings. They can flood their own alien and terrible thoughts back into the minds of those nearby, driving them to the brink of madness and beyond with an overwhelming flood of captured yet inchoate emotion and shattered rationality.

## HYAKUME

*Huge aberration, neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 228 (24d12 + 72)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	16 (+3)	17 (+3)	19 (+4)	14 (+2)	18 (+4)

**Skills** Perception +12, Stealth +8

**Damage Resistance** fire, lightning

**Damage Immunities** cold

**Senses** darkvision 120 ft., passive Perception 17

**Languages** Common, Undercommon; telepathy 60 ft.

**Challenge** 15 (13,000 XP)

**Drain Memories.** The hyakume targets one creature it has touched. The target must succeed on a DC 18 Wisdom saving throw or take 44 (8d10) psychic damage and become memory drained until it finishes a short or long rest or until it benefits from the *greater restoration* or *heal* spell. Constructs, oozes, plants, and undead succeed on the save automatically. While memory drained, the target must roll a d4 and subtract the number rolled from any ability check or attack roll it makes. Each time the target is memory drained beyond the first, the die size increases by one: the d4 becomes a d6, the d6 becomes a d8, and so on until the die becomes a d20, at which point the target becomes charmed for 1 hour. The effect then ends. When a hyakume causes a target to become memory drained, the hyakume gains full access to these memories, learns all the languages the target knows and gains all its proficiencies, except any saving throw proficiencies. It may also transfer these memories to a willing creature it touches.

## ACTIONS

**Multiattack.** The hyakume can use his Maddening Presence and then make three slam attacks.

**Slams.** *Melee Weapon Attack:* +11 to hit, reach 10 ft., one target. *Hit:* 24 (4d8 + 6) bludgeoning damage and the target is exposed to his drain memories trait. If the target is a creature, the hyakume can choose one of the following additional effects:

- The target must succeed on a DC 19 Strength saving throw or drop one item it is holding (hyakume's choice).
- The target must succeed on a DC 19 Dexterity saving throw or be knocked prone.
- The target must succeed on a DC 19 Constitution saving throw or be stunned until the end of the hyakume's next turn.
- The damage of the attack is converted to cold, force, psychic or thunder damage.

**Eye Probe (1/Day).** The hyakume can detach up to six of its eyes and send them on missions. An eyeball has AC 22, hp 5, and a fly speed of 60 ft. (hover). The hyakume can see through all of its eye probes and can make drain memory attacks with them. If a hyakume's eyeball is destroyed, the hyakume takes 5 points of damage. An eye probe can't stray farther than 1 mile from the hyakume or the eye is destroyed (dealing 5 points of damage).

**Maddening Presence.** The hyakume targets one creature it can see within 30 feet of it. If the target can see or hear the horror, the target must make a DC 17 Wisdom saving throw. On a failed saving throw, the target becomes paralyzed until the end of its next turn. If a creature's saving throw is successful, the creature is immune to the hyakume's Maddening Presence for the next 24 hours.



# JINMENJU

The jinmenju is an eerie tree that grows in hilly regions far from civilization. While a jinmenju otherwise appears to be nothing more than a twisted, gnarled cherry tree, the fruit that hangs from its branches makes it impossible to mistake for any other flora, for each fleshy melon possesses the semblance of a human head.

**Head-fruits.** In their natural form, a jinmenju's head-fruits—which sag from the branches and look entirely too heavy for the short, stringy vines they hang from—resemble dark brown melons with vaguely humanoid facial features. A jinmenju can alter these head-fruits to resemble virtually any form, making the rotting melons attractive or at least intriguing to potential prey. Using its ability to delve into nearby creatures' memories, a jinmenju simulates the appearance of whichever creature (or fruit) will draw prey within range of its branches, which it uses to pummel enraptured creatures to unconsciousness before devouring them. A jinmenju's head-fruit retains a magical connection to the tree that bore it, so even after it is lopped from its branch, a transformed melon still bears the likeness chosen by the jinmenju, though the tree's compulsion effects remain distinctly tied to the tree itself.

A jinmenju's head-fruits are covered in a thick skin that is easy to bite into, with an outmost layer similar in texture to that of a lumpy peach. Whenever potential prey nears a jinmenju, it wills its fruit to prematurely begin the rotting process. In addition to enticing its prey with hallucinations, a jinmenju can instantly ferment its head-fruits, emitting a sweet, intoxicating odor that lures creatures to the tree and captivates them. Those who have tasted a head-fruit and lived to tell of the experience claim that the fruit's flesh has a mushy consistency that makes it hard to hold in one's hands, and as it slips from one's grip, the world seems to melt away as well.

## JINMENJU

*Huge plant, neutral*

**Armor Class** 18 (natural armor)

**Hit Points** 256 (19d12+133)

**Speed** 10 ft.

**STR DEX CON INT WIS CHA**

24 (+7) 8 (–1) 24 (+7) 7 (–2) 12 (+1) 17 (+3)

**Saving Throws** Str +12, Con +12

**Damage Immunities** poison

**Condition Immunities** poisoned

**Skills** Perception +11

**Senses** darkvision 60 ft., passive Perception 21

**Languages** Common

**Challenge** 13 (10,000 XP)

**Addicting Head-Fruits.** The jinmenju's head-fruits are addictive. Any creature that takes a bite of the head-fruit and is under the effects of its poison must succeed at a DC 18 Constitution saving throw or take another bite on their next turn, replacing their action. A creature can repeat this saving throw at the end of each of its turns. While under this effect, the creature is immune to being frightened. These fruits can be made into a draught for 25 gp that provides advantage on all saving throws against being frightened for 1 hour.

## ACTIONS

**Multiattack.** The jinmenju makes one bite attack and two slam attacks.

**Bite.** *Melee Weapon Attack.* +12 to hit, 1 reach 5 ft., one target.  
*Hit:* 34 (5d10 + 7) piercing damage.

**Slam.** *Melee Weapon Attack.* +12 to hit, 1 reach 5 ft., one target.  
*Hit:* 25 (4d8 + 7) bludgeoning damage.

**Command the Afflicted (1/Day).** The jinmenju can cast *dominate person* on any creature who is currently eating the jinmenju's head-fruit. The DC for the saving throw against this spell is DC 18.

**Fling Fruit.** A jinmenju can toss one of its fruits up to 60 feet away. The detached fruit retains the jinmenju's addicting, enticing, and laughing head-fruit abilities, as well as its intoxicating stench, for up to 1 hour.

**Laughing Head-Fruits.** A jinmenju cause its head-fruits to laugh, even those that are removed from the tree or are being eaten by another creature. All creatures within 60 feet of the jinmenju must make a successful Will save (DC 18) or be affected by *hideous laughter*.



# JOROGUMO

Jorogumos are seductive schemers who secret themselves away in isolated mountain valleys where they lure travelers, especially men, to their dooms. Exclusively female, jorogumos must mate with humanoids to produce fertile eggs. After copulation, a jorogumo paralyzes her partner by poisoning him into a coma. She lays a single egg within the father's body, then cocoons the corpse and hides the victim. Periodic visits to re-poison the victim ensure his coma lasts for the 2d4 days required for the young jorogumo to hatch and feed. Jorogumos are enthusiastic enemies of kenkus and attack them on sight—they never take kenkus as “mates.”

## JOROGUMO

Medium monstrosity (shapechanger), neutral evil

Armor Class 18 (natural armor)

Hit Points 287 (25d8+175)

Speed 30 ft., climb 50 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	19 (+4)	24 (+7)	15 (+2)	17 (+3)	26 (+8)

Saving Throws Str +12, Con +12, Wis +8

Damage Immunities poison

Condition Immunities poisoned

Skills Deception +13, Perception +8

Senses darkvision 60 ft., passive Perception 18

Languages Aklo, Common, Sylvan

Challenge 15 (13,000 XP)

**Innate Spellcasting.** The jorogumo's spell casting ability is Charisma (spell save DC 21). It can innately cast the following spells, requiring no material components:

At will: *charm person*, *detect thoughts*

3/day each: *bestow curse*, *suggestion*

1/day each: *hold monster*

**Bewitching Weaves.** Any creature restrained by the jorogumo's web attack must succeed a DC 18 Wisdom saving throw or be charmed by the jorogumo and not take any actions to attempt to free itself from the web. A charmed creature can attempt another saving throw at the end of each of its turns to end this condition.

**Flaming Allies.** Any spider within 60 feet of the jorogumo can spit fire, functioning as *burning hands*, with a spell save DC of 21. Each individual spider or insect swarm (made of spiders) can do this once per day.

**Spider Empathy.** The jorogumo can speak with any species of spider and control them as her guardians.

## ACTIONS

**Multiattack.** The jorogumo makes one bite attack and two claw attacks.

**Bite.** *Melee Weapon Attack.* +12 to hit, reach 5 ft., one target. *Hit:* 34 (5d10 + 7) piercing damage, and the target must succeed a DC 18 Constitution saving throw or take 14 (4d6) poison damage, or half as much on a successful save. If the target is a creature it must succeed a DC 18 Constitution saving throw or be implanted with a clump of spider eggs. That clump of spider eggs opens up and an insect swarm crawls out of the creature 1d4 rounds later, completely loyal to the jorogumo.

**Claw.** *Melee Weapon Attack.* +12 to hit, reach 5 ft., one target. *Hit:* 25 (4d8 + 7) slashing damage.

**Web (Recharge 5–6).** *Ranged Weapon Attack:* +9 to hit, range 30/60 ft., one creature. *Hit:* The target is restrained by webbing. As an action, the restrained target can make a DC 18 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

**Shapechanger.** The jorogumo can turn into a Tiny spider or a Medium human with a generic appearance. It retains its stats and abilities in either form, but it cannot use its bite, claw, or web attacks if not in its natural form.



# KAIJU, MASURA

Masura, the Empress Moth, is a mystical creature, an entity of life and peace and communion with the world and with nature. She appears as an immense blue moth covered in silvery hairs shot through with gold, with luminous silvery wings that glow a radiant blue in response to the intensity of her emotions. At full size, Masura is more than 120 feet long and weighs over 10,000 tons, with a wingspan of nearly 300 feet.

**Circle of Life.** Unusual for kaiju, which often are nearly immortal simply due to their great size and power, Masura embodies the natural cycle of life, death, and rebirth. She has died many times throughout the ages, each time giving birth to her own new incarnation first as an egg, then as a massive larva, and finally weaving a cocoon and emerging in her fully grown moth state. She communicates empathically with other kaiju, seeking to quell their rampages or join forces with them against powers that threaten the entire planet, and she even has been known to sacrifice herself to sustain and restore her allies so they can continue the fight.

**Fey Followers.** Masura is revered by the fey, and she is sometimes attended by a small cadre of nymphs who observe her life cycle, safeguarding her egg and cocoon when necessary, and negotiating with others who are not receptive to Masura's empathic overtures. These nymphs often appear identical, though whether they are truly related or simply put on this mask for outsiders is unknown. Their often petition their insectoid mistress in song, pleading for her aid when troubles arise and she must rise from her slumber to aid them.

## MASURA

*Gargantuan monstrosity (kaiju), neutral good*

**Armor Class** 20 (natural armor)

**Hit Points** 546 (28d20 + 252)

**Speed** 40 ft., fly 200 ft.

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STR	DEX	CON	INT	WIS	CHA
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30 (+10)	14 (+2)	29 (+9)	18 (+4)	17 (+3)	28 (+9)
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**Saving Throws** Dex +10, Con +17, Wis +11, Cha +17

**Skills** Insight +11, Perception +11, Persuasion +17

**Damage Resistances** acid, cold, fire, lightning, necrotic; bludgeoning, piercing, and slashing weapons attacks by creatures smaller than Gargantuan size

**Damage Immunities** radiant

**Condition Immunities** frightened, paralyzed, petrified

**Senses** blindsight 60 ft., darkvision 120 ft., passive Perception 21  
**Languages** Common, Draconic

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**Challenge** 25 (75,000 XP)

**Gift of Life.** Masura has potent healing powers, but she sometimes has the need to give even more of herself when the need is great. As an action, she can use *mass heal* or *true*

*resurrection*, but doing so causes her to take 100 points of damage, and this reduces her maximum hit points by the same amount. She cannot heal herself when using these abilities. Her maximum hit point total returns to normal after a long rest, but if she reduces her maximum hit points to 0, she dies.

**Hurricane Flight.** When Masura is in flight, all creatures within 60 feet must make a DC 25 Strength saving throw or take 21 (6d6) bludgeoning damage, or half as much on a successful save. In addition, creatures failing their save are shoved 1d6 x 10 feet away from Masura. If they strike a solid barrier, their movement stops and they take 1d6 bludgeoning damage per 10 feet they were blown away. Gargantuan creatures and creatures using *freedom of movement* have advantage on this saving throw.

**Innate Spellcasting.** Masura's spell casting ability is Charisma (spell save DC 25). She can innately cast the following spells, requiring no material components:

At will: *dream, enthrall, guiding bolt* (as a 5th-level spell)

3/day each: *greater restoration, mass cure wounds*

1/day each: *astral projection*

**Legendary Resistance (3/Day).** If the dragon fails a saving throw, it can choose to succeed instead.

**Massive Size.** Masura occupies a space of 120 feet by 120 feet instead of the space a Gargantuan creature would normally occupy. She cannot be grappled, restrained, stunned, knocked prone, or Shoved by creatures smaller than Gargantuan size.

**Siege Monster.** Masura deals double damage to objects and structures.

**Rebirth.** Masura is a spirit of life and renewal, reproducing herself asexually and growing through a life cycle from larva to cocoon and then maturation into her mature moth form. If she is killed, a massive egg of glowing yellow and blue rings emerges from the remains and disappears, teleporting to hidden location where she will hatch as a new larva within 7 days, slowly growing to maturity once more.

## ACTIONS

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**Multiattack.** Masura makes two claw attacks.

**Claw.** *Melee Weapon Attack:* +18 to hit, reach 30 ft., one target.  
*Hit:* 24 (4d6 + 10) slashing damage. If Masura hits a creature twice in the same round with its claws, it can make a stinger attack against the same creature as a bonus action.

**Stinger.** *Melee Weapon Attack:* +18 to hit, reach 30 ft., one target.  
*Hit:* 19 (2d8 + 10) piercing damage plus 4d6 poison damage and 4d6 radiant damage, or half as much with a successful DC 25 Constitution save. A creature that fails its saving throw takes this damage again at the beginning of their next turn; a successful save halves damage and ends the effect. A creature that fails its save glows blue as if shrouded in *faerie fire* until they succeed on their saving throw.

**Glittering Chaff (Recharges after Long Rest).** Masura can shake loose a cloud of glittering motes in a 150-foot radius cylinder below Masura, up to 300 feet high. Using this ability deals 50 points of damage to Masura and reduces her fly speed to 100 feet. All creatures in this area are outlined in light as *faerie fire* for 1 minute; this does not require concentration. In addition, this glittering chaff hangs in the air for 1 minute. Vision-based Wisdom (Perception) checks have disadvantage in this area, as do ranged weapon or spell attacks. Evil creatures and mechanical or technological creatures like robots in the area take 2d6 force damage, 2d6 lightning damage, and 2d6 radiant damage upon entering the chaff and at the beginning of each turn until they leave the chaff.

**Hurricane Gust (Recharge 4-6).** If Masura hovers in place, she can create a massive gust of hurricane force filling a 300-foot cone until the beginning of Masura's next turn. This wind affects creatures as its Hurricane Flight, but deals 42 (12d6) bludgeoning damage, or half as much on a successful saving throw. All fires in the area are extinguished and all ranged weapon attacks passing through the cone automatically miss. Ranged spell attacks have disadvantage on the attack roll.

## REACTIONS

**Scatter Energy.** When an enemy uses an effect that deals cold, fire, force, lightning, or radiant damage against Masura, including area effects, as a reaction she can make a Charisma check to absorb the energy from that effect, against a DC of 10 + the spell level of the effect. Treat a common magic item as a 1st-level spell, an uncommon item as a 3rd-level spell, a rare item as 5th level, a very rare item 7th level, and a legendary item 9th level. If the effect is not from a spell or magic item, the DC is equal to the Challenge level of the creature that created the effect. If the check succeeds, Masura is not harmed by the effect and instead is healed a number of hit points equal to twice the level of the spell (or equal to the creature's Challenge).

If the enemy is within Masura's Glittering Chaff, she gains advantage on her ability check to absorb the energy, and if she succeeds she can choose to reflect the effect back at the creature that created it rather than healing herself. That creature is affected as if they were the target (or were within the area) of the effect they used.

## LEGENDARY ACTIONS

Masura can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Masura regains spent legendary actions at the start of her turn.

**Detect.** Masura makes a Wisdom (Perception) check.

**Light Beam.** Masura targets a creature with a *guiding bolt*.

**Wing Attack (Costs 2 Actions).** Masura beats her wings. Each creature within 15 feet of her must succeed on a DC 26 Dexterity saving throw or take 17 (2d6 + 10) bludgeoning damage and be knocked prone. Masura can then fly up to half her flying speed.



# KAIJU, MOGARU

Mogaru, known as the Final King to kaiju scholars, or simply as King Mogaru, is one of the most destructive of his kind. Although not the most powerful kaiju (a sobering thought in and of itself), Mogaru is certainly the most active of the known kaiju. Additionally, Mogaru seems to be as eager to rampage through the works of humanity as he is to attack and kill other kaiju, making him something of a mixed blessing to kaiju-threatened cities. While the prospect of an attack by Mogaru is the stuff of nightmares, the possibility of his intervention during a different kaiju attack is the stuff of hope, though the damage dealt to a city during its defense may be significant. Mogaru appears as a towering dinosaur with twin tails, spines that glow red as he uses his breath weapon, and two powerful clawed forearms. Mogaru stands 140 feet high and weighs 20,000 tons and is nearly 300 feet long from nose to tail.

**Unrivaled.** King Mogaru dwells in the depths of a tropical jungle, sleeping silently at the bottom of an unusually deep lake until roused. Legends hold that Mogaru was born of the world itself, either formed from the spirits of countless plants and animals resulting from ages of hunting and predation by humanoids for food or sport or formed from the souls of the countless slain in an ancient apocalypse or war that devastated one of the first of the world's empires. Regardless of the actual cause, the birth of Mogaru in these legends seems to be the same—soon after another kaiju that emerged from an erupting volcano, Mogaru rose to oppose the so-called Thrice-Headed Fiend in a vast battle that nearly slew that enemy while devastating an entire nation in the process. Mogaru is also rumored to have slain no fewer than a dozen other kaiju, including one who may have returned from the grave as the only undead kaiju in existence.

**Sensitive to Song.** Of particular note is the curious fact that Mogaru exhibits a particularly unique interest in song. Legends of skilled singers being able to save their cities with a single mournful paean to the kaiju, or of vengeful bards using their craft to waken the monster from his lair to send him on a rampage are common along coastal regions with a history of kaiju attacks, and in such regions renowned singers are well respected for this ability to influence one of the world's most destructive creatures. Kaiju scholars suspect that song manages to penetrate Mogaru's memories of some primeval event, but the reasons for the kaiju's reaction to the song are its own.

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## MOGARU

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*Gargantuan monstrosity (titan), chaotic neutral*

**Armor Class** 22 (natural armor)

**Hit Points** 615 (30d20 + 300)

**Speed** 100 ft., swim 100 ft.

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STR	DEX	CON	INT	WIS	CHA
30 (+10)	21 (+5)	30 (+10)	3 (-4)	28 (+7)	26 (+9)

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**Damage Resistance** acid, cold, lightning, necrotic, thunder; bludgeoning, piercing, and slashing from attacks by creatures smaller than Gargantuan size

**Damage Immunities** fire

**Condition Immunities** frightened, paralyzed, petrified

**Skills** Athletics +19, Perception +16

**Senses** darkvision 60 ft., passive Perception 26

**Languages** Aquan (can't speak)

**Challenge** 29 (135,000 XP)

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**Amphibious.** Mogaru breathes air and water.

**Kaiju Sense.** Mogaru knows the location of the closest Gargantuan monster.

**Legendary Resistance (3/Day).** If Mogaru fails a saving throw, it can choose to succeed instead.

**Massive Size.** Mogaru occupies a space of 120 feet by 120 feet instead of the space a Gargantuan creature would normally occupy. He cannot be grappled, restrained, stunned, knocked prone, or Shoved by creatures smaller than Gargantuan size.

**Regeneration.** Mogaru regains 30 hit points at the beginning of its turn if he has at least 1 hit point.

**Siege Monster.** Mogaru deals double damage to objects and structures.

**Susceptible to Song.** Mogaru is susceptible to song, provided it notices. A creature must succeed at three consecutive DC 20 Charisma (Performance) ability checks within 1,000 feet of Mogaru in order to get its attention. If it succeeds at all three ability checks, it can influence Mogaru as if with the spell *suggestion*. If Mogaru is engaged in battle, there is only a 20% chance each round that it notices the singing. Mogaru can only be influenced in this way once per day.

## ACTIONS

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**Multiattack.** Mogaru makes one bite attack or one stomp attack and two tail attacks.

**Bite.** *Melee Weapon Attack.* +19 to hit, 60 ft. reach, all targets in a 10-foot cube. *Hit:* 75 (10d12 + 10) piercing damage.

**Stomp.** *Melee Weapon Attack.* +19 to hit, 60 ft. reach, all targets in a 10-foot-radius cylinder, 30 feet high. *Hit:* 42 (5d12 + 10) bludgeoning damage, and creatures struck must succeed on a DC 25 Dexterity saving throw or be knocked prone and restrained (escape DC 25) until Mogaru moves or makes another Stomp attack.

**Tail.** *Melee Weapon Attack.* +19 to hit, 120 ft. reach, all targets in a 10-foot cube or 20-foot line, 5 feet wide. *Hit:* 48 (7d10 + 10) bludgeoning damage.

**Energy Bolts.** *Ranged Weapon Attack.* +14 to hit, 120 ft./480 ft. range, four targets. *Hit:* 31 (7d8) fire damage plus 31 (7d8) force damage.

**Breath Weapon (Recharge 5–6).** Mogaru exhales energy either in a 60-foot cone or a 120-foot line that is 20 feet wide. Each creature in that affected area must make a DC 27 Dexterity saving throw, taking 45 (10d8) fire damage plus 45 (10d8) force damage on a failed save, or half as much damage on a successful one. Creatures reduced to 0 hit points by this breath weapon are disintegrated as per the *disintegrate* spell. A Gargantuan creature that is grappling or restraining Mogaru has disadvantage on its saving throw against his breath weapon.

## REACTION

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**Power Battery.** When Mogaru takes (or would take, if he were not immune to it) acid, cold, fire, lightning, or thunder damage, he absorbs some of that energy converts it into greater power for his Energy Bolts and Breath Weapon. The next time he uses either ability within 1 minute, increase damage dice from d8s to d10s. If he would take damage more than once before discharging his stored energy, increase damage dice from d8s to d12s. He cannot use this ability with damage from his own abilities.

## LEGENDARY ACTIONS

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Mogaru can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Mogaru regains spent legendary actions at the start of its turn.

**Absorb Energy.** Mogaru can choose one of the types of damage it is resistant to (except bludgeoning, piercing, and slashing damage from non-magical attacks) and choose to instead be immune to it. This immunity lasts until the end of Mogaru's next turn.

**Frightening Aura.** All creatures within 60 feet of Mogaru must succeed a DC 26 Wisdom saving throw or become frightened of Mogaru. A frightened creature can attempt a saving throw at the end of each of its turns to end the condition. Creatures successfully saving are immune to this ability for 1 hour.

**Quick Breath.** Mogaru can use its Breath Weapon, except it only deals 13 (3d8) fire and 13 (3d8) force damage.

**Trample (Costs 2 Actions).** Mogaru can move up to half its speed and make a single Stomp attack at any point during its movement.

# 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 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
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13 (+1)	19 (+4)	18 (+4)	12 (+1)	14 (+2)	19 (+4)
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**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.

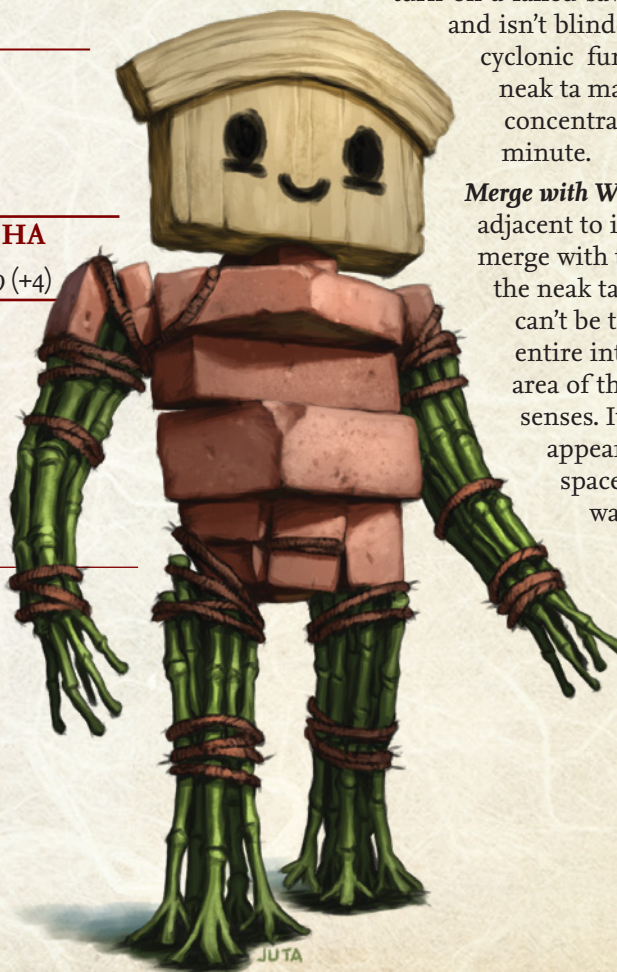
## ACTIONS

**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.





# KAMI, TOSHIGAMI

Toshigami, known also as blossom kami, are associated with flowering trees—particularly peach and cherry trees, and often those that grow in inhabited areas. Often, long after a city has fallen to ruin, these kami guardians are all that remain to remember the lost city's glory. In this way, the toshigami are also associated with the passing of time. Toshigami rarely show themselves except to those in dire need or who are harming their trees. Still, they have a fascination with mortals, and have even been known to form romantic relationships with them on occasion. A toshigami is 5 feet tall and weighs 100 pounds.

## TOSHIGAMI

*Medium fey, neutral good*

**Armor Class** 18 (natural armor)

**Hit Points** 189 (18d10 + 90)

**Speed** 30 ft., climb 30 ft.

**STR** DEX **CON** INT **WIS** **CHA**

15 (+2) 22 (+6) 20 (+5) 15 (+2) 18 (+4) 25 (+7)

**Saving Throws** Con +10, Wis +9, Cha +12

**Skills** Insight +9, Nature +7, Perception +9

**Damage Immunities** poison, psychic

**Damage Resistances** acid, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 19; foresight, *true seeing*

**Languages** telepathy 100 ft.

**Challenge** 15 (13,000 XP)

**Foresight.** The toshigami's visions of the future grant it advantage on Wisdom (Insight) and Wisdom (Perception) checks, and it cannot be surprised. In addition, it can take up to three reactions per round, including opportunity attacks.

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

**Innate Spellcasting.** The toshigami's spell casting ability is Charisma (spell save DC 20). It can innately cast the following spells, requiring no material components:

At will: *fly*, *haste*, *tree stride*

Constant: *speak with plants*, *true seeing*

3/day each: *cure wounds* (as a 3rd level spell slot), *slow*

1/day each: *finger of death*, *greater restoration*, *time stop*

**Magic Resistance.** The toshigami has advantage on saving throws against spells and other magical effects.

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

**Tree Sister.** The toshigami can transform itself into a flowering tree as an action and can maintain this form indefinitely. While in this form, it is indistinguishable from an actual tree.

## ACTIONS

**Multiattack.** The toshigami makes three staff attacks.

**Magic Staff: Melee Weapon Attack.** +11 to hit, reach 5 ft., one target. *Hit:* 13 (2d6 + 6) bludgeoning damage, and the target is affected by its Touch of Ages. The toshigami's staff is magical.

**Merge with Ward.** While within or adjacent to a flowering tree (even if it is not currently in flower), the toshigami can merge with it. While merged, the toshigami is immune to damage and can't be targeted.

Its senses function normally while merged. It can emerge as an action, appearing in any unoccupied space within or adjacent to either its current tree or any tree of the same kind within 500 feet using its *tree stride*.



**Touch of Ages.** When a living creature fails its saving throw against the toshigami's magic staff, it can force that creature to suffer the ravages of age in one of the following ways:

- **Aged Enfeeblement:** The target becomes physically becoming feeble with old age. The target must succeed a DC 19 Constitution saving throw or take 2d6 necrotic damage, or half as much on a successful save. In addition, it gains one level of exhaustion for each failed save.
- **Mental Regression:** The target regresses mentally to an infantile state. The target must succeed on a DC 19 Wisdom saving throw or take 2d6 psychic damage, or half as much on a successful save. In addition, it becomes becoming confused (as *confusion*) for 1 round. If the target fails another saving throw while confused, it permanently loses 1 point from its Intelligence, Wisdom, and Charisma scores.

Hit point damage can be healed normally, but other harmful effects of the toshigami's Touch of Ages can be removed only by *greater restoration*. When a creature successfully saves against either form of the Touch of Ages, they gain immunity to this ability until the beginning of their next turn.

## REACTIONS

**Avoid Danger.** The toshigami gains advantage on a saving throw or forces an opponent to have disadvantage on an attack roll.



# KAMI, ZUISHIN

While all kami are enemies of oni, none are so fervent as the zuishin. Known also as shrine kami, zuishin take as their wards gates, doorways, religious places, and the spiritual archways known as torii, ensuring that the gates are respected. Zuishin can use many weapons but tend to favor the bow. A zuishin treats its equipment with utmost care, viewing weapons as extensions of itself. It never discards its bow voluntarily; if the weapon is ever lost or destroyed, a zuishin can craft a new one in a month.

Zuishin treat other kami with respect and are always willing to lend a helping hand. Creatures other than kami must earn a zuishin's trust before receiving its aid and do so by honoring the gate it guards or providing an offering to the kami, such as a tree branch or other small piece of nature. Zuishin manifest as suits of armor with a partly manifest warrior within and wield glowing weapons. They appear translucent and almost ghostly but have semi-solid physical bodies that levitate off the ground, as though they stood about 5 feet tall.

## ZUISHIN

*Medium fey, lawful good*

**Armor Class** 17 (ghostly plate)

**Hit Points** 136 (16d8 + 64)

**Speed** 0 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	18 (+4)	18 (+4)	15 (+2)	20 (+5)	15 (+2)

**Saving Throws** Con +8, Wis +9, Cha +6

**Skills** Insight +9, Intimidation +6, Nature +6, Perception +9

**Damage Immunities** poison, psychic

**Damage Resistances** acid, fire, lightning; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, frightened, paralyzed, petrified, poisoned

**Senses** darkvision 60 ft., passive Perception 19; see *invisibility*

**Languages** telepathy 100 ft.

**Challenge** 10 (5,900 XP)

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

**Innate Spellcasting.** The zuishin's spell casting ability is Wisdom (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *detect evil and good*

3/day each: *alarm, dispel magic, spirit guardians*

1/day each: *dispel evil and good, remove curse, true seeing*

**Magic Resistance.** The zuishin has advantage on saving throws against spells and other magical effects.

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

## ACTIONS

**Multiattack.** The zuishin makes three sword or bow attacks.

**Sword. Melee Weapon Attack.** +8 to hit, reach 5 ft., one target.

*Hit:* 11 (2d6 + 4) slashing damage, plus 7 (2d6) radiant damage if the target is evil. The zuishin's sword is magical.

**Longbow. Ranged Weapon Attack.** +8 to hit, range 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, plus 7 (2d6) radiant damage if the target is evil. The zuishin's bow and its arrows are magical.

**Healing Arrow.** As a bonus action, a zuishin can shoot an ally with a spectral arrow from its bow. If the arrow hits, the target takes no damage but is healed 8 (1d8 + 4) hit points and is affected as *lesser restoration*. Alternatively, it can affect the target as a *heal* spell, but then the zuishin cannot use this ability again until it completes a long rest.

**Merge with Ward.** While within or adjacent to a shrine, torii gate, archway, or other gateway or portal, the zuishin can merge with it. While merged, the zuishin

is immune to damage and can't be targeted, and if it wishes it can seal the gate as if it had cast *arcane lock*. Its senses function normally while merged. It can emerge as an action, appearing in any unoccupied space within or adjacent to either its current gateway or doorway or archway of similar or greater size within 500, as if it had cast *dimension door*.



# KAPPA

A kappa is a strange amphibian resembling a humanoid turtle. It dwells in fresh water, preferring a stream or river to a lake or pond. It has a small shell on its back, a blunt face, and webbed hands and feet that end in short claws. A typical kappa is green in color, but kappa skin tones can vary toward blue or yellow hues. The creature has a shallow basin in the top of its head, in which the creature carries water from its home at all times.

**Tricky.** Kappas are puckish and like to play tricks on those who pass near or swim in their home. Kappa pranks are usually harmless and annoying, such as peeking under robes, stealing a bathers' clothing, or pretending to be an aquatic predator. A kappa might also challenge others to grappling matches, hoping potential foes underestimate its wrestling ability. An angry kappa can be dangerous, attempting to drown mounts, animal companions, or even people who enter its home waters. The most degenerate kappas have been known to drown bathers and eat them.

**Peculiar Habits.** Those wise to the ways of kappas know the creatures have a few weaknesses. First of all, kappas love cucumbers and horseflesh. If plied with such treats, a kappa is likely to not bother intruders, and might even be convinced to offer aid. Further, despite a kappa's penchant for pranks, it is unfailingly polite to courteous visitors. A kappa confronted with a verbal rebuke rather than combat quickly and almost shamefully apologizes for its pranks, begging for forgiveness.

If its head bowl is emptied, a kappa usually remains stationary and pleads for help, continuing to fight only if forced to. An opponent who refills the kappa's head bowl after spilling it receives the kappa's deepest gratitude. Only the wisest and smartest of kappa carry flasks of water with them when they are forced to travel far from their home—most kappa don't think this far ahead.

## KAPPA

*Small humanoid (kappa), chaotic neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 54 (12d6+12)

**Speed** 20 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	13 (+1)	8 (-1)	15 (+2)	10 (+0)

**Saving Throws** Dex +4, Wis +4

**Damage Resistance** acid, cold

**Skills** Insight +4, Perception +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Aquan, Common

**Challenge** 3 (700 XP)

**Amphibious.** The kappa can breathe air and water.

**Head Bowl.** The basin atop a kappa's head contains water from its home river or lake. The water is emptied only if the kappa willingly tips its head

or a creature grappling the kappa for a minimum of 3 turns forces it to do so. If the water is emptied, the kappa becomes immobile. It can still take actions, but it cannot move from the spot on its own. If the emptied head bowl is refilled with water, the kappa recovers from this condition immediately. This replacement water doesn't have to be from the kappa's home, but the kappa refills its head bowl from there at its first opportunity.

**Water Gourd.** A kappa has a 25% chance to carry a gourd of water from its home with it. These are typically older, wiser kappas, as younger kappas are proud to the point of overconfidence in their ability to maintain their head bowl without spilling a drop. In the hands of the kappa, this gourd never runs out of water. The kappa can use this gourd to cast *create and destroy water* at will, but only use it to create water. Once per day, the kappa can allow a creature to drink from its gourd to gain the benefit of *aid* as if cast in a 3rd-level spell slot. The gourd does not function in this way for any creature other than the kappa.

## ACTIONS

**Multiattack.** The kappa makes four claw attacks.

**Claw.** *Melee Weapon Attack.* +3 to hit, reach 5 ft., one target. *Hit:* 5 (1d8 + 1) bludgeoning damage.

**Ancient Shell.** The kappa can "turtle up" in its shell, causing it to gain immunity to bludgeoning, piercing, and slashing damage from non-magical attacks, resistance to all other types of damage except psychic damage, and its Armor Class to increase to 16. The kappa cannot take any other actions except to leave its shell, which causes it to lose these benefits.



# KAPRE

Formed of dense tree matter, they are as much part of the forest as their botanical brethren. Their intimidating physical size, territorial nature, and unusual approach to friendship often bring them into conflict with tribesmen and aggressive explorers. Furthermore, misleading myths paint them as vicious wife-stealers, violent demons, and even bringers of riches to those who can trap them. In truth, these arboreal giants are only dangerous to those who threaten the environs under their protection.

With slender limbs and thick, gnarled torsos made of twisted trunks and boughs, kapres are awkwardly humanoid in appearance, but have such rich personalities that those lucky enough call them “friend” see them as more people than plants. Festooned with hanging vines or seasonal blossoms, kapres blend in perfectly with the surrounding forest. Were it not for the soft glow of their eyes, they could be mistaken for treants.

**Green Guardians.** Vehement defenders of unusual natural locations, kapres have a complicated relationship with the “civilized” races. Exceedingly secretive and wary, kapres prefer to avoid conflict where possible, using their imposing size and confounding auras to intimidate would-be invaders. Leaning out of huge trees, they blow smoke onto lost explorers, persuading them to flee from the locations the kapre protects. Even in peaceful discussions, they rarely drop their auras, aware that the most honeyed tongue can hide the cruelest intent. If things turn sour, they deal out fast and serious damage with their great wooden fists, and if their domain is breached, they fight to the death to turn invaders away. Though kapres are fearsome when their ire is raised, they are careful (and reasonable) enough to allow retreating aggressors to escape.

## KAPRE

*Huge plant, chaotic neutral*

**Armor Class** 17 (natural armor)

**Hit Points** 241 (23d12+92)

**Speed** 50 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	15 (+2)	19 (+4)	12 (+1)	15 (+2)	18 (+4)

**Saving Throws** Cha +8, Con +8, Str +10

**Condition Immunities** charmed, frightened

**Skills** Perception +10, Stealth +16

**Senses** darkvision 60 ft., passive Perception 20

**Languages** Common

**Challenge** 12 (8,400 XP)

**Innate Spellcasting.** The kapre’s spellcasting ability is Charisma (spell save DC 16). It can innately cast

the following spells, requiring no material components:

At will: *invisibility*, *speak with plants*

**Reprisal.** A kapre reduced below half of its maximum hit points gains advantage on attack rolls.

## ACTIONS

**Multiattack.** The kapre makes two slam attacks.

**Slam. Melee Weapon Attack.** +10 to hit, reach 5 ft., one target.  
*Hit:* 49 (6d10 + 6) bludgeoning damage.

**Blow Smoke.** The kapre can exhale a 30-foot cone of smoke. Any creature in the area must succeed at a DC 17 Constitution saving throw or be stunned for 1 round. Any creatures immune to being poisoned are immune to this effect.

**Embers.** The kapre can expel a 5-foot-diameter cluster of embers. The embers last for 5 rounds, and the kapre can direct their movement as a bonus action. The embers can move up to 10 feet per round. When they enter a square with a creature, it affects the creature as if *faerie fire* were cast on it. The kapre can choose to augment the effect as per the spell.

**Tree Meld.** A kapre can meld with any tree, similar to how the spell *meld into stone* functions. It can remain melded with a tree as long as it wishes.



# KAWA AKAGO

Kawa akagos are plants that were spiritually fertilized by fragments of the restless spirits of drowned children, becoming carnivorous creatures that inhabit marshes and riversides. They resemble lily pads with a mouthlike opening guarded by fibrous strands like those of a flytrap plant. A kawa akago's gourdlike skin ranges from maroon to crimson when it is well fed, but more often, creatures encounter a kawa akago when it is hungry. In this case, it instead takes on the same hue as other lily pads in the area, usually an innocuous green.

**Feign Distress.** Carnivorous and cunning, kawa akagos hunt riverbanks and waterways for both animals and travelers on which to feed. Kawa akagos' thorn-tipped fangs excrete a paininducing sap that mimics the feeling of intense, burning heat. Though they prefer to fight in water, kawa akagos usually ambush from land, using their dangerous sap to drive would-be prey toward the nearby rivers or streams that will soothe the painful effects of their fangs. Once the victim immerses itself, the plant creatures swarm their target if attacking in numbers, or a single plant strikes from the depths to wear down the victim. Although a kawa akago has no respiratory system, it's body is rife with pockets it can fill with air and expel as necessary. This network of hollow chambers allows the creature to speak on the rare occasions it wishes to communicate, and is the source of the creature's terrible wail, which is capable of breaking bones and shattering glass. The sound is often described as similar to the simultaneous mournful cries of a dozen children in serious distress.

## KAWA AKAGO

*Small plant, unaligned*

**Armor Class** 14 (natural armor)

**Hit Points** 126 (23d6+46)

**Speed** 20 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	14 (+2)	3 (-4)	13 (+1)	7 (-2)

**Saving Throws** Dex +5, Str +5

**Damage Resistance** fire

**Condition Immunities** charmed, frightened

**Skills** Perception +3, Stealth +5

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

**Languages** Aquan

**Challenge** 4 (1,100 XP)

## ACTIONS

**Multiattack.** The kawa akago makes two bite attacks.

**Bite.** *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage, and the target must succeed on a DC 14 Constitution saving throw or take 7 (2d6) poison damage and be poisoned for 1 minute. A successful save halves the damage and negates the poisoned condition. A poisoned creature can repeat this saving throw at the end of each of its turns to end this condition. If the target is already poisoned, the kawa akago can choose to break off one of its fangs into the creature. The poisoned creature must succeed a DC 14 Dexterity saving throw or become stunned so long as the fang remains within them or as long as they remain poisoned, whichever comes first. As an action, the fang can be removed with a successful DC 14 Wisdom (Medicine) ability check.

**Mournful Cry.** A kawa akago preys upon humanoids' desire to protect their young. It can make a sound like a baby in distress, which causes all humanoids within 60 feet to approach the kawa akago if it fails a DC 14 Wisdom saving throw. An affected creature will not willingly subject itself to danger (by going through water over its head or leaping off a cliff), but it will go in waist or chest deep in water to reach the kawa akago. Creatures immune to being charmed are immune to this ability.

**Wail of the Water's Dead (Recharge 5-6).** A kawa akago can unleash a keening wail that leaves a damaging and disruptive echo in the ears of those that hear it. All creatures and objects in a 20-foot radius take 7 (2d6) thunder damage and are deafened. A successful DC 14 Constitution saving throw halves the sonic damage and negates the deafened condition. A deafened creature can repeat the saving throw at the end of each of its turns to end this condition.

# KIRIN

The noble kirin roam the sky, their feet rarely touching soil. They have a stag's graceful body and cloven hooves, a pair of backward-facing antlers, and a thick mane and tail ranging from golden to brilliant reds or purples in the hues of the setting sun. Their hide resembles that of a dragon, the scales gleaming ebon or iridescent green or gold.

Rare in the extreme, kirin seldom meddle openly in worldly affairs, preferring a subtle hand in overturning the schemes of wicked spirits such as hags and oni. The blood of young kirin runs hot, however, and such spirited youths may serve as companions for clerics and paladins of clever wit and untarnished moral quality. Though their pride is generally too great to allow others to ride them, in extremis they might carry a wounded companion to safety.

## KIRIN

*Large celestial, lawful good*

**Armor Class** 16 (natural armor)

**Hit Points** 123 (13d10+52)

**Speed** 60 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	23 (+6)	18 (+4)	18 (+4)	21 (+5)	25 (+7)

**Saving Throws** Dex +9, Wis +8

**Damage Resistance** cold, fire, lightning

**Skills** Insight +8, Perception +8, Performance +10

**Senses** darkvision 60 ft., passive Perception 18

**Languages** Abyssal, Auran, Celestial, Common, Draconic; telepathy 100 ft.

**Challenge** 8 (3,900 XP)

**Aerial Freedom.** The kirin is affected by a constant *freedom of movement* spell while it is flying.

**Aura of Cleansing Light.** Whenever a creature starts its turn adjacent to the kirin, the kirin can choose to have it take 7 (2d6) radiant damage or be healed 7 (2d6) points of damage, up to its maximum.

**Innate Spellcasting.** The kirin's spell casting ability is Charisma (spell save DC 18). It can innately cast the following spells, requiring no material components:

At will: *detect good and evil*, *gaseous form*, *water walk*

3/day each: *lesser restoration*, *scorching ray*

1/day each: *dispel good and evil*, *lightning bolt*.

## ACTIONS

**Multiattack.** The kirin makes one gore attack and two hoof attack.

**Gore.** *Melee Weapon Attack.* +8 to hit, 10 ft. reach, one target.  
*Hit:* 21 (3d10 + 5) piercing damage.

**Hoof.** *Melee Weapon Attack.* +8 to hit, 10 ft. reach, one target.  
*Hit:* 14 (2d8 + 5) bludgeoning damage.

**Radiant Breath (Recharge 5–6).** The kirin exhales radiant light in a 60-foot cone. Each creature in that cone must make a DC 16 Dexterity saving throw, taking 13 (3d8) radiant damage on a failed save, or half as much damage on a successful one.



# KITSUNE

Wily but noble, kitsune are a race of shapechanging fox-folk. Each kitsune has two shapes—a slender and attractive human form and its true form of an anthropomorphic fox. In either form, it displays physical grace and natural beauty. Most kitsune have ruddy, auburn fur and salient amber or pale blue eyes, though some are born with black, gray, or even white fur. White-furred kitsune are revered for their close connection to their spirit ancestors and typically raised as oracles.

**Cultured.** Quick-witted and nimble, kitsune delight in the creative arts, particularly riddles, storytelling, pranks, and tall tales, and have garnered a well-deserved reputation and duplicitous tricksters. They are a good-natured folk and greatly value friendship. When encountered outside human settlements, kitsune tend to live in small and remote villages run by elders of ancestral clans. In human settlements, kitsune usually remain in human form to avoid conflict.

## KITSUNE

*Medium humanoid (kitsune, shapechanger), neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 91 (13d8+28)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
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8 (-1)	16 (+3)	14 (+2)	14 (+2)	10 (+0)	20 (+5)
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**Saving Throws** Dex +5, Cha +7

**Skills** Arcana +4, Deception +9

**Senses** passive Perception 10

**Languages** Common, Elvish, Sylvan

**Challenge** 1 (200 XP)

**Deceptive.** The kitsune adds double its proficiency bonus on Charisma (Deception) checks, and the save DC for enchantment and illusion spells it casts (including those using a magic item to cast the spell) is increased by 1.

**Innate Spellcasting.** The kitsune's spell casting ability is Charisma (spell save DC 15, 16 for enchantments and illusions). It can innately cast the following spells, requiring no material components:

At will: *acid splash, light, mage hand, minor illusion*

3/day each: *charm person, sleep*

## ACTIONS

**Bite (Kitsune Form Only).** *Melee Weapon Attack.* +3 to hit, 5 ft. reach, one target. *Hit:* 6 (1d6 + 3) piercing damage.

**Light Crossbow.** *Ranged Weapon Attack.* +3 to hit, 80/320 ft. range, one target. *Hit:* 7 (1d8 + 3) piercing damage.

**Shapechanger.** A kitsune can assume the appearance of a specific single human form of the same sex. The kitsune always takes this specific form when it uses this ability. A kitsune in human form is distinguishable from a normal human in this form.





# 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.



# 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 trampling 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.



# KYERYONG

Kyeryong resemble small dragons but with avian heads and upper body features resembling roosters or hens. In some lands they are rare and revered by shamans and monks as guardians of sacred mountains and pools, but in other regions they are quite common and in such places they are regularly hunted for their meat. Each type of kyeryong embodies an aspect of their origin that is reflected in their powers.

**Fire.** The fire kyeryongs are especially aggressive and breathe fire. However, they are easily subdued after using their fire breathing weapon, as the burst of energy tends to send them to sleep.

**Mountain.** The mountain kyeryongs usually choose flight over fight, using their climbing skills to flee and their hard shells to protect themselves. When fight is unavoidable, they tend to pounce down upon their prey. A neat little trick—their shells make convenient soup bowls.

**Snow.** The snow kyeryongs are elusive and mysterious. They aren't aggressive and have the best-tasting meat, but they are the hardest to find. Many hunters have disappeared in pursuit of this creature, only to be found in the spring having frozen to death. The position of the bodies suggest they simply went to sleep in the harsh cold.

## FIRE KYERYONG

*Small monstrosity, unaligned*

**Armor Class** 12

**Hit Points** 9 (2d6+2)

**Speed** 25 ft., fly 10 ft. (maximum height 10 ft.)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	12 (+1)	2 (-4)	13 (+1)	5 (-3)

**Damage Resistances** fire

**Senses** passive Perception 11

**Languages** -

**Challenge** 1/4 (50 XP)

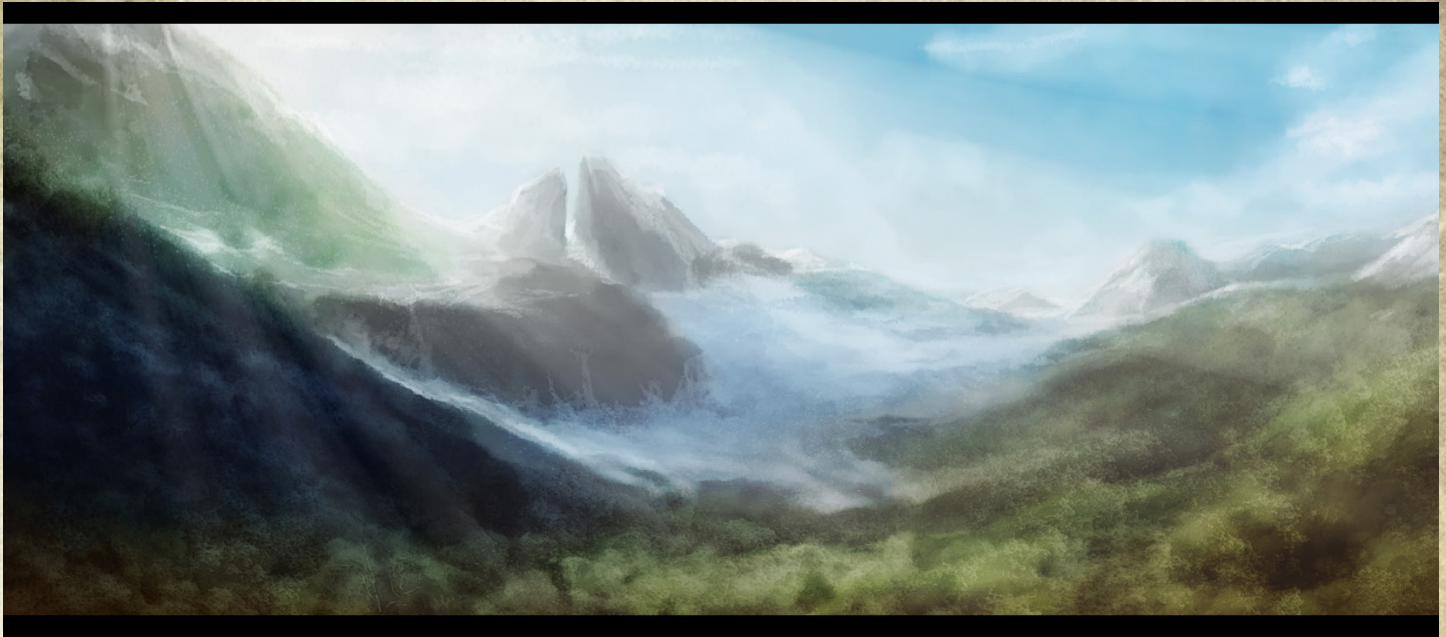
## ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

*Hit:* 5 (1d4+2) piercing damage.

**Fire Breath (Recharge 6).** The fire kyeryong exhales fire in a 10-foot cone. Each creature in that area must make a DC 12 Dexterity saving throw, taking 8 (3d4) fire damage on a failed save, or half as much on a success. After using its fire breath, the fire kyeryong gains 1 level of exhaustion and must succeed on a DC 12 Constitution saving throw or fall asleep for 1 hour.





## MOUNTAIN KYERYONG

*Small monstrosity, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 15 (2d6+6)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	14 (+2)	16 (+3)	2 (-4)	13 (+1)	5 (-3)

**Skills** Athletics +0

**Senses** passive Perception 11

**Languages** -

**Challenge** 1/4 (50 XP)

**Glide.** When the mountain kyeryong falls, it can move horizontally 5 feet for every 5 feet it falls vertically, up to a maximum of 30 feet, taking no fall damage if it lands during that movement.

**Pounce.** If the mountain kyeryong moves at least 20 feet or drops from above at least 10 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 11 Strength saving throw or be knocked prone. If the target is prone, the mountain kyeryong can make one bite attack against it as a bonus action.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+2) piercing damage.

**Claws.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 5 (1d4+2) piercing damage.

## SNOW KYERYONG

*Small monstrosity, unaligned*

**Armor Class** 12

**Hit Points** 9 (2d6+2)

**Speed** 20 ft., fly 40 ft. (max height 10 ft.)

STR	DEX	CON	INT	WIS	CHA
8 (-1)	14 (+2)	12 (+1)	4 (-2)	13 (+1)	10 (+0)

**Skills** Perception +3, Stealth +4

**Damage Resistances** cold

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

**Languages** -

**Challenge** 1/4 (50 XP)

**False Appearance.** While the snow kyeryong remains motionless, it is indistinguishable from an ordinary pile of snow.

### ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature.

*Hit:* 5 (1d4+2) piercing damage.

**Snowball (Recharge 4-6).** The snow kyeryong exhales a ball of snow against one target within 20 feet of it. The target must succeed on a DC 12 Dexterity saving throw or take 5 (2d4) cold damage.

**Sleep Breath (Recharge 6).** The snow kyeryong exhales sleep gas in a 15-foot cube. Each creature in that area must succeed on a DC 11 Constitution saving throw or fall unconscious for 1 minute. This effect ends for a creature if the creature takes damage or someone uses an action to wake it.

# MANANANGGAL

Horrid undead, manananggals walk among the living by day and prey upon them at night. These creatures delight in spreading fear and distrust. By day, they tend to stay inside because of their light sensitivity. They mask this odd behavior by either living just outside villages as reclusive hermits or by obtaining roles within the community that explain away or justify their eccentricities. Manananggals pass themselves off as normal people, usually posing as mad old women, midwives, hedge witches, or mystics. This allows the undead creatures to select their prey from within the community. Manananggals particularly enjoy feeding upon pregnant women, targeting them in their sleep so the undead may feast on the blood of both mothers and the children they carry. These foul creatures drain blood via their long, black, hollow tongues. Manananggals despise the scent of garlic and strong spices like cloves and anise. As they fly through the night, manananggals make a ticking or clicking sound, leading some villagers to call the creatures “tik-tiks.” Once separated, a manananggal’s mobile torso has a 6-foot wingspan.

## MANANANGGAL

*Medium undead, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 187 (25d8+75)

**Speed** 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	16 (+3)	12 (+1)	16 (+3)	21 (+5)

**Saving Throws** Str +7, Wis +6

**Damage Immunities** poison

**Condition Immunities** poisoned

**Skills** Deception +8, Stealth +6

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

**Languages** Abyssal, Common

**Challenge** 8 (3,900 XP)

**Deceptive Noises** A manananggal emits a clicking noise as it flies, which can be detected with a DC 10 Perception check any round that it flies at least 5 feet. However, the noises echo strangely and are highly deceptive, growing quieter the closer the manananggal is to the listener, and seeming to come from other directions. Any creature that can hear the sounds must succeed on a DC 16 Wisdom saving throw or be disoriented by the sound, believing it to be coming from a random direction, and that the source of the noise is a number of feet away equal to 200 feet minus the actual distance (so, a listener 180 feet from the manananggal would believe it was roughly 20 feet away).

**Prehensile Tongue.** A manananggal that is currently separated can extend an impossibly long prehensile tongue from its mouth. This tongue ends in a lamprey-like sucker, and can be extended as far as 20 feet, increasing the reach of its bite attack to that amount. This tongue is somewhat unwieldy,

and the manananggal suffers disadvantage on attack rolls made with the tongue. Finally, the tongue can be pressed against an incapacitated or willing creature to drain blood from it, reducing its Constitution by 2 for each minute that it remains attached. Sleeping or unconscious creatures that have their blood drained in this way may make a DC 10 Wisdom (Perception) ability check to be awakened by this feeding, once per minute.

## ACTIONS

**Multiattack.** The manananggal makes two bite attacks.

**Bite.** *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 26 (4d10 + 4) piercing damage.

**Separate.** During the day, a manananggal looks like a living human woman. It does not detect as undead during the day, but is still an undead creature. At night, its upper torso rips away, leaving her lower torso behind. Its lower torso is incapacitated, but its upper torso gains its fly speed and natural attacks at this time. The upper and lower portions share the same pool of hit points (despite any intervening distance), and if the incapacitated lower portion is damaged, the manananggal is immediately aware of the attack. A manananggal must return to its lower torso and reattach to it as an action before sunrise—each round a manananggal remains separated after sunrise, its hit points are reduced by 1d6 until it rejoins its lower torso or it is reduced to 0 hit points, crumbling into dust.



# MEGAFALINA

Within the vast and remote plateaus, mountain valleys, and islands of a fantasy Asia, many “lost worlds” remain where prehistoric creatures or their scarcely changed descendants still hunt and rule. These savage specimens are typically dangerous and deadly, especially to those more used to dealing with their smaller or more common cousins.

**False Dragons.** The immense megalania is often mistaken for a dragon or dinosaur, and the lizard’s aggressive attitude and deep, rumbling roars only encourage such misidentifications. Large enough to catch and eat rhinos and elephants, a megalania prefers hunting much smaller prey that it can gulp down in one greedy swallow. Humanoids are among its favorite meals. A megalania is 20 feet long and weighs 2,000 pounds.

**Flightless Flocks.** Moas are large, flightless birds that, with their necks outstretched, stand nearly as tall as ogres. They roam the grasslands feeding on the thick grasses and shrubs that are mostly inedible to smaller birds and mammals. While these birds are gigantic, they are rather docile and skittish, preferring to flee than fight. A full-grown moa can weigh as much as 500 lbs.

**Hunting Flocks.** They can become aggressive when faced with predators or perceived threats to their young or food sources. In these cases, the larger birds of a colony or group move forward to protect the young and weak moas of the flock. These larger moas leap into the air and lash out with both of their broad, sharp talons to inflict grievous wounds.

Moa statistics also can be used to represent more vicious carnivorous flightless birds like the diatryma by adding a bite attack (with the same statistics as their talon attack) and the ability to use multiattack, making both a bite and a talon attack in the same round.



## MEGALANIA

*Huge beast, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 189 (18d12+72)

**Speed** 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
26 (+8)	13 (+1)	19 (+4)	2 (-4)	14 (+2)	6 (-2)

**Saving Throws** Str +11

**Skills** Athletics +11, Perception +8

**Senses** passive Perception 18

**Languages** –

**Challenge** 8 (3,900 XP)

**Action Surge (1/Day).** The megalania can take an additional action on top of its normal action.

**Sunbather.** The megalania gains 21 (6d6) hit points for every hour it spends basking in the sunlight, up to its hit point maximum.

## ACTIONS

**Multiattack.** The megalania makes one bite attack and one tail attack.

**Bite.** *Melee Weapon Attack.* +11 to hit, 1 reach 5 ft., one target.

*Hit:* 24 (3d10 + 8) piercing damage plus 7 (2d6) acid damage.

**Tail.** *Melee Weapon Attack.* +11 to hit, 1 reach 5 ft., one target.

*Hit:* 24 (3d10 + 8) bludgeoning damage.

## MOA

*Large beast, unaligned*

**Armor Class** 13 (natural armor)

**Hit Points** 112 (15d10+30)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	16 (+3)	14 (+2)	2 (-4)	11 (+0)	9 (-1)

**Saving Throws** Str +5

**Skills** Athletics +5, Stealth +4

**Senses** passive Perception 10

**Languages** –

**Challenge** 3 (700 XP)

## ACTIONS

**Talon.** *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target.

*Hit:* 25 (4d10 + 3) slashing damage.

## BONUS ACTIONS

**Burst of Speed (1/Day).** The moa can move 60 feet, provoking opportunity attacks.

# Mulyong

The mulyong is a distantly connected species of dragon but doesn't fit in the evolution tree of Asian dragons that rise from lower forms to ascended creatures. They can only be found in unique areas in the realms such as the Bay of Mulyongs in Haenamguk, and in the depth of the Inner Sea. While not particularly aggressive, they defend themselves and their own with vigor.

## MULYONG

Medium beast (mul), chaotic neutral

Armor Class 13

Hit Points 23 (3d8+9)

Speed 0 ft., swim 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	18 (+3)	3 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10

Languages -

Challenge 1/2 (100 XP)

**Fling.** If the mulyong moves at least 20 feet straight toward a target and then hits it with a ram attack on the same turn, the target takes an extra 7 (2d6) piercing damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or else be pushed 15 ft. upward. If the target falls into the water as a result, there is a 50% chance of 1d4-1 additional mulyong joining the encounter.

**Propel.** While underwater, the mulyong can take the Dash action as a bonus action.

**Strong Tail.** The mulyong can jump from the water up to 15 ft. into the air if it moves at least 20 feet straight towards the surface of the water right before it jumps.

**Water Breathing.** The mulyong can breathe only underwater.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+3) piercing damage.

**Ram.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d6+3) piercing damage.



# NAGA, DEFILED

Morbid-minded and wretched to look upon, defiled nagas are the corrupted witches of the naga race, hateful outcasts long shunned for their dark powers and loathsome ways. A typical defiled naga is slender, with the black and red scales of a venomous serpent, though their faces are even more monstrous than those of their spirit naga cousins. Most measure 14 feet long but weigh less than 300 pounds.

**Death Lovers.** Defiled nagas delight in places of death and desolation. Battle-scarred ruins, untended graveyards, despoiled forests, and tangled swamps all attract these repulsive creatures. Where guardian nagas favor places of innate sanctity, defiled nagas seek out places of fundamental corruption, sites they believe to be imbued with dark magics. The crypts of long-dead tyrants, the places where great heroes died, and the ruins of nefarious keeps all attract these wretched serpents.

**Cult Circles.** Most defiled nagas believe themselves to be the inheritors of some mysterious dark favor, seeing their innate magical talents as evidence of such. Most commune with vague powers of death and devastation, working profane rites and seeking grotesque auguries from cultic forces. To aid them, defiled nagas often use their enchanting gaze, changing victims into fawning fanatics and would-be sacrifices.

Defiled nagas occasionally band together in small groups—some seeming to mimic the covens of hags. While a particular plot or foe might bring these deadly serpents together for a short time, defiled nagas are loyal only to themselves, and such alliances always end in deadly betrayal.

## DEFILED NAGA

*Large monstrosity, chaotic evil*

**Armor Class** 18 (natural armor)

**Hit Points** 263 (31d10+93)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
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20 (+5)	19 (+4)	16 (+3)	18 (+4)	17 (+3)	18 (+4)
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**Saving Throws** Dex +9, Con +8, Wis +8, Cha +9

**Skills** Arcana +14, Perception +13

**Damage Immunities** poison

**Condition Immunities** charmed, poisoned

**Senses** darkvision 60 ft., passive Perception 23

**Languages** Abyssal, Common

**Challenge** 13 (10,000 XP)

**Rejuvenation.** If it dies, the sinister naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

**Spellcasting.** The defiled naga is a 15th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 17, +9 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following wizard spells prepared:

Cantrips (at will): *mage hand, minor illusion, ray of frost*  
1st level (4 slots): *charm person, detect magic, sleep*  
2nd level (3 slots): *detect thoughts, hold person, invisibility*  
3rd level (3 slots): *hypnotic pattern, lightning bolt, water breathing*  
4th level (3 slots): *black tentacles, blight, dimension door*  
5th level (2 slots): *cloudkill, dominate person*  
6th level (1 slot): *disintegrate*  
7th level (1 slot): *delayed blast fireball*  
8th level (1 slot): *maze*

## ACTIONS

**Bite.** *Melee Weapon Attack.* +10 to hit, 10 ft. reach, one target.

**Hit:** 8 (1d6 + 5) piercing damage, and the target must make a DC 18 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one.





# NAGA, FLAME

Flame nagas, also called Phaya 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 sorcerer 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.

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

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**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

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**Bite.** *Melee Weapon Attack:* +6 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.



# NAGA, RIVER

With mottled scales of blue, green, and shades of purple, river nagas' serpentine beauty belies their deadliness. Although doubtlessly intelligent, these nagas have more in common with normal snakes than most of their kind, preferring to be left to their own devices and lashing out at any creatures that would disturb them. A typical water naga measures 10 feet long and weighs 250 pounds.

**Migratory.** Where many nagas claim particular lairs as their homes, river nagas typically have a number of retreats, migrating from one to the next with the changing of the seasons. These nagas keep elaborate summer and winter lairs, with several favored shelters positioned between these so they can make a circuit of familiar rivers and deltas throughout the year. Fiercely territorial when it comes to their lairs, river nagas typically attack any that intrude upon their sanctuaries, only bothering to question interlopers once such creatures have been weakened by poison, if at all.

As their yearly treks make many river nagas especially well traveled, those who live near the serpents' lairs—usually lizardfolk, fey, and human tribes—often court the snake creatures' good graces with offerings of rich local delicacies, hoping to learn of nearby lands and pass on their own stories to distant neighbors. Enjoying flattery, exciting tales, and the adoration of those they see as lesser creatures, most water nagas take pride in their roles as travelers. However, while rarely malicious, they quickly grow bored of repetitive, mundane anecdotes and often embellish the stories they've heard with their own fictions—caring little for the repercussions such misleading tales might cause for their listeners. The congeniality of some river nagas does not extend to the entire race, and many unwary souls, even those with only the best intentions, face these serpentine creatures' deadly bite.

## NAGA, RIVER

*Large monstrosity, neutral*

**Armor Class** 18 (natural armor)

**Hit Points** 255 (30d10+90)

**Speed** 40 ft., swim 50 ft.

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STR	DEX	CON	INT	WIS	CHA
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22 (+6)	18 (+4)	16 (+3)	17 (+3)	20 (+5)	18 (+4)
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**Saving Throws** Dex +9, Con +8, Wis +10, Cha +9

**Skills** Nature +8, Perception +10

**Damage Immunities** poison

**Condition Immunities** charmed, poisoned

**Senses** darkvision 60 ft., passive Perception 20

**Languages** Aquan, Common

**Challenge** 13 (10,000 XP)

**Amphibious.** The river naga can breathe air and water.

**Rejuvenation.** If it dies, the river naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

**Spellcasting.** The river naga is a 15th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following druid spells prepared:

Cantrips (at will): *druidcraft*, *poison spray*, *produce flame*  
1st level (4 slots): *create or destroy water*, *detect poison and disease*, *purify food and drink*

2nd level (3 slots): *hold person*, *lesser restoration*, *moonbeam*

3rd level (3 slots): *meld into stone*, *plant growth*, *sleet storm*

4th level (3 slots): *control water*, *ice storm*, *polymorph*

5th level (2 slots): *commune with nature*, *conjure elemental*

6th level (1 slot): *heal*

7th level (1 slot): *regenerate*

8th level (1 slot): *control weather*

## ACTIONS

**Bite.** *Melee Weapon Attack.* +11 to hit, 10 ft. reach, one target.

*Hit:* 13 (2d6 + 6) piercing damage, and the target must make a DC 18 Constitution saving throw, taking 77 (14d10) poison damage on a failed save, or half as much damage on a successful one.



# NAGA, WARDEN

Although ferocious in shape, with radiant scales, cobra-like hoods, and powerful serpentine bodies, warden nagas serve as dutiful protectors of places of fundamental power and sanctity. Their scales often bear elaborate patterns similar to those of exotic jungle snakes. A typical warden naga stretches 14 feet long and weighs approximately 350 pounds.

**Guardians of Beauty.** While many warden nagas adhere to the exotic practices of ancient or forgotten faiths, others are merely drawn to sites of innate wonder—towering waterfalls, natural spires, mountaintop temples—minding them out of their own senses of duty and reverence. Often these nagas join a living faith, serving as protectors of sanctuaries or ancient treasures. A pair of nagas might take up residence near a site they deem worthy of protection, hatching a brood and raising their offspring there. When the young grow to adulthood, they have the choice of departing to seek their own homes or staying to protect their elder's charge. Sometimes, a warden naga protecting a ruin or temple is but the current protector in a line of sentinels stretching back centuries. Such sentinels often take the same name as their forebears to appear as a single, exceptionally long-lived figure.

## NAGA, WARDEN

*Large monstrosity, lawful good*

**Armor Class** 18 (natural armor)

**Hit Points** 285 (30d10+270)

**Speed** 40 ft.

**STR DEX CON INT WIS CHA**

21 (+5) 20 (+5) 18 (+4) 18 (+4) 21 (+5) 20 (+5)

**Saving Throws** Dex +10, Con +9, Int +9, Wis +10, Cha +10

**Skills** Perception +10, Religion +9

**Damage Immunities** poison

**Condition Immunities** charmed, poisoned

**Senses** darkvision 60 ft., passive Perception 25

**Languages** Celestial, Common

**Challenge** 15 (13,000 XP)

**Rejuvenation.** If it dies, the warden naga returns to life in 1d6 days and regains all its hit points. Only a *wish* spell can prevent this trait from functioning.

**Spellcasting.** The warden naga is a 15th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 18, +10 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following cleric spells prepared:

Cantrips (at will): *mending, sacred flame, thaumaturgy*

1st level (4 slots): *command, cure wounds, shield of faith*

2nd level (3 slots): *calm emotions, hold person, spiritual weapon*

3rd level (3 slots): *bestow curse, clairvoyance, magic circle*

4th level (3 slots): *banishment, death ward, freedom of movement*

5th level (2 slots): *flame strike, geas*

6th level (1 slot): *true seeing*

7th level (1 slot): *plane shift*

8th level (1 slot): *antimagic field*

## ACTIONS

**Bite.** *Melee Weapon Attack.* +10 to hit, 10 ft. reach, one target.

*Hit:* 14 (2d8 + 5) piercing damage, and the target must make a DC 18 Constitution saving throw, taking 81 (18d8) poison damage on a failed save, or half as much damage on a successful one.

**Spit Poison.** *Ranged Weapon Attack.* +10 to hit, 15/30 ft. range, one target. *Hit:* The target must make a DC 18 Constitution saving throw, taking 81 (18d8) poison damage on a failed save, or half as much damage on a successful one.



# NAGAJI

The nagaji are a race of ophidian humanoid with scaled skin that mimics the dramatic appearance of true nagas. Like serpents, they have forked tongues and lidless eyes, giving them an unblinking gaze that most other races find unnerving. Their physical forms are otherwise humanlike, raising wary speculation about their origins. It is widely believed that true nagas created them as a servitor race, through crossbreeding, magic, or both, and indeed nagaji revere nagas as living gods. Nagaji often inspire awe and fear among other humanoids, as much for their mysterious ancestry as for their talent for both swords and sorcery.

Most nagaji have scaly reptilian flesh—these scales are typically green, gray, or brown in hue, with colorful ridges of red, blue, or orange on their skulls or backs. Their ears and noses are flat, almost to the point of being nonexistent, while their eyes are those of serpents, ranging widely in color but tending toward golds, reds, yellows, and other warm hues. There are some nagaji who look much more human, with fine scales and even able to grow hair, usually braided to appear more human.

**Serpent Society.** Nagaji society places honor, devotion, and dedication above all else. Less charitable observers from outside such societies might call the nagaji “born slaves,” but the nagaji do not think of themselves as slaves to their naga overlords and point to the fact that they are free to make their own life decisions. Furthermore, when a naga oversteps its bounds as ruler of its people, the nagaji are no strangers to resistance or outright rebellion.

## NAGAJI WARRIOR

Medium humanoid (nagaji), chaotic neutral

**Armor Class** 13 (natural armor)

**Hit Points** 26 (4d8 + 8)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
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15 (+2)	11 (+0)	14 (+2)	10 (+0)	11 (+0)	11 (+0)
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**Skills** Athletics +4, Survival +2

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Draconic

**Challenge** 1/2 (100 XP)

**Resistant.** The nagaji warrior has advantage on saving throws against poison or becoming charmed or frightened.

**Serpent Affinity.** When the nagaji makes a Wisdom (Animal Handling) check to deal with any sort of reptile beast, it is considered proficient in the skill and adds double its proficiency bonus to the check, instead of its standard proficiency bonus.

## ACTIONS

**Spear.** *Melee or Ranged Weapon Attack:* +4 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage or 6 (1d8 + 2) piercing damage if wielded in two hands as a melee attack.

**Spit Venom.** *(Recharges after Short Rest) Ranged Weapon Attack:* +4 to hit, range 20/60 ft., one target. *Hit:* The target is blinded for 1 minute unless it succeeds on a DC 12 Constitution saving throw. The blinded creature can attempt a new save at the end of each of its turns, ending the effect on a success.



## NAGAJI MONK

Medium humanoid (nagaji), lawful evil

Armor Class 17 (natural armor)

Hit Points 52 (8d8 + 16)

Speed 40 ft.

**STR**   **DEX**   **CON**   **INT**   **WIS**   **CHA**

17 (+3)   14 (+2)   14 (+2)   10 (+0)   10 (+0)   15 (+2)

Saving Throws Con +4, Wis +2

Skills Animal Handling +3, Athletics +6, Perception +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Draconic

Challenge 3 (700 XP)

**Beguiling Presence.** The AC of the nagaji includes its Charisma bonus.

**Nimble.** On each of its turns, the nagaji can use a bonus action to take the Dash or Disengage actions.

**Resistant.** The nagaji warrior has advantage on saving throws against poison or becoming charmed or frightened.

**Serpent Affinity.** When the nagaji makes a Wisdom (Animal Handling) check to deal with any sort of reptile beast, it is considered proficient in the skill and adds double its proficiency bonus to the check, instead of its standard proficiency bonus.

**Serpentine Swiftess. (3/Day)** On its turn, the nagaji can use a bonus action to take the Dodge action.

## ACTIONS

**Multiattack.** The nagaji makes three melee attacks. It can replace one of its melee attacks with a ranged attack.

**Unarmed Strike.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) bludgeoning damage. If the target is a creature it must succeed on a DC 13 Strength saving throw or be knocked prone.

**Sling.** *Ranged Weapon Attack:* +5 to hit, range 30/120 ft., one target. *Hit:* 4 (1d4 + 2) bludgeoning damage.

**Spear.** *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or range 20/60 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage or 7 (1d8 + 3) piercing damage if wielded in two hands as a melee attack.

**Spit Venom. (Recharges after Short Rest)** *Ranged Weapon Attack:* +5 to hit, range 20/60 ft., one target. *Hit:* The target is blinded for 1 minute unless it succeeds on a DC 13 Constitution saving throw. The blinded creature can attempt a new save at the end of each of its turns, ending the effect on a success.

**Hypnotic Gaze. (Recharges after Long Rest)** One creature the nagaji can see that can also see it must succeed on a DC 12 Wisdom saving throw or be stunned by this magic until the start of the nagaji's next turn.

## REACTIONS

**Deflect Missiles.** When hit by a ranged weapon attack, the nagaji can reduce the damage taken by 1d10 + 6. If this reduces the damage to 0, the nagaji can catch the projectile and immediately throw it as a ranged weapon attack (+5 to hit) with a range of 20/60. It deals 6 (1d6 + 3) damage of a type appropriate to the projectile.



# NAT

These spirit creatures are vaguely humanoid and live in a sort of spiritual symbiosis with humanoid creatures, dwelling within the “spirit-world” of the Ethereal Plane much of the time in wavering reflection of mortal society on the Material Plane. Some nats are helpful and kind while others are cruel and malevolent, but all feel an ineffable kinship that tethers them to the mortal world. They seek offerings from those whose villages and cities overlap with their own, and many folk set up shrines in their houses (often on the southern portion of the home) in order to set out gifts of food or colorful offerings. These gifts may represent thankfulness or propitiation to avert a baneful nat’s wrath.

**Einsaung Nat.** These household guardians usually have brightly colored skin, often blue, yellow, or red, with a wild shock of tangled black hair. They are short and squat, around 3 feet tall and weighing 40 pounds, with long, sharp fingernails and fangs, yet despite their somewhat monstrous appearance they are kind and friendly creatures with a special fondness for children. They enjoy gifts of fruit and nuts and offer blessings to an entire household, sometimes granting advice or answers to questions written on tiny scraps of paper scattered around the house.

**Lu Nat.** These malicious spirits represent nats who have abandoned their relationship with the living, sometimes out of spite and sometimes out of despair and horror at the loss of families and villages once under their protection. Where einsaung nats are short, squat, and colorful, lu nats are faded, pale, and gaunt, seeming almost stretched out at 6 feet tall with gangly limbs. Their hair is shorter and is matted and patchy, while their faces are curious mixes of gentle innocence and hidden menace. They mostly lurk in or near graveyards and can be appeased with regular offerings of food or tiny treasures, but the lu nat enjoys inflicting pain and spreading terror and pestilence, and it seeks any excuse to unleash death upon those in its path.

## EINSAUNG NAT

*Small fey, chaotic good*

**Armor Class** 14 (natural armor)

**Hit Points** 14 (4d6)

**Speed** 20 ft.

**STR**   **DEX**   **CON**   **INT**   **WIS**   **CHA**

6 (-2)   17 (+3)   10 (+0)   13 (+1)   12 (+1)   13 (+1)

**Damage Resistances** fire, lightning; bludgeoning, piercing, or slashing weapons that aren’t magical or silvered

**Damage Immunity** poison

**Condition Immunities** poisoned

**Skills** History +3, Religion +3, Stealth +5

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Sylvan

**Challenge** 1 (200 XP)

**Detect Shapechangers.** An einsaung nat can sense the presence of shapechanging creatures at will by concentrating. This functions like *detect evil and good*, but it detects the presence of creatures with the shapechanger subtype. If the einsaung nat can see a shapechanged creature it detects, it can attempt an Intelligence saving throw with a DC equal to 10 plus the level of the spell used to change shape, or a DC of 5 plus the creature’s Challenge if it is a non-spell ability. If the save succeeds, the nat sees the creature’s true form.

**Home Guard.** When the einsaung nat casts *bless* inside a home where it has resided for at least 24 hours, it can affect up to six creatures and it need not concentrate to maintain the spell’s effect.

**Innate Spellcasting.** The einsaung nat’s innate spellcasting ability is Charisma (spell save DC 11). The nat can innately cast the following spells, requiring no material components:

At will: *bless*, *detect poison and disease*, *detect thoughts*, *etherealness* (self only), *invisibility* (self only)

1/day each: *divination*, *lesser restoration*, *magic circle*

**Spirit of Purity.** An einsaung nat is immune to disease, and it gains a +1 bonus on saving throws against spells and magical effects.



**Tool Tinker (1/Day).** An einsaung nat gains proficiency with any one tool. This proficiency remains until the einsaung nat completes a long rest.

## ACTIONS

**Claw. Melee Weapon Attack.** +5 to hit, reach 5 ft., one target. **Hit:** 1 (1d4 - 2) slashing damage.

## REACTIONS

**Cursed Claw.** When an enemy makes an attack roll, ability check, or saving throw, the nat gives that enemy disadvantage on the roll. The nat must have struck the enemy with its claw within the previous 1 minute.

## LU NAT

*Medium fey, chaotic evil*

**Armor Class** 14 (natural armor)

**Hit Points** 47 (10d6 + 10)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	13 (+1)	12 (+1)	13 (+1)	12 (+1)	13 (+1)

**Damage Resistances** fire, lightning; bludgeoning, piercing, or slashing weapons that aren't magical or silvered

**Skills** Intimidation +4, Stealth +4

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Sylvan

**Challenge** 4 (1,100 XP)

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

At will: *detect thoughts*, *etherealness* (self only), *hold person*, *invisibility* (self only)

1/day each: *blight*, *dream*, *stinking cloud*

**Rotting Aura.** The lu nat is immune to disease, but any living creature coming within or beginning its turn within 5 feet of the lu nat must make a DC 12 Constitution saving throw or become stricken with a random disease, as the *contagion* spell. In addition, this disease is magical in nature, and it does not end after 7 days unless the target has received a *remove curse*, *greater restoration*, or *dispel good and evil*. Each time a creature fails its saving throw against the lu nat's Rotting Aura, they take 3d6 necrotic damage and must make an additional Constitution save or decrease their maximum hit points by the same amount. If their maximum hit points are reduced to 0, they die.

## ACTIONS

**Multiattack.** The lu nat makes one bite attack and two claw attacks.

**Bite. Melee Weapon Attack.** +5 to hit, reach 5 ft., one target. **Hit:** 3 (1d4 + 1) piercing damage.

**Claw. Melee Weapon Attack.** +5 to hit, reach 5 ft., one target. **Hit:** 4 (1d6 + 1) slashing damage.

**Apparition of Horror.** If the lu nat hits a creature twice in the same round with its claws, the target must make a DC 12 Charisma saving throw or be disfigured into a hideous figure of whatever monstrous visage the lu nat can devise. This illusory disfigurement, from blue skin to elephantine features, rotting tusks, cracked parrot beak, or other changes, causes all allies of the target within 20 feet that witness their transformation to make a DC 12 Wisdom saving throw or become frightened for 1 round.



# NIAN

The nian is a ravenous creature that is equally at home in high mountain areas or in coastal seas. While a nian can subsist on nearly anything animal or vegetable, it prefers meat and savors the taste of humanoid flesh. A nian will venture into inhabited areas to prey on isolated settlements near its home, especially in deep winter, when prey and forage are scarce and humanoids are cloistered against the cold with stockpiles of food. The nian prefers to hibernate all winter long if it can, emerging ravenous to gorge itself on whatever it can catch and kill or raid from storage houses before returning to its lair.

Most nians have a rather dull intellect, but they are cunning and take great pride in their abilities as a predator. Nian consider other predators, especially other monstrosities, aberrations, and dragons, as competition. On occasion, brave and clever individuals have been able to deter a nian by playing on its pride. An individual might mention the terrible prowess of a competing predator and convince the nian to challenge it for the territory. The nian might also be convince to hunt more dangerous prey to demonstrate its might. Such measures may only be temporary. Once a nian has satisfied its pride by eliminating competing predators or wiping out larger, more difficult prey, it will return to hunt where food is easiest to find.

Settlements within a nian's hunting territory will attempt to protect themselves from attack by using the creature's inherent weaknesses against it. Festivals are held at the start of spring when the nian is likely to be abroad. Loud music is played on drums and horns. Houses and other buildings are draped in red decorations and fireworks are set off to deter the nian and convince it to seek food elsewhere.

## NIAN

*Huge monstrosity, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 161 (17d12+51)

**Speed** 50 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	12 (+1)	17 (+3)	7 (-2)	12 (+1)	14 (+2)

**Saving Throws** Con +6, Str +8, Wis +4

**Damage Vulnerabilities** thunder

**Skills** Athletics +8, Perception +4

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Common (can't speak)

**Challenge** 7 (2,900 XP)

**Color Aversion.** Nians have a deep-seated aversion to the color red. When confronted with a large amount of the color (a person wearing an entirely red outfit, a waving red flag, a field of red flowers, etc.), it recoils. Red objects don't harm the nian; they merely keep it at bay. A recoiling nian must stay at least 5 feet away from the red object and cannot touch or make attacks against the object or a creature near it. After 1 round, the nian can overcome its fear of the color and function normally if it succeeds a DC 15 Wisdom saving throw each round it is exposed to the color.





**Sensitive Eyes and Ears.** Nians find loud noises extremely painful. Whenever it takes thunder damage, it must succeed a DC 15 Wisdom saving throw or it must move at least 15 feet away from the source of the thunder damage. A nian that succeeds on this Wisdom saving throw typically attacks the source of the sound, attempting to destroy it or at least stop the noise. A nian has disadvantage on saving throws against being blinded by bright lights.

**Twisting Prowl.** Despite its apparent bulk, a nian is very agile and able to weave effortlessly through crowds across the battlefield. This erratic, undulating motion causes all opportunity attacks made against the nian to have disadvantage.

## ACTIONS

**Multiattack.** The nian makes one bite attack, two claw attacks, and one gore attack.

**Bite. Melee Weapon Attack.** +8 to hit, 1reach 5 ft., one target. **Hit:** 16 (2d10 + 5) piercing damage plus 7 (2d6) acid damage.

**Claw. Melee Weapon Attack.** +8 to hit, 1reach 5 ft., one target. **Hit:** 9 (1d8 + 5) slashing damage.

**Gore. Melee Weapon Attack.** +8 to hit, 1reach 5 ft., one target. **Hit:** 8 (1d6 + 5) piercing damage.

## A RECENT INVENTION

Though the namesake of Lunar New Year (nian literally means year in Chinese), this monster is a very recent invention that started in the early Republic of China era. Its weaknesses and attributes are a combination of other monsters, most notably one called shan-fire monkey (for its weaknesses), as well as the sun-eating dog (for appearance).



# ONI, BAKENEKO

A bakeneko oni stands 3 feet tall, with a lean build covered in fur the size of a human child but resembling 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. A bakeneko 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 are mocked by their larger giant oni kin and made to serve as spies and messengers, though whenever possible they seek to bully weaker creatures and threaten with the power of their oni kin, 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.



# ONI, GO-ZU

Go-zu oni are outwardly similar to other oni, with powerfully built humanoid bodies of prodigious size, but with the heads of beasts. A typical go-zu oni is 9 to 10 feet tall and weighs between 500 and 1000 pounds. Their skin is typically orange, gray, purple, or brown, and they favor wearing fine robes and well-crafted armor to mark their perceived station as creatures of power, wisdom, and cleverness.

Most oni on the Material Plane pursue their plans for power in the mortal world, but the go-zu oni retain more of their connection to their ancient progenitors in the Outer Planes. They are often encountered near planar gateways, whether intentionally created by diabolists and death cults of all kinds or simply naturally occurring thin spaces in the planar fabric. They travel back and forth between worlds and often consider themselves guardians and guides of the paths of the dead. They may be the first creatures encountered by planar travelers venturing into the realms beyond, and if not precisely benevolent they can be impartial servants who simply assist with the spiritual journey.

**Go-zu and Me-zu.** While many mortals see beast-headed giants and flee in terror without bothering to learn more about them, there are a variety of different beast-headed giants that mortals all lump together as go-zu oni. In fact, the go-zu oni (also called *niutou*) specifically refer to those oni with heads like horned bulls or oxen. Their most common kin, the me-zu oni (also called *mamian*) have heads like shaggy horses. Others are reported to have heads like predatory beasts, monkeys, or even insects. Whether this indicates a specific caste or rank is unclear but go-zu and me-zu oni often work together as messengers, battle leaders, guardians, and more, and their game statistics are identical.

**Soul-Stealers.** Many among the go-zu oni cleave more closely to their fiendish ancestors in their hellish realms, and they look for opportunities to enslave and kidnap mortals, spiriting them away into torment and judgment in the Lower Planes.

## ONI, GO-ZU

Large giant (*shapechanger*), lawful neutral

**Armor Class** 17 (chain mail)

**Hit Points** 144 (17d10 + 51)

**Speed** 30 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	14 (+2)	12 (+1)	20 (+5)

**Saving Throws** Dex +7, Con +10, Str +11

**Skills** Deception +13, Intimidation +13, Perception +5

**Senses** darkvision 60 ft., passive Perception 15, *see invisibility*

**Languages** Common, Giant

**Challenge** 9 (5,000 XP)

**Innate Spellcasting.** The go-zu oni's spell casting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

Constant: *see invisibility*

At will: *chromatic orb*, *invisibility*

3/day each: *fear*, *gaseous form*

1/day each: *contact other plane*, *plane shift*

**Magic Weapons.** The go-zu oni's weapon attacks are magical.

**Regeneration.** The go-zu oni regains 5 hit points at the start of its turn if it has at least 1 hit point.

## ACTIONS

**Multiattack.** The go-zu oni makes one attack with its gore and one attack with its greataxe.

**Gore (Oni Form Only).** *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

**Greataxe.** *Melee Weapon Attack.* +8 to hit, 10 ft. reach, one target. *Hit:* 28 (7d6 + 4) slashing damage, or 18 (4d6 + 4) slashing damage in Small or Medium form.

**Spit Copper (Recharges after Long Rest).** *Ranged Spell Attack.* +7 to hit, range 10/20 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage and 7 (2d6) fire damage. The target must make a DC 16 Dexterity saving throw or be restrained by the molten copper as it begins to harden. The target takes 1d6 fire damage at the beginning of each of its turns until it breaks free (escape DC 16).

**Change Shape.** The go-zu oni magically polymorphs into a Small or Medium humanoid or beast, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its greataxe, which shrinks so that it can be wielded in humanoid form. If the oni magus dies, it reverts to its true form, and its greatsword reverts to its normal size.



# ONI MAGUS

The oni magus, like all oni, is descended from evil spirits come to the Material Plane and clad in living flesh. The majority of oni are giants, though less common are goblinoid, kenku, and reptilian oni. Of course, as shapechangers oni magi can alter their appearance to infiltrate other societies and work their way into positions of leadership and influence. They may take command or serve leaders of their less-intelligent giant kin such as ogres, but some prefer to become lone marauders who hold villages hostage, demanding regular tribute in the form of gold, food, or captives, lest they take more than they ask.

## ONI MAGUS

*Large giant (shapechanger), lawful evil*

**Armor Class** 17 (chain mail)



**Hit Points** 153 (18d10+54)

**Speed** 30 ft., fly 30 ft.

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STR	DEX	CON	INT	WIS	CHA
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19 (+4)	12 (+1)	16 (+3)	14 (+2)	12 (+1)	20 (+5)
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**Saving Throws** Cha +8, Con +9, Str +9

**Skills** Arcana +10, Deception +13, Perception +5

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common, Giant

**Challenge** 10 (5,900 XP)

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**Innate Spellcasting.** The oni magus' spell casting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *darkness, invisibility*

3/day each: *charm person, cone of cold, gaseous form, sleep*

**Magic Weapons.** The oni magus's weapon attacks are magical.

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

## ACTIONS

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**Multiattack.** The oni magus makes two attacks with either two claws or one attack with its greatsword.

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

**Greatsword.** *Melee Weapon Attack.* +8 to hit, 10 ft. reach, one target. *Hit:* 32 (8d6 + 4) slashing damage, or 18 (4d6 + 4) slashing damage in Small or Medium form.

**Change Shape.** The oni magus magically polymorphs 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. The only equipment that is transformed is its greatsword, which shrinks so that it can be wielded in humanoid form. If the oni magus dies, it reverts to its true form, and its greatsword reverts to its normal size.

# 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 (shapechanger), 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).



# ORANG-PENDAK

Orang-pendaks are a rare offshoot of the sasquatch species that dwells in remote mountainous jungles. Elusive and shy, they are rarely seen by other races. Given their friendship with apes (gibbons and orangutans in particular) and their hunched posture and shaggy fur—ranging from tawny or reddish to dark brown or black—they are often mistaken for those beasts at a distance. Orang-pendaks range from 3 to 5 feet tall as adults, weighing up to 150 pounds, and they are quite strong for their size.

**Migratory Survivors.** Within their remote holds, Orang-pendaks cluster together into seminomadic tribes, hunting and gathering in a region until food and game becomes scarce, then moving on to the next area. Many tribes follow a regional pattern to this migration, allowing parts of the jungle to repopulate and gathering only enough substance so as not to disrupt the land's ability to recoup the losses.

Orang-pendaks are largely herbivorous, but sometimes hunt with spears, clubs, and bolas. Orang-pendaks train apes and monkeys to hunt and fight for them, but despite the friendship and similar appearance, the species are not closely related.

## ORANG-PENDAK

*Small humanoid (sasquatch), neutral*

**Armor Class** 13 (natural armor)

**Hit Points** 88 (16d6+32)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	13 (+1)	14 (+2)	6 (-2)	12 (+1)	10 (+0)

**Saving Throws** Con +4, Str +5

**Skills** Athletics +7, Stealth +5

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Sasquatch

**Challenge** 1 (200 XP)

**Backwards Feet.** The orang-pendak has backwards feet, making it difficult to track. All Wisdom (survival) ability checks made to track the orang-pendak have disadvantage.

**Forest Walker.** The orang-pendak has advantage on Strength (Athletics) and Dexterity (Stealth) ability checks made while in the forest.

## ACTIONS

**Spear.** *Melee or Ranged Weapon Attack.* +5 to hit, reach 5 ft. or 20/60 ft. range, one target. *Hit:* 6 (1d6 + 3) piercing damage.



# PAPINIJUWARI

Racing across the skies and preying on diseased humanoids of all kinds, the merciless, cyclopean papinjuwaris are the hated cousins of cloud giants. Even evil cloud giants regard papinjuwaris with disdain, as their hunting practices offend the more “refined” giants’ delicate sensibilities. A full-grown papinjuwari stands about 20 feet tall and weighs nearly 6,000 pounds.

**Plague Bringers.** Papinjuwaris are agents of death and pestilence, feeding off of the suffering they help to spread. In some humanoid cultures, the sight of a shooting star heralds the arrival of the dreaded papinjuwaris, who invisibly stalk through settlements at night, hastening the progression of diseases.

## PAPINIJUWARI

*Huge giant, neutral evil*

**Armor Class** 19 (natural armor)

**Hit Points** 310 (20d12+180)

**Speed** 20 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
30 (+10)	18 (+4)	29 (+9)	17 (+3)	18 (+4)	15 (+2)

**Saving Throws** Str +15, Con +14

**Skills** Athletics +15, Stealth +9

**Senses** darkvision 60 ft., passive Perception 14

**Languages** Auran, Common, Giant

**Challenge** 16 (15,000 XP)

**Aura of Fecundity.** A papinjuwari’s mere presence is enough to empower diseases. Any creature within 300 feet of the papinjuwari that must make a saving throw against a disease (including the *contagion* spell) has disadvantage on the saving throw.

**Innate Spellcasting.** The papinjuwari’s

spell casting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *invisibility*

## ACTIONS

**Multiattack.** The papinjuwari makes two club attacks.

**Club. Melee Weapon Attack.** +15 to hit, reach 5 ft., one target.

**Hit:** 36 (4d12 + 10) bludgeoning damage and 7 (2d6) fire damage and 7 (2d6) necrotic damage.

**Devour Disease (3/Day).** A papinjuwari can suck the life force out of a diseased creature within 30 feet. An affected creature must succeed at a DC 18 Constitution saving throw or take 49 (9d10) necrotic damage. The papinjuwari heals an amount of hit points equal to the damage taken.

**Shooting Star.** A papinjuwari can fly at a speed of 300 feet. The papinjuwari can use this ability only outside at night, and must be at least 500 feet above the ground to do so. It must also hold a lit torch while doing so; the torch need not be magical, and while held by the papinjuwari, the torch’s flame is not subject to mundane effects that would extinguish it, such as the wind.



# PENANGGALAN

The hideous penanggalen is one of the most horrific vampiric monstrosities. By day, a penanggalen appears to be a normal humanoid, but at night or when provoked, the creature's head rips free from the rest of her body, coils of viscera and entrails dangling from her throat as she launches into the air, seeking blood to sate her unholy thirst.

**Willful Undeath.** Unlike most undead, the penanggalen is more akin to the lich in that she willfully abandons both her mortality and morality to become a hideous undead monster. While penanggalens are traditionally female spellcasters, any creature capable of performing the vile ritual of transformation can become one. Similar to a lich, a creature works toward becoming a penanggalen. More than one such transformation ritual exists, but all require heinous acts that symbolize the casting aside of kindness, benevolence, and any semblance of feelings other than cruelty. Many of these rituals call for the repeated consumption of blood, bile, tears, and other fluids drawn from captured and tortured innocents.

**Vinegar Vat.** A penanggalen keeps a vat of vinegar in her lair. When returning from a night of feeding, a penanggalen's organs are swollen with blood. In order to fit back into her body, the penanggalen must soak for 1 hour in this vat of vinegar. Once reduced, a penanggalen slides back into her body. If a penanggalen is slain away from her body, the body rapidly deteriorates into foul-smelling grit.

## PENANGGALAN

*Medium undead, neutral evil*

**Armor Class** 16 (natural armor)

**Hit Points** 121 (22d8+22)

**Speed** 20 ft. (with body), fly 60 ft. (without body)

**STR DEX CON INT WIS CHA**

14 (+2) 16 (+3) 12 (+1) 12 (+1) 15 (+2) 22 (+6)

**Saving Throws** Str +5, Con +4, Wis +5

**Damage Resistance** cold, fire; bludgeoning, piercing, and slashing damage from weapons not made silver

**Damage Immunities** poison

**Condition Immunities** poisoned

**Skills** Deception +9, Intimidation +9

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Abyssal, Common

**Challenge** 8 (2,300 XP)

**Innate Spellcasting.** The penanggalen's spell casting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

At will: *detect magic*, *read magic*

3/day each: *bane*, *cause fear*, *obscuring mist*

1/day each: *darkness*, *false life*, *hold person*

**Light Sensitivity.** The penanggalen is weakened when separated and exposed to bright light, reducing its hit points by 7 (2d6) at the end of every turn it remains in this state.

**Separate.** During the day, a penanggalen has the same appearance as it did in life and does not detect as undead (though she is still an undead creature). At night, it can detach its head. Its physical but now hollow body exists as dead flesh but can be destroyed if it suffers damage equal to the penanggalen's normal hit point total. Before a penanggalen can return to its body, it must soak its entrails in vinegar for 1 hour—it can then reattach to its body, at which point any damage done to the body immediately heals (although damage the penanggalen itself suffered remains). A penanggalen whose body is destroyed can never again walk the day in living form but is otherwise unharmed (save for no longer having a safe way to travel in direct sunlight). When a penanggalen wears its body, it cannot use its Bite attack or its fly speed.

## ACTIONS

**Bite.** *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 16 (4d6 + 2) piercing damage plus 28 (8d6) necrotic damage. If the penanggalen kills a female humanoid with its Bite attack, the humanoid rises as a manananggal under the penanggalen's control the next sunset. This manananggal is under the command of the penanggalen who created it and remains enslaved until that penanggalen's destruction. The penanggalen can have no more than 3 manananggal under its control at any time.





# PIPEFOX

A pipefox is a foot-long, furry, magical snake with the head of a fox. Often found either climbing in trees or snaking around pipes, these curious and stealthy creatures prefer to skulk about to observe and learn. Neither malicious nor particularly beneficial, pipefoxes love to gather knowledge and sometimes disseminate what they've acquired to those they find worthy. Desirous of knowledge, no matter how obscure, these creatures only see other like-minded creatures worthy of their interaction. Though they might become curious about a tribe of barbarians, take sudden interest in learning the cant of a local group of thieves, or even study the method of distribution for the local brewery, they watch such things from a distance, never interacting with such "lesser minds." But if a pipefox finds a creature that loves knowledge as much as it does, it becomes intrigued, and after spending a period of time observing such a creature, will eventually muster up the courage to make the relationship more personal. Many pipefoxes are especially intrigued by spellcasters, and sometimes they offer to serve them as either familiars or confidants.

**Magical Secrets.** Pipefoxes are secretive by nature, and even when they make themselves known, they can be shy and evasive, both physically and intellectually. They often see knowledge as a type of spiritual currency and are hesitant to give their knowledge away unless they gain something in return.

Some believe pipefoxes are the spirits of legendary scribes and lore masters given new form. Others believe the creatures are related to kami and serve to preserve the world's knowledge.

## PIPEFOX

*Tiny monstrosity, neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 60 (40d4+40)

**Speed** 30 ft., climb 20 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	16 (+3)	9 (-1)	14 (+2)	11 (+0)	14 (+2)

**Saving Throws** Con +1, Cha +4

**Skills** Arcana +4, Religion +4, Stealth +5

**Senses** darkvision 60 ft., passive Perception 10

**Languages** Common, Draconic

**Challenge** 3 (700 XP)

**Innate Spellcasting.** The pipefox's spell casting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

At will: *comprehend languages*

3/day each: *augury*, *invisibility*

1/day each: *detect thoughts*, *greater invisibility*

## ACTIONS

**Multiattack.** The pipefox makes two bite attacks.

**Bite.** *Melee Weapon Attack.* +4 to hit, reach 5 ft., one target. *Hit:* 1 piercing damage and 9 (2d8) psychic damage, or half as much on a successful DC 12 Charisma saving throw.

**Startling Fact.** The pipefox can speak true, unknown fact about a creature it sees within 30 feet. If the creature can understand the pipefox, it must make a DC 13 Wisdom saving throw or be stunned for 1 round and frightened for 1 round after that.



# PISACHA

Like the rakshasa, a pisacha is an evil spirit made flesh. Where the rakshasas are the embodiment of decadence and materialistic evil, pisachas are the reincarnated spirits of taboo-violators, the truly deranged and perverse, those who reveled in evil for evil's sake.

Pisacha feast on dead humanoid flesh, and so are often found near charnel houses, fresh battlefields, and other areas where the recently dead are common. They delight in taking control of humanoids and making them engage in terrible acts against their will, especially in front of others of their kind. The emotional trauma this causes is a secondary form of nourishment for them, though they do it just as often for entertainment and invigoration. Strange cases of panic, rioting, hysteria, and mass murder are often the product of several pisachas working together to orchestrate a grand production of mayhem.

## PISACHA

*Medium fiend, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 142 (19d8+57)

**Speed** 30 ft.

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

**Saving Throws** Dex +5, Wis +4

**Damage Immunities** poison

**Condition Immunities.** poisoned

**Skills** Deception +6, Stealth +6

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Abyssal, Common

**Challenge** 5 (1,800 XP)

**Innate Spellcasting.** The pisacha's spell casting ability is Charisma (spell save DC 14). It can innately cast the following spells, requiring no material components:

At will: *invisibility*

1/day: *dominate person*

**Feed on Anguish.** When a creature under the effects of the pisacha's *dominate person* spell is made to perform an act it considers abominable (a human made to commit cannibalism, for example) the pisacha can feed on its emotional turmoil. As long as the pisacha is within 10 feet of its victim when it commits the act, the pisacha is invigorated, gaining advantage on all attack rolls, saving throws, and ability checks for 1 minute.

## ACTIONS

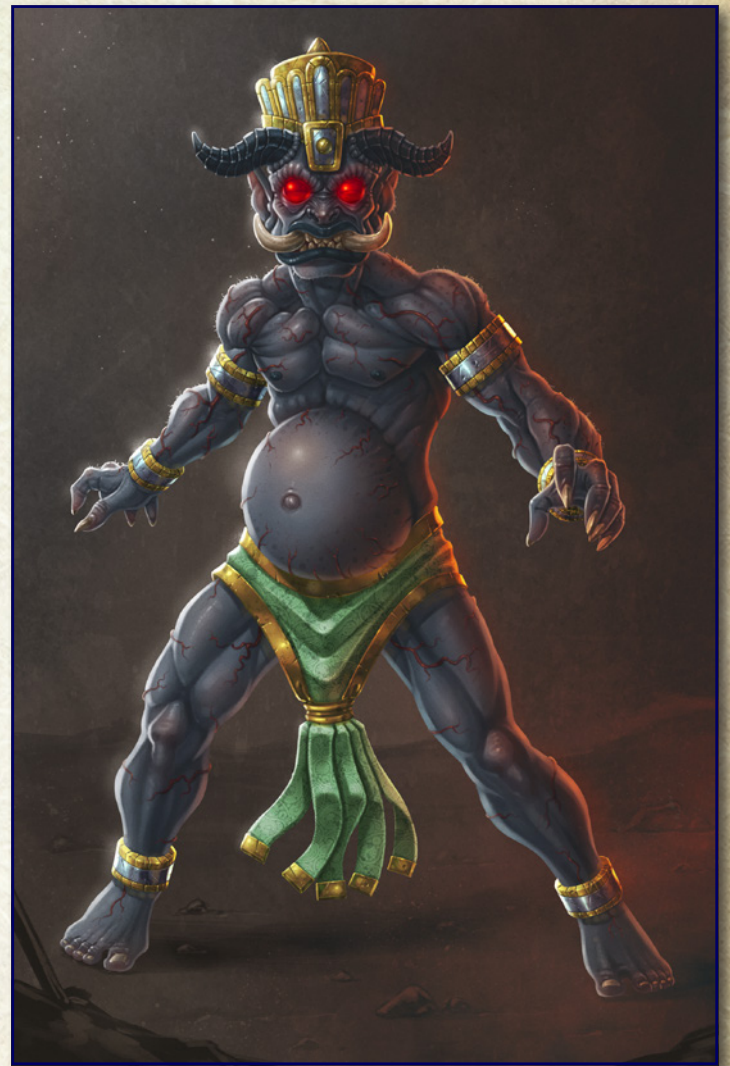
**Multiattack.** The pisacha makes one bite attack and two claw attacks.

**Bite.** *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target. *Hit:* 13 (2d10 + 2) piercing damage

**Claw.** *Melee Weapon Attack.* +5 to hit, reach 5 ft., all targets within reach. *Hit:* 11 (2d8 + 2) slashing damage.

## REACTIONS

**Sons of Anger.** When a humanoid under the effects of the pisacha's *dominate person* spell commits an act in front of witnesses that they consider disgusting, heinous, or otherwise taboo, the pisacha can amplify their feelings. All such witnesses must succeed a DC 15 Wisdom saving throw or spend the next 1d4 rounds attacking the creature under the effects of *dominate person*. A creature attacking the dominated creature can attempt a new saving throw at the end of each of its turns to end this effect.



# POLONG

Polongs are the spirits of murderers who have been magically bound to a bottle. Whoever possesses a polong's bottle can command the creature to carry out murderous acts. Necromancers, cultists, and assassins sometimes use polongs to perform assassinations from afar. Commanding polongs is dangerous, however, as their desire to kill makes them turn on their own masters if given the chance. When a polong's bottle is opened, the creature manifests as a blood-drenched spirit with hands transformed into long claws. Its thirst for violence and murder twists its distorted features into a hateful visage. Polongs remember little of their past lives, their own thoughts turned to committing the heinous acts commanded by their masters.

## POLONG

*Medium undead, neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 209 (22d8+110)

**Speed** fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	20 (+5)	13 (+1)	14 (+2)	24 (+7)

**Saving Throws** Con +9, Wis +6

**Damage Immunities** poison

**Condition Immunities** charmed, frightened, poisoned

**Skills** Deception +11, Persuasion +11

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common

**Challenge** 10 (5,900 XP)

**Blood Slick.** Whenever the polong moves, it leaves a trail of blood in each space it passes over that lasts for 1 round before drying. Creatures passing over these squares must succeed a DC 16 Dexterity saving throw or be affected as if they stepped in the area of a *grease* spell.

**Bottle Bound.** A polong is bound to a bottle as part of the ritual to create it. A polong must remain within 1 mile of its bottle and regains 18 (4d8) hit points for each hour it spends inside its bottle. If a polong's bottle (Armor Class 11, 1 hit point) is destroyed, the polong is considered stunned until the bottle reforms in 24 hours. Once per day, a creature that possesses a polong's bottle can attempt to take control of the polong for 24 hours as if the polong were under the effect of a *dominate monster* spell. The polong can attempt a DC 15 Wisdom saving throw to negate this effect. A creature that's controlling the polong is immune to its Murderous Intent trait.

**Murderous Intent.** A polong generates a seething aura of unrestrained violence and malicious intent. Any creatures that come within 120 feet of the polong must succeed a DC 16 Wisdom saving throw or become frightened. A frightened creature can attempt a new saving throw at the end of each of its turns. A creature that succeeds its saving throw is immune to the polong's aura for 24 hours.

## ACTIONS

**Necrotic Touch.** *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 66 (12d10) necrotic damage.

**Bloody Possession (Recharge 6).** One humanoid that the polong can see within 5 ft. of it, that is not at its maximum hit point value, must succeed on a DC 16 Charisma saving throw or be possessed by the polong; the polong then disappears, and the target is incapacitated and loses control of its body. The polong now controls the body but doesn't deprive the target of awareness. The polong can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies. The possession lasts until the body drops to 0 hit points, the polong ends it as a bonus action, or the polong is turned or forced out by an effect like the *dispel evil and good* spell. When the possession ends, the polong reappears in an unoccupied space within 5 ft. of the body. The target is immune to this polong's Bloody Possession for 24 hours after succeeding on the saving throw or after the possession ends.



# QUYRUA

Quyrua are guardians of riverways and inland settlements bordering rivers or lakes. They resemble an oversized turtle with a brilliant shell of vibrant color, though the shell's most distinctive feature is that it is punctured by an impressive weapon. The quyrua's eyes show a measure of sentience and the glimmer of eternal patience. 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.

**Bearers 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.

## QUYRUA

*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 +5, 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 quyrua 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:* +6 to hit, reach 5 ft., one target. *Hit:* 17 (4d6 + 3) 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.



# RAKSHASA AMBARI

Horrors born from the depths of endless jungles, the ambari are undead elephants granted terrible powers through necromantic rites of the wicked rakshasa. Massive and terrifying, many of these earth-shaking undead behemoths retain the exotic trappings and elegant finery of the princes who once doted upon them. The glory of such beasts is long forgotten, though, as most serve as unholy slaves and fearless beasts of war for uncaring necromancers who have learned the secrets of their creation or directly under the rod of the immortal rakshasa rajahs.

## RAKSHASA AMBARI

*Huge undead, chaotic evil*

**Armor Class** 16 (natural armor)

**Hit Points** 187 (15d12+90)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	13 (+1)	22 (+6)	1 (-5)	10 (+0)	10 (+0)

**Saving Throws** Str +10, Con +9

**Damage Immunities** poison

**Condition Immunities** poisoned

**Skills** Athletics +10

**Senses** darkvision 60 ft., passive Perception 10

**Languages** –

**Challenge** 8 (3,900 XP)

**Spectral Howdah.** A rakshasa ambari is surrounded by the ghostly vestiges of long-dead warriors that once fought alongside it and mounted upon it. As a result, any creatures that are not adjacent to the rakshasa ambari have disadvantage on melee and ranged weapon attacks against the rakshasa ambari.

## ACTIONS

**Multiattack.** The rakshasa ambari makes one gore attack and two stomp attacks.

**Gore.** *Melee Weapon Attack.* +10 to hit, 1 reach 5 ft., one Large target or two adjacent Medium or smaller targets. *Hit:* 18 (2d10 + 7) piercing damage.

**Stomp.** *Melee Weapon Attack.* +10 to hit, reach 10 ft., one target. *Hit:* 18 (2d10 + 7) bludgeoning damage. If the target is a creature, it must succeed a DC 16 Strength saving throw or be knocked prone.

**Terrifying Trumpet (5–6).** All living creatures within 60 feet of the rakshasa ambari must succeed a DC 16 Wisdom saving throw or take 13 (3d8) psychic damage and become frightened. A frightened creature can attempt another saving throw at the end of each of their turns in order to end this condition.



# RAKSHASA, MAHARAJA

Each maharaja is unique, the process of its evolution granting it strengths and weaknesses that differentiate the being from all before it. Over its lifetimes, its path teaches it myriad lessons and grants distinctive powers. A typical maharaja is a master of divination, enchantment, and illusion. Other maharajas master various other techniques, such as necromancy or conjuration. As a maharaja continues to grow in malignant might, its powers outstrip those even of its peers. It might ultimately ascend to the rank of rajadhiraja—a king of kings.

## RAKSHASA, MAHARAJA

Medium fiend (*shapechanger*), lawful evil

**Armor Class** 19 (natural armor)

**Hit Points** 594 (41d8+369)

**Speed** 40 ft., fly 30 ft.

**STR** **DEX** **CON** **INT** **WIS** **CHA**

26 (+8) 28 (+9) 29 (+9) 25 (+7) 22 (+6) 30 (+10)

**Damage Immunities** bludgeoning, piercing, and slashing damage from nonmagical attacks

**Damage Vulnerabilities** piercing from magic weapons wielded by good creatures

**Skills** Arcana +16, Deception +19, History +16, Intimidation +19, Perception +15, Persuasion +19

**Senses** darkvision 60 ft., passive Perception 25

**Languages** Abyssal, Common, Infernal, Undercommon

**Challenge** 30 (155,000 XP)

**Innate Spellcasting.** The maharaja rakshasa's spell casting ability is Charisma (spell save DC 26). It can innately cast the following spells, requiring no material components:

Constant: *true seeing*

At will: *charm person*, *detect thoughts*, *disguise self*, *dispel magic*, *fear*, *haste*, *tongues*

3/day each: *dominate person*, *dimension door*, *mirror image*, *phantasmal killer*

1/day each: *dominate monster*, *mind blank*, *weird*

**Limited Magic Immunity.** The maharaja rakshasa can't be affected or detected by spells of 7th level or lower unless it wishes to be. It has advantage on saving throws against all other spells and magical effects.

**Mindslaver.** The maharaja rakshasa is experienced in warping the minds of others. Creatures have disadvantage on saving throws against spells and abilities the maharaja rakshasa uses which would cause them to be charmed or frightened.

## ACTIONS

**Multiattack.** The maharaja rakshasa makes four claw attacks, or it can cast a spell and make one claw attack

**Claw. Melee Weapon Attack.** +17 to hit, reach 5 ft., one target. *Hit:* 53 (8d10 + 9) slashing damage, and the target is cursed if it is a creature. The magical curse takes effect whenever the target takes a short or long rest, filling the target's thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic.

**Forced Reincarnation (1/Day).** The maharaja rakshasa can choose a humanoid that it sees within 60 feet. It must succeed a DC 25 Charisma saving throw or die then immediately be brought back to life in the same place in a new body as per the *reincarnate* spell.

**Shapechanger.** The maharaja rakshasa can take the shape of any Medium or smaller humanoid or transform into its natural form.

## REACTIONS

**Switch.** When it is attacked, the rakshasa maharaja chooses one ally within 60 feet and switches places with it, each teleporting to the other's location. The maharaja can use its *disguise self* or *shapechanger* ability as part of this reaction to assume the appearance of its ally, and if its ally has a similar ability it can use it as a free action to assume the appearance of the maharaja. The attack is then resolved against the disguised ally rather than the maharaja itself.

## LEGENDARY ACTIONS

The maharaja rakshasa can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The maharaja rakshasa regains spent legendary actions at the start of its turn.

**Cast a Spell (Costs 3 Actions).** The rakshasa maharaja casts a spell from its list of innate spells, consuming a use of the spell as normal.

**Charming Gaze (Costs 2 Actions).** The maharaja rakshasa can focus its gaze on one creature which must succeed a DC 21 Wisdom saving throw or become charmed by the maharaja rakshasa. A charmed creature can attempt a saving throw at the end of each of its turns to end the condition.

**Know Spells.** The maharaja rakshasa can choose a creature within 60 feet that it can see. That creature must make an Intelligence saving throw. If it fails, the maharaja rakshasa knows all of the spells that it can cast and all spells that are currently affecting it, if any.

**Warp Mind.** The maharaja rakshasa can twist a creature's mind so that it is wracked with unbearable pain. A creature within 60 feet of the maharaja rakshasa must succeed a DC 21 Intelligence saving throw or take 7 (2d6) psychic damage and be stunned for 1 round.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), the rakshasa maharaja can take a lair action to cause one of the following magical effects; the rakshasa can't use the same effect two rounds in a row:

- A sweetly scented invisible vapor fills the halls of the lair. All living creatures in the lair must succeed on a DC 21 Wisdom saving throw or have disadvantage on saving throws against enchantment spells until initiative count 20 on the next round.
- The rakshasa maharaja summons a **rakshasa**<sup>SRD</sup> or rakshasa ambari, which appears in an unoccupied space within 60 feet and faithfully serves the maharaja for 1 hour or until slain. The maharaja cannot have more than three summoned rakshasas or ambaris at a time.
- The rakshasa maharaja surrounds itself with a mantle of divine radiance that demands worship and obeisance. All living creatures within 120 feet of it other than rakshasa must succeed on a DC 21 Wisdom saving throw or fall prone and be incapacitated with a speed of 0 until initiative count 20 on the next round.
- The rakshasa blesses all allies that can see or hear it within 60 feet. They regain 10 hit points and can add 1d4 to the result of one attack roll, ability check, or saving throw before the end of their next turn. If they are charmed or frightened, they can forgo these benefits to immediately make a new saving throw to end that effect.
- The rakshasa maharaja can cast *scrying* on any creature within its lair, or any creature that has failed a saving throw against its *dominate person* or *dominate monster* ability within the past week regardless of range. This does not have the normal 10-minute casting time, but it only maintains concentration on the *scrying* for 1 round. If the creature fails its saving throw against the maharaja's *scrying*, it can send a message to the target of up to 25 words, as if it had cast *sending*.

## REGIONAL EFFECTS

The region containing a rakshasa maharaja's lair is warped by the fiend's magic, which creates one or more of the following effects:

- Creatures hostile to the rakshasa maharaja can't recover from exhaustion after a long rest while within 1 mile of its lair, and each night it must succeed on a DC 21 Wisdom saving throw or be affected as a *dream* spell.
- The rakshasa maharaja cloaks the traps protecting its lair with clever illusions. Wisdom (Perception) checks to detect traps within the lair are made with disadvantage.
- Creatures who spend 1 week within 10 miles of the rakshasa maharaja begin leaving small offerings out at night, whether of food, incense, valuables, or even a bowl of blood, to appease the rakshasas.



# RAKSHASA, RAKTAVARNA

Made up of smoke, blood, and gold, raktavarnas are the least of the rakshasas—they are born not from humanoids, but from the souls of rakshasas who failed utterly in their previous incarnation and who are thus reborn from a serpent's egg. These terrors drift through society, passing from hand to hand as weapons or strange tokens from foreign lands, curiosities brought home by traders and emissaries and given to leaders as tribute. **Rakshasas**<sup>SRD</sup> often give out raktavarnas as gifts to their minions, who do not even realize the weapon, trinket, or treasure they have received is a fiendish spy. In this manner, the raktavarnas gain entry into corridors of power throughout the world, and what they see, their foul masters know. A raktavarna's servitude to a master ends only when its master decrees, or (more commonly) upon the master's death. Little disconcerts raktavarnas more than having no master, and when they are cast adrift in this manner, they seek a replacement as soon as they can.

## RAKTAVARNA

*Tiny fiend (shapechanger), lawful evil*

**Armor Class** 13 (natural armor)

**Hit Points** 108 (24d4+48)

**Speed** 30 ft.

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STR	DEX	CON	INT	WIS	CHA
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7 (-2)	16 (+3)	15 (+2)	12 (+1)	13 (+1)	14 (+2)
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**Damage Vulnerabilities** piercing from magic weapons wielded by good creatures

**Skills** Stealth +5

**Senses** darkvision 60 ft., passive Perception 11

**Languages** Common, Infernal

**Challenge** 3 (700 XP)

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**Innate Spellcasting.** The maharaja raktavarna's spell casting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring no material components:

1/day each: *charm person*, *nondetection*, *suggestion*

## ACTIONS

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**Bite.** *Melee Weapon Attack.* +5 to hit, reach 5 ft., one target.

*Hit:* 1 piercing damage, and the target must make a DC 13 Constitution saving throw, taking 11 (2d10) poison damage on a failed save, or half as much damage on a successful one.

**Shapechanger.** A raktavarna rakshasa can take the shape of a handheld object, most often an ornamental light, a one-handed weapon, or a piece of treasure. If the raktavarna rakshasa remains stationary in such a form, it can attempt Dexterity (Stealth) checks even while being observed. It can remain motionless in object form indefinitely, but reverts to its true form as soon as it takes any action.





# ROKUROKUBI

Rokurokubis are evil, sorcerous humanoids with malevolent origins and even viler intentions. Always taking the form of women, rokurokubis seek to spread as much mayhem and despair as possible, using their wicked magic to ruin lives, tear families apart, and at worst, maim and murder innocents. Such monsters make their homes within civilized societies and disguise themselves as simple commoners, but they take the form of monstrous hags with serpentine throats during the night (and even in the shadow of daylight should the mood strike them), and delight in the taste and feeling of warm blood running down their gullets.

At first glance, a rokurokubi looks much like any ordinary human woman. Upon closer inspection, however, her frail appearance and sickly hued skin (often tinged pale blue or muted green) begin to hint at the being's true nature if she does not cover her flesh with makeup or wear concealing clothing like elaborate gowns with gloves or draping sleeves. When a rokurokubi reveals her monstrous ability to stretch her neck to inhuman lengths or begins to weave her arcane sorcery, there can be no doubt as to her sheer otherworldliness. When she wills it, a rokurokubi may snake her long, rubbery neck up to 20 feet from her body. Down the length of this otherwise smooth, fleshy appendage, evenly spaced vertebrae show as sickening knobbls, lending further grotesqueness to the creature's already disturbing appearance. Her jagged teeth can likewise be shortened or lengthened at will. When her neck is not distended from her body, a rokurokubi is 5-1/2 feet tall and weighs 150 pounds.

## ROKUROKUBI

*Medium monstrosity, lawful evil*

**Armor Class** 19 (natural armor)

**Hit Points** 273 (26d8+156)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	23 (+6)	22 (+6)	15 (+2)	12 (+1)	21 (+5)

**Saving Throws** Cha +18, Con +19, Str +19

**Skills** Athletics +19, Perception +16

**Senses** darkvision 120 ft., passive Perception 26

**Languages** Aklo, Common

**Challenge** 14 (11,500 XP)

**Nightfall Aura.** A rokurokubi can create an aura of *darkness* and *silence* (as per the spells) with a radius of 15 feet. The rokurokubi is immune to the effects of her aura. These aura effects can be dispelled as if they were spells but the rokurokubi can activate or suppress this ability as a bonus action.

**No Sleep.** A rokurokubi does not sleep and is immune to any effects that would make her fall asleep.

**Spellcasting.** The rokurokubi is a 15th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 18, +10 to hit with spell attacks), and it needs only verbal components to cast its spells. It has the following sorcerer spells prepared:

Cantrips (at will): *dancing lights, mage hand, poison spray*

1st level (4 slots): *color spray, fog cloud, magic missile*

2nd level (3 slots): *alter self, blur, mirror image*

3rd level (3 slots): *counterspell, fear, haste*

4th level (3 slots): *banishment, blight, confusion*

5th level (2 slots): *cone of cold, wall of stone*

6th level (1 slot): *circle of death*

7th level (1 slot): *finger of death*

8th level (1 slot): *power word stun*

## ACTIONS

**Multiattack.** The rokurokubi makes one bite attack and two claw attacks.

**Bite.** *Melee Weapon Attack.* +8 to hit, 20 ft. reach, one target.

*Hit:* 37 (6d10 + 4) piercing damage.

**Claws.** *Melee Weapon Attack.* +8 to hit, 5 ft. reach, one target.

*Hit:* 26 (5d8 + 4) piercing damage.



# SHINIGAMI

Feared as truly impartial and merciless harbingers of death, shinigamis are relentless in their pursuit of dispensing quick and just deaths upon those who would seek to disrupt the delicate balance of life. Unlike other, more sinister bringers of doom, shinigamis do not take pleasure in their work and do not seek to impose suffering—although there are exceptions. Some individuals, aptly described by their kin as “rogue shinigamis,” subscribe to either more merciful or more despicable forms of execution and are either lawful good or lawful evil. Victims who have had their lives spared by kind shinigamis praise the angels of death for their clemency and willingness to listen to the victims’ plight, while other dastardly survivors have successfully cheated or bribed their way out of death by manipulating credulous or less honorable shinigami. A shinigami is 9 feet tall and weighs 130 pounds.

## SHINIGAMI

*Large celestial, lawful neutral*

**Armor Class** 19 (natural armor)

**Hit Points** 432 (32d10+256)

**Speed** 30 ft., fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	20 (+5)	26 (+8)	17 (+3)	22 (+6)	30 (+10)

**Saving Throws** Str +13, Dex +12, Wis +13

**Damage Resistance** acid, fire; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, frightened, petrified, poisoned

**Skills** Intimidation +17, Perception +13, Persuasion +17

**Senses** darkvision 60 ft., passive Perception 23

**Languages** Celestial, Common, Draconic, Infernal

**Challenge** 21 (33,000 XP)

**Death Everlasting.** A creature killed by the shinigami can only be brought back to life with *true resurrection* or *wish*.

**Inevitability.** A shinigami that successfully attacks a creature has advantage on attack rolls against that creature for the next 24 hours.

**Innate Spellcasting.** The shinigami’s spell casting ability is Charisma (spell save DC 25). It can innately cast the following spells, requiring no material components:

At will: *detect good and evil*, *tongues*, *true seeing*

3/day each: *screaming*

1/day each: *holy aura*

**Legendary Resistance (3/Day).** If the shinigami fails a saving throw, it can choose to succeed instead.

**The End.** If the shinigami scored a critical hit, the shinigami rolls its damage dice three times.

## ACTIONS

**Multiattack.** The shinigami makes three scythe attacks.

**Scythe. Melee Weapon Attack.** +13 to hit, 10 ft. reach, one target.

**Hit:** 33 (5d10 + 6) bludgeoning damage plus 17 (5d6) necrotic damage.



# SRIN-PO

The srin-po are a class of undead often referred to as ghoulish 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 10 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.



# TANUKI

Jolly tricksters, tanukis love deceiving humanoid and other intelligent creatures. This mischief is usually harmless, but can turn spiteful in some situations. Popular folklore stories claim tanukis are the transformed souls of tools and housewares that were used for more than 100 years, a myth that probably results from tanukis' ability to magically create or alter objects. A tanuki is 5 feet tall and weighs 180 pounds.

**Master of Disguise.** Mostly encountered in disguise, tanukis enjoy visiting humanoid settlements and interacting with the people. They usually visit taverns and eateries, joining in feasts and celebrations whenever possible. Tanukis always change their disguises and rarely visit the same town twice in the same month.

**Prankster.** Tanuki mischief becomes spiteful to those who defile nature. Hunters who kill for sport or those who log trees from the forest without seeding new ones find their weapons and tools transformed into bowls and teacups. Tanukis also put more effort into their pranks when the target is a braggart, a bully, or someone of poor moral character. They like to prank brooding types as well, always hoping to bring a smile to the hard faces of such dour folk. Because of their trickster nature, tanukis get along with many fey creatures. Some tanukis even deal well with spirits, often helping them pass from this world.

Though rare, violent and morbid tanukis occasionally walk the lands, bringing suffering to those they encounter. Filled with spite, these evil tanukis pull sadistic pranks, and horror stories tell of tanukis killing old women and tricking their husbands into eating soups made from their flesh.

## TANUKI

Medium humanoid (tanuki, shapechanger), chaotic neutral

**Armor Class** 15 (natural armor)

**Hit Points** 133 (14d8+70)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
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18 (+4)	19 (+4)	18 (+4)	13 (+1)	14 (+2)	19 (+4)
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**Saving Throws** Dex +7, Con +7, Cha +7

**Skills** Deception +7, Stealth +7

**Senses** darkvision 60 ft., passive Perception 12

**Languages** Common, Tanuki

**Challenge** 5 (1,800 XP)

**Innate Spellcasting.** The tanuki's spell casting ability is Charisma (spell save DC 15). It can innately cast the following spells, requiring no material components:

At will: *purify food and drink*

3/day each: *creation*

1/day each: *create food and water*

## ACTIONS

**Multiattack.** The tanuki makes five quarterstaff attacks.

**Quarterstaff (Tanuki Form Only).** *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) bludgeoning damage.

**Sake Affinity (3/Day).** A tanuki can take a swig of sake from the gourd it always carries at its side. When it does so, it gains the effect of one of the following spells: *divine favor*, *false life*, *haste*. During the time the spell lasts, the tanuki is immune to fear. The tanuki could also use a swig of sake in order to spit it out in a flaming burst as if it were casting *burning hands*.

**Shapechanger.** The tanuki can turn into a raccoon, retaining its stats and abilities. If it is in its raccoon form it can instead turn back into its tanuki form.

## REACTIONS

**Drunken Master.** Once per turn the tanuki can use its unpredictable nature to either make an opportunity attack against a creature that makes an attack against it or cause the an attack made against the tanuki to have disadvantage.



# TERRA-COTTA SOLDIER

A terra-cotta soldier is crafted from clay and fired into ceramic and is usually sculpted to resemble an armored human soldier, although terra-cotta soldiers resembling other races, such as hobgoblins, kenkus, or even demons and oni, are also common. Terra-cotta soldiers are often as offerings created to guard the tomb of powerful rulers, standing in silent ranks to guard their liege even after his or her death. These soldiers stand vigil for centuries, animating only to defend the tomb and its riches from tomb robbers. Terra-cotta soldiers are typically painted with colored lacquer, though this decoration is often worn away from use or faded with age. A terra-cotta soldier stands 6 feet tall and weighs 600 pounds.

**Missile Troops.** Some terra-cotta soldiers are outfitted with light crossbows in place of their ji. They replace the ji melee weapon attack with a light crossbow ranged weapon attack with range 80/320 feet. Its attack modifier and damage dealt with a successful attack is unchanged from a normal soldier's ji attack. When using Multiattack, it can make three light crossbow attacks or three shortsword attacks.

## TERRA-COTTA SOLDIER

Medium construct, unaligned

**Armor Class** 15 (natural armor)

**Hit Points** 112 (15d8+45)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	16 (+3)	1 (-5)	11 (+0)	1 (-5)

**Saving Throws** Str +7, Dex +6

**Skills** Perception +3

**Damage Resistance** piercing, slashing

**Damage Immunities** fire

**Condition Immunities** charmed, frightened, petrified

**Senses** darkvision 60 ft., passive Perception 16

**Languages** –

**Challenge** 7 (2,900 XP)

**Ancient Curse.** When a terra-cotta soldier is destroyed permanently, the creature that destroyed it must succeed a DC 15 Charisma saving throw or be cursed. They gain 1 level of exhaustion that will not go away without the use of the *remove curse* spell.

**Improved Critical.** The terra-cotta soldier scores a critical hit on a roll of 19 or 20.

**Rank Fighting.** Terra-cotta soldiers work together with uncanny precision. Whenever a terra-cotta soldier is adjacent to another terra-cotta soldier, each of them gains a +1 bonus to their AC, attack rolls, damage rolls, and saving throws.

**Unending Duty.** When a terra-cotta soldier is reduced to 0 hit points, there is a 50% chance that its shards will reform in 1d4 rounds with 1 hit point and continue fighting.

## ACTIONS

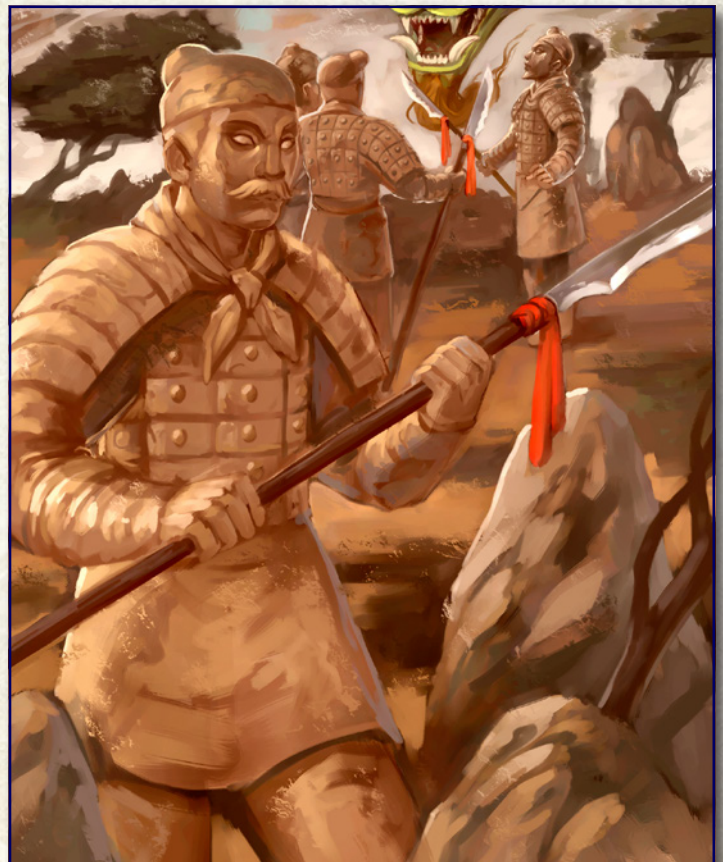
**Multiattack.** The terra-cotta soldier makes three attacks with its ji (a hook-backed polearm) or three shortsword attacks.

**Ji. Melee Weapon Attack.** +7 to hit, 10 ft. reach, one target. *Hit:* 9 (1d10 + 4) piercing or slashing damage.

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

**Broken Legion (Recharge 6).** A terra-cotta soldier that is on soft ground (dirt, sand, gravel, etc.) may summon an additional terra-cotta soldier, which rises from the ground and pieces itself together. The second terra-cotta soldier cannot use the Broken Legion ability, does not have the Unending Duty trait, has disadvantage on all attack rolls, and only has 56 hit points.

**Hook Trip.** When a terra-cotta soldier strikes a Medium or smaller creature two or more times in the same round with its ji, as a bonus action it can make an Athletics check to Shove the target. If it succeeds on this check, the target is knocked prone.



## TERRA-COTTA RIDER

Large construct, unaligned

**Armor Class** 16 (natural armor)

**Hit Points** 135 (16d8+64)

**Speed** 50 ft.

STR	DEX	CON	INT	WIS	CHA
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22 (+6)	15 (+2)	18 (+4)	1 (-5)	11 (+0)	1 (-5)
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**Saving Throws** Dex +5, Str +9

**Damage Resistance** piercing, slashing

**Damage Immunities** fire

**Condition Immunities** charmed, frightened, petrified

**Skills** Perception +6

**Senses** darkvision 60 ft., passive Perception 16

**Languages** –

**Challenge** 8 (3,900 XP)

**Ancient Curse.** When a terra-cotta rider is destroyed permanently, the creature that destroyed it must succeed a DC 15 Charisma saving throw or be cursed. They gain 1 level of exhaustion that will not go away without the use of the *remove curse* spell.

**Improved Critical.** The terra-cotta soldier scores a critical hit on a roll of 19 or 20.

**Rank Fighting.** Terra-cotta horsemen work together with uncanny precision. Whenever a terra-cotta rider is adjacent to another terra-cotta rider, each of them gains a +1 bonus to their AC, attack rolls, damage rolls, and saving throws.

**Unending Duty.** When a terra-cotta rider is reduced to 0 hit points, there is a 50% chance that its shards will reform in 1d4 rounds with 1 hit point and continue fighting.

## ACTIONS

**Multiattack.** The terra-cotta rider uses its Trample ability and makes one attack with its ji (a hook-backed polearm) or makes three ji attacks or three light crossbow attacks.

**Ji.** *Melee Weapon Attack.* +9 to hit, 10 ft. reach, one target. *Hit:* 11 (1d10 + 6) piercing or slashing damage.

**Light Crossbow.** *Ranged Weapon Attack.* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

**Dismount.** When a terra-cotta rider strikes a mounted rider two or more times in the same round with its ji, as a bonus action it can make an Athletics check contested by the target's Acrobatics or Athletics check. If the terra-cotta rider succeeds on this check, the target is pulled off its mount.

**Trample (Recharge 4-6).** The terra-cotta rider moves up to 50 feet and can move through the spaces of Medium or smaller enemy creatures. All enemies in its path as it moves must make a DC 17 Dexterity saving throw or take 9 (1d6 + 6) bludgeoning damage. Creatures that choose to take an opportunity attack against the terra-cotta rider automatically fail this saving throw. As a bonus action, the terra-cotta rider can make a Strength (Athletics) check to knock one creature prone; that creature must have failed its saving throw against the horseman's trample attack.



# TIBEROLITH

Tiberoliths are magical constructs with primitive internal mechanical components, held together with sinew and plant matter. Created by a vicious lost civilization to protect its citadels, villages, and treasures, tiberoliths are found in submerged ruins or on the beaches and bluffs of long-deserted islands. They remain immobile unless attacked or approached by unauthorized intruders. Each is covered in a unique pattern of markings that glow blue when it moves. When active, it makes an unmistakable high-pitched whirring sound. Its stone body is filled with an acidic blue alchemical liquid that channels electricity from its mechanisms. In addition to this fluid, its hollow interior spaces have puzzlebox-like devices anchored within them, though how these relate to the creature's movement is unknown. A tiberolith typically stands 18 feet tall and weighs 7,000 pounds.

## TIBEROLITH

*Huge construct, neutral evil*

**Armor Class** 17 (natural armor)

**Hit Points** 162 (13d12+78)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
24 (+7)	11 (+0)	22 (+6)	1 (-5)	11 (+0)	1 (-5)

**Saving Throws** Str +11, Con +10

**Damage Resistance** lightning

**Damage Immunities** acid, poison

**Condition Immunities** charmed, frightened, poisoned

**Senses** darkvision 60 ft., passive Perception 10

**Languages** –

**Challenge** 12 (8,400 XP)

**Corrosive Strikes.** A tiberolith that has less than half of its maximum hit points deals an extra 7 (2d6) acid damage with its slam attack.

## ACTIONS

**Multiattack.** The tiberolith makes two slam attacks.

**Slam.** *Melee Weapon Attack.* +11 to hit, 1 reach 5 ft., one target.

*Hit:* 40 (6d10 + 7) bludgeoning damage.

**Shockwave (Recharge 5–6).** The tiberolith releases electricity in a 30-foot radius. Each creature in that area must succeed a DC 17 Dexterity saving throw or take 19 (3d12) lightning damage.

**Spell Release.** When a spell is trapped within the tiberolith, it can cast that spell as if the original caster had cast it for the purposes of attack rolls and the spell save DC.

## REACTIONS

**Spell Trap (1/Day).** When the tiberolith fails its saving throw against a spell, it can instead choose to pass it. The spell is then trapped within the tiberolith.



# TIDDALIK

A tiddalik is typically shorter than a human and looks thin to the point of emaciation when it holds no water. When full of water, it bloats considerably, becoming nearly the size of a horse, and it loses all pretense of a humanoid appearance. It typically remains rooted in place during the day to avoid sweating out the water it hoards jealously, while it travels at night to find bodies of water it can absorb into its body. Depending on how thirsty it gets, it rests peacefully in water reaching halfway up to its head, or it stands among dry, cracked ground. Purportedly, the tiddalik was an ordinary frog which morphed into a humanoid form as it grew to a disproportionate size—and acquired an equally disproportionate thirst. Theories for the tiddalik’s powerful thirst run the gamut from the original frog insulting a deity to the frog accidentally swallowing a one-way portal to the Plane of Water. Whatever the cause of the frog’s overwhelming desire for water, it unleashes the water uncontrollably when something makes it laugh.

**Unquenchable Thirst.** A tiddalik is a walking ecological disaster regardless of how it reacts with respect to water. When it is thirsty, it dries out the land and kills plants, animals, and humanoids dependent on life-giving water. Oddly, killing a tiddalik does not return the water, and many people have learned the hard way that destroying a tiddalik ultimately leads to their own destruction. However, making it laugh is equally fraught with danger, since gushing water accompanies its gales of laughter. This watery release causes immediate damage to everything around it and eventually floods the land upon which it stands, as the water level rises several feet in short order. The best way to deal with a tiddalik is to return it to one of the places where it consumed all the water and trick it into returning the water to its source. Unfortunately, the tiddalik usually contains more water than the basin it dried out, so floods are still inevitable.

## TIDDALIK

*Medium monstrosity, chaotic neutral*

**Armor Class** 15 (natural armor)

**Hit Points** 138 (12d8+84)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	15 (+2)	17 (+3)	6 (–2)	14 (+2)	11 (+0)

**Saving Throws** Str +6, Con +6

**Skills** Stealth +5

**Senses** darkvision 60 ft., passive Perception 12

**Languages** –

**Challenge** 5 (1,800 XP)

**Deluge.** A tiddalik that begins laughing either as a result of a failed saving throw against a *hideous laughter* spell or a successful DC 15 Charisma (Performance) ability check unleashes stored water in a torrent. All creatures within 30 feet of the tiddalik take 9 (2d8) points of bludgeoning damage and are knocked prone. A success on a DC 15 Dexterity saving throw halves the damage and negates the prone condition.

**Locate Water.** A tiddalik can spend ten minutes to concentrate on the location of the nearest source of pure water measuring at least 10 gallons within a 5-mile radius. It can find water hidden behind natural barriers regardless of thickness, but it cannot discover water within manufactured objects, including worked stone. For each additional ten minutes of concentration, it can extend the radius an additional mile.

**Vulnerability to Hideous Laughter.** A tiddalik has disadvantage on all saving throws made against the *hideous laughter* spell.

## ACTIONS

**Multiattack.** The tiddalik makes one bite attack and one tongue attack.

**Bite.** *Melee Weapon Attack.* +9 to hit, reach 5 ft., one target. *Hit:* 17 (4d8 + 3) piercing damage.

**Tongue.** *Melee Weapon Attack.* +9 to hit, 10 ft. reach, one target. *Hit:* The creature becomes grappled by the tiddalik (escape DC 15).

**Absorb Liquid (3/Day).** A creature grappled by the tiddalik’s tongue must succeed a DC 15 Constitution saving throw or gain 1 level of exhaustion. A creature that gains a level of exhaustion this way must complete a long rest before it can be affected by this ability again.





# Tsuchigumo

A tsuchigumo is an intelligent, shapechanging spider with sorcerous powers. In its natural form, a tsuchigumo resembles a typical giant spider, with a humpbacked body a little bigger than a human torso and venomous fangs. Although considered a Large creature, a tsuchigumo's mass is no more than a typical human's; its size comes from its long legs. A tsuchigumo can be distinguished from other giant spiders by the hump on its back that houses its brain and by the fact that, in addition to eight legs, it has a fifth pair of limbs, each about 2 feet long, located ahead of the first pair of legs. These limbs end in hands, each equipped with three clawed fingers and a double-jointed thumb.

**Stealthy Shapeshifters.** A tsuchigumo is an intelligent, shapechanging spider with sorcerous powers. In its natural form, a tsuchigumo resembles a humpbacked spider a little bigger than a human and weighs about 150 pounds. The hump on its back houses the tsuchigumo's brain. All tsuchigumos have a single alternate form as well—this alternate form is that of a Small or Medium humanoid. Although a tsuchigumo can assume a spider-hybrid variant of this form, it cannot use its change shape ability to assume multiple humanoid forms—this additional shape is locked into one unique appearance. Tsuchigumos often use their shapechanging ability to lure unsuspecting victims into ambushes. Less often, they assume humanoid form to infiltrate human societies, where they conduct research and gather information for their inscrutable purposes. Their most common alternate form is as goblins, giving rise to their common name of “goblin spiders.”

## Tsuchigumo

Large monstrosity (shapechanger), chaotic evil

**Armor Class** 14 (natural armor)

**Hit Points** 39 (6d10 + 6)

**Speed** 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	16 (+3)	12 (+1)	16 (+3)	12 (+1)	6 (-2)

**Saving Throws** Int +5

**Skills** Stealth +5

**Senses** blindsight 10 ft., darkvision 60 ft., passive Perception 11

**Languages** Common, Deep Speech

**Challenge** 3 (700 XP)

**Shapechange.** A tsuchigumo can use its action to polymorph into a Medium beast or humanoid creature of CR 2 or lower, or from another form back into its own form. The tsuchigumo retains its Int, Wis, and Cha scores and its current hit points while polymorphed; otherwise, it takes on all the attributes of the adopted form. It can

cast spells if the adopted form can provide the spell's verbal and somatic components, and it retains its paralytic poison trait if the adopted form has a bite attack. A shapechanged tsuchigumo reverts to its natural form when slain.

**Spellcasting.** All tsuchigumo are 3rd-level wizards. They use Intelligence as their casting ability (DC 13, attack +5) and require no material components for their spells. Typical known spells are listed below, but individual tsuchigumo can know different spells.

Cantrips (at will): *dancing lights*, *poison cloud*, *shocking grasp*

1st level (4 slots): *charm person*, *sleep*

2nd level (2 slots): *invisibility*, *mirror image*

**Spider Climb.** The tsuchigumo can climb any surface without making ability checks.

## ACTIONS

**Bite.** *Melee Weapon Attack:* +5 to hit (reach 5 ft.; one creature).

*Hit:* 7 (1d8 + 3) piercing damage, and the target must make a successful DC 11 Con saving throw or become poisoned (see Paralytic Poison, below).

**Paralytic Poison.** The poisoned creature has tactical disadvantage on attack rolls and ability checks. At the end of each of its turns, the poisoned creature must attempt a Con saving throw. On a result of 16 or higher, the poisoned condition ends and the character becomes immune to this tsuchigumo's poison. On a result of 11–15, the poisoned condition continues. On a result of 10 or lower, the creature becomes paralyzed and no more saving throws are needed. Paralysis lasts for 1 hour or until the poison is neutralized.

**Webs (Recharge 5-6).** *Ranged Weapon Attack:* +5 to hit, range 30 ft./60 ft., one creature. *Hit:* The target is restrained by webs. A webbed creature can use its action to attempt a DC 12 Strength (Athletics) check to escape. The web can also be destroyed by 5 points of slashing or fire damage against AC 10.



# UMIBOZU

Umibozus are formed from the combined despair and horror of death at sea, such as when a ship sinks and its entire crew drowns. No single restless soul empowers a umibozu—it combines the anger and doom of all who die in such close proximity. Reawakened as mammoth ship-wreckers, these angry spirits have no memory of their past lives and seek to inflict the doom they suffered on others who ply the seas. Their hatred does not make them mindless, however, and more than one lucky crew member has talked her entire ship's way out of total annihilation. Umibozus have an unusual respect for those with wit and guile and sometimes consider sparing those they deem worthy of their esteem. Those who try to defend themselves with brawn and weapons, however, receive no mercy from the enormous monsters.

**Nothing but Death.** A umibozu's body is black and leathery like that of a squid when seen up close, but an ever-present mist clings to it even in the water, causing it to appear at first glance to be made out of the black waters of the ocean itself, or a bank of shadow and fog rising up from the waves. The entire creature is featureless and smooth, making its empty visage and its two gleaming pinpricks of light for eyes all the more horrifying.

## UMIBOZU

*Gargantuan undead, neutral evil*

**Armor Class** 19 (natural armor)

**Hit Points** 280 (16d20+112)

**Speed** 40 ft., swim 80 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	28 (+9)	25 (+7)	16 (+3)	18 (+4)	24 (+7)

**Saving Throws** Con +13, Int +9, Wis +10

**Damage Resistance** acid, fire; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, lightning

**Condition Immunities** charmed, frightened

**Skills** Intimidation +13, Perception +10

**Senses** blindsight 120 ft., darkvision 120 ft., passive Perception 20

**Languages** Aquan, Common

**Challenge** 19 (22,000 XP)

**Innate Spellcasting.** The umibozu's spellcasting ability is Charisma (spell save DC 21). It can innately cast the following spells, requiring no material components:

3/day: *antilife shell*, *control water*

1/day each: *control weather*, *storm of vengeance*

**Untraceable.** The umibozu is immune to all spells and effects made to learn its location or gain information about it.

## ACTIONS

**Multiattack.** The umibozu makes two slam attacks.

**Slam. Melee Weapon Attack.** +10 to hit, 20 ft. reach, one target. *Hit:* 59 (10d10 + 4) bludgeoning damage.

**Dooming Gaze.** The umibozu can gaze at one creature within 120 feet and attempt to overwhelm its mind with fear. That creature must succeed a DC 19 Wisdom saving throw or be paralyzed. A paralyzed creature can attempt another saving throw at the end of each of its turns to end this effect. Once a creature that was paralyzed breaks free from that condition, they must attempt another DC 19 Wisdom saving throw or become frightened of the umibozu. A frightened creature can attempt another saving throw at the end of each of its turns to end this effect. A creature that is immune to the frightened condition is immune to both effects of this ability.

**Draining Strike (3/Day). Melee Weapon Attack.** +10 to hit, 20 ft. reach, one target. *Hit:* 117 (18d12) necrotic damage plus the target must succeed a DC 19 Constitution saving throw or gain 1 negative level.

**Elusive (1/Day).** The umibozu has long been the stuff of maritime legends, but despite countless attempts to hunt them, they are rarely encountered unless they wish it. While in water, the umibozu can move up to 400 feet in a single movement without leaving any trace of its passing (while under the effects of a *pass without trace* spell). The umibozu gains advantage to its Dexterity (Stealth) ability checks while making this movement.



# VAMPIRE, JIANG-SHI

Jiang-shis (often known as “hopping vampires”) are undead humanoid creatures that feed on the exhaled life energy of the living. A jiang-shi’s appearance is based on the state of the creature’s corpse at the time of its reanimation. Regardless of the state of decay, jiang-shis wear the clothing or armor they were buried in. Sometimes this is common clothing but for some it may be generations out of style. Additionally, each has a short parchment scroll talisman affixed to its brow by rice glue; intended in some cases to protect the body from restless spirits, in others to cause them to rise, and others where fear of them rampaging the talisman is meant to weaken or restrain them. A jiang-shi rises from the grave when an excess of necrotic yin energy builds up where the coffin is buried (or sometimes as a result of a curse), and all three parts of its soul being bound into its body at the time of death and are instead forced to fester and putrefy within. At some point during the body’s decomposition, the thing rises in its grotesque form and seeks living creatures to feed upon, though they do not create spawn the way Western vampires do.

## JIANG-SHI

*Medium undead, lawful evil*

**Armor Class** 15 (natural armor)

**Hit Points** 110 (13d8+52)

**Speed** 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

**Saving Throws** Dex +8, Str +8

**Damage Resistance** cold, necrotic; bludgeoning, piercing, and slashing damage from weapons not made from the wood of peach trees

**Damage Immunities** poison

**Condition Immunities** poisoned

**Skills** Perception +4, Stealth +8

**Senses** darkvision 60 ft., passive Perception 14

**Languages** The languages it knew in life

**Challenge** 7 (2,900 XP)

**Hopping Vampire.** The jiang-shi moves around by hopping, ignoring all difficult terrain.

**Jiang-Shi Weaknesses.** The jiang-shi recoils from mirrors and handbells that are rung within 10 feet of them, as well as glutinous rice. A recoiling jiang-shi must attempt a DC 15 Wisdom saving throw in order to get within 5 feet of a creature brandishing any of these items. Brandishing an item in this manner requires an action each turn from the creature trying to keep the jiang-shi at bay.

**Talisman Scroll.** The scroll on the jiang-shi’s face, often inscribed with an imperial writ or divine command, makes it immune to the spells and effects of scrolls, staves, and wands. Once the jiang-shi is reduced to half its hit points, the talisman scroll is damaged and this trait no longer functions.

## ACTIONS

**Multiattack.** The jiang-shi makes one bite attack and two claw attacks.

**Bite.** *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

**Claw.** *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage. Instead of dealing damage, the jiang-shi can grapple the target (escape DC 15).

**Steal Breath.** When the jiang-shi successfully grapples a creature, as a bonus action it can try to draw forth the grappled creature’s life energy through its breath. The target must succeed on a DC 15 Constitution saving throw or gain 1 level of exhaustion. If the target fails its saving throw, the jiang-shi regains 10 hit points.



# YAMATA-NO-OROCHI

Yamata-no-Orochi is a ferocious and nigh indestructible draconic creature that lairs in large rivers or along seashores. It has eight heads and eight tails, all capable of delivering ferocious blows. It also typically bodily checks its opponents or crushes them under its massive body as it charges through. The necks supporting the creature's heads all have different colored bands denoting the dangerous breath weapons Yamata-no-Orochi can bring to bear. Yamata-no-Orochi is unlike many other dragons in that it cannot fly, but it is a strong swimmer, and its serpentine body makes it impossible to trip. When the creature is not involved in hunting prey or battling opponents, the individual heads argue with each other. Once Yamata-no-Orochi has a goal in sight, it focuses all its attention on that goal. Yamata-no-Orochi is 30 feet in length and its heads reach another 30 feet high, while its strong serpentine tails extend about as long. The creature weighs 25 tons.

**Roused from Slumber.** While Yamata-no-Orochi spends many months sleeping in its watery lair, where it can be near the treasure it has buried in the silt or sand, it makes forays to nearby kingdoms to demand its favorite food of humanoid flesh. Yamata-no-Orochi preys on large families and demands at least one child per visit. It relies on its massive size, impressive array of abilities, and generally imposing attitude to get what it wants. Typically a single child sates the dragon's appetite and it returns to its lair to digest its meal and then return to sleep. Yamata-no-Orochi makes no secret of the location of its lair, and the wake of devastation on the land provides ample clues to the location. The temperamental creature throws a tantrum when it doesn't get its way and leaps into the air over a body of water or on land to create devastating fissures in the ground or massive waves to harm those who keep it from what it wants.

**Sake Drinker.** Yamata-no-Orochi is extremely aggressive, especially when something rouses it from its slumber, an easy mistake to make since the creature can sense vibrations in the ground, readily alerting it to trespassers. However, Yamata-no-Orochi has a penchant for sake, which it sometimes crafts for itself. An expert craftsperson who brews a particularly fine brand of sake can lure the creature to its doom as it obsessively seeks out the drink, heedless of any dangers on the way to its prize.

## YAMATA-NO-OROCHI

*Gargantuan dragon (titan), neutral evil*

**Armor Class** 19 (natural armor)

**Hit Points** 717 (35d20+350)

**Speed** 80 ft., swim 50 ft.

**STR DEX CON INT WIS CHA**

30 (+10) 7 (-2) 30 (+10) 13 (+1) 22 (+6) 24 (+7)

**Saving Throws** Str +19, Con +19, Cha +16

**Damage Resistance** acid, cold, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks

**Skills** Athletics +19, Perception +15

**Senses** darkvision 60 ft., tremorsense 60 ft., passive Perception 25

**Languages** Common, Draconic

**Challenge** 30 (155,000 XP)

**Amphibious.** Yamata-no-Orochi can breathe air and water.



**Independent Minds.** Yamata-no-Orochi has eight heads. If Yamata-no-Orochi fails a saving throw against an effect that would cause it to be charmed or frightened, only one of its heads is affected. These heads also count as separate creatures for the purposes of spells such as *hold monster* which would normally affect Yamata-no-Orochi as a single creature.

**Innate Spellcasting.** Yamata-no-Orochi's spell casting ability is Charisma (spell save DC 24). It can innately cast the following spells, requiring no material components:

At will: *earthquake*, *tsunami*

**Legendary Resistance (3/Day).** If Yamata-no-Orochi fails a saving throw, it can choose to succeed instead.

**Massive Size.** Yamata-no-Orochi occupies a space of 60 feet by 60 feet instead of the space a Gargantuan creature would normally occupy.

**Sake Addict.** If there is an open container containing at least 1 gallon of sake within 120 feet of Yamata-no-Orochi, it must make a DC 15 Wisdom saving throw or one of its heads at random begins to drink the sake. This lasts for 1d4 turns and during this time, that head cannot use its Breath Weapon or make a bite attack during this time.

## ACTIONS

**Multiattack.** Yamata-no-Orochi makes eight bite attacks or uses its Breath Weapons ability twice.

**Bite.** *Melee Weapon Attack.* +19 to hit, 60 ft. reach, one target.  
*Hit:* 37 (5d10 + 10) piercing damage.

**Breath Weapons (Recharge 5–6).** Each of Yamata-no-Orochi's heads produces a different breath weapon. Each breath weapon requires a DC 23 Dexterity saving throw to avoid any damage done by the breath weapon as well as any secondary effects. The type of heads and breath weapon they correspond to are:

*Aquamarine band:* Yamata-no-Orochi breathes a gout of water in a 100-foot line dealing 104 (16d12) bludgeoning damage.

*Black band:* Yamata-no-Orochi spews acid in a 100-foot line dealing 104 (16d12) acid damage.

*Green band:* Yamata-no-Orochi breathes a miasma of poison breath in a 60-foot cone dealing 52 (8d12) damage and poisoning any creature that fails its saving throw.

*Polychromatic band:* Yamata-no-Orochi releases psychic waves in a 60-foot cone dealing 52 (8d12) psychic damage and confusing any creature that fails its saving throw as per the spell *confusion*. A confused creature can repeat its saving throw at the end of each of its turns.

*Red band:* Yamata-no-Orochi breathes raging flames in a 60-foot cone dealing 104 (16d12) fire damage.

*Unbanded:* Yamata-no-Orochi screams waves of sonic energy in a 60-foot cone dealing 52 (8d12) thunder damage and deafening any creature that fails its saving throw.

*White band:* Yamata-no-Orochi breathes a blizzard in a 60-foot cone dealing 104 (16d12) cold damage.

*Yellow band:* Yamata-no-Orochi breathes a stream of electricity in a 100-foot line dealing 104 (16d12) lightning damage.

## LEGENDARY ACTIONS

Yamata-no-Orochi can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. Yamata-no-Orochi regains spent legendary actions at the start of its turn.

**Fast Healing (Costs 2 Actions).** Yamata-no-Orochi regains 20 hit points.

**Breath Weapon.** Yamata-no-Orochi can use a breath weapon attack that it has not used in the past minute.

**Retributive Bite.** Yamata-no-Orochi can make a bite attack against any creature which damaged it in the past round.

## LAIR ACTIONS

On initiative count 20 (losing initiative ties), Yamata-no-Orochi takes a lair action to cause one of the following effects; Yamata-no-Orochi can't use the same effect two rounds in a row:

- Yamata-no-Orochi can cause an explosion of magical energy in one creature's square, dealing 7 (2d6) thunder damage and 7 (2d6) fire damage unless the creature succeeds a DC 23 Dexterity saving throw.
- Yamata-no-Orochi can forcibly teleport a creature in its lair to any other space within the lair unless the creature succeeds a DC 23 Charisma saving throw.
- Yamata-no-Orochi can cast the spell *teleport*, teleporting to a location outside of the lair. Yamata-no-Orochi only uses this option if it legitimately feels its life is threatened.

## REGIONAL EFFECTS

The region containing Yamata-no-Orochi's lair is shaped by the its destructive power, which creates one or more of the following effects:

- The landscape is ravaged and no crops can grow within 10 miles of Yamata-no-Orochi's lair.
- Pockets of wild magic begin to appear within 5 miles of Yamata-no-Orochi's lair, causing unexplainable and unpredictable effects.
- Gravity doubles within 1 mile of Yamata-no-Orochi's lair, causing the entire area to become difficult terrain unless magical protection is used.

# YAOGUAI-SPAWNED

A spawned yaoguai is a monstrosity born of unnatural magic that tried and failed to recreate another creature or that sought to combine several different creatures into one body, creating a deformed, mismatched monster that slays and escapes its creator as soon as possible. No two spawned yaoguai look the same, but most have similar abilities. Invariably, the torment of its genesis and the ongoing pain of its existence leave a spawned yaoguai violently insane and prone to attacking at the slightest provocation.

## SPAWNED YAOGUAI

*Huge monstrosity, unaligned*

**Armor Class** 16 (natural armor)

**Hit Points** 185 (16d12+80)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	10 (+0)	21 (+5)	2 (-4)	11 (+0)	8 (-1)

**Saving Throws** Con +8, Str +9

**Skills** Athletics +9, Perception +6

**Senses** darkvision 60 ft., passive Perception 16

**Languages** –

**Challenge** 8 (3,900 XP)

**Tortured Mind.** The spawned yaoguai has advantage on any effects that would make it charmed or frightened.

**Maker's Gift.** Each spawned yaoguai gains three additional abilities that are based on its specific form. Typical additional spawned yaoguai abilities include the following.

**Flight:** The spawned yaoguai gains a fly speed of 30 ft.

**Grab:** If the spawned yaoguai's tentacle attack hits a creature, it can instead choose not to deal damage, grappling the creature instead (escape DC 16).

**Poison Sting:** The spawned yaoguai's claw or tentacle attack is replaced with a poison sting attack. **Melee Weapon Attack.** +9 to hit, 1reach 5 ft., one target. **Hit:** The target must succeed a DC 16 Constitution saving throw or take 16 (3d10) poison damage, or half as much on a successful save.

## DOESN'T YAOGUAI JUST MEAN MONSTER?

Yes. Most of the non-humanoid monsters in a typical RPG bestiary could be considered yaoguai. This creature is included not based on any pre-existing mythological but to allow for the kind of "a wizard did it" monster origin stories we see in common 5E monsters like the bulette. A spawned yaoguai is essentially a failed alchemical or magical experiment that tried to pull together different ideas of real monsters and ended up creating a unique abomination with a toolkit of different abilities the GM can give it.

**Pounce:** If the spawned yaoguai moves at least 20 ft. straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 16 Strength saving throw or be knocked prone. If the target is prone, the spawned yaoguai can make one bite attack against it as a bonus action.

**Quills:** A creature attacking the spawned yaoguai with a melee weapon, an unarmed strike, or a natural weapon takes 7 (2d6) piercing damage from the spawned yaoguai's quills.

**Trample:** The spawned yaoguai can occupy another creature's square and vice versa. If a spawned yaoguai moves through another creature's square, that creature takes 7 (2d6) bludgeoning damage.

## ACTIONS

**Multiaction.** The spawned yaoguai makes one bite attack, one claw attack, and one tentacle attack.

**Bite.** *Melee Weapon Attack.* +9 to hit, 1reach 5 ft., one target. **Hit:** 16 (2d10 + 5) piercing damage.

**Claw.** *Melee Weapon Attack.* +9 to hit, 1reach 5 ft., one target. **Hit:** 16 (2d10 + 5) slashing damage.

**Tentacle.** *Melee Weapon Attack.* +9 to hit, 1reach 5 ft., one target. **Hit:** 16 (2d10 + 5) bludgeoning damage.

**Maddening Roar (Recharge 5–6).** A spawned yaoguai is a tortured monster that lives a painful existence. A spawned yaoguai can let out a terrible roar with horrendous undertones of madness. All creatures that hear it within a 30-foot radius must succeed a DC 16 Wisdom saving throw or take 13 (2d12) psychic damage and are confused as per the *confusion* spell. A successful saving throw halves the damage and prevents the *confusion* effect. A confused creature can attempt new saving throw at the end of each of its turns to end this effect. Creatures immune to psychic damage are immune to this second effect.



# YUKI-ONNA

A yuki-onna is the restless spirit of a woman who froze to death in the snow and was never given a proper burial. She roams the wilderness, constantly searching for intelligent creatures to kill and always appearing surrounded by swirling mists of snow and ice. Eternally jaded by her unjust departure to the afterlife, a yuki-onna seeks to impose the same cruel fate upon those who still live, particularly men and those who sympathize or cooperate with them. Many foolish individuals are lured to their deaths by a yuki-onna's unparalleled beauty, which remains even as the evil spirit steadily freezes and kills her victims with her powers over frost. A yuki-onna is 5-1/2 feet tall.

The transition from life to undeath corrupts a yuki-onna's soul, and even a well-intentioned, good-hearted individual who freezes in the snow may become a treacherous yuki-onna. Most yuki-onnas immediately seek out those who wronged them in life, after which they reside in an area near what was their home, haunting and killing anyone who dares to come near. Yuki-onnas hardly ever make their presences known in rural areas with larger populations, and they prefer inhabiting the countryside and wilderness. When a yuki-onna is destroyed, her body melts as though ice, leaving only a small pool of water in its stead.

## YUKI-ONNA

*Medium undead, lawful evil*

**Armor Class** 17 (natural armor)

**Hit Points** 104 (16d8+32)

**Speed** fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	14 (+2)	17 (+3)	21 (+5)	26 (+8)

**Saving Throws** Wis +9, Cha +12

**Damage Resistance** bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** cold, poison

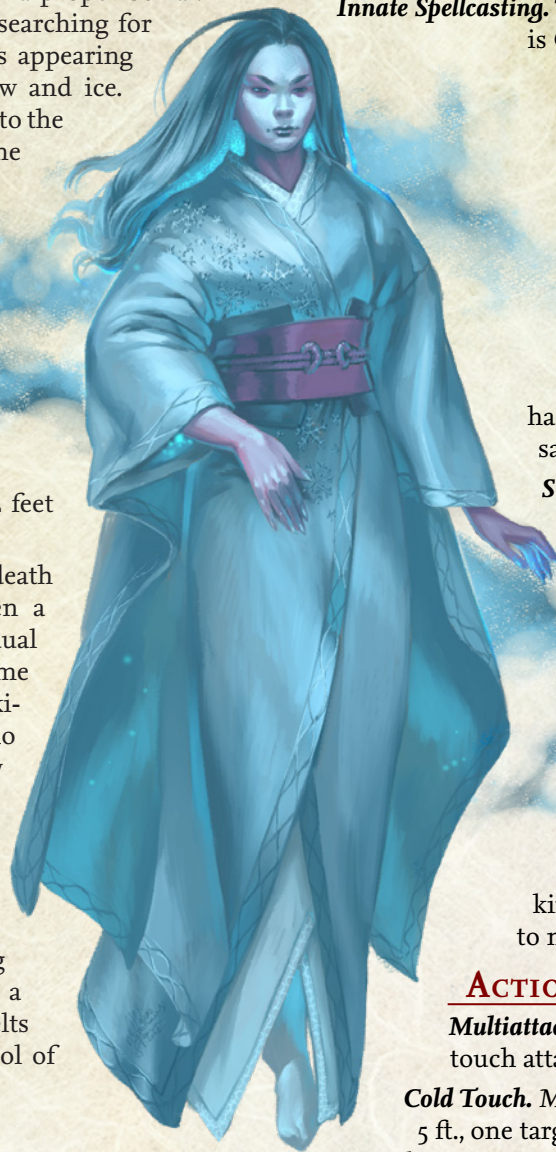
**Damage Vulnerabilities** fire

**Skills** Intimidation +12, Stealth +12

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common

**Challenge** 10 (5,900 XP)



**Innate Spellcasting.** The yuki-onna's spell casting ability is Charisma (spell save DC 20). It can innately cast the following spells, requiring no material components:

At will: *blur*

3/day: *cone of cold*

**Snow Dependency.** A yuki-onna that is outside of a snowing area and does not have its Snowstorm trait active because of a *control weather* spell has disadvantage on all attack rolls, saving throws, and ability checks.

**Snowstorm.** A yuki-onna is surrounded by whirling blasts of snow, even in areas that wouldn't allow for such weather, that comprise a 200-foot-radius spread. Within this area, the snowfall and wind gusts cause disadvantage on Wisdom (Perception) ability and ranged weapon attacks. A yuki-onna is unaffected by snowstorms or blizzards of any kind. A *control weather* spell can be used to negate the snowstorm.

## ACTIONS

**Multiattack.** The yuki-onna makes two cold touch attacks.

**Cold Touch.** *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 33 (6d10) cold damage. If the target is a creature, it must succeed a DC 16 Constitution saving throw or be restrained for 1 round.

**Child Form.** The yuki-onna can take the form of a small child, retaining all of its stats and abilities. When the yuki-onna uses its cold-touch attack, it automatically reverts to its natural form.

# YŪREI

When a person dies a violent death in the grip of extreme emotion, such as in a blinding rage or in overwhelming sorrow, she may return from the dead as a twisted and horrific undead creature known as a yūrei. These restless spirits remain consumed by the emotional torment that pervaded their demise and can feel a measure of peace only while causing other creatures to suffer as they did. To accomplish this, they haunt the people and places they knew in life in search of fresh victims for their painful grasp.

Regardless of whether they received a proper burial, the yūrei always appears dressed in the remnants of funereal clothing, their faces partly obscured by long black hair. The restless spirit may seem to be dripping wet or caked with mud or filth, its flesh decayed or nearly skeletal, or otherwise showing distressing signs of neglect. Their bodies may appear contorted or disjointed, reflecting the pain that twists their very existence. When a yūrei uses *nightmare*, she typically creates dreams wherein the target is placed in the role of her murderer, so it may suffer her vengeance from beyond the grave.

## YŪREI

*Medium undead, neutral evil*

**Armor Class** 18 (natural armor)

**Hit Points** 110 (17d8 + 34)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	15 (+2)	13 (+1)	15 (+2)	9 (-1)

**Saving Throws** Dex +7, Con +6, Wis +6

**Skills** Perception +6, Insight +6, Stealth +7

**Damage Resistances** cold, necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

**Condition Immunities** charmed, exhaustion, frightened, paralyzed, poisoned

**Senses** darkvision 60 ft, passive Perception 16

**Languages** Common

**Challenge** 12 (8,400 XP)

**Face of Death.** When a creature that can see the yūrei's face starts its turn within 30 feet of the yūrei, the yūrei can force it to make a DC 14 Constitution saving throw if the yūrei isn't incapacitated and can see the creature. If the saving throw fails by 5 or more, the creature instantly dies of fright. Otherwise, a creature that fails the save is stunned. The stunned creature must repeat the saving throw at the end of its next turn, dying on a failure or ending the effect on a success. Unless surprised, a creature can avert its eyes to avoid the saving throw at the start of its turn. If the creature does so, it can't see the yūrei until the start of its next turn, when it can avert its eyes again. If the creature looks at the yūrei in the meantime, it must immediately make the save. A creature immune to the frightened condition is immune to this face of death.

**Innate Spellcasting.** The yūrei's spellcasting ability is Wisdom (spell save DC 14). It can innately cast the following spells, requiring no material components:

Constant (self only): *spider climb*, *water walk*

At will: *blink*

1/day each: *mislead*, *nightmare*

## ACTIONS

**Multiattack.** The yūrei uses painful gaze and then makes two painful grasp attacks.

**Painful Grasp.** *Melee Weapon Attack:* +8 to hit, reach 15 ft., one target. *Hit:* 20 (3d10 + 4) force damage. If the target is a creature, it must make a DC 14 Constitution saving throw or become poisoned for 1 minute.

**Painful Gaze (Recharge 6).** The yūrei targets one creature it can see within 30 feet of it. The target must succeed on a DC 14 Constitution saving throw against this magic or take 42 (12d6) necrotic damage.

**Choking Suffocation.** A yūrei targets a creature it can see causing something disgusting (such as a tangled clump of wet hair or a foul-tasting clot of rancid swamp mud) to manifest in the target's throat. The target must make a DC 14 Constitution saving throw or begin suffocating for the next 1 minute. The creature may repeat this saving throw at the end of each round to end suffocation. As soon as the victim succeeds at its saving throw against choking suffocation, the victim coughs up the disgusting foreign matter in a horrific display and must succeed at a DC 23 Constitution save or become poisoned for 1 minute.

**Weird Insight.** The yūrei targets one creature it can see within 30 feet of it. The target must contest its Charisma (Deception) check against the yūrei's Wisdom (Insight) check. If the yūrei wins, it magically learns one fact or secret about the target. The target automatically wins if it is immune to being charmed.







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