

A sourcebook for



ASIAN BESTIARY

VOLUME I • CHINA, INDIA, & BEYOND



MICHAEL SURBROOK

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ASIAN BESTIARY VOL. 1

A Book of Monsters for *Fantasy Hero*

Author: Michael Surbrook

Editing & Development: Steven S. Long

Layout & Graphic Design: Andy Mathews

Cover Illustration: Mark Sztaba

Interior Illustration: Kurt Dinse, David Duke, Derek Frost, Barrie James, John Ridley, Greg Smith, Christophe Swal, Mark Sztaba



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INTRODUCTION



OTHER HERO REFERENCES

Although *The Asian Bestiary, Vol. I* is a stand-alone product, it frequently references two other Hero Games books besides the rulebook and *Volume II*. The first is the *The HERO System Bestiary*, a sourcebook for animals, fantastic beasts, and other such creatures. In many cases the *The Asian Bestiary* directs the reader to apply one of the numerous templates found in the “HSB” to a creature in the *Asian Bestiary*. In others, the reader is given a set of Characteristics, abilities, and Skills and told to apply them to an animal or creature found in the *Bestiary* itself.

The second is *Monsters, Minions, And Marauders*, a sourcebook of Fantasy races and monsters suitable for any *Fantasy Hero* game. Here, as with the “HSB,” there are times where the reader is told to apply a list of powers to a character sheet found in “MMM” to create a specific Asian monster.

Oceangoing centipedes, dragon-hunting centipedes a hundred feet long, dragons with the heads of tigers, tiger-headed elephants, lion-bodied elephants, fish-tailed elephants, an eel-fish 700 miles long.... Asian folklore and mythology has plenty of strange and unusual creatures just waiting to be featured in your campaign — be it *Fantasy Hero*, *Ninja Hero*, or even *Pulp Hero*. Of course, finding information on the different monsters of Asian myth is no easy task. While most gamers have heard of Chinese dragons, Indian *rakshasa*, and Japanese *oni*, few have ever comes across the Korean *tokkaebi*, the Mongolian *olgol-khorkhol*, or the Filipino *tikbalang* — and in many cases information about them in English is hard to come by.

To fill this gap, *The Asian Bestiary, Vol. I* contains dozens of character sheets for a wide variety of animals, monsters, supernatural entities, and other beings from the folklore and myths of the countries and regions of China, India, and parts of Southeast Asia. They range from intelligent beings, to monsters far more “bestial” in nature, to a few unique creatures. Many of the character sheets contain lists of optional powers and abilities, or even variations of the creatures themselves, allowing you to create a creature to fit nearly any character or scenario.

Since many Westerners have little (if any) familiarity with many of the creatures presented in this book, *The Asian Bestiary, Vol. I* includes culture- and location-specific information and suggestions so you can understand them in their proper context. The “Campaign Use” sections of the character sheets sometimes include brief descriptions of well-known folktales dealing with the creature in question to show you how it might appear or be used in your game. But don’t let this stop you from using the creature however you want to. The comments given with each entry are there to illustrate the creature’s habits and to define its motivations, not to force you to use it in one specific fashion. Feel free to alter and/or revise the write-ups in this book in any way you like, and to use the creatures in whatever way seems best to you.

How To Use This Book

The obvious and natural use for the *The Asian Bestiary, Vol. I* is to provide various beings and creatures for the heroes in your game (whether they’re a party of adventurers in an Asian-themed section of your *Fantasy Hero* world, a group of *Ninja Hero* warriors, a squad of *Horror Hero* ghost-hunters, a team of intrepid *Pulp Hero* explorers, or something else) to encounter. The GM can base his selections around a particular location (such as creatures common to China) or environment (for example, creatures that live in the water). Then all he has to do is decide how and why his selection come into contact (and/or conflict) with the PCs.

For those who wish to go beyond the basics, many of the character sheets have a variety of optional powers, allowing you to customize an individual creature to achieve the exact effect you want. In fact, some of the entries are nothing *but* optional powers, as either the being in question has no set or agreed upon powers (such as the *Shên*), or one basic template is used to represent multiple versions of a particular class of being. At the bottom of many of the character sheets you’ll also find a “Variants” section. It includes listings for creatures similar to the base entry, but with slightly different powers and abilities. These variants are presented as brief packages of abilities you can add to character sheets from this book, *The HERO System Bestiary*, or *Monsters, Minions, And Marauders*. Finally, in the text and sidebars there are examples of even more creatures. Due to space considerations, normally just the name and brief description is given, but sometimes suggestions about adapting a published creature or monster are provided.

Even if you don’t use the creatures found in this book, there’s still plenty of useful material in here for the typical gamer to take advantage of. Many of the creatures have magical powers you can convert into spells, while others have magical weapons you can use as the basis for similar objects in your own campaign.

VOLUME ONE OF TWO

This volume of *The Asian Bestiary* is the first of two. It covers China, India, and some other regions of Southeast Asia. Volume II features Japan, the Philippines, and the rest of Southeast Asia. Citations to Volume II are often written “AB2” for ease of reference.

chapter one:



CHINA



China is home to the world's oldest continuous civilization. Legend claims it was founded in 4754 BC. A more realistic estimate places the creation of what would become modern China at 221 BC, when the Emperor of Qin finally unified roughly a dozen warring states and founded the Qin Dynasty. This created the foundations of imperial China, which lasted until 1912 and the fall of the Qing Dynasty. The Qin Emperor also established a standardized system of coinage, writing, law, and bureaucratic procedure, and started construction on what would eventually become the Great Wall of China. Although the Qin Dynasty lasted less than twenty years, it influenced the development of China for the next two thousand.

RELIGION

Religion in China is a mixture of many forms. There is the Chinese “folk religion” — a polytheistic hierarchy of gods and goddesses arranged into a “Celestial Bureaucracy” — Buddhism (imported from India), Taoism, Islam, and even such philosophical doctrines as Confucianism. In the modern era, Communist-run China is technically a nation of atheists, although it seems most people ignore this decree.

Folk Religion

The original religion of China is one of spirit worship. According to this belief, spirits known collectively as *Shên* (see page 55) inhabit rivers, lakes, mountains, the sky, and so on. Priests (*wu*) act as go-betweens, carrying petitions to the gods and returning with various commands and mandates from Heaven. The greatest of the gods is (or was) Shang Ti, the “Lord of Heaven,” god of the sky and agriculture. He was eventually replaced in the ninth century by Yü-Huang, the August Personage of Jade, patron of the Imperial family and Emperor of the Celestial Bureaucracy, which oversees all aspects of life on Earth. Other notable gods include: Kuan-Ti, the red-faced god of (averting) war and the patron of police officers; Lei Kung, the black-skinned and bat-winged Duke of Thunder; and Yen-Wang, also black-skinned, the King of Hell and the Judge of the Dead. Notable goddesses include: Kuan Yin, the goddess of mercy (and to Buddhists the bodhisattva of compassion); Tou Mu, the three-eyed and eighteen-armed goddess of the north star; and Xi Wangmu, the “Queen Mother of the West,” ruler of the western paradise and guardian of the secrets of immortality. And then there’s Sun Wukong, the Monkey King, who is not a god — although he’s popular enough to be worshipped

as one — but more of a rabble-raising trickster. Possibly derived from the Hindu deity Hanuman, he’s a central figure in the story *Journey To The West*, a highly fanciful telling of a trip to India to procure various Buddhist scriptures at the behest of the Emperor of China.

Buddhism

Most Chinese follow a form of Buddhism known as *Mahayana* (meaning “Great Vehicle”). It came to China in the second century BC and eventually spread to Korea, Vietnam, and Japan. Unlike the Buddhist faith of India, it has a far more elaborate cosmology, with an assortment of divine and/or supernaturally-empowered Buddhas and Bodhisattvas, most of whom dwell in some sort of celestial “paradise.”

Confucianism

Known as “The School of the Scholars,” Confucianism is a philosophical system for ethics, morality, and political rule, not really a religion *per se*. It was created by K’ung fu-tze, better known in the West as Confucius. Developed in the fourth century BC, Confucianism emphasizes excellence in one’s work and life, virtue of character, and advancement based on merit rather than social status. While banned for a time by the Qin Dynasty, its teachings formed the core of the Chinese bureaucracy for some 2,000 years, and even spread out to influence political thought in Japan, Korea, and Vietnam.

Taoism

Traditionally said to have been set forth in the *Tao Te Ching*, written by the philosopher Lao Tzu in the fourth century BC, Taoism is more of a state of being than a true religion. A Taoist seeks the *Tao*, or “the way.” The *Tao* itself cannot really be described, or even understood — it if could, it wouldn’t be *Tao*. This analogy describes *Tao*: “Imagine a person walking on a road. He carries a bamboo pole resting on his shoulder. On each end of the pole a bucket is suspended. The buckets are likened to *yin* and *yang* [negative and positive influences]. The pole is *Taiji*, the entity integrating the two. The road is *Tao*.”

Taoism has become mixed with the religions of China over time — its influence can be found in Chinese alchemy, magic, medicine, and the martial arts. Taoists also freely adopted various local deities, borrowing from the Chinese animist traditions as well as Buddhist teachings. In modern Hong Kong cinema, Taoist monks and sorcerers are popular characters who often fight supernatural threats with a wide assortment of *ch’i* and/or magical powers.

CELESTIAL MAIDEN				
Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
8	CON	-4	11-	
8	BODY	-4	11-	
13	INT	3	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
13	PRE	3	12-	PRE Attack: 2½d6
30	COM	10	15-	
2	PD	0		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
4	REC	0		
16	END	0		
16	STUN	0		Total Characteristics Cost: 34 (+5 with NCM)

Movement: Running: 6"/12"

Cost	Powers	END
6	<i>Feathered Coat:</i> Multiform (change shape into 60-point swan); OAF (feathered garment; -1)	0
10	<i>Return To Heaven:</i> Extra-Dimensional Movement (a single physical location in Heaven); OAF (feathered garment; -1)	2
15	<i>Celestial Being:</i> Life Support (Immunity: all terrestrial diseases and biowarfare agents; Longevity: Immortality)	0
Perks		
2	Fringe Benefit: Member of the Celestial Bureaucracy	
Skills		
5	High Society 13-	
2	KS: Celestial Bureaucracy 11-	
10	10 points' worth of additional Skills chosen by the GM	

Total Powers & Skills Cost: 50

Total Cost: 84

75+ Disadvantages

15	Distinctive Features: unearthly beauty (Concealable With Difficulty; Causes Major Reaction [desire])
0	Physical Limitation: Human Size
15	Physical Limitation: Must Obey Anyone Who Holds Her Feathered Coat (Infrequently, Fully)

Total Disadvantage Points: 105

SWAN FORM				
Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 HTH [1]
14	DEX	12	12-	OCV: 5/DCV: 5
8	CON	-4	11-	
6	BODY	-8	10-	
13	INT	3	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
10	PRE	0	11-	PRE Attack: 2d6
20	COM	5	13-	
2	PD	1		Total: 2 PD (0 rPD)
2	ED	0		Total: 2 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
3	REC	0		
16	END	0		
13	STUN	0		Total Characteristics Cost: 20

Movement: Running: 3"/6"
Flight: 17"/34"
Leaping: 1"/2"

Cost	Powers	END
3	<i>Wing Buffet:</i> HA +1d6; Hand-To-Hand Attack (-½)	1
28	<i>Wings:</i> Flight 17", Reduced Endurance (½ END; +¼); Restrained (-½)	1
-6	<i>Short Legs:</i> Running -3"	
5	<i>Bird's Eyes:</i> Increased Arc Of Perception (240 Degrees) for Sight Group	0

Skills

10 *Hard To Hit:* +2 DCV

Total Powers & Skills Cost: 40

Total Cost: 60

75+ Disadvantages

5	Physical Limitation: Small (roughly 1m long, +3" KB, Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Disadvantage Points: 95

Ecology: Celestial Maidens are divine beings who occasionally come to the Earth to bathe in tranquil ponds and swim in clear lakes (usually in groups of seven). They're found throughout Asia. In India they're known as *apsaras* (see page 61), in Indonesia as *widadaris* ("nymphs from heaven"), in Laos as *thewada*, and in Japan as *tenno*.

Personality/Motivation: Varies, depending on the individual. For the most part, Celestial Maidens avoid contact with mortals (specifically, mortal men), and quickly flee from anyone who approaches. If captured by a human male, a Celestial Maiden makes a faithful and dutiful wife... at least until she recovers her feathered coat and abandons her husband.

Powers/Tactics: By donning their feathered coats (or sometimes other articles of clothing, such as cloaks, robes, or dresses), Celestial Maidens can transform themselves into beautiful swans. They may have other powers as well; see the write-up for the Shên (see page 55) for suggestions.

Campaign Use: Celestial Maidens can be messengers of the gods, the daughters of the gods, or fairy-

like beings. The “swan-maiden” legend is found all over the world, so you can use them in almost any setting. In all cases, a swan maiden will marry the man who steals her feathered dress, but leave the moment she can recover it (occasionally taking her children with her).

Appearance: In human form, Celestial Maidens possess unearthly beauty and grace. As swans they’re of the purest white color.



CELESTIAL STAG

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
12	DEX	6	12-	OCV: 4/DCV: 4
13	CON	6	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
11	EGO	2	11-	ECV: 4
10	PRE	0	11-	PRE Attack: 2d6
10	COM	0	11-	
4	PD	1		Total: 4 PD (4 rPD)
4	ED	1		Total: 3 ED (3 rED)
3	SPD	8		Phases: 4, 8, 12
6	REC	0		
26	END	0		
24	STUN	0		Total Characteristics Cost: 27

Movement: Running: 6”/12”

Cost Powers **END**

63	<i>Dissolves Into Lethal Liquid:</i> 5d6 RKA, NND (defense is Life Support [Self-Contained Breathing]; +1), Does BODY (+1), Area Of Effect (24” Radius; +1), Continuous (+1), Trigger (exposure to the sun and air; +¼); Side Effects (Celestial Stag takes full damage [30 BODY] from the attack; -2), 1 Continuing Charge lasting 1 Turn which Never Recovers (cleared away by high winds, rain, or the like; -¾)	[1]
30	<i>Undead Body:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
4	<i>Undead Body:</i> Damage Resistance (4 PD/4 ED)	0
15	<i>Undead Body:</i> Does Not Bleed	0
50	<i>Undead Vitality:</i> Life Support: Total (including Longevity: Immortality)	0
5	<i>Can See In The Dark:</i> Nightvision	0

Skills

3	Concealment 11-
1	Interrogation 8-
2	AK: The Local Mine 11-
2	KS: Mining 11-
2	PS: Mining 11-
3	Stealth 12-
1	WF: Mining Tools

Total Powers & Skills Cost: 181

Total Cost: 208

75+ Disadvantages

0	Physical Limitation: Human Size
20	Psychological Limitation: Only Desire Is To Return To the Surface (Common, Total)
15	Reputation: lethal ghost of the mines, 11- (Extreme)
98	Experience Points

Total Disadvantage Points: 208

Ecology: The celestial stag is a form of *chiang-shih*, or “corpse demon,” found in the province of Hunan. It’s created when a mine collapses and traps the miners underground. If the miners are fed by the essences of the earth and the metal they’re digging for, they become a form of undead, able to move and talk, although with bodies that are quite dead.

When encountering a celestial stag, a wise man agrees to take the stag to the surface, but only after the stag has shown him where the richest veins of gold and silver are. Afterwards, he needs to make sure he rides the lift to the surface first and has the stag follow. When the stag mounts the lift, it should be hauled only halfway up to the surface and then dropped so it falls back down the shaft and is destroyed. If not, then the moment the stag ascends to the surface and feels the sun and air, it melts down into a foul-smelling liquid that kill everyone in the area.

Personality/Motivation: A celestial stag’s main desire is to leave the mines and return to the surface. When initially encountered, it’s glad to see a human face and often asks for some tobacco and a pipe, all the while complaining of the cold. Afterwards he thanks his benefactor and then asks to be taken to the surface. If denied this request, the celestial stag can become violent, and if there are more stags than men, they’ll torture the men to death. Miners often wall celestial stags up in abandoned alcoves to keep them from harming the workers.

Powers/Tactics: If celestial stags become violent, they physically attack their intended target with mining tools like hammers, picks, and shovels.

Campaign Use: This bizarre creature has the potential to wipe out an entire group of PCs if you’re not careful, so make sure the heroes have the right KSs to figure out what’s going on, or some other way to learn about the threat it poses (such as the creature’s Reputation). You can also give clues as to the stag’s undead nature, such as its constant complaints about the cold, having it feel cool to the touch, or having it display the wound that killed it.

Appearance: A celestial stag looks like a normal human wearing whatever clothing it had on when it died in a mine collapse.



CH'I-LIN				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; [1]
16	DEX	18	12-	OCV: 5/DCV: 5
14	CON	8	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
20	COM	5	13-	
3	PD	1		Total: 6 PD (3 rPD)
3	ED	0		Total: 6 ED (3 rED)
4	SPD	14		Phases: 3, 6, 9, 12
5	REC	0		
28	END	0		
22	STUN	0		Total Characteristics Cost: 62

Movement: Running: 0"/0"
Flight: 12"/24"

Cost	Powers	END
4	<i>Scaled Body:</i> Armor (3 PD/3 ED); Activation Roll 11- (Hit Locations 9-13; -1)	0
16	<i>Steps Gently:</i> Flight 12"; Only When In Contact With A Level Surface (-½)	2
-12	<i>Only "Flies":</i> Running -6"	
6	<i>Ch'i-Lin Senses:</i> +2 PER with all Sense Groups	0
14	<i>1000-Year Lifespan:</i> Life Support (Longevity: 1000-year lifespan, Immunity: all terrestrial diseases and biowarfare agents)	0
20	<i>Celestial Luck:</i> Luck 4d6	0
Perks		
2	<i>Fringe Benefit:</i> Member of the Celestial Bureaucracy	
9	<i>Reputation:</i> symbol of good fortune and justice (in China and Japan) 14- +3/+3d6	
Talents		
30	<i>Cannot Be Trapped:</i> Danger Sense (self only, any danger, sense) 14-	
Skills		
2	KS: Celestial Bureaucracy 11-	
3	Stealth 12-	

Total Powers & Skills Cost: 94
Total Cost: 156

75+	Disadvantages
0	<i>Physical Limitation:</i> Human Size
15	<i>Physical Limitation:</i> Very Limited Manipulation (Frequently, Greatly Impairing)
20	<i>Psychological Limitation:</i> Gentle, Won't Knowingly Eat Any Living Thing (Common, Total)
46	<i>Experience Points</i>
Total Disadvantage Points: 156	

OPTIONS

Cost	Power
15	<i>Sharp Horn:</i> HKA 1d6 (1½d6 with STR)
60	<i>Magical Powers:</i> 60 points' worth of magical powers and Skills

Ecology: The ch'i-lin (the name refers to both the male and female of the species [ch'i = male, lin = female]) is one of the four Celestial Beings, along with the feng hwang (the Chinese phoenix), the lung (dragon), and the tortoise. It's also chief of the 360 "hairy creatures" found on land. An exceedingly gentle creature, the ch'i-lin walks so softly it won't step on or harm any living creature, and it won't eat any living thing (even grass), only feeding on that which is already dead. To see a living ch'i-lin is considered an omen of good fortune, while to wound one or find a one dead is very unlucky.

The ch'i-lin is also known by such names as *chiai tung*, *chi'i-lin*, *chio-tuan*, *k'i-lin*, *ki lin*, *qilin*, and in Japan, *kirin*.

Personality/Motivation: Normal animal motivations. The ch'i-lin is a reclusive beast; it only appears before men to announce the birth of a straightforward and upright ruler.

Powers/Tactics: Although the ch'i-lin has a horn, it's a fleshy growth and cannot be used as a weapon. The creature's primary form of defense, aside from its light coat of scales, is to flee. However, some ch'i-lin have a sharp horn they can use to impale any attackers.

Campaign Use: In Fantasy campaigns the ch'i-lin should be used as an omen — usually of good fortune or good tidings, but also to announce the birth of an individual who will go on to do great deeds (for example, it's said that Confucius's birth was announced by the appearance of a ch'i-lin).

Appearance: The ch'i-lin is a small animal with the body of a deer, the hooves of a horse, and the tail of an ox. Its scaly coat is a mixture black, blue, red, white, and yellow, while its underbelly is black or brown. In the center of the ch'i-lin's forehead is a thick, fleshy horn.

CH'I-LIN VARIANTS

You can also use this character sheet as a basic template to represent a whole host of similar Asian animals.

Abath

The abath is a Malay animal with only one horn on its head. Originally thought to be a female unicorn, it's in fact the Asian rhinoceros. As with the unicorn (see page 128 of *The HERO System Bestiary*), the abath's horn is supposed protect one from poison even if removed from the abath itself. To create one, make the following changes to the Rhinoceros character sheet found on page 173 of *The HERO System Bestiary*:

The Asian Bestiary, Vol. One ■ Chapter One

Cost Powers

Remove the Disadvantages Hunted: poachers, Physical Limitation: Animal Intelligence, Physical Limitation: Poor Eyesight, Susceptibility: to sharp, powerful blows to the horn, and Vulnerability: 2 x STUN from sharp, powerful blows to the horn

+2 +2 INT

+10 +5 EGO

10 *Horn*: Life Support (Immunity: to all poisons)

Total cost: +22 points

Chai Tung

The chai tung is a Chinese unicorn similar in size and shape to a sheep. To create one, make the following changes to the ch'i-lin:

Cost Powers

-85 Remove *Scaled Body, Steps Gently, Only "Flies," 1000 Year Lifespan, Celestial Luck*, Perk: Fringe Benefit: Member of the Celestial Bureaucracy, Reputation: symbol of good fortune and justice, Talent: Danger Sense, KS: Celestial Bureaucracy

5 +5 STR

30 *Horn*: HKA 1d6+1 (2d6 with STR), Armor Piercing (+½)

10 *Swift*: Running +5" (11" total)

3 *Leaper*: Leaping +3" (6" forward, 3" upward)

4 +2 OCV with Move Through

2 Concealment 11-; Self Only (-½)

Total cost: -31 points

Ghilen

The Ghilen, found in the Himmapan Forest of Thailand (see page 114), is virtually identical to the ch'i-lin. Like the ch'i-lin, the creature has the body of a deer, scales, horse-like hooves, an ox's tail, and the head of a dragon topped by a single antler. However, tradition states the male (Ghi) is horned but the female (Len) is not. Formed from a combination of the five primary elements (earth, fire, metal, water, and wood), Ghilen also have five skin/scale colors; (black, blue, red, white, and yellow) and yellow fur along the stomach. A Ghilen can live for thousands of years.

Variations of the basic (or Chinese) Ghilen exist. One replaces the dragon's head with the head of a dog. The Thai Ghilen has two antlers instead of just one, and ox-like hooves. Finally, the Winged Ghilen (or Ghilen Peek) has clawed feet, not antlers, and large feathered wings. To create any of these creatures, make the following changes to the ch'i-lin:

Cost Chinese Ghilen

Remove Psychological Limitation: Gentle

5 +5 STR

25 *Dragon's Head*: HKA 1½d6 (2½d6 with STR)

7 *Single Antler*: HKA ½d6; No STR Bonus (-½)

10 *Eyes Of The Dragon*: Infrared Perception and Ultraviolet Perception (both Sight Group)

5 *Nose Of The Dragon*: Tracking with Normal Smell

+1 *Lives For Thousands Of Years*: Increase 1000-Year Lifespan to Life Support: Longevity (Immortality)

10 +2 HTH

Total cost: +63 points

Cost Option: Dog-Headed Ghilen

-13 *Dog-Headed Chinese Ghilen*: Reduce HKA to 1d6 (2d6 with STR); Reduced Penetration (-¼)

Total cost: +50 points

Cost Option: Thai Ghilen

Remove Psychological Limitation: Gentle

5 +5 STR

25 *Dragon's Head*: HKA 1½d6 (2½d6 with STR)

10 *Antlers*: HKA 1d6; No STR Bonus (-½)

10 *Kick/Rear*: HA +3d6; Hand-To-Hand Attack (-½)

5 *Eyes Of The Dragon*: Infrared Perception (Sight Group)

5 *Eyes Of The Dragon*: Ultraviolet Perception (Sight Group)

5 *Nose Of The Dragon*: Tracking with Normal Smell

+1 *Lives For Thousands Of Years*: Increase 1000-Year Lifespan to Life Support: Longevity (Immortality)

10 +2 HTH

Total cost: +76 points

Cost Option: Winged Ghilen

Remove Psychological Limitation: Gentle

-4 Remove *Steps Gently* and *Only "Flies"*

5 +5 STR

25 *Dragon's Head*: HKA 1½d6 (2½d6+1 with STR)

12 *Clawed Feet*: HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)

16 *Wings*: Flight 12"; Restrained (-½)

10 *Swift*: Running +5" (11" total)

10 *Eyes Of The Dragon*: Infrared Perception and Ultraviolet Perception (Sight Group)

5 *Nose Of The Dragon*: Tracking with Normal Smell

+1 *Lives For Thousands Of Years*: Increase 1000-Year Lifespan to Life Support: Longevity (Immortality)

10 +2 HTH

Total cost: +90 points

Hai Chai

Also known as the *kai tsu*, this animal has a reddish-yellow horse's body and a single black horn. To create one, make the following changes to the Riding Horse character sheet on page 168 of *The HERO System Bestiary*:

Cost Powers

Remove Physical Limitation: Animal Intelligence, Psychological Limitation: Domesticated, Psychological Limitation: Timid, and Psychological Limitation: Gentle

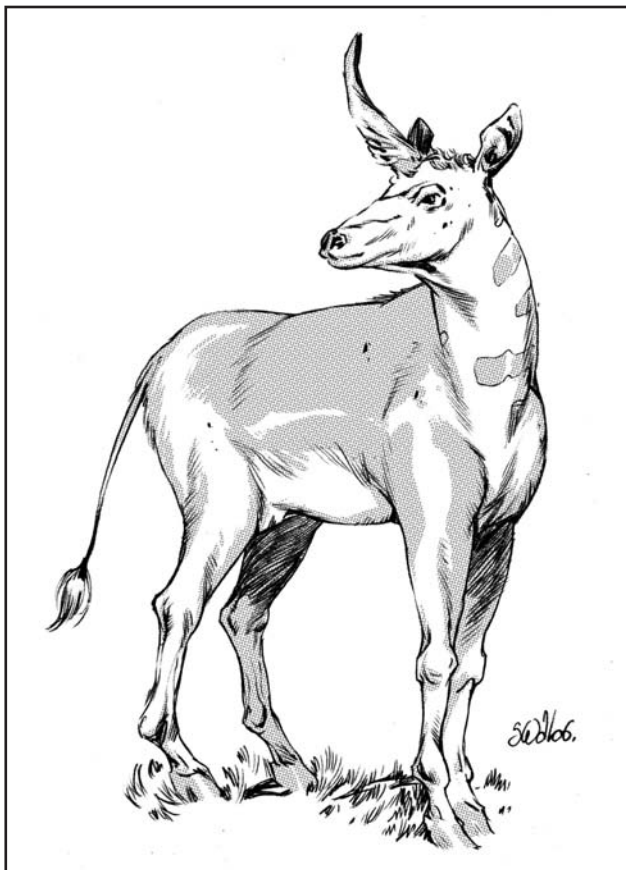
2 +2 INT

10 +5 EGO

30 *Horn*: HKA 1d6+1 (1½d6 with STR), Armor Piercing (+½)

0 +2 PER now affects all the Sense Groups.

Total cost: +42 points



Huan

The huan is a mountain-dwelling deer. It has a goat-like body with no mouth. To create one, make the following changes to the Deer/Antelope character sheet on page 150 of *The HERO System Bestiary*:

Cost Powers

- 5 +5 STR
- 5 *Cannot Die*: Life Support (Longevity: Immortality)
- 10 *Harmful Vapors Cannot Enter The Body*: Life Support (Self-Contained Breathing)
- 3 *Has No Mouth*: Life Support (Diminished Eating; no need to eat)
- 2 *Used To The Cold*: Life Support (Safe Environment: Intense Cold)
- 5 Climbing 14-; Mountainsides Only (-½)
- 3 *Winter Coat*: +4 to Concealment; Self Only (-½), Only In Snow/Ice (-1)
- 2 *Winter Coat*: +2 to Stealth; Only In Snow/Ice (-1)

Total cost: +35 points

Kai Tsi

Also known in Japan as the *sin you*, this animal has either a lion-like body or the body of a sheep with a single horn on its head. It's capable of determining the guilt or innocence of the accused and is a symbol of justice. Tales are told of judges asking a kai tsi to decide certain court cases. The kai tsi fixes the suspect with a look, and if he's guilty runs him through with its horn. To create one, make the following changes to the Lion character sheet on page 145 of *The HERO System Bestiary*:

Cost Powers

- Remove the Disadvantage Physical Limitation: Animal Intelligence
- 5 +5 INT
- 16 +8 EGO
- 30 *Horn*: HKA 1d6+1 (1½d6 with STR), Armor Piercing (+½)
- 10 *Distinguish Between Right And Wrong*: Detect Good And Evil/Right Or Wrong 12- (no Sense Group), Discriminatory
- var As an option, you can add in the Perks for either the ch'i-lin or the shishi (see AB2), and add the the Divine template (see page 23 of *The HERO System Bestiary*).

Total cost: +61 points

King

This is a single-horned stag with the tail of a water buffalo. To create one, make the following changes to the ch'i-lin:

Cost Powers

- 85 Remove *Scaled Body*, *Steps Gently*, Only "Flies," 1000 Year Lifespan, Celestial Luck, Perk: Fringe Benefit: Member of the Celestial Bureaucracy, Perk: symbol of good fortune and justice, Talent: Danger Sense, KS: Celestial Bureaucracy
- 30 *Horn*: HKA 1d6+1 (1½d6 with STR), Armor Piercing (+½)
- 10 *Swift*: Running +5" (11" total)
- 3 *Leaper*: Leaping +3" (5" forward, 3" upward)
- 2 Concealment 11-; Self Only (-½)

Total cost: -40 points

Kioh Twan

Similar in appearance to the ch'i-lin, the kioh twan has green hair, a horse's tail, and a single horn on its nose. It's an extremely fast animal, said to be able to travel 6,000 miles in a single day. To create one, make the following changes to the ch'i-lin:

Cost Powers

- 81 Remove *Steps Gently*, Only "Flies," 1000 Year Lifespan, Celestial Luck, Perk: Fringe Benefit: Member of the Celestial Bureaucracy, Perk: symbol of good fortune and justice, Talent: Danger Sense, KS: Celestial Bureaucracy
- 30 *Horn*: HKA 1d6+1 (1½d6 with STR), Armor Piercing (+½)
- 115 *Speed Of The Kioh Twan*: Running +36", x4 Noncombat, Reduced Endurance (0 END; +½)
- 2 Concealment 11-; Self Only (-½)

Total cost: +66 points

Lu

The lu is Chinese unicorn similar to a wild ass in size and shape. To create one, make the following changes to the Pony character sheet on page 167 of *The HERO System Bestiary*:

Cost Powers

- Remove Physical Limitation: Animal Intelligence, Psychological Limitation: Domesticated, and Psychological Limitation: Timid.
- 2 +2 INT
- 10 +5 EGO

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30 *Horn*: HKA 1d6+1 (1½d6 with STR), Armor Piercing (+½)

0 +2 PER now affects all the Sense Groups.

Total cost: +42

Si

This Chinese unicorn may be the same as the sz (see below). It's as large as a rhinoceros, blue-green in color, with a thick hide often used as armor by natives. Its horn is enormous, with one recorded as weighing over 1,300 pounds! To create one, make the following changes to the Rhinoceros character sheet on page 173 of *The HERO System Bestiary*:

Cost Powers

Remove Hunted: poachers, Physical Limitation: Animal Intelligence, Physical Limitation: Poor Eyesight, Susceptibility: to sharp, powerful blows to the horn, and Vulnerability: 2 x STUN from sharp, powerful blows to the horn

10 +10 STR

2 +2 INT

10 +5 EGO

+27 Increase Horn to HKA 2d6 (3½d6 with STR), Armor Piercing (+½), Increased STUN Multiplier (+¼)

3 *Thick Skin*: Armor (+2 ED)

Total cost: +52 points

Sz

The sz is Chinese unicorn similar in size and shape to an ox. To create one, make the following changes to the Buffalo/Cattle character sheet on page 141 of *The HERO System Bestiary*:

Cost Powers

Remove the Disadvantages of Physical Limitation: Animal Intelligence and Psychological Limitation: Timid.

2 +2 INT

10 +5 EGO

+15 Increase Horns to HKA 1d6+1 (1½d6 with STR), Armor Piercing (+½)

Total cost: +37 points

Tibetan Unicorns

The legends of Tibet mention three different types of unicorn. They're the *kere*, the *serou*, and the *tsopo* (or tso' po). All three are aggressive and dangerous. To create one, make the following changes to the ch'i-lin:

Cost Powers

-85 *Remove Scaled Body, Steps Gently, Only "Flies," 1000 Year Lifespan, Celestial Luck*, Perk:

Fringe Benefit: Member of the Celestial Bureaucracy, Perk: symbol of good fortune and justice, Talent: Danger Sense, KS: Celestial Bureaucracy

5 +5 STR (15 STR total)

30 *Horn*: HKA 1d6+1 (1½d6 with STR), Armor Piercing (+½)

10 *Swift*: Running +5" (11" total)

3 *Leaper*: Leaping +3" (5" forward, 3" upward)

2 *Used To The Cold*: Life Support (Safe Environment: Intense Cold)

4 +2 OCV with Move Through

5 Climbing 14-; Mountainsides Only (-½)

2 Concealment 11-; Self Only (-½)

3 *Winter Coat*: +4 to Concealment; Self Only (-½), Only In Snow/Ice (-1)

2 *Winter Coat*: +2 to Stealth; Only In Snow/Ice (-1)

Psychological Limitation: Aggressive (Common, Strong; 15 points)

Total cost: -19 points

Too Jou Shen

This animal has the body of a lion, the legs and hooves of a deer, and a short, rounded horn. It guards the entrances to tombs. To create one, make the following changes to the Lion character sheet on page 145 of *The HERO System Bestiary*:

Cost Powers

Remove Physical Limitation: Animal Intelligence

-16 Remove *Claws*

5 +5 INT

16 +8 EGO

7 *Hooves Of A Deer*: HA +2d6; Hand-To-Hand Attack (-½)

+8 *Legs Of A Deer*: Increase Swift Runner to Running +5" (11" total)

var As an option, you can add in the Perks for either the ch'i-lin or the shishi (see AB2), and add the the Divine template (see page 23 of *The HERO System Bestiary*).

Total cost: +20 points

Xi

This animal resembles a large-bellied water buffalo with pig's feet. It has three horns: one on its nose, one on its forehead, and one atop its skull. Because it enjoys chewing on prickly brambles, it has the disconcerting habit of drooling blood. To create one, make the following changes to the Buffalo/Cattle character sheet on page 141 of *The HERO System Bestiary*:

Cost Powers

Remove Psychological Limitation: Timid.

+22 *Triple Horn*: Increase Horns to HKA 1½d6 (3d6+1 with STR), Armor Piercing (+½)

Total cost: +22 points

Zouwu

The zouwu is a horse the size of a tiger with a tail longer than its body. Like the ch'i-lin, its coat is a mixture black, blue, red, white, and yellow. A fast runner, it can cover over 300 miles in a single day. To create one, make the following changes to the Riding Horse character sheet on page 168 of *The HERO System Bestiary*:

Cost Powers

Remove Psychological Limitation: Domesticated and Psychological Limitation: Timid

+19 *Speed Of The Zouwu*: Increase Horse's Legs to Running +12" (18" total), Reduced Endurance (½ END; +¼)

Total cost: +19 points

CHIANG-LIANG				
Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
12	BODY	4	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
8	PD	4		Total: 8 PD (1 rPD)
5	ED	1		Total: 5 ED (1 rED)
4	SPD	12		Phases: 3, 6, 9, 12
8	REC	0		
36	END	0		
31	STUN	0		
				Total Characteristics Cost: 68 (+2 with NCM)

Movement: Running: 11"/22"

Cost	Powers	END
15	<i>Bite:</i> HKA 1d6 (2d6 with STR)	1
7	<i>Hooves:</i> HA +2d6; Hand-To-Hand Attack (-½)	1
3	<i>Snake Between Its Teeth:</i> HKA 1 point; No STR Bonus (-½)	1
140	<i>Venomous Bite:</i> Drain CON 5d6, Delayed Return Rate (points return at the rate of 5 points per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); Snake Bite Must Do BODY (-½), Extra Time (onset time begins 1 Segment after victim is bitten; -0), Gradual Effect (5 Segments, 1d6/1 Segment; -¼), Linked (to RKA; -½), 4 Charges (-1) plus RKA 6d6, NND (defense is appropriate LS [Immunity]; +1), Does	

	BODY (+1), Personal Immunity (+¼); No Range (-½), Snake Bite Must Do BODY (-½), Extra Time (onset time begins 1 Segment after victim is bitten; -0), Gradual Effect (6 Segments, 1d6/1 Segment; -¼), 4 Charges (-1)	[4]
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)	0
10	<i>Very Long Legs:</i> Running +5" (11" total)	2
9	<i>Cat's Senses:</i> +3 PER with all Sense Groups	0
5	<i>Cat's Eyes:</i> Nightvision	0

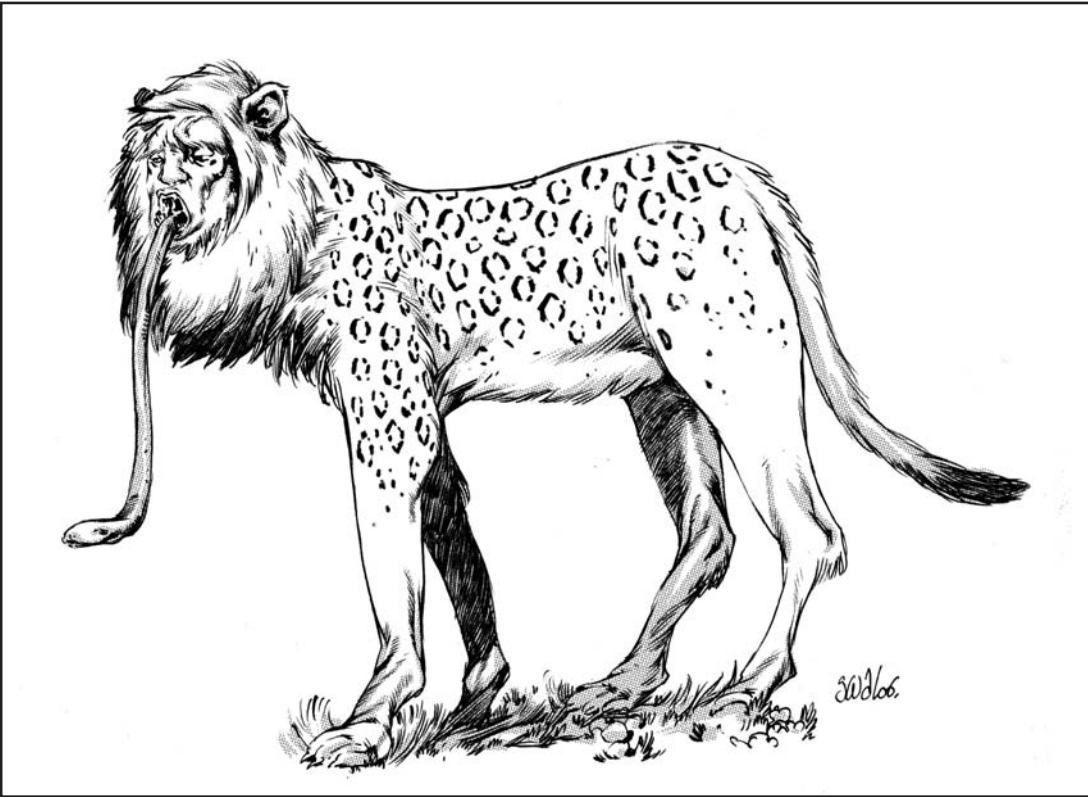
Skills		
15	+3 HTH	
2	Concealment 11-; Self Only (-½)	
3	<i>Camouflage Coloration:</i> +4 to Concealment; Self Only (-½), Only In Home Environment (-1)	
3	Stealth 13-	
1	<i>Camouflage Coloration:</i> +1 to Stealth; Only In Home Environment (-1)	

Total Powers & Skills Cost: 214
Total Cost: 282

75+ Disadvantages		
15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)	
0	Physical Limitation: Human Size	
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)	
177	Experience Points	

Total Disadvantage Points: 282

Ecology: These solitary animals are found in the forests and grasslands of southern China, where they hunt antelope, rabbits, and other small mammals. Nocturnal creatures, they're quite fearless due to their venomous nature.



VARIOUS BOOKS OF CHINESE BEASTS

The chiang-liang is just one of hundreds of bizarre monsters said live beyond the borders of the Chinese empire, many of which are mentioned in such books as the *Great Imperial Encyclopedia* (known as *Ku-chin T'u-shu Chi-cheng*, or the *All-Embracing Illustrated Volumes Of Things Then And Now*), the *Shan Hai Ching* (*Hill And River Classic*), the *T'ai P'ing Kuang Chi* (*Extensive Records Made In The Period Of Peace And Prosperity*), and the *Shanhaijing* (*Guideways Through Mountains And Seas*). Several such creatures are given full write-ups in this book, while others include the following:

Celestial Horse: A white dog with a black head and thick, fleshy wings. It's capable of flight.

Ch'ou-t'i: This creature has a beast's body with a head at either end.

Ch'uan-T'ou: Humanoid beings with the heads of men but the beaks of birds. They have bat-like wings and eat raw fish taken from rivers and streams. They may be the same as the Huantoumin (page 44).

Hsiao: The hsiao is a type of owl with a man's face, an ape's body, and a dog's tail. Its appearance foretells drought.

Hsing-t'ien: This humanoid monster has no head — its mouth is in its belly and its eyes in its chest. Decapitated in a battle with the gods, hsing-t'ien wanders the wastes of China in search of its missing head. It's highly belligerent, brandishing its ax and shield at all who approach.

Hua Fish: Also known as the flying snakefish, this is a fish with a bird's wings. As with the hsiao, the appearance of the hua fish foretells drought.

Ping-feng: A black pig with a head at either end.

Shang Yung: This large bird has only one leg. It's also known as the Rainbird, and is said to bring rains with it in times of drought.

Ti-chiang: A bird dwelling in the Mountains of the Sky, the ti-chiang has six feet and four wings and is a bright red in color. However, it lacks a face and eyes.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: Since it can run quickly on its long legs, the chiang-liang slowly sneaks up on its prey and then runs it down in a burst of speed. It tries to Grab its prey with its jaws and then deliver a venomous bite with the snake between its teeth. It then draws back and waits for the poison to finish off the unfortunate victim.

Campaign Use: The chiang-liang is a good example of how to can take an ordinary creature (in this case a leopard) and make it monstrous by applying some unusual features and enhancing its abilities a bit. You can easily create additional hybrids by combining elements of common Chinese animals together, defining them as either a natural part of the local fauna or as magical or divine creations.

Appearance: The chiang-liang has the body of a leopard with very long legs ending in hooves, the head of a small tiger, the face of a man, sharp fangs in its mouth, and a highly poisonous snake nestled between its teeth.

CHIANG-SHIH

Val	CHAR	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
25	CON	30	13-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
20	EGO	20	11-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
12	PD	6		Total: 12 PD (6 rPD)
12	ED	7		Total: 12 ED (6 rED)
3	SPD	5		Phases: 4, 8, 12
12	REC	2		
50	END	0		
40	STUN	2		Total Characteristics Cost: 114 (+30 with NCM)

Movement: Running: 6"/12"
Flight: 12"/24"

Cost	Powers	END
25	<i>Claws:</i> HKA 1½d6 (3d6+1 with STR)	2
7	<i>Bite:</i> HKA 1 point (½d6 with STR), Reduced Endurance (0 END; +½)	0
33	<i>Blood Drain:</i> RKA 1d6, NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); No Range (-½), Bite Must Do BODY First (-½)	0
24	<i>Fly On The Winds:</i> Flight 12"	2
40	<i>Undead Body:</i> Physical Damage Reduction, Resistant, 75%; Not Versus Bullets (-½)	
40	<i>Undead Body:</i> Energy Damage Reduction, Resistant, 75%; Not Versus Fire (-½)	
6	<i>Undead Body:</i> Damage Resistance (6 PD/6 ED)	0
15	<i>Undead Body:</i> Does Not Bleed	0
47	<i>Undead Vitality:</i> Life Support: Total (except Diminished Eating, but including Longevity: Immortality)	0
25	<i>Shape Shifting:</i> Multiform (assume 125-point wolf form)	0
5	<i>Chiang-Shih Eyes:</i> Nightvision	0

Skills

15	+3 HTH
3	Climbing 12-
5	Shadowing 12-
3	Stealth 12-
3	Tracking 11-
20	Various Skills representing the chiang-shih's abilities and interests when alive

Total Powers & Skills Cost: 316

Total Cost: 430

75+ Disadvantages

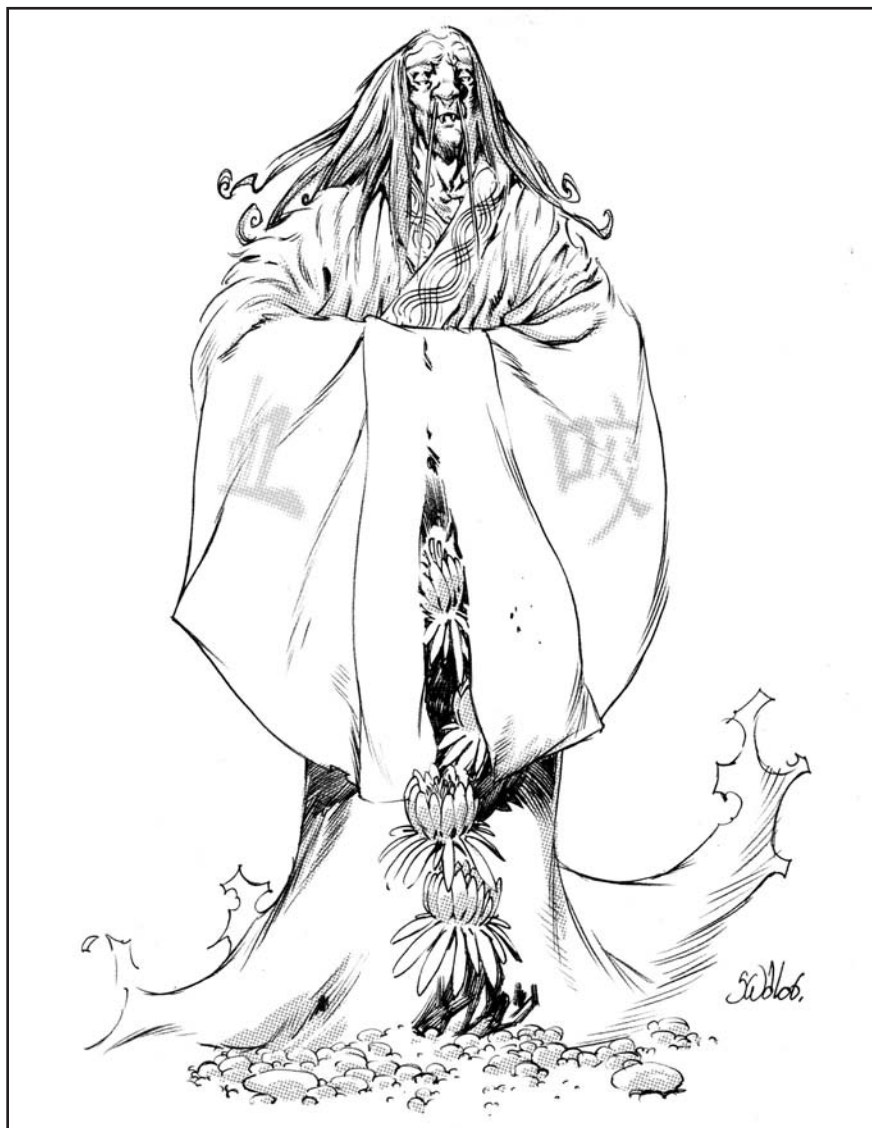
30	Enraged: in combat (Very Common), go 11-, recover 8-
15	Physical Limitation: cannot cross a line of iron filings, red peas, rice, or running water (Infrequently, Fully Impairing)
0	Physical Limitation: Human Size

HOPPING VAMPIRES

China is the land of hopping vampires. Why they hop is unknown, although some theories say it might be due to the custom of burying the dead in a standing position, or because the burial clothing would effectively bind the legs. Others claim it's because of the onset of rigor mortis (which keeps the leg joints from working) or due to the vampire being rejected by the Earth.

The chiang-shih presented here does not hop, as the sources referenced never mentioned hopping as part of Chinese vampire lore. However, hopping vampires are extremely common in Hong Kong horror/martial arts cinema. Anyone running *Ninja Hero* or *Pulp Hero* adventures set in China might want to use a hopping vampire instead of the more agile version presented here. To transform a chiang-shih into a hopping vampire, make these changes: increase the STR to 35 or 40 and CON to 30, decrease DEX to around 12, and raise the vampire's defenses (both PD, ED, and Damage Resistance). Remove its Flight and Running and give it the Physical Limitation *Reduced Leap, can only leap half as far as STR indicates* (Infrequently, Slightly Impairing).

A hopping vampire usually wears clothing of the Ching Dynasty and has greenish skin, red eyes, yellowed fangs, and long claws.



- 20 Physical Limitation: repulsed by the presence of garlic (Frequently, Fully Impairing)
- 15 Psychological Limitation: Strong Sexual Desires And Urges (Common, Strong)
- 15 Psychological Limitation: Vicious And Bloodthirsty (Common, Strong)
- 25 Susceptibility: to salt, 1d6 per Segment (Common)
- 15 Susceptibility: to thunder, 3d6 BODY Instantly (Uncommon)
- 220 Experience Points

Total Disadvantage Points: 430

OPTIONS

Cost Powers

- 36 *Assume Human Form*: Shape Shift (Sight, Touch, Hearing, and Smell/Taste Groups), Makeover, Reduced Endurance (0 END; +½)
- 10 *Can Smell Your Breath*: Targeting for Normal Smell
- 40 *Glowing Ball Of Blue Light*: Desolidification (affected by fire, light, and sonic attacks)
- 6 *Leap Great Distances*: Leaping +6" (or more)
- 42 *Poisonous Breath*: RKA 1d6, NND (defense is Life Support [Self-Contained Breathing

or appropriate Immunity]; +1), Does BODY (+1), Reduced Endurance (0 END; +½); Limited Range (2"; -¼)

Add Physical Limitation: Poor Eyesight, suffers -3 to all Sight PER Rolls except in dim light or at night (Infrequently, Greatly Impairing; 10 points)

Add Psychological Limitation: Compelled To Count Rice/Seed Grains Found In Its Path (Uncommon, Total; 15 points)

Add Susceptibility: to sunlight, 1d6 BODY per Phase (Very Common; 25 points)

Add Vulnerability: 2 x BODY from Fire (Common; 20 points)

Add Vulnerability: 2 x STUN from Fire (Common; 20 points)

Ecology: A chiang-shih (also known as a *ch'ing-shih*, *his-hsue-kuei* [literally, "blood-suck demon"], *jiang-shi*, *kiang-shi*, *kyonshi*, *kyuketsuki* [in Japan], or *qing-shi*) is created when a corpse is animated by the *p'oh*, or inferior soul. The *p'oh* tends to remain in the body of the deceased while the *han* (or superior soul) continues to the afterlife, leading to the corpse becoming a vampire and preying on the living. A chiang-shih can be created when a person dies by

drowning, hanging, suicide, or suffocation. The pòh can also possess someone who dies unexpectedly, or who has not yet been buried. Finally, allowing an animal (such as a cat) to leap over a corpse can also cause it to rise as a *chiang-shih*.

Personality/Motivation: The *chiang-shih* is typically compelled by strong homicidal urges, causing it to attack any living people it encounters. Certain *chiang-shih* also demonstrate a powerful sex drive, leading the vampire to assault and rape women (or men) before drinking their blood. If the *chiang-shih* was created due to being improperly buried (or not buried at all) then it most likely directs its anger at close relatives and other family members.

Powers/Tactics: A corpse risen as a *chiang-shih* has a number of powers. It's mostly invulnerable, although fire or bullets can kill it. Many *chiang-shih* demonstrate the ability to fly and to transform into wolves. They dislike loud noises; a loud crash of thunder can kill one. The *chiang-shih* is only active at night, and can't cross running water. Iron filings, red peas, and rice can be used to create effective barriers the vampire can't cross, while garlic automatically causes a *chiang-shih* to flee. Salt dissolves a *chiang-shih*.

Chiang-shih prefer to attack by surprise and ambush, especially if they have no powers other than their great strength and long claws. A *chiang-shih* tends to be very violent in combat, often ripping its victims limb from limb. But their viciousness can be used against them, as shown in the folktale "The Resuscitated Corpse," where a charging *chiang-shih* is tricked into impaling its claws into a willow tree, trapping it until dawn.

It's said some *chiang-shih* have more powers than those listed. Some are believed to have a poisonous (or icy) breath capable of killing anyone they breathe on. Other *chiang-shih* can become insubstantial, appearing as a glowing blue ball surrounded by a chill mist. Finally, it's said rice (and other grains or seeds) not only can be used to create an impassible barrier to a Chinese vampire, but some *chiang-shih* must stop and count each and every grain thrown into its path, possibly "trapping" it there until the sun rises and kills it.

Campaign Use: The *chiang-shih* is an interesting vampire that can quite easily throw a party of unsuspecting PCs for a loop. Unlike the stereotypical cinematic Western vampire, the *chiang-shih* isn't harmed by being staked through the heart and normally isn't troubled by exposure to sunlight. It can go where it pleases, not requiring an invitation to enter a dwelling. It doesn't even need to remain in its coffin, although burying a Chinese vampire in a proper grave can keep it from rising.

This character sheet represents only a basic *chiang-shih*. For campaign use, you may want to increase the *chiang-shih*'s DEX, BODY, INT, and SPD, add some Martial Arts, and perhaps give it more relevant Skills and abilities retained from its former life (such as Weapon Familiarities). To further confuse the PCs, consider using some of the optional powers and Disadvantages, especially if they've encountered more than one *chiang-shih* and feel they have a good understanding of the vampire's habits.

Appearance: A *chiang-shih* can have many forms, depending upon how long it's existed as a vampire. Normally a *chiang-shih* appears exactly as it looked when it died and is not instantly recognizable for what it is. The *chiang-shih* can also assume a more horrific form, with a green glowing body, serrated teeth, and long claws. Older, more powerful, *chiang-shih* develop a thick covering of long white hair. Depending on how long it's been dead, a *chiang-shih* may wear rich robes, simple funeral clothing, or nothing at all.

CHINESE GIANT SNAKES

Ecology: China is home to a wide variety of giant snakes. Many of these creatures dwell in the mountains at the fringes of the empire, preying on anything big enough to feed their immense appetites. Fortunately, Chinese giant serpents seem to be fairly rare.

Personality/Motivation: Normal animal motivations. Some snakes seem to have human intelligence and range in attitude from benevolent to wicked and cruel.

Powers/Tactics: Giant snakes use tactics appropriate to their form: constrictors tend to grab prey with a bite and then crush it in their coils; venomous snakes bite first and then let their lethal venom do its work. Some giant snakes have magical powers, including near-immortality (one legend tells of a pure white snake over 1,800 years old), the ability to assume human form, and a degree of control over rain, water, and the weather.

Chinese myths mention other snakes as well. One is said to have horns on its head and is capable of breathing forth a cloud of deadly poison. Another is eighty feet long, ten feet in circumference, and has eyes two feet across; it dwells in a cave and demands a yearly tribute of young maidens.

Campaign Use: You can incorporate Chinese giant snakes into your world as guardians of mountain passes, treasure-filled valleys, and the like. You can also use them as a prey item for the *pyong*, a roc-like bird (page 24). As with the *orochoi* (see AB2), any white-colored snake is considered a supernatural being worthy of veneration.

BASHE				
Val	Char	Cost	Roll	Notes
90	STR	80	27-	Lift 6.4 ktons; 18d6 [9]
14	DEX	12	12-	OCV: 5/DCV: 5
45	CON	70	18-	
40	BODY	60	16-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
45	PRE	35	18-	PRE Attack: 9d6
8	COM	-1	11-	
30	PD	12		Total: 30 PD (15 rPD)
30	ED	21		Total: 30 ED (15 rED)
3	SPD	6		Phases: 4, 8, 12
27	REC	0		
90	END	0		
108	STUN	0		Total Characteristics Cost: 283 (+257 with NCM)
Movement:		Running: 24"/48" Leaping: 0"/0" Swimming: 16"/32"		
Cost	Powers			END
11	<i>Coils:</i> +15 STR, Reduced Endurance (0			
	END; +½); Only To Grab And Crush (-1)			0
70	<i>Bite:</i> HKA 2d6+1 (4½d6 with STR),			
	Area Of Effect (One Hex; +½), Armor			
	Piercing (+½)			7
15	<i>Scaled Hide:</i> Damage Resistance			
	(15 PD/15 ED)			0
36	<i>Heavy:</i> Knockback Resistance -18"			0
2	<i>Diminished Appetite:</i> Life Support			
	(Diminished Eating: only needs to eat			
	once every few months)			0
36	<i>Slithering:</i> Running +18" (24" total)			5
14	<i>Slithering:</i> Swimming +14" (16" total)			2
6	<i>Serpent's Tongue:</i> +3 PER with Smell/Taste			
	Group			0
	Skills			
6	+3 OCV with Grab			
5	Climbing 13-			
3	Concealment 12-; Self Only (-½)			
3	Stealth 12-			
Total Powers & Skills Cost: 207				
Total Cost: 490				

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 15 Physical Limitation: Cold-Blooded (Frequently, Greatly Impairing)
- 20 Physical Limitation: Colossal (64" long, -12 DCV, +12 to PER Rolls) (All The Time, Greatly Impairing)
- 18 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 332 Experience Points

Total Disadvantage Points: 490

Description: Bashe, or ba-snakes (*she* means "snake"), live in the mountains to the far west of China. They prey on elephants, swallowing them whole (they do Very Strong swallowing damage) and then spitting out the bones after a period of three years. Because of their great size — a full-grown bashe's over 400 feet long with an immense head and a maw large enough to swallow a bull elephant — they're solitary creatures, and rarely seen. Bashe are black with a green head, although some are said to be multicolored black, green, red, and yellow.

THE NYAN

Giant snakes are found throughout Asian myth and folklore. Few are as large as the bashe, although the Nyan comes close. Also known by the names Avagráh, Gara, Gráha, or Tantri-gáha, the Nyan is described as a vast worm-like being known to inhabit rivers and estuaries throughout India (specifically the Bengal region) and Burma. Capable of crushing nearly anything in its coils, the Nyan's preferred prey is the elephant.

CHANGSHE

Val	Char	Cost	Roll	Notes
80	STR	70	23-	Lift 1.6 ktons; 16d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
40	CON	60	17-	
43	BODY	66	18-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
40	PRE	30	17-	PRE Attack: 8d6
8	COM	-1	11-	
25	PD	9		Total: 22 PD (12 rPD)
25	ED	17		Total: 25 ED (12 rED)
4	SPD	12		Phases: 3, 6, 9, 12
24	REC	0		
80	END	0		
103	STUN	0		Total Characteristics Cost: 275 (+231 with NCM)

Movement: Running: 24"/48"
Leaping: 0"/0"
Swimming: 16"/32"

Cost Powers

70	<i>Bite:</i> HKA 2d6+1 (4½d6 with STR), Area Of Effect (One Hex; +½), Armor Piercing (+½)	4
140	<i>Venomous Bite:</i> Drain CON 5d6, Delayed Return Rate (points return at the rate of 5 points per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); Snake Bite Must Do BODY (-½), Extra Time (onset time begins 1 Segment after victim is bitten; -0), Gradual Effect (5 Segments, 1d6/1 Segment; -¼), Linked (to RKA; -½), 4 Charges (-1) plus RKA 6d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), Snake Bite Must Do BODY (-½), Extra Time (onset time begins 1 Segment after victim is bitten; -0), Gradual Effect (6 Segments, 1d6/1 Segment; -¼), 4 Charges (-1)	[4]
10	<i>Scaled Hide:</i> Damage Resistance (10 PD/10 ED)	0
36	<i>Heavy:</i> Knockback Resistance -18"	0
2	<i>Diminished Appetite:</i> Life Support (Diminished Eating: only needs to eat once every few months)	0
36	<i>Slithering:</i> Running +18" (24" total)	5
14	<i>Slithering:</i> Swimming +14" (16" total)	2
6	<i>Serpent's Tongue:</i> +3 PER with Smell/Taste Group	0

Skills

6	+3 OCV with Bite
3	Climbing 13-
3	Concealment 11-; Self Only (-½)
3	Stealth 13-

Total Powers & Skills Cost: 329

Total Cost: 604

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
15	Physical Limitation: Cold-Blooded (Frequently, Greatly Impairing)
20	Physical Limitation: Even Larger Than Colossal (128" long, -14 DCV, +14 to PER Rolls) (All The Time, Greatly Impairing)
16	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
448	Experience Points

Total Disadvantage Points: 604

Description: The changshe, or Long Snake, lives on the slopes of Greater Unity Mountain far to the north of China. It's an immense form of fu viper (see text box) that measures upwards of 800 feet in length with a body covered in scales and thick, pig-like bristles. They're aggressive predators and eat virtually anything and everything, killing prey with a single bite and a dose of highly lethal poison.

FU VIPERS

A fu viper is a mountain-dwelling red snake with thick bristles (or needles) on its nose; it can grow to weigh than 130 pounds. You can create one by giving the Black Mamba (page 178 of *The HERO System Bestiary*) +16 STR to represent its greater mass and proportional strength.

HOOK-SNAKE				
Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
18	DEX	24	13-	OCV: 6/DCV: 6
25	CON	30	14-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
25	PRE	15	14-	PRE Attack: 5d6
8	COM	-1	11-	
13	PD	5		Total: 13 PD (6 rPD)
8	ED	3		Total: 8 ED (6 rED)
3	SPD	2		Phases: 4, 8, 12
13	REC	0		
50	END	0		
53	STUN	0	Total Characteristics Cost: 116 (+54 with NCM)	
Movement:		Running: 15"/30" Leaping: 0"/0" Swimming: 10"/20"		
Cost	Powers			END
15	Bite: HKA 1d6 (2d6 with STR)			1
6	Thick Scales: Damage Resistance (6 PD/6 ED)			0
18	Heavy: Knockback Resistance -9"			0
2	Diminished Appetite: Life Support (Diminished Eating: only needs to eat once every few months)			0
18	Slithering: Running +9" (15" total)			2
8	Affinity For Water: Swimming +8" (10" total)			1
6	Serpent's Tongue: +3 PER with Smell/Taste Group			0
13	Long Forked Tail: Stretching 4", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼), Limited Body Parts (tail; -¼), Limited Manipulation (-¼)			0
Skills				
6	Forked Tail: +3 OCV with Grab			
3	Concealment 12-; Self Only (-½			
3	Stealth 12-			
Total Powers & Skills Cost: 98				
Total Cost: 214				

75+	Disadvantages
15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
15	Physical Limitation: Cold-Blooded (Frequently, Greatly Impairing)
10	Physical Limitation: Huge (16m long; -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
10	Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
8	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
81	Experience Points
Total Disadvantage Points: 214	

OPTIONS	
Cost	Constrictor
7	<i>Constrictor:</i> +15 STR; Only Usable With Grab (-1)
140	<i>Venomous:</i> Drain CON 5d6, Delayed Return Rate (points return at the rate of 5 points per Hour; +1), NND (defense is appropriate LS [Immunity]; +1), Personal Immunity (+¼); Snake Bite Must Do BODY (-½), Extra Time (onset time begins 1 Segment after victim is bitten; -0), Gradual Effect (5 Segments, 1d6/1 Segment; -¼), Linked (to RKA; -½), 4 Charges (-1) plus RKA 6d6, NND (defense is appropriate LS [Immunity]; +1), Does BODY (+1), Personal Immunity (+¼); No Range (-½), Snake Bite Must Do BODY (-½), Extra Time (onset time begins 1 Segment after victim is bitten; -0), Gradual Effect (6 Segments, 1d6/1 Segment; -¼), 4 Charges (-1) [4]
10	<i>Venomous:</i> +1 SPD

Description: The hook-snake, also known as the “horse-stumbling snake,” is found in and around the rivers of Yongchang. It’s said to be “several tens of feet long” with a forked tail. It lurks either in the river or along the shore, using its forked tail to snatch horses, humans, and oxen off the roads and trails and dragging them away to be devoured.

It’s unclear if the hook-snake is a constrictor or a venomous snake. You can apply the optional powers to make it either one, or for a truly unpleasant surprise, give it both options.

CHINESE HOBGOBLINS

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; [1]
12	DEX	6	11-	OCV: 4/DCV: 4
12	CON	4	11-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
12	PRE	2	11-	PRE Attack: 2d6
8	COM	-1	11-	
5	PD	2		Total: 5 PD (1 rPD)
4	ED	1		Total: 4 ED (1 rED)
3	SPD	8		Phases: 4, 8, 12
5	REC	0		
24	END	0		
23	STUN	0		Total Characteristics Cost: 19

Movement: Running: 6"/12"

Cost	Powers	END
1	<i>Tough Hide:</i> Damage Resistance (1 PD/1 ED)	0
5	<i>Nighteyes:</i> Nightvision	0

Skills

3	Climbing 11-
3	Concealment 11-
3	Stealth 11-
2	Survival (choice) 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 21

Total Cost: 40

75+ Disadvantages

0	Physical Limitation: Human Size
15	Psychological Limitation: Hatred Of Humans (Common, Strong)
10	Reputation: danger to travelers, 11-

Total Disadvantage Points: 100

OPTIONS**Cost Power**

var	<i>Larger Or Smaller:</i> Apply either the <i>Large</i> or <i>Small Size/Weight</i> Template and Physical Limitation from pages 574-75 of <i>The HERO System 5th Edition, Revised</i> .
5	<i>Breathe Water:</i> Life Support (Expanded Breathing: Breathe Underwater)
8	<i>Claws:</i> HKA ½d6; Reduced Penetration (-¼)
+1	<i>Even Tougher Hide:</i> Increase Damage Resistance to (2 PD/2 ED)
10	<i>Fangs:</i> HKA ½d6
3+	<i>Sharp Senses:</i> +1 PER (or more) with all Sense Groups
	Other powers based on partial animal forms.

Ecology: Chinese hobgoblins are found in the wilder and more forbidding regions of China. They usually dwell in dark forests, dank marshes, in and around mountains, and in the water. They band together into tribes of different sizes, known as the Chi, Mei, Meichi, Senchui, and Wangliang (among others).

Personality/Motivation: Normal sentient humanoid motivations. Chinese hobgoblins are noted for being malicious and evil, attacking travelers (often from ambush), slaying everyone they can, and then dragging off the corpses for a feast. They also take anything of value they can find, putting it to immediate use if it's a weapon or a tool, or caching it back at their village if not (such as gold, silks, or gems).

Powers/Tactics: Chinese hobgoblins use the full range of tactics available to sentient humanoids. They favor classic Chinese weapons, such as Chinese axes, darn do, jien, and various polearms, and usually equip themselves with leather, scale, or brigandine armor.

Campaign Use: This character sheet represents a typical competent Chinese hobgoblin the PCs might encounter in a situation where you need a character sheet (i.e., combat or the like). You can easily customize this character sheet by applying one of the templates found on pages 116-118 of *Monsters, Minions, And Marauders*, such as Chieftain or Fighter. Lesser Chinese hobgoblins, such as the young, females, the elderly, and so on, would have slightly lower characteristics, and different skills.

Appearance: Chinese hobgoblins are usually five to six foot-tall humanoids with a wide variety of physical characteristics, although most wear their hair very long. Their skin may be of any color, and is often thick and hairy. In addition, they may have sharp claws, large fangs, or the head of different beasts. They wear clothes and use weapons with a distinct Asian cast to them.



CHINESE WERE-ANIMALS

Ecology: The origins of a Chinese were-animal can vary widely. Some are the ghost of a slain animal or murdered human. Some are instruments of divine punishment sent by the Celestial Bureaucracy to exact justice. Others are taken as a sign of some great upcoming disaster. And still others are normal animals with the power to assume human form. Dogs, hares and rabbits, monkeys, rats, stags, tigers, and wolves are among the animals who take human form; so do some plants, such as trees.

A Chinese were-animal usually haunts a specific area, such as an abandoned or ruined home, an otherwise deserted bridge, or a lonely stretch of road. Most appear at night, often with the intent of terrorizing and/or killing unwary travelers (although some take after their close cousins, the hu-hsien [see AB2], and try to seduce travelers instead). Some are more ghoul-like, digging up corpses and spreading disease.

Personality/Motivation: The most basic reason many animals assume human form is to seduce humans. Dogs have been known to assume the shape of their masters to sleep with their owner's wife, as have pet monkeys. Foxes assume human form to do the same, but often have a more malicious agenda as well, seeking to ruin their victims financially and socially. Some animals take human form to gain something they want from other humans, such as food, drink, medicine, or wealth. Some animals seek revenge on men and react accordingly when encountering a human traveler.

Powers/Tactics: Normally only an animal 100 years old or older can assume human form. Such animals tend to have additional supernatural powers, and all are capable of human speech. They also don't seem to be affected by their great age, and are often larger than a regular animal of the same species. Ghosts and the agents of the Celestial Bureaucracy will have additional powers suitable to either their undead or divine forms.

Campaign Use: You can convert just about any conventional animal to a Chinese were-beast. Simply give the animal Multiform (assume human shape) and human-level INT and EGO, and remove its *Animal Intelligence* Physical Limitation if necessary. You may also want to give the were-animal powers similar to the kitsune or the tanuki (see AB2).

Chinese were-beasts can help, harm, or simply delay a group of PCs as needed. One animal in human form may ask for the PCs' aid (to rescue its young, for example), while another were-animal may haunt a stretch of road and challenge one a PC to fight. A PC's latest love interest may turn out to be an animal in human form. Whether the were-animal genuinely loves the hero or has a more nefarious plan in mind is up to the GM....

Appearance: Chinese were-animals usually look identical to their more mundane counterparts, though they may be larger or handsomer than normal — nothing about them tells an observer they can assume human form. However, wounds taken in animal (or human) form remain on the other form, sometimes making it possible to identify the creature in either shape.

FEI				
Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; [3]
13	DEX	9	12-	OCV: 6/DCV: 6
23	CON	26	14-	
22	BODY	24	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
7	PD	0		Total: 7 PD (2 rPD)
5	ED	0		Total: 5 ED (2 rED)
3	SPD	7		Phases: 4, 8, 12
12	REC	0		
46	END	0		
52	STUN	0		Total Characteristics Cost: 88 (+25 with NCM)

Movement: Running: 10"/20"

Cost	Powers	END
60	<i>Evaporates Water:</i> RKA 3d6, Area Of Effect (14" Radius; +1), Continuous (+1), Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½), No Range (-½), Only Affects Water (-1)	0
40	<i>Kills Grass:</i> RKA 2d6, Area Of Effect (9" Radius; +1), Continuous (+1), Reduced Endurance (0 END; +½), Persistent (+½); Always On (-½), No Range (-½), Only Affects Plants (-1)	0
15	<i>Horns:</i> HKA 1d6 (2d6 with STR)	2
2	<i>Tough Skin:</i> Damage Resistance (2 PD/2 ED)	0
10	<i>Heavy:</i> Knockback Resistance -5"	0
3	<i>Supernatural Origins:</i> Life Support (Diminished Eating: need not eat)	
20	<i>Symbol Of Plague:</i> Life Support (Immunity to all terrestrial diseases, biowarfare agents, poisons, and chemical warfare agents)	0
8	<i>Long Legs:</i> Running +4" (10" total)	2
1	<i>Charge:</i> Running +3" (13" total); Increased Endurance Cost (x8 END; -3½)	8
3	<i>Heightened Senses:</i> +1 PER with all Sense Groups	0

Skills	
6	+3 OCV with Move Through
Total Powers & Skills Cost: 168	
Total Cost: 256	

75+ Disadvantages	
15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
5	Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
15	Reputation: symbol of plague, 11- (Extreme)
126	Experience Points

Total Disadvantage Points: 256

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Ecology: A fei (or “fei-beast”) is a magical form of cow with the power to dry up bodies of water and kill living plants simply by walking past them. It’s found mainly in the northeast of China, but can conceivably appear anywhere. It’s greatly feared, since the sighting of a fei is widely regarded (and rightly so) as foretelling the arrival of terrible illnesses and plagues.

Personality/Motivation: Typical animal motivations.

Powers/Tactics: As with most oxen, a fei usually flees if attacked, but can become quite aggressive if cornered or wounded. Normally it charges a target, attempting to hit with its horns, and then tramples the fallen foe. Its ability to evaporate water and wither grass is a natural one, requiring no effort on the part of the fei. Fortunately for humans, this power also makes it easy to track the beast. (For purposes of the fei’s powers, a single cubic hex of water has 0 DEF, 6 BODY. A single hex of grass and shrubs has 1 DEF, 2 BODY.)

Campaign Use: The fei is a good example of how to can take an ordinary creature (in this case an ox) and make it monstrous by applying some unusual powers. You can use it as the basis of an adventure in which a group of heroes must stop one (or a whole herd!) before it ravages the countryside and evaporates the region’s water. You could also allow a spellcaster to summon a fei to send it out to devastate an enemy’s lands.

Appearance: A fei-beast has the body of a white-headed oxen with but one eye, and a snake’s tail.



FENG HWANG

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; [1]
20	DEX	30	13-	OCV: 7/DCV: 7
15	CON	10	12-	
9	BODY	-2	11-	
10	INT	0	11-	PER Roll 11-
13	EGO	6	12-	ECV: 4
20	PRE	10	13-	PRE Attack: 4d6
20	COM	5	13-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
4	SPD	10		Phases: 3, 6, 9, 12
5	REC	0		
30	END	0		
22	STUN	0		Total Characteristics Cost: 70

Movement: Running: 6”/12”
Flight: 24”/48”
Swimming: 0”/0”

Cost	Powers	END
7	<i>Beak:</i> HKA ½d6; No STR Bonus (-½)	1
40	<i>Wings:</i> Flight 24”, Reduced Endurance (½ END; +¼); Restrained (-½)	2
15	<i>Virtually Immortal:</i> Life Support (Immunity: all terrestrial diseases and biowarfare agents; Longevity: Immortality)	0
-2	<i>Does Not Swim:</i> Swimming -2”	
5	<i>Eyes Of The Feng Hwang:</i> Increased Arc Of Perception (240 Degrees) for Sight Group	0
20	<i>Celestial Luck:</i> Luck 4d6	0

Perks

2	<i>Fringe Benefit:</i> Member of the Celestial Bureaucracy
9	<i>Reputation:</i> symbol of good fortune and Celestial favor (in China and Japan) 14-+3/+3d6

Talents

3	<i>Perfect Pitch</i>
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Skills

2	KS: Celestial Bureaucracy 11-
5	PS: Singing 14-

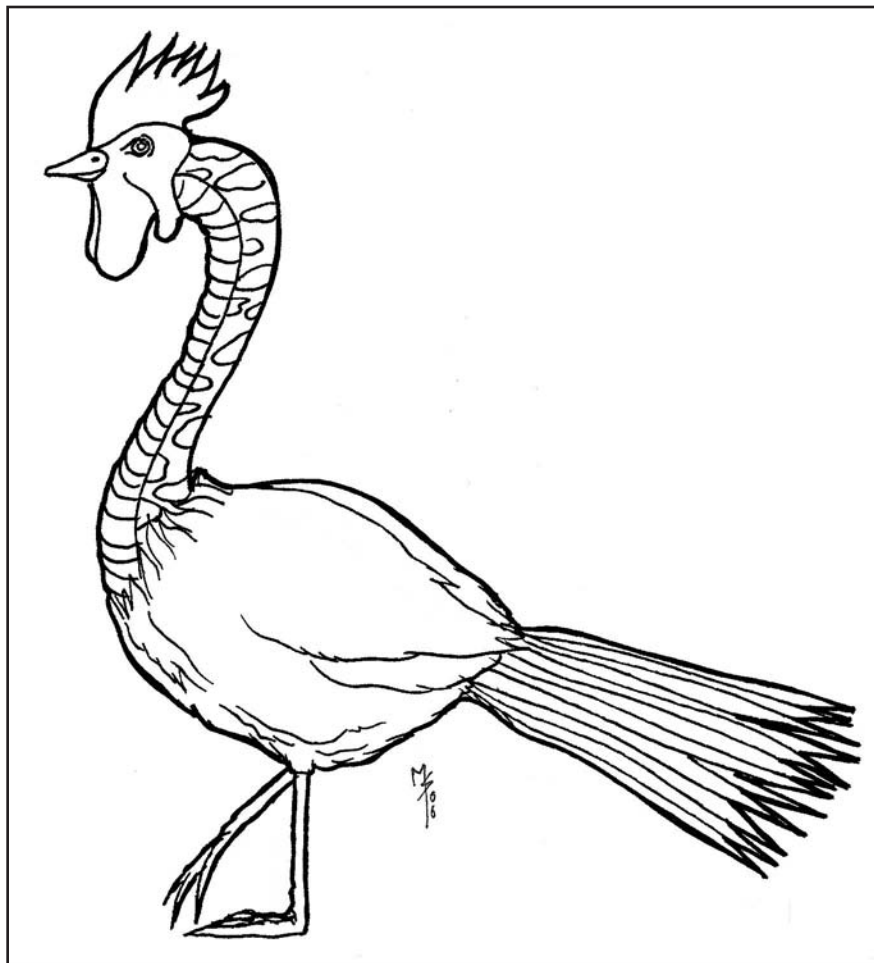
Total Powers & Skills Cost: 106

Total Cost: 176

75+ Disadvantages

0	<i>Physical Limitation:</i> Human Size
15	<i>Physical Limitation:</i> Very Limited Manipulation (Frequently, Greatly Impairing)
15	<i>Psychological Limitation:</i> Loves Music And Singing (Common, Strong)
20	<i>Psychological Limitation:</i> Won’t Knowingly Eat Any Living Thing — Won’t Even Peck At Living Grass (Common, Total)
51	<i>Experience Points</i>

Total Disadvantage Points: 176



Ecology: Commonly called the Chinese phoenix, the feng hwang is one of the four Celestial Beings (along with the ch'i-lin, the kioh-lung, and the tortoise). It's the foremost of all the 360 birds that exist, and is often accompanied by enormous flocks of birds wherever it goes. Considered a symbol of good fortune, the feng hwang only appears during the reign of a just and wise ruler and hides during times of war, famine, and drought.

Much like the ch'i-lin, the name "feng hwang" refers to both the male and female bird, with feng being the male, and hwang being the female. It's also known as the *feng huang*, *fung hwang*, or *fum hwang*. In Japan it's called the *ho-o*, in Korea the *bong hwang* (with the male being "bi," the female "bong"), and in Thailand the *hong jean* or *hongsas*, meaning "heavenly swan." A nearly identical creature is the *hwa yih*. Described as looking like a pheasant, except larger and more graceful, the hwa yih is also known as the *lwan*, *to fu*, *yin chu*, and *yu siang*.

THE GIANT BIRDS OF ASIA

Chinese legends mention a creature called the *pyong*, a bird of immense size, while Indian myth speaks of the *gandabherunda* (not to mention the minor deity Garuda). A similar creature is the *pheng* of Japan, a bird so huge it blocks out the sun when it flies overhead and is capable of devouring a camel in a single bite. For all of these creatures, use the character sheet for the roc on page 110 of *The HERO System Bestiary*.

Personality/Motivation: Normal animal motivations. The feng hwang has a great love of music and singing, especially flute music — nine times out of ten it appears in the presence of someone playing the flute.

Powers/Tactics: For the most part, the feng hwang is a nonviolent animal that flees from threats. If cornered it strikes out with its sharp beak.

Campaign Use: You should use the feng hwang in the same manner as the ch'i-lin — a sign of peace and prosperity for the land. Its appearance (or its being in hiding) could inspire many adventures.

Appearance: Standing six feet in height, the feng hwang has a swallow's beak, the head of a cock, a snakelike neck, the body of a swan, and 12 long tail feathers. An alternate description states it has the head of a pheasant, the beak of a swallow, a turtle's neck, and the outward semblance of a Chinese dragon. It may have a fish's tail as well. In either case, the feng hwang's feathers are a mixture of the five colors: azure, black, red, white, and yellow. Its singing voice has been described as like "music from heaven."

One description of the bong hwang, the Korean counterpart, of the feng hwang, is "a duck's breast, snake's neck, fish's tail, crane's forehead, mandarin duck's feathers, dragon's patterns, tiger's back, swallow's jaws, and chicken's comb..." As with the feng hwang, the bong hwang is a mixture of the five colors.

HAI HO SHANG

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
15	DEX	15	12-	OCV: 5/DCV: 5
20	CON	20	13-	
18	BODY	16	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
10	PD	2		Total: PD (4 rPD)
8	ED	4		Total: ED (4 rED)
3	SPD	5		Phases: 4, 8, 12
12	REC	0		
40	END	0		
48	STUN	0		Total Characteristics Cost: 101 (+27 with NCM)

Movement: Running: 0"/0"
Swimming: 10"/20"

Cost	Powers	END
15	<i>Bite:</i> HKA 1d6 (2d6 with STR)	1
4	<i>Scaled Body:</i> Damage Resistance (4 PD/4 ED)	0
8	<i>Heavy:</i> Knockback Resistance -4"	0
5	<i>Breathes Air And Water:</i> Life Support (Expanded Breathing: Breathe Underwater)	0
3	<i>Aquatic Body:</i> Life Support (Safe Environments: High Pressure, Intense Cold)	0
-12	<i>Only Swims:</i> Running -6" (0" total)	
8	<i>Swift Swimmer:</i> Swimming +8" (10" total)	1
5	<i>See Underwater:</i> Ultraviolet Perception (Sight Group)	0

Skills

4 +2 OCV with Bite

Total Powers & Skills Cost: 40

Total Cost: 141

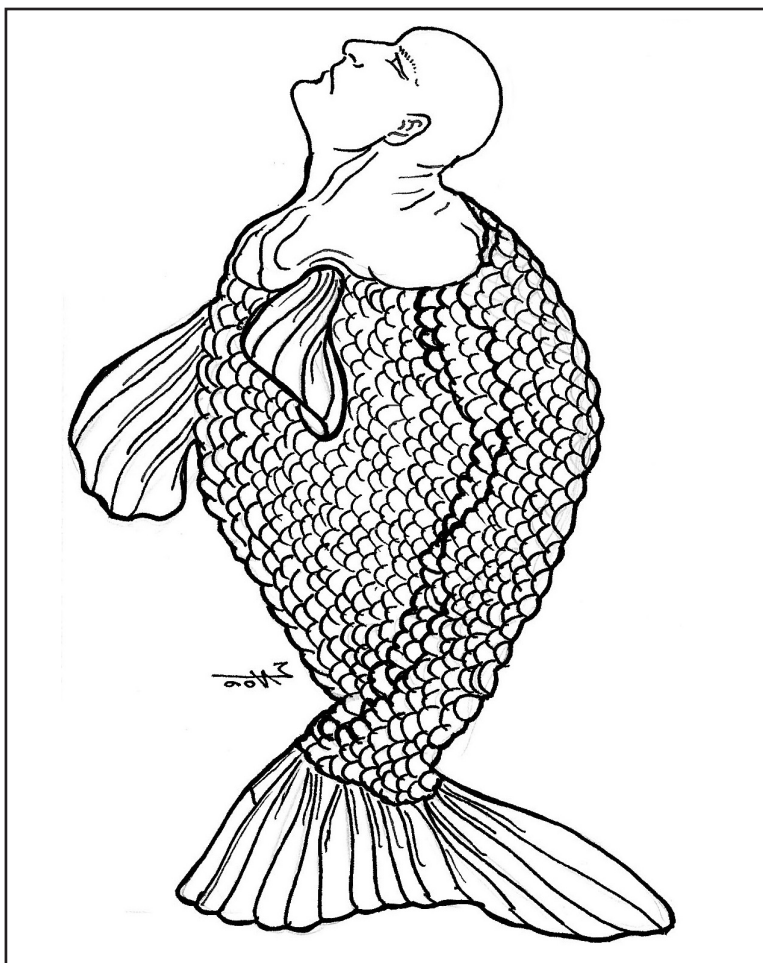
75+ Disadvantages

- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 20 Physical Limitation: Repulsed By The Smell Of Burning Feathers (Frequently, Fully Impairing)
- 10 Psychological Limitation: Tends To Flee From Ritual Dances (Uncommon, Strong)
- 20 Reputation: sinker of junks and drowner/ eater of people, 14- (Extreme)

Total Disadvantage Points: 145

OPTIONS**Cost Power**

var *Great Size:* Apply one of the Size/Weight Templates and Physical Limitations from pages 574-75 of *The HERO System 5th Edition, Revised*. The Hai Ho Shang can be up to Huge in size.



Ecology: The Hai Ho Shang (literally, “Sea Buddhist Priest”), or sea bonze, dwells in the seas off of southern China. It tends to inhabit the upper waters of the ocean, feasting on fish of all sizes, but attacks oceangoing junks, overturning them to drown (and eat) the crew. The creature is so feared that if any fisherman catches an infant Hai Ho Shang in his nets, he kills it immediately despite the Buddhist postures of prayer the young sea bonze assumes once released onto the deck.

Personality/Motivation: Normal sentient motivations. Hai Ho Shang have a well-deserved reputation for aggression and belligerence, and seem to delight in wrecking ships and their crews.

Because they fear this creature so, sailors often take sacks of feathers with them and burn them if they suspect there’s a Hai Ho Shang in the area — the smell drives the sea bonze away. In addition, at least one sailor on any ship knows a ritual dance of protection. At the mere hint of a Hai Ho Shang’s appearance, the sailor dresses in a long, black, full-sleeved robe and takes up a wand set with long streamers of red cloth. Accompanied by another sailor on a gong, the dancer performs the necessary steps. Normally, this is sufficient to make the sea bonze leave the area.

Powers/Tactics: Hai Ho Shang use the full range of tactics available to sentient beings, adapted for use underwater. They tend to strike from ambush, usually by coming up from the depths to strike their targets. If attacking a ship, the Hai Ho Shang

MONSTERS OF
THE CHINESE OCEAN

Kiau: The kiau is described as a huge fish one hundred feet long, ten feet high, and twenty feet wide. Another kiau was said to be three hundred feet long with a smooth black body. You can either use the sea serpent or the sperm whale characters sheet found in *The HERO System Bestiary* to represent the kiau. Increase the Size Template to *Colossal* to represent the three hundred foot version.

Kun: The kun (or kw'Ln) are gigantic fish known to dwell in the northern ocean. They have the ability to assume the form of immense birds known as *peng* (or p'Lng). A peng can travel 3,000 miles with a single flap of its wings, covers the entire sky simply by unfurling its wings, and can stay in the air for six months before needing to rest. To create a kun use the sperm whale character sheet on page 187 *The HERO System Bestiary*, increasing the whale's size to *Colossal* and adding the ability to Multiform into a roc (see page 110 of *The HERO System Bestiary*) at will.

usually batters at it with its body, performs Strikes with its tail, or uses Move Throughs and Move Bys. It may also bite the boat and try to topple it with its great strength.

Campaign Use: The Hai Ho Shang makes an excellent aquatic encounter for PCs who've grown complacent with the far more benign water-dwellers of China (such as the Hai Nu, Lung, or Shan). You could also make the Hai Ho Shang guardians of the Dragon King's palace or companions of the Japanese Samebito or Shojo.

Appearance: A Hai Ho Shang has the body of an enormous fish with the shaved human head of Buddhist monk.

HAI NU

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; [1]
13	DEX	9	12-	OCV: 4/DCV: 4
11	CON	2	11-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
13	PRE	3	12-	PRE Attack: 2½d6
14	COM	2	12-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	1		Total: 3 ED (0 rED)
3	SPD	7		Phases: 4, 8, 12
4	REC	0		
22	END	0		
21	STUN	0		Total Characteristics Cost: 25 (+1 with NCM)

Movement: Running: 6"/12"
Leaping: 2"/4"
Swimming: 6"/12"

Cost	Powers	END
5	<i>Breathes Air And Water:</i> Life Support (Expanded Breathing: Breathe Underwater)	0
3	<i>Aquatic Body:</i> Life Support (Safe Environments: High Pressure, Intense Cold)	0
4	<i>Webbed Fingers And Toes:</i> Swimming +4" (6" total)	1
5	<i>See Underwater:</i> Ultraviolet Perception (Sight Group)	0
Talents		
3	Environmental Movement: Aquatic Movement (no penalties underwater)	
Skills		
3	Concealment 11-	
2	AK: Yu-Shan And The Ladrone Islands 11-	
2	Survival (Marine) 11-	

Total Powers & Skills Cost: 27
Total Cost: 52

75+	Disadvantages
5	Distinctive Features: Webbed-Fingers And Toes (Easily Concealable; Noticed And Recognizable)
0	Physical Limitation: Human Size
15	Physical Limitation: Mute (All The Time; Slightly Impairing)

Total Disadvantage Points: 95

Ecology: The hai nu ("sea woman") are Chinese mermaids. They live primarily off the coast of the Landrone and Yu-shan Islands, but may be found in shallow seas all along the Chinese coast. Solitary in their habits, they eat small fish and crustaceans, but can consume human foods and survive out of the sea almost indefinitely.

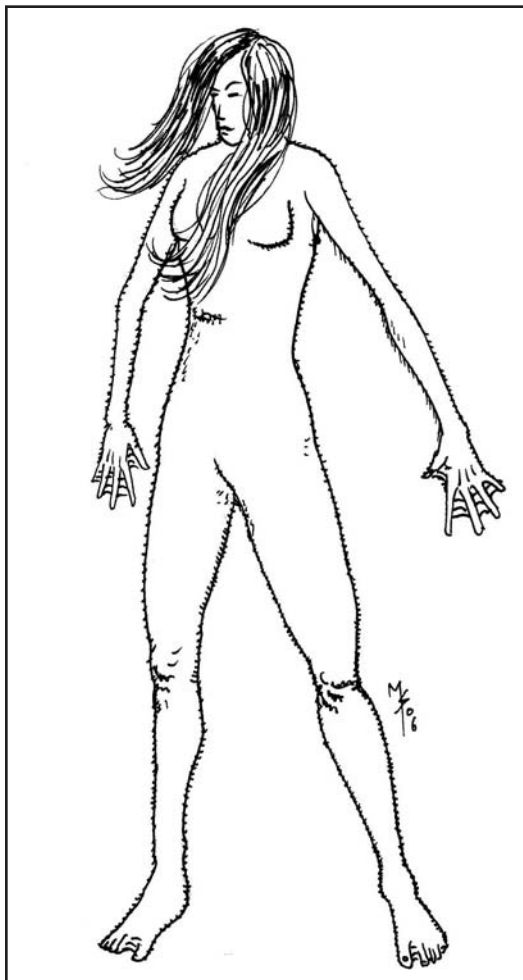
Personality/Motivation: Varies, depending on the individual. Generally, they're benevolent beings; common wisdom states "a man-fish does no injury to humans."

Powers/Tactics: Since they have no natural weapons, the hai nu tend to flee from attackers. It's possible some use simple weapons, such as knives and spears.

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Campaign Use: Unlike the mermaid legends of many other countries, the hai nu seems to be a mostly peaceful being, with no stigma as a bringer of storms or portent of ill omen attached to her sightings. In fact, one hai nu was brought ashore by a fisherman after being found tangled in his nets and became the man's wife. She wore human clothing and ate human food, but was unable to speak — she could only smile.

Appearance: Hai nu have the appearance of slender human women, except their fingers and toes are webbed. They wear no clothing; some have a layer of fine hair covering their bodies.



HOH SHENG

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
18	BODY	16	13-	
10	INT	0	11-	PER Roll 11-
18	EGO	16	13-	ECV: 6
23	PRE	13	14-	PRE Attack: 4½d6
6	COM	-2	10-	
10	PD	6		Total: 10 PD (10 rPD)
10	ED	6		Total: 10 ED (10 rED)
4	SPD	10		Phases: 3, 6, 9, 12
8	REC	0		
40	END	0		
38	STUN	0		Total Characteristics Cost: 125 (+7 with NCM)

Movement: Running: 6"/12"
Flight: 6"/12"
Leaping: 0"/0"

Cost	Powers	END
90	<i>Devours Adults And Infants:</i> HKA 2d6 (2d6+1 with STR), Affects Physical World (+2)	9
47	<i>Leaves Nearly Painless Wounds:</i> Drain BODY 1d6, Delayed Return Rate (points return at the rate of 5 per Day; +1½), Affects Physical World (+2), Invisible to Touch Group (+¼)	5
24	<i>Hurls Stones And Tiles:</i> Affects Physical World (+2) for up to 10 STR, Reduced Endurance (0 END; +½); Affects Whole Object (no squeezing or the like; -¼)	0
24	<i>Body Of Black Vapor:</i> Sight Group Images, -3 to PER Rolls, Increased Size (2" radius; +¼), Affects Physical World (+2), Reduced Endurance (0 END; +½); Linked (to Desolidification; -½), No Range (-½), Set Effect (black fog/mist; -1)	0
60	<i>Body Of Black Vapor:</i> Cosmetic Transform 3d6 (air around someone into a sprinkling of rancid blood, heals back by cleaning/washing blood off), Affects Physical World (+2), Area Of Effect (One Hex Doubled; +¾), Damage Shield (does damage in HTH combat; +¾), Continuous (+1), Reduced Endurance (0 END; +½); Linked (to Desolidification; -½)	0
10	<i>Body Of Black Vapor:</i> Damage Resistance (10 PD/10 ED)	0
15	<i>Body Of Black Vapor:</i> Does Not Bleed	0
10	<i>Body Of Black Vapor:</i> No Hit Locations	0
50	<i>Body Of Black Vapor:</i> Life Support: Total (including Longevity: Immortality)	0
12	<i>Body Of Black Vapor:</i> Flight 6", Reduced Endurance (0 END; +½); Linked (to Desolidification; -½)	0

- 100 *Body Of Black Vapor*: Desolidification (affected by magic), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼), Variable Special Effect (black peas, black ink, mist, or sand; +¼) 0
- 45 *Assume Many Forms*: Shape Shift (Sight Group, nearly any animal or humanoid shape), Reduced Endurance (0 END; +½) 0
- 5 *Golden Eyes Of The Hoh Sheng*: Nightvision 0

Skills

- 15 +3 HTH

- 3 Stealth 13-

Total Powers & Skills Cost: 510

Total Cost: 635

75+ Disadvantages

- 15 Distinctive Feature: foul stench (Not Concealable; Noticed And Recognizable)
- 0 Physical Limitation: Human Size
- 5 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 15 Reputation: sign of Heaven's displeasure with the Emperor, 14-
- 20 Susceptibility: to salt, takes 3d6 damage instantly (Common)
- 505 Experience Points

Total Disadvantage Points: 635

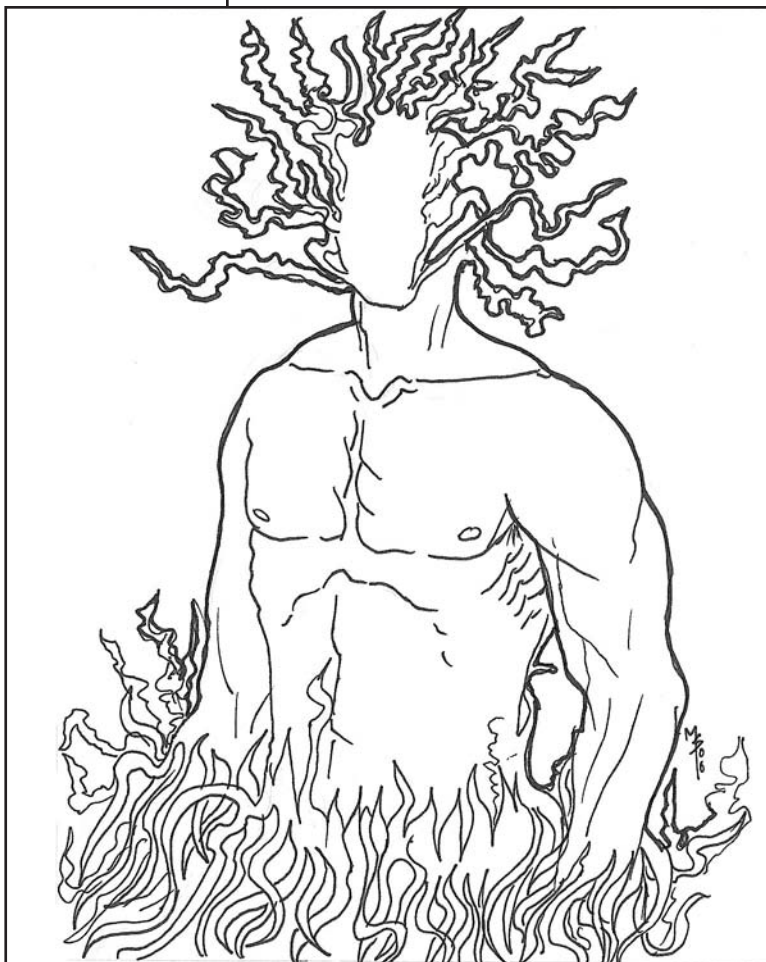
Ecology: A hoh sheng ("black calamity") is a supernatural manifestation of the displeasure of Heaven and the Celestial Bureaucracy with the actions of the Emperor. Taking the form of various animals or strangely-shaped humans, these beings can appear anywhere and cause death and destruction on a wide scale, killing and eating people and livestock. Since hoh sheng are effectively immune to normal weapons, their attacks are especially feared, although hurling handfuls of salt at a hoh sheng drives it away.

Personality/Motivation: As a manifestation of Celestial displeasure, the hoh sheng is not evil *per se*, but is more a force of nature. That said, it's certainly inimical to humans and has been known to inflict wounds on the sleeping, devour infants alive (and then gruesomely killing their mothers), and commit other heinous acts.

Powers/Tactics: A hoh sheng normally retains its assumed form until it reaches its desired target. At that point it transforms back into its normal shape, a cloud of black vapor, and attacks without hesitation. The vapor form lets the hoh sheng slip into buildings virtually unnoticed, obscures vision, and leaves a sprinkling of rancid-smelling blood on anything it touches. Depending on the needs of the Celestial Courts, the hoh sheng's attacks may be far more subtle. Some may inflict nearly painless wounds on the sleeping, while others hurl cobblestones, roofing tiles, and other loose objects.

Campaign Use: A single hoh sheng can be more than a match for a party of PCs... and official histories often record groups of hoh sheng appearing at once. If you use a hoh sheng, make sure the heroes are capable of combating it (either with spells and enchanted weapons, or because they know about its Susceptibility to salt). Of course, since a hoh sheng only appears on the orders of the Celestial Bureaucracy, the PCs may not want to fight it (after all, who are they to doubt the will of the gods?). Of course, if the PCs feel the hoh sheng's attack is justified they still have the problem of convincing a reluctant Emperor to confess his faults in the Temple of Heaven, lower taxes, and order the purging of corrupt officials.

Appearance: A hoh sheng normally takes the shape of a large black animal with golden eyes. Dog and fox shapes are common, as are snakes. At least one hoh sheng appeared as a man with a face of black smoke and vapor, while others were "serpentine beings rolling like cart-wheels, with eyes like lightning" or tortoises. A hoh sheng's "true form" is a cloud of black mist, or a rain of black peas, ink, or sand. Regardless of form, the hoh sheng always emits a foul-smelling stench.



HSING-HSING

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400kg; 4d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
16	CON	12	12-	
13	BODY	6	12-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
5	PD	1		Total: 5 PD (1 rPD)
4	ED	1		Total: 4 ED (1 rED)
3	SPD	5		Phases: 4, 8, 12
7	REC	0		
32	END	0		
31	STUN	0		Total Characteristics Cost: 48

Movement: Running: 6"/12"
Swimming: 0"/0"

Cost	Powers	END
5	<i>Arm Smash:</i> HA +1d6, Reduced Endurance (0 END; +½); Hand-to-Hand Attack (-½)	0
8	<i>Bite:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
1	<i>Thick Skin:</i> Damage Resistance (1 PD/1 ED)	0
2	<i>Heavy:</i> Knockback Resistance -1"	0
-2	<i>Poor Swimmer:</i> Swimming -2"	0
3	<i>Sharp Senses:</i> +1 PER with all Sense Groups	0

Skills

10	+2 HTH
4	+2 OCV with Thrown Objects
3	Breakfall 12-
5	Climbing 13-
2	Language: Chinese (fluent conversation)
3	Stealth 12-

Total Powers & Skills Cost: 44

Total Character Cost: 92

75+ Disadvantages

10	Hunted: hunters seeking its blood (As Pow, Capture) 8-
5	Physical Limitation: Large (up to 3m tall and weighing about 360 kg; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
2	Experience Points

Total Disadvantage Points: 90

OPTIONS

Cost Powers

10	Add Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
	Add Psychological Limitation: Overly Fond Of Wine (Common, Strong; 15 points)
15	Add Psychological Limitation: Protective Of Young And Territory (Common, Strong)
10	Add Psychological Limitation: Shy, Avoids Human Contact (Common, Moderate)

Ecology: The hsing-hsing (or sing-sing or xing-xing) are jungle dwellers who live in south China near Cambodia. They stay away from humans, who use their blood to make dyes. They live alone or in small tribes, and feed on leaves and other vegetation. They walk upright and are quite skilled at climbing trees.

Personality/Motivation: Typical animal motivations. If captured by hunters, a hsing-hsing bargains with its captors, exchanging a measure of its blood (which must be given voluntarily) for its freedom.

Powers/Tactics: Hsing-hsing use clubs and their fists if attacked. If possible, they climb a tree, from which vantage point they hurl branches, fruit, and dung at their assailants. Hunters usually use wine to lure hsing-hsing — they love it, and usually drink enough to fall unconscious.

Campaign Use: The hsing-hsing may be based on reports of a real animal, or be a form of previously undiscovered orangutan. The character sheet mixes equal parts of folklore and more realistic accounts, so you should remove any elements you don't want to get the right feel for your campaign.

Appearance: A hsing-hsing resembles an ape or an orangutan, with a white humanoid face and pointed ears. It's covered with thick hair (except on the head and face) ranging in coloration from brown, to red-dish, to black.



THE APE-MEN OF ASIA

You can use the character sheet for the hsing-hsing to represent a wide variety of ape-like humanoids from Asia (some or all of which may be real animals). Most of them are between six and eight feet tall.

Almas: These creatures are found on the border of Mongolia (*almas* means “wildman” in Mongolian) and Russia, although some have been seen in Northern China. They’re five to six feet tall with reddish-black hair. They’re nocturnal and eat mostly grasses, leaves, roots, and the like.

Bekk-bok: Found in Nepal, this creature stands around five feet tall with black hair, yellow eyes, and sharp fang-like teeth. Apparently a monkey rather than an ape, it has a long tail and is known to be highly aggressive, attacking people without provocation. A virtually identical creature, the *kra-dhan*, is found in Indochina.

Hibagon: This Japanese ape-like being stands only about five feet tall, has a snub nose and glaring eyes, and is said to smell like a rotting corpse. Popular legend has it being a mutated result of the atomic bombing of Hiroshima.

Nittaewo: These beings, found on the island of Sri Lanka, stand no more than four feet tall and have dark hair all over their bodies. Their fingers are clawed, and they’re quite aggressive for their size.

Nguoi Rung: Seen in the forests where Cambodia, Laos, and Vietnam converge, the nguoi rung (“forest people”) stand about six feet tall and have long hair covering their bodies. They steal fish out of fish traps and have attacked and carried off humans to their homes in the caves. They’re also known as *khi trau* (literally, “big monkey” or “buffalo monkey”).

Orang-pendek: Found in Sumatra, the orang-pendek (“little man”) is also called the *sedapa*. It’s usually around five feet tall and covered with flowing hair of a variety of colors (yellow, tan, dark gray, or dark black). Tree dwellers, they have long arms and very short legs.

Sakai: Seen in Malaysia, the sakai, also known as “stinking ones,” stand about five and a half feet tall, with black head hair and pale skins. Some of them wear clothing made from bark, and unlike most apes they have no fear of water. They’re also rather aggressive and have been known to raid crops and attack humans.

Satori: This forest-dwelling ape-man is found in the mountains of Japan. It’s reputed to be able to read minds, and thus cannot be trapped (in game terms, this may be a form of Danger Sense).

Yeren: The “wild men” of China, yeren stand over six feet in height and are covered in thick reddish-brown hair. They’re also called *shangui*, and may be related to the *gin-sung* or “bear-man” or southern China and Tibet (the *gin-sung* itself may be related to the *yeh-teh*).

Other such creatures include the *bir-sindic* and *olo-banda* from Assam, and the *iu-wuan* from Burma. For even more ape-men, see the Yeh-teh in AB2.

HUI				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
15	CON	10	12-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
5	PD	3		Total: 5 PD (1 rPD)
4	ED	1		Total: 4 ED (1 rED)
3	SPD	2		Phases: 4, 8, 12
5	REC	0		
30	END	0		
23	STUN	0		Total Characteristics Cost: 31 (+35 with NCM)

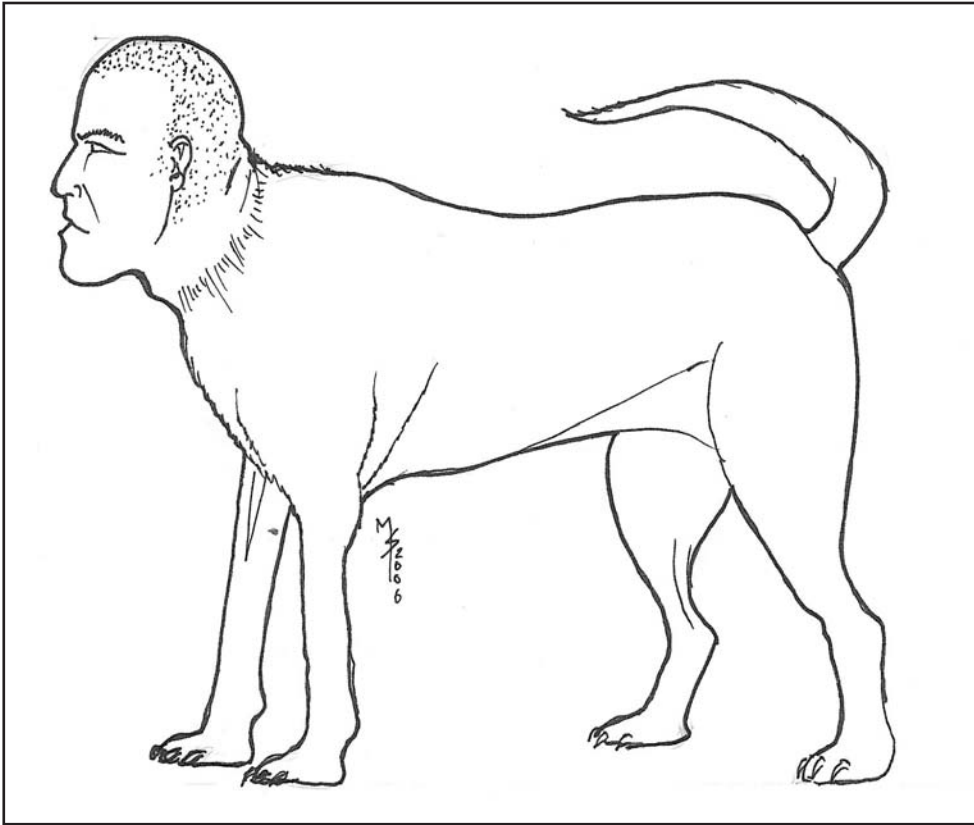
Movement: Running: 24”/48”
Leaping: 12”/24”

Cost	Powers	END
8	<i>Bite:</i> ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)	0
45	<i>Swift As An Arrow:</i> Running +18” (24” total), Reduced Endurance (½ END; +¼)	2
5	<i>Great Leaper:</i> Leaping +10” (12” forward); Forward Movement Only (-1)	1
6	<i>Sharp Senses:</i> +2 PER with all Sense Groups	0
Skills		
10	+2 HTH	
3	Climbing 13-	
3	Concealment 11-	
3	Stealth 13-	
3	Tactics 11-	
3	Teamwork 13-	

Total Powers & Skills Cost: 90
Total Cost: 121

75+	Disadvantages
15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
0	Physical Limitation: Human Size
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
10	Reputation: appears before the arrival of a typhoons, 11-
6	Experience Points

Total Disadvantage Points: 121



Ecology: The hui dwells in the mountains of China, either alone or in small groups. It preys on small mammals, such as rabbits, and tends to be active during the day. People tend to avoid the hui, for to see one is a sure sign a typhoon will soon strike the area.

Personality/Motivation: Typical animal motivations. Hui have a curious reaction to seeing a human: they laugh mockingly.

Powers/Tactics: Said to run as swift as an arrow in flight and to be a great leaper, the hui can chase down virtually any prey it desires. Groups of hui use their numbers to bring down prey larger than themselves.

Campaign Use: The hui is but one example of many different Chinese human-headed animal hybrids. Others are the *lin* and the *mafu* (see below). For added variety, you can make the hui intelligent by giving it the Smart (Cunning) Template found on page 27 of *The HERO System Bestiary*, as well as being capable of speech.

Appearance: A hui has a dog's body with the head of a human.

HUI VARIANTS

Lin

The lin has the body of a man-headed dog with a scaled coat and a tiger's claws. Like the hui, it's a great leaper. To create one, make the following changes to the hui:

Cost Powers

-46	Remove <i>Swift As An Arrow</i> and <i>Tough Skin</i>
12	<i>Tiger's Claws:</i> HKA 1d6 (1½d6 with STR); Reduced Penetration (-¼)
4	<i>Scaled Body:</i> Armor (3 PD/3 ED); Activation Roll 11- (Hit Locations 9-13; -1) 0
4	<i>Swift:</i> Running +2" (total 8")

Total Cost: -26 points

Mafu

The mafu is a mountain-dwelling beast with a tiger's body and a human's face. It's said to cry like a baby and is known to devour people. To create one, make the following changes to the Tiger character sheet on page 147 of *The HERO System Bestiary*:

Cost Powers

-19	Remove <i>Cat's Senses</i> , <i>Cat's Eyes</i> , and <i>Cat's Nose</i>
-10	Reduce <i>Bite</i> to HKA 1d6 (2d6 with STR)
17	<i>Cry Like A Baby:</i> Hearing Group Images 1" radius, -4 to PER Rolls, Line Of Sight (+½), Reduced Endurance (0 END; +½); Set Effect (sounds like a baby's cry; -1)

Total Cost: -12 points

HUJIAO

Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1,600 kg; 6d6 [3]
15	DEX	15	12-	OCV: 5/DCV: 5
23	CON	26	14-	
21	BODY	22	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
12	PD	6		Total: 12 PD (6 rPD)
12	ED	7		Total: 12 ED (6 rED)
3	SPD	5		Phases: 4, 8, 12
11	REC	0		
46	END	0		
48	STUN	0		
				Total Characteristics Cost: 110 (+33 with NCM)

Movement: Running: 0"/0"
Swimming: 12"/24"

Cost	Powers	END
25	<i>Tiger's Jaws:</i> HKA 1½d6 (3d6+1 with STR)	2
6	<i>Thick Scales:</i> Damage Resistance (6 PD/6 ED)	0
12	<i>Heavy:</i> Knockback Resistance -6"	0
10	<i>Fast Swimmer:</i> Swimming +10" (12" total)	1
-12	<i>Only Swims:</i> Running -6"	
9	<i>Tiger's Senses:</i> +3 PER with all Sense Groups	0
5	<i>Tiger's Eyes:</i> Nightvision	0
10	<i>Tiger's Nose:</i> Targeting for Normal Smell	0
5	<i>Tiger's Nose:</i> Tracking for Normal Smell	0

Skills

- 6 +3 OCV with Tiger's Jaws
- 3 Stealth 12-

Total Powers & Skills Cost: 79
Total Cost: 189

75+ Disadvantages

- 10 Physical Limitation: Enormous (9m; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 89 Experience Points

Total Disadvantage Points: 189

OPTIONS

Cost Powers

- 28 *Assume A Tiger's Form:* Multiform (change shape into 212-point tiger); Costs Endurance (-½)
- +4 *Short Legs:* Running +2" (2" total)

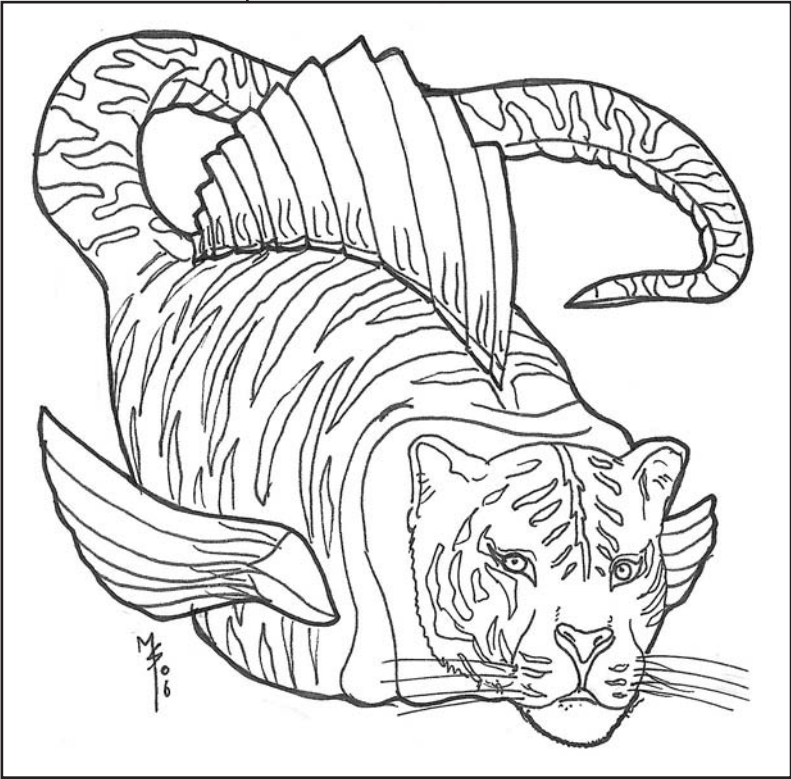
Ecology: The hujiao, or tiger dragon, is an aquatic dragon similar in some respects to the shan (page 54); it's a relative of the jiao (page 33). Hujiao inhabit many rivers, specifically the Yangtze (Chiangiang) River. They feed on fish and other aquatic life, and despite their great size don't seem particularly inimical to man.

Personality/Motivation: Typical animal motivations. Like all Chinese dragons, the hujiao has a strong affinity for water, but doesn't seem to have any express control of it.

Powers/Tactics: Roughly the size of a large great white shark, the hujiao has the same sort of hunting tactics: it lurks near the bottom of a river, then uses a sudden burst of speed to come up on its prey, disabling it with a crushing bite of its jaws. It leaves large prey to bleed to death, but eats smaller targets immediately.

Campaign Use: You can use a hujiao anywhere you might normally use a large shark — in and around wrecked ships, sunken castles and caves, or the site of sunken treasure. Hujiao may also serve as guardians for the underwater lairs of kioh-lung. By exchanging the hujiao's tiger's head for the head of another animal (such as a bear, fox, or wolf), you could create other hybrid dragons.

Appearance: A hujiao has the head of a tiger, the body of a great fish, and a long snakelike tail. Its body is striped yellow and black. Some forms may have short, stubby legs with webbed feet instead of fins.



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JIAO				
Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6,400 kg; 8d6 [4]
20	DEX	30	13-	OCV: 7/DCV: 7
25	CON	30	14-	
23	BODY	26	14-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
25	PRE	15	14-	PRE Attack: 5d6
10	COM	0	11-	
20	PD	12		Total: 20 PD (12 rPD)
20	ED	15		Total: 20 ED (12 rED)
4	SPD	10		Phases: 3, 6, 9, 12
13	REC	0		
50	END	0		
56	STUN	0		Total Characteristics Cost: 168 (+74 with NCM)

Movement: Running: 12"/24"
Leaping: 4"/8"
Swimming: 10"/20"

Cost	Powers	END
47	<i>Weapons Of The Jiao:</i> Multipower, 47-point reserve	
5m	1) <i>Bite:</i> HKA 1½d6 (3d6+1 with STR)	2
3m	2) <i>Claws:</i> HKA 1d6 (2d6 with STR)	1
4m	3) <i>Tail Lash:</i> HA +3d6, Reduced Endurance (0 END; +½); Hand-To-Hand Attack (-½)	0
12	<i>Scaled Skin:</i> Damage Resistance (12 PD/12 ED)	0
30	<i>Jiao Toughness:</i> Physical and Energy Damage Reduction, Resistant, 25%	0
18	<i>Heavy:</i> Knockback Resistance -9"	
12	<i>Swift:</i> Running +6" (12" total)	1
10	<i>At Home In The Water:</i> Swimming +8" (10" total)	2
5	<i>Jiao's Eyes:</i> Infrared Perception (Sight Group)	0
5	<i>Jiao's Eyes:</i> Ultraviolet Perception (Sight Group)	0
5	<i>Jiao's Nose:</i> Tracking for Normal Scent	0
6	<i>Jiao Senses:</i> +2 PER with all Sense Groups	0
6	<i>Tail:</i> Extra Limb, Inherent (+¼)	0

Skills

24	+3 with All Combat
3	Concealment 11-
3	Stealth 13-
2	Survival (Marine) 11-

Total Powers & Skills Cost: 200**Total Cost: 368****75+ Disadvantages**

- 10 Physical Limitation: Huge (16m long, -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 263 Experience Points

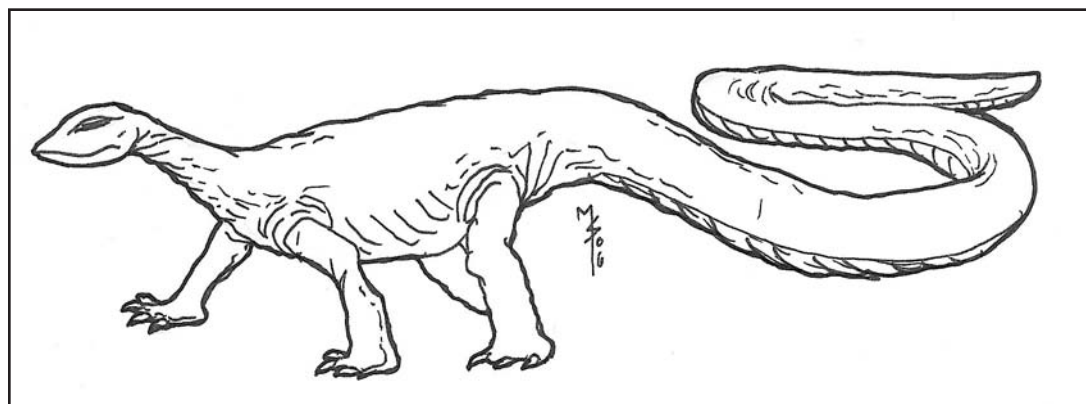
Total Disadvantage Points: 368**OPTIONS****Cost Powers**

- 8 *At Home In The Water:* Life Support (Expanded Breathing: Breathe Underwater, Safe Environments: High Pressure, Intense Cold)
- 10 *Burrows Under The Sand:* Tunneling 3" through 3 DEF material; Sand And Soil Only (-½)
- 15 *Six-Headed:* +5 PER with all Sense Groups
- 5 *Six-Headed:* Extra Limbs (5 heads), Inherent (+¼); Limited Manipulation (-¼)
- 10 *Six Pairs Of Eyes:* Increased Arc Of Perception (360 Degrees) for Sight Group
- 12 *Six Sets Of Jaws:* +6 OCV with Bite

Ecology: The jiao is a type of dragon normally found near large bodies of water or in the desert wastelands of western and northern China. A carnivore, it preys on virtually anything smaller than itself, such as fish, horses, oxen, and even people.

Personality/Motivation: Typical animal motivations. The jiao has a well-deserved reputation for malice — it's an aggressive predator, often attacking suddenly and without warning. Large ones snatch people off the decks of passing ships and barges or from riverside roads. In the desert, the jiao buries itself under the sand with only its eyes exposed, then leaps out in a spray of dirt and dust to attack its target.

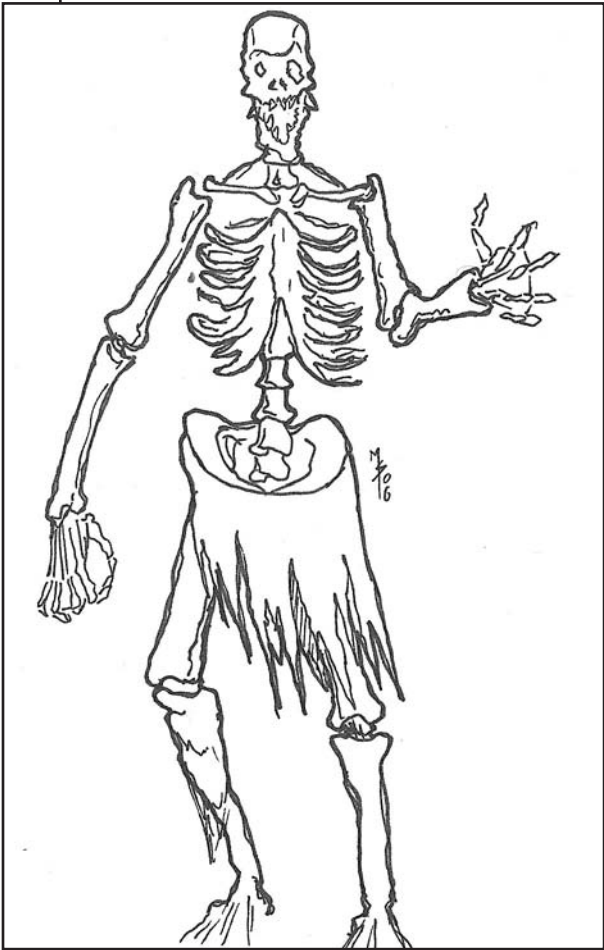
Powers/Tactics: Normally the jiao crunches up its prey in its strong jaws, although a large prey item (such as an oxen) may be gripped by the jiao's teeth and then raked by its sharp claws. It sometimes uses its tail to stun a victim, or to sweep a foe into



the water (where the jiao has the advantage). (In game terms, it can use any two of its Weapons Of The Jiao as part of a multiple-power attack, or the like.) A large jiao is capable of swallowing a man whole (it does Average swallowing damage).

Campaign Use: Since the kioh-lung (page 37) is a normally benevolent creature and far too powerful for most adventuring parties to fight, you can use the jiao as a substitute when a group of heroes wants to go dragon-hunting. You can make the jiao into either a water-dweller or a creature of the desert by adding optional powers. For a truly dangerous version of the jiao, give it the six additional heads. For even more variation, give it some of the powers listed for the kioh-lung.

Appearance: A jiao is a long, four-legged snakelike dragon — the largest examples of the species are more than “ten arms spans in width” (about 50 feet long). The head is rather small and the neck narrow.



K'UEI				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
10	CON	0	11-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
20	EGO	20	13-	ECV: 6
25	PRE	15	14-	PRE Attack: 5d6
2	COM	-4	9-	
5	PD	3	Total: 5 PD (0 rPD)	
5	ED	3	Total: 5 ED (0 rED)	
3	SPD	5	Phases: 4, 8, 12	
4	REC	0		
20	END	0		
20	STUN	0	Total Characteristics Cost: 55	
				(+5 with NCM)

Movement: Running: 6"/12"
Swimming: 0"/0"

Cost	Powers	END
15	<i>Already Dead:</i> Does Not Bleed	0
10	<i>Already Dead:</i> No Hit Locations	0
33	<i>Travel To The Spirit Realm:</i> Extra-Dimensional Movement (any physical location in the Spirit Realm corresponding to the physical location in realm the k'uei is currently in), Reduced Endurance (0 END; +½)	0
60	<i>Fading:</i> Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe, Reduced Endurance (0 END; +½)	0
50	<i>Undead Vitality:</i> Life Support: Total (including Longevity: Immortality)	0
6	<i>K'uei Senses:</i> +4 PER with all Sense Groups; Only To Perceive Images Created By Means Other Than Necromancy (-1)	0
5	<i>K'uei Eyes:</i> Nightvision	0

Skills
20 20 points' worth of Skills representing abilities and interests when alive

Total Powers & Skills Cost: 199
Total Cost: 254

- 75+ Disadvantages**
- 20 Distinctive Features: body casts no shadow, clothing has no hems, face has no chin, presence causes candle flames to burn green (Not Concealable; Causes Major Reaction)
 - 5 Hunted: Yen-lo-hwang (Celestial Police) 8- (Mo Pow; Watching)
 - 0 Physical Limitation: Human Size
 - 15 Physical Limitation: must always return to the Spirit Realm at daybreak (Frequently, Greatly Impairing)
 - 15 Physical Limitation: only moves in a straight line (Frequently, Greatly Impairing)
 - 15 Physical Limitation: susceptible to various sutras, talismans, and wards (Infrequently, Fully Impairing)
 - 15 Psychological Limitation: Angry And Malicious (Common, Strong)

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- 10 Psychological Limitation: Dislikes Crossing Running Water (Uncommon, Strong)
- 84 Experience Points

Total Disadvantage Points: 254

OPTIONS

Cost Powers

- 5 *Bite*: HKA 1 point (½d6 with STR)
- 122 *Cause Disease*: Drain CON and BODY 5d6, two Characteristics simultaneously (+½), Affects Physical World (+2), Delayed Return Rate (points return at a rate of 5 per Week; +1¼), NND (defense is Life Support [appropriate Immunity]; +1), Reduced Endurance (0 END; +½); Gradual Effect (5 Days, 1d6/Day; -1¼)
- 8 *Clawed Fingers*: HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)
- 38 *Create Cold Spots*: Change Environment 1" radius, -3 Temperature Levels, Affects Physical World (+2), Reduced Endurance (0 END; +½)
- 81 *Fearful Presence*: Change Environment 4" radius, -5 PRE for purposes of resisting the k'uei's fearful Presence Attacks, Affects Physical World (+2), Reduced Endurance (0 END; +½); No Range (-½)
- 90 *Ghostly Form*: Desolidification (affected by magic or fire), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼)
- 94 *Mysterious Noises And Smells*: Hearing and Smell/Taste Group Images, -5 to PER Rolls, Increased Size (2" radius; +¼), Affects Physical World (+2), Reduced Endurance (0 END; +½)
- 43 *Poltergeist Effect*: Telekinesis (10 STR), Affects Physical World (+2), BOECV (+1), Invisible To Sight Group (+½), Reduced Endurance (0 END; +½); Affects Whole Object (-¼), No Range (-½)
- 155 *Possession*: Mind Control 18d6, Telepathic (+¼), Affects Physical World (+2), Reduced Endurance (0 END; +½); Lockout (k'uei cannot use any other powers while possessing a target; -½), Mandatory Effect (EGO +30; -¾), No Range (-½) **plus** Desolidification (affected by magic or any attack that affects possessed body), Reduced Endurance (0 END; +½); Linked (to Mind Control; -½) Only To "Merge" With Possessed Body (see text; -1) **plus** Clinging (normal STR), Affects Physical World (+2); Linked (to Desolidification; -½), Only To Remain Merged With A Body If It's Moved Involuntarily (-2) 0

Others Powers as you see fit.

Ecology: K'uei are the spirits of those unable to attain the afterlife and reincarnation. Typically, k'uei arise when a person dies by violence (such as drowning, murder, or suicide). A woman who dies while pregnant or during childbirth can also become a k'uei. Formed from the inferior soul (the *p'oh* or *p'ai*), a k'uei can either be an insubstantial ghost or a walking corpse (similar in some respects to the *chiang-shih*).

For ten days after its death, a k'uei tries to pursue its normal life accompanied by one of the Yen-lo-hwang, the Celestial Police. Afterward it's returned to the Underworld, although it can leave at any time — provided it behaves itself.

K'uei often act as agents of the Celestial Courts sent to punish the wicked. Other k'uei appear to family, friends, and even enemies to ask that an unfinished task be completed, or a duty fulfilled. They may also appear to encourage those who are feeling despair, or to strike fear into their foes.

Suicide ghosts and the ghosts of the drowned (known as *gui xian*) usually cannot leave the place where they died (or reincarnate) until someone else dies or drowns at the same spot and takes their place. Often such ghosts are not above "helping" someone to do so (usually through strangulation). Suicides may live in a part of town specifically meant to house their spirits. There they must remain until their intended life span (before they ended it prematurely) has passed. Other k'uei include: the *thou-tzu k'uei* (ghosts of women who died childless and try to steal newborn infants for their own); and the *ch'ang k'uei* (persons killed and eaten by a tiger who become enslaved to the beast that killed them until they can find another victim for it to kill and devour). A *ch'ang k'uei* guides its tiger and protects it while it sleeps. (Tigers are also known to compel recently slain victims to stand up and remove their clothing before the tiger devours them.)

The living can keep k'uei away by the use of various talismans. Images and statues of the Men Shen, or doorway deities, frighten off most k'uei. Other defenses include living in a house at the end of a street or next to a bridge (k'uei have a noted dislike for crossing flowing water). As most k'uei can only walk in a straight line, screens inside a doorway are often enough to keep them out of a home. For this same reason, bridges often have right angle turns and a missing rail at the point of the turn. A k'uei, who cannot turn aside, walks off the bridge and into the water. Firecrackers scare off many k'uei as well — any large gathering or celebration features strings of small fireworks set off to keep evil spirits away.

Personality/Motivation: For the most part, a k'uei usually appears to accomplish some specific goal and is driven to see this task completed to its satisfaction. Other k'uei are angry and hateful spirits who seek to take their aggressions out on the living. Drowning ghosts, suicides, and the *thou-tzu k'uei* are particularly dangerous, as the former two want someone to take their place so they can roam free, while the latter steal infants who are less than a hundred days old. Some k'uei are almost benevolent, and many cities have an appointed "Cheng-hwang" or "ghost magistrate" who acts as a protective spirit.

Powers/Tactics: The powers of a k'uei vary, but usually center around being able to appear and disappear instantly and become insubstantial at will. They may have other powers, such as bony claws, possessing living victims, causing illnesses, hurling objects, making noises, or any other supernatural abilities you might desire.

Campaign Use: By varying a k'uei's powers and motivations, you can create a wide variety of possible opponents and threats for a group of PCs to deal with. They can range from simple ghoul-like creatures to powerful avenging spirits of the dead. You can also use them as plot hooks. For example, the attack of a k'uei could draw the PCs into defending the k'uei's target, after which they must find a way to put the k'uei to rest (And there's the chance the k'uei's attack is justified in the eyes of the Celestial Courts!).

People are not the only beings who can become k'uei. The ghosts of animals can appear in your campaign, and both China and Japan have stories of statues producing ghostly duplicates capable of moving about at night and causing trouble.

Appearance: The appearances of k'uei vary wildly. They're often described as "shapeless" with body parts coming and going almost at random. Popular folklore states k'uei have no chins, and telling someone "You have no chin" is tantamount to calling him a ghost. A k'uei dresses as he did in life, but his clothes have no hems. K'uei cast no shadows. Drowning ghosts may appear soaked to the skin, while the ghosts of suicides wear red handkerchiefs around their necks. Some k'uei appear as skeletal figures with a horrific faces. In all cases, the mere presence of a k'uei makes candles burn with green flame.

KIOH-LUNG

In Europe, dragons are huge, scaly beasts with fiery, noxious breath, bat-like wings, and an appetite for cows, elephants, and young maidens. The Catholic Church quickly adopted the dragon as a symbol of evil and made it a stand-in for Satan in sermons, stories, and religious art. It was reviled, feared, and never, ever, worshipped.

In China, the dragon's status was almost the complete opposite. Legend has it Emperor Yao, one of the nine mythical emperors of China, was descended from a dragon, while in 3000 BC a dragon presented Emperor Pa Kwa with the eight celestial trigrams of the I-Ching. Benevolent beings, dragons are responsible for the weather, and as lords of water are revered as bringers of rain. The Emperor sat on the Dragon Throne while dressed in the Dragon Robes, and upon death might become a dragon himself to better watch over his people.

The dragon was one of the four Celestial Beings, a group that includes the Ch'i-Lin, the Feng Hwang, and the tortoise. In addition, it's one of the four animals linked to the five directions, each animal having a color, season, and specific element associated with it. The Green Dragon represents the east, springtime, and wood; the White Tiger represents the west, autumn, and metal; the Red Phoenix represents the south, summer, and fire; while a tortoise-like creature named Dark Warrior represents the north, winter, and water. The fifth direction is the center, which is China itself. It's associated with the color yellow and the element of earth.

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KIOH-LUNG

Val	Char	Cost	Roll	Notes
50	STR	40	19-	Lift 25 tons; 10d6 [3]
26	DEX	48	13-	OCV: 9/DCV: 9
30	CON	40	15-	
25	BODY	30	13-	
23	INT	13	14-	PER Roll 14-
23	EGO	26	13-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
20	COM	5	13-	
28	PD	18		Total: 28 PD (20 rPD)
28	ED	22		Total: 28 ED (20 rED)
5	SPD	14		Phases: 3, 5, 8, 10, 12
16	REC	0		
60	END	0		
65	STUN	0		Total Characteristics Cost: 286 (+174 with NCM)
Movement: Running: 10"/20" Flight: 24"/96" Leaping: 5"/10" Swimming: 24"/48"				
Cost	Powers		END	
140	<i>Breathe Forth Fog:</i> Darkness to Sight Group 12" radius, Reduced Endurance (0 END; +½), Personal Immunity (+¼); No Range (-½)		0	
127	<i>Water Fire:</i> Energy Blast 12d6, Area Of Effect (30" Cone; +1), Continuous (+1), Reduced Endurance (0 END; +½), Personal Immunity (+¼), Uncontrolled (area affected keeps burning until counteracted with ordinary fire, see text; +½); No Range (-½), Only Works If Liquid Water Is Present (-½)		0	
83	<i>Create Storms And Control Rain:</i> Change Environment 8" radius, +/- 10 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Varying Effect (create or cancel any type of weather; +1), MegaArea (1" = 1 km broad and wide; +¼), Personal Immunity (+¼), Reduced Endurance (0 END; +½); No Range (-½), Extra Time (1 Turn to activate; -¾)		0	
45	<i>Weapons Of The Lung:</i> Multipower, 45-point reserve			
3u	1) <i>Bite:</i> HKA 2d6+1 (4½d6 with STR)	3		
2u	2) <i>Claws:</i> HKA 1d6+1 (3½d6 with STR)	2		
3u	3) <i>Tail Lash:</i> HA +6d6, Reduced Endurance (0 END; +½); Hand-To-Hand Attack (-½)		0	
12	<i>Tireless:</i> Reduced Endurance (½ END; +¼) on 50 STR		3	
60	<i>Kioh-Lung Toughness:</i> Physical and Energy Damage Reduction, Resistant, 50%		0	
20	<i>Thick Scales:</i> Damage Resistance (20 PD/20 ED)		0	
16	<i>Great Mass:</i> Knockback Resistance -8"		0	
5	<i>Breathes Air And Water:</i> Life Support (Expanded Breathing: Breathe Underwater)		0	
3	<i>Aquatic Body:</i> Life Support (Safe Environments: High Pressure, Intense Cold)		0	

15	<i>Virtually Immortal:</i> Life Support (Immunity: all terrestrial diseases and biowarfare agents; Longevity: Immortality)	0
79	<i>Chi'ih Muh:</i> Flight 24", x4 Noncombat, Reduced Endurance (0 END; +½)	0
8	<i>Moves Like The Wind:</i> Running +4" (10" total)	2
34	<i>Lord Of The Water:</i> Swimming +22" (24" total), Reduced Endurance (0 END; +½)	0
6	<i>Sharp Senses:</i> +2 PER with all Sense Groups	0
5	<i>Eyes Of The Dragon:</i> Ultraviolet Perception (Sight Group)	0
6	<i>Tail:</i> Extra Limb, Inherent (+¼)	0
40	<i>Assume Human Form:</i> Multiform (assume 300-point human form); Costs Endurance (to change forms only; -½)	6
9	<i>Reach:</i> Stretching 2", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Perks

2	<i>Fringe Benefit:</i> Member of the Celestial Bureaucracy	
9	<i>Reputation:</i> bringer of rain, master of the waters (in China and Japan), 14- +3/+3d6	

Talents

9	<i>Ambidexterity</i> (no Off Hand penalty)	
5	<i>Eidetic Memory</i>	
3	<i>Environmental Movement:</i> Aquatic Movement (no penalties in water)	
3	<i>Lightsleep</i>	

Skills

16	+2 with All Combat	
3	<i>Bureaucratics</i> 17-	
3	<i>Conversation</i> 17-	
3	<i>High Society</i> 17-	
3	<i>KS: Celestial Bureaucracy</i> 14-	
3	<i>KS: Dragon Lore</i> 14-	
2	<i>Survival (Marine)</i> 14-	

Total Powers & Skills Cost: 785**Total Cost: 1,071****75+ Disadvantages**

10	<i>Enraged:</i> if disturbed in its pool (Uncommon), go 8-, recover 11-	
15	<i>Hunted:</i> Tigers 14- (Less Pow)	
10	<i>Physical Limitation:</i> Huge (16m long, -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)	
5	<i>Physical Limitation:</i> Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)	
15	<i>Psychological Limitation:</i> Dislikes, Despises, And Hates Centipedes, Five-Colored Silk Thread, Iron, And The Leaves Of The <i>Lien</i> Tree And <i>Wang</i> Plant (Common, Strong)	
15	<i>Psychological Limitation:</i> Fondness For Human Women (Common, Strong)	
10	<i>Psychological Limitation:</i> Fond Of Copper, Gems, And Roasted Swallows (Common, Moderate)	
916	<i>Experience Points</i>	

Total Disadvantage Points: 1,071

OPTIONS

Cost Powers

- 52 *Assume Any Form*: Shape Shift (Sight, Touch, Hearing, and Smell/Taste Groups; any human or animal form), Reduced Endurance (0 END; +½), Persistent (+½); Must Have The Right Emotional State (see text; -½)
- 45 *Incredible Eyesight*: +30 versus the Range Modifier for the Sight Group
- 48 *Poh Shan*: Flight 24", Reduced Endurance (0 END; +½); IAF (short staff; -½)
- 48 *Ying Lung*: Flight 24", Reduced Endurance (0 END; +½); Restrained (-½)

Ecology: For all their power and prestige, Chinese dragons have very mundane origins — they hatch from eggs that resemble precious stones. The eggs are normally laid in water, where they may remain for as much as a thousand years. Water seeping from a dragon's egg indicates it's ready to hatch, and the arrival of a newborn dragon is often heralded by darkness, thunder, lighting, and rain.

A newly hatched dragon looks much like a small water snake. After five hundred years, it grows the head of a carp, and is known as a *kiao*. Over the next thousand years, it grows scales, a long tail, four legs ending in four-clawed feet, and a bearded face. It's now known as a *kiao-lung* or simply *lung* (literally meaning "deaf," since the dragon has ears but cannot hear). Over the next five hundred years, the *lung* grows horns (apparently allowing it to hear), becoming a *kioh-lung* or "horned dragon." After another thousand years the *kioh-lung* grows wings, becoming a *ying-lung* ("winged dragon")

Dragons are creatures of the water. They live among the clouds, in the sea, or in deep lakes, pools, and rivers. Sea dragons are thought to dwell in magnificent palaces under the water. Dragons love precious stones and gladly eat copper, jade, and pearls. In addition, dragons absolutely adore the flesh of the swallow, so people are advised not to travel across water soon after consuming such fare.

In Korea the *kioh-lung* is known as the *riong*, while in Japan it's the *ryu*, and in Vietnam the *rông*.

Personality/Motivation: In general, dragons are benevolent beings... but they're also quite fierce and not to be trifled with. Those who allow their yin nature to take control are positively malignant and bring storms and floods wherever they go.

Normally, dragons provide rain according to the instruction of the Jade Emperor, the head of the Celestial Bureaucracy. However, a person can request rain when none is forthcoming by performing the proper rituals. Prayers are one way, an offering of swallows another; a third is to remove images of dragons from the local temples and place them outside so they may see how dry it is. More extreme measures call for placing an attractive nude woman alone on an exposed hilltop. Dragons are known for their lust and fondness for women, and if they're prevented from approaching the woman their anger might create a much-needed rainstorm. Similar methods involving throwing ashes, toxic plants, stones, tiger bones, or pieces of

ADDITIONAL DRAGON LORE

Considering the size and age of China as a whole, it's not surprising that there's a wealth of information about dragons, some of it contradictory. For example, not every report claims dragons are born from eggs. Some scholars believe dragons are born to normal animals before assuming their true form. Flying dragons are said to be the offspring of birds, while the winged *ying-lung* comes from a four-footed beast called the *mao-tuh*, and the *k'uh-lung* from seaweed. Fish and snakes were supposed to be able to spontaneously transform into dragons since they're so closely related.

According to other scholars, some dragons come from gold. Blue dragons come from 800 year-old blue gold. Black, red, and white, and yellow dragons come from 1000 year-old gold of the matching color.

Despite being virtual deities in their own right, dragons occasionally fall prey to man's desires. History records several accounts of dragons being eaten by the reigning Emperor, and as can be expected from such a magnificent creature, the taste was quite enjoyable.

The bones and teeth of dragons are highly valued for their medicinal properties. Although they're immortal, it's thought dragons either die from time to time (probably due to two dragons fighting), or shed their skin and bones much like a snake. (Historically, the "dragon bones" sold in historical Chinese marketplaces are almost certainly the fossil bones of various animals.)

Dragon bones come in five colors (black, blue, red, white, and yellow). Each color corresponds to a part of the body (black: bladder and kidneys; blue: gall bladder and liver; red: heart and large intestine; white: lungs and small intestine; yellow: stomach and spleen). Doctors can use bones of that color dragon to heal ailments occurring in the corresponding part of the body. Bones to be used in medicine must be heated over a fire until hot, then powdered. Care must be taken to not allow anything made of iron to contact the bone. Powdered dragon bone cures convulsions, dysentery, fevers, gallstones, and a whole host of other maladies. This healing power comes from the strong yang element present in the dragon, which counteracts the yin elements of sickness. Dragon's teeth (and horns) cure convulsions, epileptic fits, madness, spasms, and many other illnesses. The brain or live of a dragon can cure dysentery.

Dragon's blood turns into amber upon striking the ground. Dragon fat can be used to make brilliant lamps or waterproof clothing.

wood into the dragon's pool, in hopes of angering him into creating a thunderstorm in response.

Dragons have a number of noted dislikes, some of which can be used to drive one away if necessary (if the dragon is causing too much rain, for example). They despise things made from iron, so throwing iron in a dragon's pool is a sure-fire way to enrage him. They also hate centipedes, five-colored silk thread, and the leaves of the lien tree (*melia azederach*, also known as the "Pride of India") and wang plant. Finally, it's said tigers and dragons are mortal enemies and will fight each other if the occasion permits.

Powers/Tactics: As masters of rain and water, dragons tend to appear surrounded by rain, and can cause a gentle rainfall to turn into a raging storm at will — one whose high winds and driving rain can devastate the countryside and cause terrible floods. Dragons can also breathe forth thick fogs, which they use to blind their foes. The dragon's most potent weapon, however, is its power of “watery fire.” This is created when the dragon breathes onto an area of dampness and wet. Dampness results in just a bright glow, but open water causes the dragon's breath to actually burst into flame; the flames keep burning until put out with the application of more normal fire. Finally, dragons may also attack in more mundane ways — biting with their teeth or tearing with their sharp claws.

Some dragons can transform themselves into other shapes, provided they're sufficiently calm (*i.e.*, not angered, Enraged, or filled with lust or desire). They favor the forms of aged men or beautiful young women, but can also assume the shape of cows, dogs, fish, rats, and snakes. Fishermen should especially be aware of encountering transformed dragons; a fish giving off light or speaking in a human's voice is almost certainly a dragon that has changed its shape.

Campaign Use: Deity, protector, servant of the gods, or even menace — Chinese dragons can play just about any role you like in your Fantasy campaign. However, there are few accounts of dragons fighting either the heroes or the gods of Chinese myth, and fewer still of dragons being slain by men; they're forces of nature more than monsters to be slain. There's a tale of a man who spent three years and a thousand ounces of gold learning how to kill a dragon... but for the rest of his life never had the chance to try out his skills.

Depending on the nature of your Fantasy setting, a Chinese dragon might be simply local color, with legends stating that a (rarely seen) dragon lives in a specific river or deep lake, or a dragon might have a much more prominent role and actively interact with people in the area. Some dragons were said to serve as guardians for local castles, shrines, and temples, while Chinese folklore records several instances of the Emperor commanding dragons to do his bidding (usually assisting in a great battle or the like). Chinese dragons are also powerful enough to show up in many *Champions* campaigns.

If the PCs in your campaign are sufficiently powerful, you might allow a PC to be the child of a dragon. Dragon-children look like perfectly formed humans with brilliant green eyes and are near the peak of human development. They also have many magical powers inherited from their draconic parent.

Appearance: Physically, the Chinese dragon is the largest of all scaled creatures, a group that includes snakes and fish. It's best described through the “nine resemblances”: “its horns resemble a stag's, its head resembles a camel's, its eyes resemble a demon's (or a rabbit's), its neck resembles a snake's, its belly resembles a clam's, its scales resemble



a carp's, its claws resemble an eagle's, its soles resemble a tiger's, its ears resemble a cow's.” The end result is a long, thin, four-legged lizard-like creature with a narrow head and a bearded face.

On top of the head is an organ known as the *chi'ih muh*, which allows flight. In addition, male dragons have a large pearl under the chin or in the throat. When they speak, dragons are said to have voices like a great gongs (or “jangling copper pans”). They may be black, blue, green, red, or yellow. Yellow dragons are held in high esteem and considered superior to all other forms of dragonkind.

A dragon's scales number either 81 or 117, with different reports offering different values. The confusion is due to attempts to balance the dragon's yin and yang. Yin is female, associated with the moon, darkness, wetness, cold, negative energy, and the number six. Yang is male, associated with the sun, light, dryness, heat, positive energy, and the number nine. A tiger is yin; a dragon is yang. Nine times nine equal 81 scales, while six times six equals 36 scales, leading to the idea that the dragon has 81 yang scales and 36 yin scales (for a total of 117).

Numbers govern more than just a dragon's scales. They may have from three to five claws on their feet. Five-clawed dragons are the province of the Emperor, and only he, or those of his court, may bear the image of a five-clawed dragon on their clothing.

ADDITIONAL DRAGON NAMES AND FORMS

The dragons of China are known by a number of names, with each name describing the dragon's form and function. A short list follows:

Ao Chin, Ao Jun, Ao Kuang, Ao Shun: The four great Dragon Kings. Together they control the fall of rain and the movement of the oceans. Each dwells in a magnificent crystal and pearl palace at the bottom of the sea.

Ao Ping: The son of Ao Kuang, Ao Ping fought for the Shang emperor Chou Wang at the Battle of Ten Thousand Spirits.

Ch'i-Lung: A "hornless" dragon.

Chi Lung Wang: The "fire engine dragon king," provider of water for domestic uses.

Dragon Horse: A sea-dwelling creature, the dragon horse has a horse's body and a dragon's head (or, the front half of a horse and the hindquarters of a dragon).

Fu-Hsi: One of the first emperors of China, both Fu-Hsi and his empress, Nu-Kwa, had the head and torso of a human with the lower body of a great snake.

Fu-Tsiang Lung: This dragon is the guardian of hidden treasures and deposits of precious metals.

Gong Gong: A gigantic black dragon with a horned head, Gong Gong wanders China bring disease, floods, and destruction wherever he goes. Gong Gong's companion is Xiang Yao, an immense serpent with nine human heads. Xiang Yao is such a foul creature his excrement turns clean lakes and rivers into foul-smelling swamps.

Gou Mang: This messenger of the god of the skies is associated with the east, longevity, and the return of spring.

Kih Tau: A sea-dwelling dragon, the Kih Tau's spittle is used to make perfumes. It's collected either floating on the surface of the water, or in lumps on the shore.

Lung Wang: The Dragon King, a human with a dragon's head. He lives under the sea in an imposing palace.

P'an Lung: An earth-bound dragon unable to fly.

Shien-Lung: The Imperial or spirit dragon, the Shien-Lung is the keeper of rain and the wind. It's a beautiful dragon, with multiple colors on its body and five clawed toes on each foot. Because of this, only the Emperor can only use the Shien-Lung's image.

T'ao T'ieh: An enormous dragon living in the depths of outer space, T'ao T'ieh is a symbol of gluttony, as it has two bodies, but only one head. Its shape makes it a popular image on bowls, plates, and other objects.

T'ien Lung: A celestial sky dragon, the T'ien Lung supports the houses and temples of the gods.

Ti-Lung: This celestial water dragon guards the water in streams and rivers. It spends springtime in the heavens and autumn in the depths of the sea.

Ying Lung: The only dragon with wings, a Ying Lung is at least 3,000 years old, and guards the water of the earth and clouds.

Yu Lung: This dragon has the head and fins of a gigantic fish. Formerly a Celestial Carp, the Yu Lung successfully leaped Lung Men, the Dragon's Gate waterfall, allowing it to transform into its present shape. It's considered an emblem of success in Civil Service examinations or literary endeavors.

THE LEGENDARY MEN OF CHINA

All manner of beasts and monsters have been recorded in various Chinese texts, but none are as strange as legendary men of China. These peoples, all reputed to live beyond the borders of the Chinese empire, are mentioned in such books as the *Great Imperial Encyclopedia* (known as *Ku-chin T'u-shu Chi-ch'eng*, or the *All-Embracing Illustrated Volumes Of Things Then And Now*), the *Shan Hai Ching* (*Hill And River Classic*), the *T'ai P'ing Kuang Chi* (*Extensive Records Made In The Period Of Peace And Prosperity*), and the *Shanhaijing* (*Guideways Through Mountains And Seas*).

Ecology: The legendary men live all along the fringes of the Chinese empire. Some inhabit sea coasts, others islands; some are mountain dwellers. Most eat rice and other grains or gather fruit, while some fish and others hunt game. Many of the races are organized into nations and dwell in small cities and villages.

Personality/Motivation: Normal sentient humanoid motivations. For the most part, the different races are peaceful individuals, although some be quite violent (even cannibalistic).

Powers/Tactics: The different legendary races use tactics appropriate to their size, body type, and culture. The more violent races often wear armor and use weapons, while those of a more peaceful intent may simply flee from attackers.

Campaign Use: You can use these races in a wide variety of ways. They could be distorted descriptions of real people, foes for a party of PCs to encounter, friends (even allies) against a common foe, or simple NPCs providing a bit of background "color." You may wish to make some races for players to choose for PCs. You can easily customize any member of the different races by adding in a Professional Package Deal from pages 54-78 of *Fantasy Hero* or any one of the Humanoid Templates found on pages 116-118 of *Monsters, Minions, And Marauders*.

Appearance: See below.

BUSIMIN PACKAGE DEAL

The Busimin, also known as the Never-Dying People, are a black-skinned race who eat the fruit of the sweet tree (*a.k.a.* the never-dying tree) to gain immortality.

BUSIMIN PACKAGE DEAL

Abilities

Cost	Ability
5	<i>Busimin Longevity:</i> Life Support (Longevity: Immortal)

Total Cost Of Package Abilities: 5

Disadvantages

Value	Disadvantage
None	

Total Cost Of Package Disadvantages: 0

ADDITIONAL LEGENDARY MEN

The sheer number of mythical races of men described in various Chinese sources seems almost infinite. Here are a few more not detailed in the main text:

The Armless People: Found in the Mountains of the Sun and Moon (a range located in the middle of the Great Waste), these people have no arms. Their legs grow from their shoulders and their toes are nimble enough for them to pick flowers.

The Bofumin: The people of Bofu are giants twice as tall as normal men. They live near the Deng Forest.

The Daren: The Daren are a race of giants (no one knows their exact height, but they're much taller than normal people). Their land is located near the Northern Sea somewhere between China and the Korean Peninsula. There they have a trading market called the Hall of Giants.

The Jiaojingmin: The People With Crossed Shins. They live to the east of Guanxiongmin (the Land of People With Perforated Chests) in what's now called Vietnam.

The Land of White People: The people of this race have pure white skin and wear their hair long. Since white skin is a sign of purity and mystical power, while long hair signifies a shaman, these people are reputed to be masters of the mystic arts. They can command four kinds of birds, as well as tigers, leopards, and bears.

Nūzi: This is the Land of Women (*a.k.a.* the Women's Kingdom), located to the far north. It's inhabited only by women and located in the middle of a sea that's less dense than normal water, so invading ships sink before they can reach it. The woman of this land bathe in the water to become pregnant, but their sons die suddenly after three years.

The Qishemin: The People With Forked Tongues, whose land lies to the east of the Busimin (Never-Dying People). They're also known as the people with reversed tongues, and speak a language that outsiders cannot learn.

The Shan-Shen Kou Yan: These people have three bodies connected to a single head, three arms, and two legs. They live to the east of Chisel-Tooth Land. Similar races of men include: men with one arm and one leg (either a single right leg and arm, or a single left, or a mixture of the two); men with but a single arm and leg, as well as one eye, one nostril, and so on; people with three faces who live in the middle of the Great Waste and are immortal; and a land where people have square heads, wide shoulders, and three legs.

The Shenmumin: The Deep-Eyed People, who have either very deep-set eyes, or just one eye. They mostly eat fish.

The Sushen: These people live to the north of the White People and wear clothing made from the Power-and-Constant tree.

Yanhoumin: Also known as the Fire-Gluttons, these are black-furred monkeys and/or dogs with the ability to breathe fire.

Zhangfu: The Land of (Gentle)Men. This land lies 6,700 miles to the west, far beyond the Jade Gate. The inhabitants, all men, wear proper Chinese robes and caps and carry swords, thus proving their civilized state.

The Zhimin: These people have yellow skin and use bows to hunt snakes. They live in a paradise where they don't need to farm the grain they eat or weave the cloth they use to make clothing.

CHANGBIMIN PACKAGE DEAL

Also known as the Long-Arms People, the Changbimin are about 40 feet tall with arms that hang all the way to the ground. They dwell far to the east of the Eastern Sea, living on the coast and gathering shellfish from the ocean's bottom with their long arms. They dress in a style similar to the Chinese. In Japan the Changbimin are called the *Tenaga* ("long-armed") and the more malevolent among them have been known to pluck crewman off of passing ships to eat.

CHANGBIMIN PACKAGE DEAL

Abilities

Cost	Ability
30	+30 STR
20	+10 CON
16	+8 BODY
10	+10 PRE
-1	-2 COM
2	<i>Tough Skin:</i> Damage Resistance (2 PD/2 ED)
12	<i>Heavy:</i> Knockback Resistance -6"
24	<i>Long Stride:</i> Running +12" (18" total)
9	<i>Reach:</i> Stretching 2", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)
7	<i>Incredibly Long Arms:</i> Stretching +2", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼), Limited Body Parts (arms; -¼)
4	<i>Long Arms:</i> +2 OCV with Grab

Total Cost Of Package Abilities: 133

Disadvantages

Value	Disadvantage
10	Physical Limitation: Enormous (8m tall, -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can leap only half as far as STR indicates (Infrequently, Slightly Impairing)

Total Cost Of Package Disadvantages: 15

CHANGGUMIN/CHANGJINGMIN
PACKAGE DEAL

These people are also known as the Long-Thighs People and Long-Shins People respectively. They each have legs 30 feet long and stand roughly 50 feet tall. The Long-Thighs People live in the same country as the Long-Armed People, while the Long-Shins People live beyond the Northwest Sea and the Red River. Both of them are coastal dwellers, living on fish taken from the ocean. The Long-Thighs People are even known to carry the Long-Arms People on their backs to better scoop fish from the water. In Japan, these people are called the *Asinaga*, meaning “long-legged.”

CHANGGUMIN/
CHANGJINGMIN
PACKAGE DEAL

Abilities	
Cost	Ability
30	+30 STR
20	+10 CON
16	+8 BODY
10	+10 PRE
-1	-2 COM
2	<i>Tough Skin</i> : Damage Resistance (2 PD/2 ED)
12	<i>Heavy</i> : Knockback Resistance -6"
36	<i>Very Long Stride</i> : Running +18" (24" total)
9	<i>Reach</i> : Stretching 2", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)
7	<i>Incredibly Long Legs</i> : Stretching +2", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼), Limited Body Parts (legs; -¼)

Total Cost Of Package Abilities: 141

Disadvantages	
Value	Disadvantage
10	Physical Limitation: Enormous (8m tall, -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can leap only half as far as STR indicates (Infrequently, Slightly Impairing)

Total Cost Of Package Disadvantages: 15

DANERMIN/NIEERMIN/NIE'ERMIN
PACKAGE DEAL

The Danermin are the Pendant Ears People, a race with ears so large they hang to their shoulders (or lower). They live on an island in the middle of a wide sea and feed mainly on fish and grains. They tattoo their bodies and can command the tigers who dwell on the eastern half of their island. They may also be known as the *Tan-erh Chic Kou*, or “Loppy-eared People.”

A similar race is the Nieermin (People Who Hold Up Their Ears) or the Nie'ermin (Big-Ear People). The Nie'ermin are also known as the *Nieh-erh Kou Yan*, or the “People of the Whispering Ears.” They have tiger-striped bodies and ears that hang to their waists (or the ground); they have to support their ears in their hands when

they walk, but can hear the faintest sounds. They live far to the west, dwelling in mountain caves. When they sleep they use one ear as a mattress and the other as a blanket.

DANERMIN/NIEERMIN/
NIE'ERMIN PACKAGE DEAL

Abilities	
Cost	Ability
12	<i>Whispering Ears</i> : +6 PER with Hearing Group
10	<i>Command Tigers</i> : Animal Handler (Felines) (PRE+4)

Total Cost Of Package Abilities: 22

Disadvantages	
Value	Disadvantage
5	Physical Limitation: Enormous Ears (Infrequently, Slightly Impairing)

Total Cost Of Package Disadvantages: 5

DINGLINGMIN PACKAGE DEAL

Also known as the *Ting Ling Kou Yan*, these people live on the steppes far to the west of China, near the Inner Sea. They herd horses and generally live a nomadic existence. They have the bodies and heads of normal humans, but the legs and hooves of horses. They wear their hair very long, often letting it hang down to their knees, and dress like the northern Chinese. The Dinglingmin possess great speed and can easily cover 100 miles or more in a single day.

DINGLINGMIN
PACKAGE DEAL

Abilities	
Cost	Ability
3	+3 STR
9	+3 DEX
6	+3 CON
7	+1 SPD
10	<i>Horse's Legs</i> : Running +5" (11" total)
5	<i>Tireless</i> : Reduced Endurance (½ END; -¼) on 11" Running
2	Orienteering 11-

Total Cost Of Package Abilities: 42

Disadvantages	
Value	Disadvantage
None	

Total Cost Of Package Disadvantages: 0

DIREN PACKAGE DEAL

The Diren are human from the waist up and have fish-bodies from the waist down. They live in rivers far to the west near the land of the Firm Tree. They feed mostly off of fish and other water life.

DIREN PACKAGE DEAL

Abilities

Cost	Ability
6	+2 DEX
6	+3 CON
2	+2 PD
3	<i>Fish Tail Bash</i> : HA +1d6; Hand-To-Hand Attack (-½)
5	<i>Breathes Air And Water</i> : Life Support (Expanded Breathing: Breathe Underwater)
3	<i>Aquatic Body</i> : Life Support (Safe Environments: High Pressure, Intense Cold)
3	<i>Scaly Skin</i> : Armor (2 PD/2 ED); Activation Roll 11- (or Hit Locations 13-18; -1)
-12	<i>Fish's Tail</i> : Running -6"
4	<i>Fish's Tail</i> : Swimming +4" (6" total)
5	<i>See Underwater</i> : Ultraviolet Perception (Sight Group)
3	Talent: Environmental Movement (Aquatic Movement)

Total Cost Of Package Abilities: 28

Disadvantages

Value	Disadvantage
None	

Total Cost Of Package Disadvantages: 0

GANJUREN PACKAGE DEAL

Abilities

Cost	Ability
45	+45 STR
40	+20 CON
30	+15 BODY
20	+20 PRE
-1	-2 COM
4	+4 PD
7	+7 ED
25	<i>Saw-Like Teeth</i> : HKA 1½d6 (3d6+1 with STR)
16	<i>Fingernails Like Hooked Claws</i> : HKA 1d6+1 (2½d6 with STR); Reduced Penetration (-¼)
3	<i>Thickly Furred Bodies</i> : Damage Resistance (3 PD/3 ED)
18	<i>Heavy</i> : Knockback Resistance -9"
36	<i>Very Long Stride</i> : Running +18" (24" total)
5	<i>18,000 Year Lifespan</i> : Life Support (Longevity: [virtually] Immortal)
17	<i>Long Arms</i> : Stretching 4", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)

Total Cost Of Package Abilities: 265

Disadvantages

Value	Disadvantage
10	Physical Limitation: Huge (16m tall, -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can leap only half as far as STR indicates (Infrequently, Slightly Impairing)

Total Cost Of Package Disadvantages: 15

GANJUREN PACKAGE DEAL

Also known as the Giants of Gan, or simply the Mountain Giants, these people live in either southern or northeastern Asia in a series of mountain ranges several thousand miles long. They eat only raw animal meat, including humans taken captive in battle. They build great carts to ride in and use strong iron gates to close off mountain passes, thus keeping the armies of men out of their homes. They stand 50 feet tall, with feet six feet long and a body covered in long black hair. Some have their feet reversed, with the heel to the front of the body. All of the Ganjuren have claw-like fingernails and saw-like teeth, which they use to great effect in battle. The Giants of Gan resemble the Xiaoyang-min (page 47) in many respects.

GUANXIONGMIN PACKAGE DEAL

These are the People With Perforated Chests, also known as the *Kuan-hsiung Kou*, or "People With Punctured Bodies." They're of normal human shape and appearance, but have a large circular hole through the middle of the chest. Thus, they can be carried on a long pole, hung upon a peg, or strung together on a line of rope. Quite often, Guanxiongmin lords are carried about by their inferiors by placing a bamboo pole through the hole in the chest. They hunt snakes with bows, but are otherwise harmless, and are known for their long lifespans.

GUANXIONGMIN PACKAGE DEAL

Abilities

Cost	Ability
-2	-1 BODY
1	Long Lifespan: Life Support (Longevity: lifespan of up to 200 years)
1	WF: Bow

Total Cost Of Package Abilities: 0

Disadvantages

Value	Disadvantage
None	

Total Cost Of Package Disadvantages: 0

HEIREN PACKAGE DEAL

A black-skinned people, the Heiren dwell in the south. They have tigers’ heads and birds’ feet and eat snakes.

HEIREN PACKAGE DEAL

Abilities	
Cost	Ability
10	<i>Tiger’s Jaws:</i> HKA ½d6 (1d6+1 with STR)
8	<i>Taloned Feet:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)
9	<i>Tiger’s Senses:</i> +3 PER with all Sense Groups
5	<i>Tiger’s Eyes:</i> Nightvision
5	<i>Tiger’s Nose:</i> Tracking with Normal Smell
Total Cost Of Package Abilities: 37	
Disadvantages	
Value	Disadvantage
None	
Total Cost Of Package Disadvantages: 0	

HUANTOUMIN PACKAGE DEAL

These people have a bird’s beak in an other-wise human face; they also have wings. They subsist mainly on fish. The Huantoumin resemble the Yumin (page 48) in most respects.

HUANTOUMIN PACKAGE DEAL

Abilities	
Cost	Ability
10	<i>Huantoumin Beak:</i> HKA ½d6 (1d6+1 with STR)
11	<i>Wings:</i> Flight 8”, Restrainable (-½)
Total Cost Of Package Abilities: 21	
Disadvantages	
Value	Disadvantage
None	
Total Cost Of Package Disadvantages: 0	

HUAN’GOU PACKAGE DEAL

These people have a beast’s head on an other-wise human body. A similar race is the *Quanrong*, or “dog people,” humanoid dogs dwelling in the land of canines. Both races are carnivores.

HUAN’GOU PACKAGE DEAL

Abilities	
Cost	Ability
10	<i>Dog’s Jaws:</i> HKA ½d6 (1d6+1 with STR)
9	<i>Canine Senses:</i> +3 PER with all Sense Groups
5	<i>Canine Nose:</i> Tracking with Normal Smell
3	<i>Canine Ears:</i> Ultrasonic Perception (Hear-ing Group)
Total Cost Of Package Abilities: 27	
Disadvantages	
Value	Disadvantage
None	
Total Cost Of Package Disadvantages: 0	

JIEXIONGMIN PACKAGE DEAL

The Jiexiongmin are the People With Protrud-ing Chests — their chests are much larger than a normal human’s and distend out from their bodies.

JIEXIONGMIN PACKAGE DEAL

Abilities	
Cost	Ability
2	+1 CON
1	Life Support (Expanded Breathing: can breathe normally in thin/high-altitude atmospheres)
Total Cost Of Package Abilities: 3	
Disadvantages	
Value	Disadvantage
None	
Total Cost Of Package Disadvantages: 0	

JIGONGMIN PACKAGE DEAL

The Jigongmin are a hermaphroditic race with three eyes and a single arm in the center of their chests. Mechanically adept, they’re known to build and pilot great flying carriages. They’re also known as the *Chi-kung Chic Kou*, and are said to come from The Land of Flying Carts, a place 13,000 miles east of China and north of the Plain of Great Joy (itself found between the lands of the *Yibimin*, or One-Armed People, and the *Sanshenmin*, or Three-Bodies People).

JIGONGMIN PACKAGE DEAL

Abilities	
Cost	Ability
2	<i>Three Eyes:</i> +1 PER with Sight Group
3	<i>Mechanically Adept:</i> Mechanics 11-
1	TF: Flying Cart
Total Cost Of Package Abilities: 6	
Disadvantages	
Value	Disadvantage
15	Physical Limitation: One Arm (Frequently, Greatly)
Total Cost Of Package Disadvantages: 15	

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LAOMIN PACKAGE DEAL

These people are known as either the Instructed People or the Laboring People and live north of the *Maomin*, or Hairy People. Completely black, from head to toe, they subsist mainly on gathered fruits and vegetables and can command the two-headed birds native to their country.

LAOMIN PACKAGE DEAL

Abilities

Cost	Ability
10	<i>Command Two-headed Birds</i> : Animal Handler (Avians) (PRE+4)

Total Cost Of Package Abilities: 10

Disadvantages

Value	Disadvantage
None	

Total Cost Of Package Disadvantages: 0

MAOMIN PACKAGE DEAL

Found far to the north, the Maomin are the “Hairy People.” Small in stature, they dwell naked in caves and have thick, boar-like hair all over their bodies. Their diet consists mainly of millet and they can command four different species of birds.

MAOMIN PACKAGE DEAL

Abilities

Cost	Ability
-2	<i>Short Legs</i> : -1” Running
10	<i>Command Birds</i> : Animal Handler (Avians) (PRE+4)

Total Cost Of Package Abilities: 8

Disadvantages

Value	Disadvantage
None	

Total Cost Of Package Disadvantages: 0

MIAOMIN PACKAGE DEAL

The “Sprouts People” are a winged race of meat-eaters. They live far beyond the Northwestern Sea along the Black River.

MIAOMIN PACKAGE DEAL

Abilities

Cost	Ability
11	<i>Wings</i> : Flight 8”, Restrained (-½)

Total Cost Of Package Abilities: 11

Disadvantages

Value	Disadvantage
None	

Total Cost Of Package Disadvantages: 0

NIAOSHI PACKAGE DEAL

Known as the Bird People, the Niaoshi live in the land of the Supervisor of Salt far to the northeast. They have the bodies of men and the heads of birds.

NIAOSHI PACKAGE DEAL

Abilities

Cost	Ability
10	<i>Niaoshi Beak</i> : HKA ½d6 (up to 1d6+1 with STR)
5	<i>Bird's Eyes</i> : Increased Arc Of Perception (240 Degrees) for Sight Group

Total Cost Of Package Abilities: 15

Disadvantages

Value	Disadvantage
None	

Total Cost Of Package Disadvantages: 0

QIZHONGMIN PACKAGE DEAL

This is a race of giants, known as either the Big-Heel People or the Reversed Heels People (their feet are turned back to front). Some say they walk around on the tips of their toes at all times and never let their heels touch the ground.

QIZHONGMIN PACKAGE DEAL

Abilities

Cost	Ability
30	+30 STR
28	+14 CON
20	+10 BODY
10	+10 PRE
-1	-2 COM
6	+6 PD
6	+6 ED
2	<i>Tough Skin</i> : Damage Resistance (2 PD/2 ED)
12	<i>Heavy</i> : Knockback Resistance -6”
24	<i>Long Stride</i> : Running +12” (18” total)
9	<i>Long Arms</i> : Stretching 2”, Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)

Total Cost Of Package Abilities: 146

Disadvantages

Value	Disadvantage
10	Physical Limitation: Enormous (8m tall, -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, can leap only half as far as STR indicates (Infrequently, Slightly Impairing)

Total Cost Of Package Disadvantages: 15

RONG PACKAGE DEAL

The Rong (also called the *Lirong*) have three horns on their otherwise human heads. They live near the Quanrong, and are considered one of the “Dog Tribes.”

RONG PACKAGE DEAL

Abilities	
Cost	Ability
9	Three Horns: HKA 1d6; No STR Bonus (-½), Reduced Penetration (-¼)
Total Cost Of Package Abilities: 9	
Disadvantages	
Value	Disadvantage
None	
Total Cost Of Package Disadvantages: 0	

ROULIMIN PACKAGE DEAL

Also known as the Flexible People, the Roulimin live to the east of the *Yimumin*, or one-eye people. They have but one arm and hand, and a single leg and foot. A Roulimin’s knee is reversed and bends upwards, as opposed to a normal humans, which bends downwards.

ROULIMIN PACKAGE DEAL

Abilities	
Cost	Ability
4	Single Leg: Leaping +4” (total 6”)
-12	Running -6”
4	Flexible People: Double-Jointed
Total Cost Of Package Abilities: -4	
Disadvantages	
Value	Disadvantage
20	Physical Limitation: One Arm And Leg (All The Time, Greatly)
Total Cost Of Package Disadvantages: 20	

SANSHENMIN PACKAGE DEAL

Abilities	
Cost	Ability
20	Two More Bodies: +10 BODY
-4	Running -2”
6	Six Arms And Legs: Extra Limbs (four more arms and legs), Inherent (+¼)
9	Six Arms: Ambidexterity (no Off Hand penalty)
10	Command Birds: Animal Handler (Avians) (PRE+4)
Total Cost Of Package Abilities: 41	
Disadvantages	
Value	Disadvantage
None	
Total Cost Of Package Disadvantages: 0	

SANSHENMIN PACKAGE DEAL

The Sanshenmin have three bodies, each with two arms and two legs, connected to a single head. Their land is to the south in the Great Wilds near Rebel Mountain, where the Glorious River meets its end. They eat millet and can command birds to do their bidding.

SANSYOUMIN PACKAGE DEAL

These are the Tricephalous People, meaning they have three heads on a single body. The heads all breathe separately and all look in different directions, but since they connect to a single body only one needs to eat a time. Also known as the *San-Shou Kou Yan*, the Sanshoumin are found north of the land of the Xiaoren and to the east of the K’un-lun Mountains. It’s possible they’re immortal.

SANSYOUMIN PACKAGE DEAL

Abilities	
Cost	Ability
6	Three Faces: +2 PER with all Sense Groups
10	Six Eyes: Increased Arc Of Perception (360 Degrees) for Sight Group
5	Extra Heads: Extra Limbs (3 heads), Inherent (+¼); Limited Manipulation (-¼)
Total Cost Of Package Abilities: 21	
Disadvantages	
Value	Disadvantage
None	
Total Cost Of Package Disadvantages: 0	
Options	
Value	Ability
5	Immortal: Life Support (Longevity: Immortal)

XIAOREN PACKAGE DEAL

Although they live in mountain ranges all through China (or only in *Hsiao-jen Kuo*, “Little People Land”), the Xiaoren (also known as the *Ching*, or Mountain Pygmies) are rarely seen. They dwell in homes of thatch and only venture outside in groups of six or more, linking their hands together to keep from being carried off by birds or beasts. Most Xiaoren are workers of gold, precious stones, silver, or wood, while a rare few farm the land.

The Xiaoren stand only nine inches tall. The males have slight beards, while the females have long hair, with tresses reaching five inches in some cases. Their clothing is red, while their heads are quite large and out of proportion for their bodies.

XIAOREN PACKAGE DEAL

Abilities

Cost	Ability
-15	-15 STR
6	+2 DEX
-10	-5 CON
-18	-9 BODY
-5	-5 PRE
-1	-2 COM
1	+1 PD
-10	<i>Tiny Size: -5" Running</i>
-1	<i>Tiny Size: -1" Swimming</i>
30	<i>Hard To Hit: +6 DCV</i>
10	Concealment 17-; Self Only (-½)
15	Stealth 17-

Total Cost Of Package Abilities: 2

Disadvantages

Value	Disadvantage
15	Hunted: birds and other mountain beasts 8- (Mo Pow, Capture/Kill)
10	Physical Limitation: Tiny (.25m; +9 KB) (Frequently, Slightly Impairing)

Total Cost Of Package Disadvantages: 25

Options

Value	Ability
3	PS: Worker Of Material Of Choice (gold, silver, gems, and so on) 12-

XIAOYANGMIN PACKAGE DEAL

The cannibalistic Xiaoyangmin (sometimes called the *Fufu*) have human faces with long lips, black bodies covered with hair, and reversed feet with the heels to the front. They live in the south, near (or in) Vietnam. Some regard them as a form of mountain spirit. They have the strange habit of laughing when someone else laughs, causing their upper lip to flap over their face (a habit of the Ganjuren on page 43 as well). A clever person can sometimes use this trait to escape from them.

XIAOYANGMIN PACKAGE DEAL

Abilities

Cost	Ability
3	+3 STR
6	+3 CON
2	+1 BODY
-2	-2 INT
-2	-1 EGO
-1	-2 COM

Total Cost Of Package Abilities: 6

Disadvantages

Value	Disadvantage
15	Psychological Limitation: Must Laugh When Others Laugh (Uncommon, Total)

Total Cost Of Package Disadvantages: 15

Options

Value	Ability
3	Climbing 11-
2	Survival (Mountains) 11-

XUAMYUANMIN PACKAGE DEAL

These people have the bodies of snakes with the heads of humans. They live along the edges of the Eternity Mountains and have 800 year lifespans.

XUAMYUANMIN PACKAGE DEAL

Abilities

Cost	Ability
3	<i>Xuamyuanmin Longevity: Life Support</i> (Longevity: lifespans of up to 800 years)

Total Cost Of Package Abilities: 3

Disadvantages

Value	Disadvantage
5	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)

Total Cost Of Package Disadvantages: 20

YIBIMIN PACKAGE DEAL

The Yibimin are also known as the One-Arm People. They have a single eye, one arm, one nostril, and so on — basically, they have half a body. They dwell north of the three-bodied Sanshenmin, and are also known as the “shared-shoulder people.”

YIBIMIN PACKAGE DEAL

Abilities

Cost	Ability
-6	BODY -3

Total Cost Of Package Abilities: -6

Disadvantages

Value	Disadvantage
15	Physical Limitation: half a body (Frequently, Greatly Impairing)

Total Cost Of Package Disadvantages: 15

YIMUMIN/QIZHONGMIN PACKAGE DEAL

These are the One-Eyed People, who live to the east of Bell Mountain. As their name implies, they have but one eye. A similar race is the Qizhongmin, or “Demon People,” who also have only one eye.

YIMUMIN/QIZHONGMIN PACKAGE DEAL

Abilities

Cost	Ability
None	

Total Cost Of Package Abilities: 0

Disadvantages

Value	Disadvantage
10	Physical Limitation: one eye (no depth perception, ½ OCV with Ranged attacks) (Infrequently, Greatly Impairing)

Total Cost Of Package Disadvantages: 10

YINGMIN PACKAGE DEAL

This is a race of people with bird’s feet.

YINGMIN PACKAGE DEAL

Abilities	
Cost	Ability
8	Taloned Feet: HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)
Total Cost Of Package Abilities: 8	
Disadvantages	
Value	Disadvantage
None	
Total Cost Of Package Disadvantages: 0	

YUMIN PACKAGE DEAL

Known as the *Yü-min Kou Yan*, or Feathered People, the Yumin live far to the southeast. They’re a timid people and almost never travel from their land. They’re very tall, with bird’s beaks and bodies covered in feathers. They have wings instead of arms and small claws on the points of their wings that serve them as hands. Their heads are white and their eyes red. They’re known for their fine voices and ability to sing ballads.

YUMIN PACKAGE DEAL

Abilities	
Cost	Ability
24	+8 DEX
8	Clawed Fingers: HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)
16	Wings: Flight 12”, Restrainable (-½)
3	Perfect Pitch
Total Cost Of Package Abilities: 51	
Disadvantages	
Value	Disadvantage
15	Psychological Limitation: Shy And Timid (Common, Strong)
Total Cost Of Package Disadvantages: 15	
Options	
Value	Ability
3	PS: Singing 12-

ZHOURAOMIN PACKAGE DEAL

These people are from seven inches to three feet in height. They live in caves, grow and eat five different grains, and dress in a civilized fashion (meaning they wear sashes and caps in the Chinese style). Mechanically inclined, they devise and build many wondrous devices, such as “underwater wings” to assist in swimming (the Zhouraomin are highly skilled at swimming and diving). A related race is the *Jiaoyaomin*, who stand three feet tall and eat fine grains.

ZHOURAOMIN PACKAGE DEAL

Abilities	
Cost	Ability
-4	-4 STR
6	+2 DEX
-4	-2 BODY
-2	-2 PRE
-4	-2” Running
2	Adept At Swimming And Diving: Swimming +2” (4” total)
10	Hard To Hit: +2 DCV
3	Easily Hidden: +2 to Concealment; Self Only (-½)
4	Hard To Perceive: +2 to Stealth
Total Cost Of Package Abilities: 11	
Disadvantages	
Value	Disadvantage
5	Physical Limitation: Small, down to half human size and/or mass (1m, or ½”) (Infrequently, Slightly Impairing)
Total Cost Of Package Disadvantages: 5	
Options	
Value	Ability
3	Mechanics 11-

LONGZHI

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3½d6 [2]
17	DEX	21	12-	OCV: 6/DCV: 6
18	CON	16	13-	
12	BODY	4	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
6	PD	2		Total: 6 PD (1 rPD)
6	ED	2		Total: 6 ED (1 rED)
3	SPD	3		Phases: 4, 8, 12
8	REC	0		
36	END	0		
30	STUN	0		Total Characteristics Cost: 48

Movement: Running: 8"/16"

Cost	Powers	END
10	<i>Bite:</i> HKA ½d6 (1d6+1 with STR)	1
12	<i>Tiger's Claws:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
17	<i>Cry Like A Baby:</i> Hearing Group Images 1" radius, -4 to PER Rolls, Line Of Sight (+½), Reduced Endurance (0 END; +½); Set Effect (sounds like a baby's cry; -1)	
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)	0
4	<i>Swift Runner:</i> Running +2" (8" total)	2
24	<i>Nine Heads:</i> +8 PER with all Sense Groups	0
10	<i>Nine Pairs Of Eyes:</i> Increased Arc Of Perception (360 Degrees) for Sight Group	0
5	<i>Fox's Eyes:</i> Nightvision	0
5	<i>Fox's Nose:</i> Tracking for Normal Smell	0
3	<i>Fox's Ears:</i> Ultrasonic Perception (Hearing Group)	0
5	<i>Nine Heads:</i> Extra Limbs (8 heads), Inherent (+¼); Limited Manipulation (-¼)	0

Skills

16	<i>Nine Sets Of Teeth:</i> +8 OCV with Bite
3	Concealment 11-
3	Stealth 12-
3	Tracking 11-

Total Powers & Skills Cost: 121

Total Cost: 169

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
0	Physical Limitation: Human Size
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
64	Experience Points

Total Disadvantage Points: 169

OPTIONS**Cost Powers**

var *Larger:* For a truly frightening version of the longzhi, combine the multi-headed aspects of this character sheet with the character sheet for the Giant Wolf on page 129 of *The HERO System Bestiary*.

- 3 Tactics 11-
3 Teamwork 11-

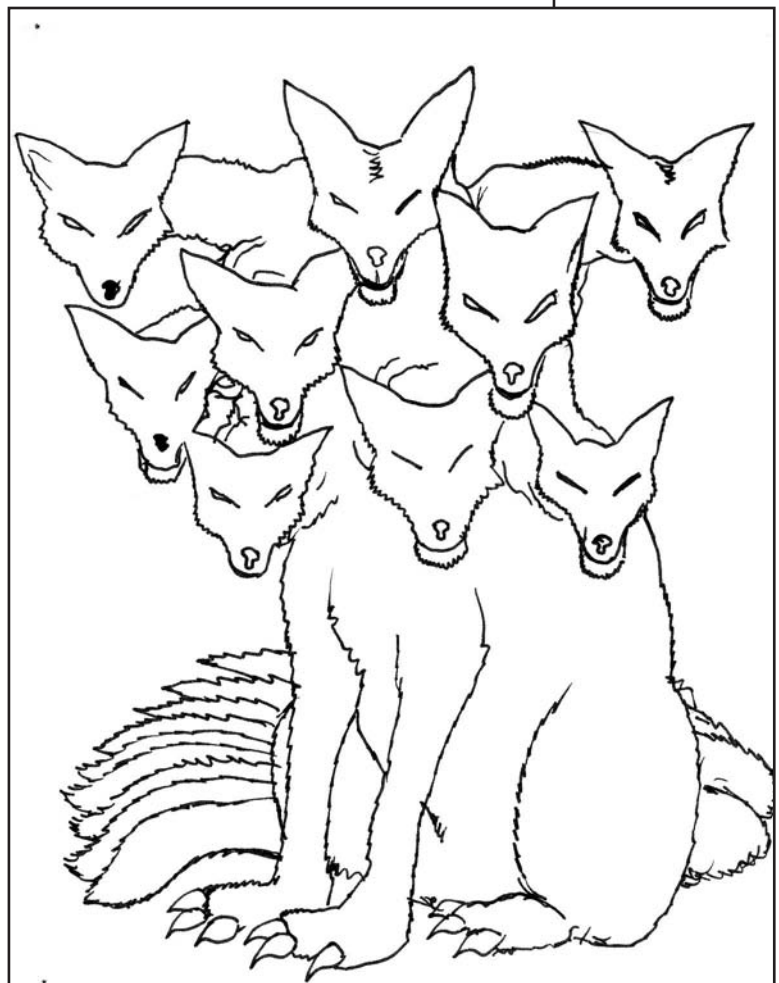
Ecology: The longzhi is a mountain-dwelling animal found far to the south of China near the Nepal border. It's mostly solitary, although small packs may be found from time to time. They're carnivores with voracious appetites; they sometimes attack and eat humans.

Personality/Motivation: Normal animal motivations.

Powers/Tactics: The longzhi's cry has been likened to that of a baby or child, and it uses it to lure humans into an ambush. Because it has multiple heads, a common tactic for bringing down prey is for one head to bite the target and hold on, followed by a second, a third, and so on. With a pack of longzhi, one of them often fastens itself to a victim this way, while the others attack the target's exposed flanks.

Campaign Use: The longzhi's nine tails mark it as a form of Celestial Fox (see the hu hsien in AB2), so if you want you could make the longzhi more intelligent (give it the Smart (Cunning) Template) or give it magical powers. You could also exchange the fox's heads for the heads of other animals, such as tigers or hyenas. Add in the optional Skills to make the longzhi into a pack hunter.

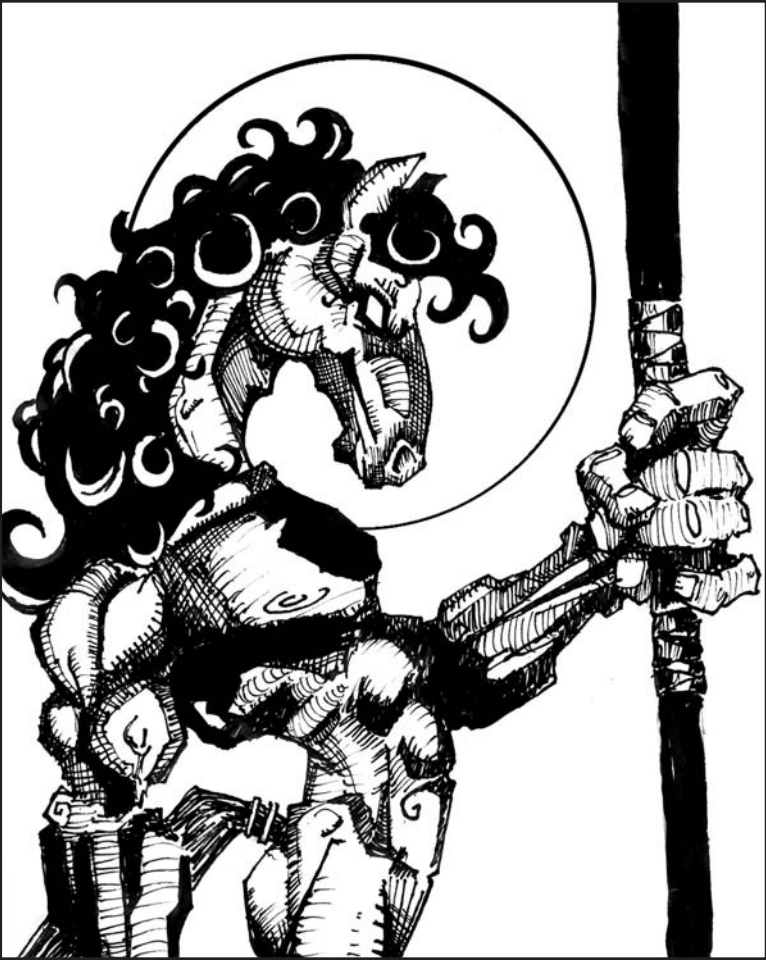
Appearance: The longzhi is a large fox-like creature. It has nine long bushy tails, nine fox-like heads, and tiger-like claws.



MA MIEN AND NIU T'OU				
Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [0]
18	DEX	24	13-	OCV: 6/DCV: 6
21	CON	22	13-	
16	BODY	12	12-	
14	INT	4	12-	PER Roll 12-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
6	COM	-2	10-	
10	PD	5		Total: 10 PD (5 rPD)
10	ED	6		Total: 10 ED (5 rED)
4	SPD	12		Phases: 3, 6, 9, 12
9	REC	0		
42	END	0		
40	STUN	0		
				Total Characteristics Cost: 108 (+11 with NCM)

Movement: Running: 6"/12"

Cost	Powers	END
12	<i>Tireless:</i> Reduced Endurance (0 END; +½) on 25 STR	0
15	<i>Bite:</i> HKA 1d6 (2d6 with STR)	1
60	<i>K'uei Toughness:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
5	<i>K'uei Toughness:</i> Damage Resistance (5 PD/5 ED)	0
50	<i>K'uei Form:</i> Life Support: Total (including Longevity: Immortality)	0



- 33 *Return To The Realm Of The Yama Kings:* Extra-Dimensional Movement (any location in realm of the Yama Kings corresponding to the physical location in realm the ma mien/niu t'ou is currently in), Reduced Endurance (0 END; +½) 0
- 5 *Eyes Of The Ma Mien/Niu T'ou:* Nightvision 0

Perks

- 2 Fringe Benefit: Servant of the Yama King Yen-Lo

Skills

- 10 +2 HTH
- 5 Bureaucratics 14-
- 2 KS: Court Of The Yama Kings 11-
- 3 Shadowing 12-
- 3 Stealth 13-
- 3 Tactics 12-
- 3 Tracking 12-
- 7 WF: Common Melee Weapons, Common Martial Arts Melee Weapons, Common Missile Weapons, Whips

Total Powers & Skills Cost: 218

Total Cost: 326

75+ Disadvantages

- 20 Hunted: Yen-Lo 14- (Mo Pow, NCI, Watching)
- 0 Physical Limitation: Human Size
- 20 Psychological Limitation: Yen-Lo's Word Is Law (Very Common, Strong)
- 20 Social Limitation: Subject To Orders (Very Frequently, Major)
- 191 Experience Points

Total Disadvantage Points: 326

OPTIONS

Cost Powers

- 10 *Niu Tou's Horns:* HKA ½d6 (1d6+1 with STR)

Ecology: Ma mien and niu t'ou are two very similar types of demons in the service of the Yama King Yen-Lo, who presides over the dead in hell. They attend to Yen-Lo's needs, serving as personal servants and guards, and also watch over the ghosts and spirits sent to Yen-Lo for his attention. In addition, these demons make up the bulk of Yen-Lo's army, and if equipped with the proper documents may be sent to the world of the living to chase down and capture errant k'uei, ghosts, and other troublesome spirits.

Personality/Motivation: Although referred to as "demons," the ma mien and niu t'ou aren't full of malice and hate. Instead, they follow the mandates of their office and Yen-Lo's instructions — they're conduits for the will of a greater power.

Powers/Tactics: In battle ma mien and niu t'ou use their strength to overpower a foe. Normally, they're armed with a variety of Chinese polearms; they particularly favor the chai-dao, ghi, and tai-dao. They're also known to carry large knobbed clubs as well. If pursuing an errant ghost, they'll almost certainly be armed with some sort of charm or weapon capable of capturing and/or destroying it.

WU CH'ANG K'UEI

A *wu ch'ang k'uei* is another of hell's messengers. The spirit of a human who either died from grief or by suicide, the *wu ch'ang k'uei* are sent out to collect the souls of the dead. Accompanied on their missions by *ma mien* and *niu t'ou*, the *wu ch'ang k'uei* come in two types: the *yang wu-chang* and the *yin wu-chang*. *Yang wu-chang* is a male spirit, dressed all in white, with a white-painted face. He collects the souls of those who die before they're fifty. *Yin wu-chang* is a female spirit, dressed all in black, with a black-painted face. She collects the souls of those who die after the age of fifty.

Campaign Use: As messengers from the court of the Yama Kings, *ma mien* and *niu t'ou* can convey information of great import to the heroes, perhaps directly involving them in an adventure that's important to the Kings. They can also be summoned by Chinese demonologists, or make them the servants of evil eunuchs or sorcerers (often one and the same in Chinese cinema and literature). More cinematic demons might know some form of martial arts as well as various special fighting techniques and magic powers.

Appearance: *Ma mien* and *niu t'ou* have the bodies of muscular humans topped with either a horse's (*ma mien*) or an ox's (*niu t'ou*) head. The heads have a notable demonic cast to them, with blazing eyes, unkempt manes, and mouths full of exceedingly sharp teeth. Neither demon wears much in the way of clothing, just leopard and tiger-skin loincloths most of the time (but if they're sent into battle, they don armor).

POH

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
21	DEX	33	13-	OCV: 7/DCV: 7
20	CON	20	13-	
15	BODY	10	12-	
10	INT	0	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
8	PD	3		Total: 8 PD (1 rPD)
5	ED	1		Total: 5 ED (1 rED)
4	SPD	9		Phases: 3, 6, 9, 12
9	REC	0		
40	END	0		
38	STUN	0		Total Characteristics Cost: 97 (+14 with NCM)

Movement: Running: 13"/26"

Cost	Powers	END
16	<i>Claws Like A Tiger:</i> HKA 1d6+1 (1d6+1 with STR); Reduced Penetration (-¼)	2
30	<i>Horn:</i> HKA 1d6+1 (26d+1 with STR), Armor Piercing (+½)	3
25	<i>Teeth Like A Tiger:</i> HKA 1½d6 (3d6+1 with STR)	2
4	<i>Roar Like A Rolling Drum:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
14	<i>Swift Runner:</i> Running +7" (13" total)	2
6	<i>Sharp-Eared And Keen-Nosed:</i> +2 PER with all Sense Groups but Sight Group	0

Skills

15 +3 HTH

Total Powers & Skills Cost: 117

Total Cost: 214

75+ Disadvantages

- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 10 Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 109 Experience Points

Total Disadvantage Points: 214

OPTIONS

Cost Power

- 110 *Safe From Weapons:* Armor (20 PD/20 ED), Invisible To Sight Group (+½), Usable By Other (+¼), Ranged (+½), Persistent (+½); Only Affects Weapon Attacks (-½)
- 19 *Saw-Like Teeth:* HKA 1d6, Increased STUN Multiplier (+¼)

Ecology: The poh (or bo) is a horse-like animal living in the Mongolian plains to the north of China. They live in small groups and survive by feeding on leopards, tigers, and other animals.

Personality/Motivation: Normal animal motivations. It's said poh can serve as soldiers, so it seems they can be trained. At one point, six poh came to the rescue of the magistrate of the Kingdom of Peh Chi, devouring a number of fierce beasts plaguing the kingdom as a reward for the magistrate's just rule.

Powers/Tactics: The poh has several natural weapons. It usually starts by attacking with its sharp horn, hoping to impale its prey. Once it's wounded its prey, the poh finishes it off with its terrible teeth and claws.

Rumor has it that if a man can befriend a poh, he will be safe from weapons of all kinds.

Campaign Use: The poh is a good example of how to can take an ordinary creature (in this case a horse) and make it monstrous by applying some unusual features and enchancing its abilites a bit. Aside from its use as a fierce, flesh-eating unicorn, the poh could be a mount for equally fierce and warlike nomads. You could even allow your players to capture and train poh to be their own mounts.

Appearance: Poh are large white horses with black tails. They have tiger-like teeth and claws and a single sharp horn in the middle of their foreheads. Some are said to have saw-like teeth instead of horns or claws.



QIONGQI

Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
16	BODY	12	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
23	PRE	13	14-	PRE Attack: 4½d6
10	COM	0	11-	
9	PD	4		Total: 9 PD (2 rPD)
5	ED	1		Total: 5 ED (2 rED)
4	SPD	10		Phases: 3, 6, 9, 12
9	REC	0		
40	END	0		
39	STUN	0		Total Characteristics Cost: 105 (+9 with NCM)

Movement: Running: 9"/18"
Flight: 12"/24"

Cost	Powers	END
25	<i>Bite:</i> HKA 1½d6 (3d6+1 with STR)	2
16	<i>Claws:</i> HKA 1d6+1 (2½d6 with STR); Reduced Penetration (-¼)	2
25	<i>Spines Like A Hedgehog:</i> HKA 1d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Always On (-½), Activation Roll 15- (-¼), No STR Bonus (-½)	0
4	<i>Roar:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
2	<i>Tough Skin:</i> Damage Resistance (2 PD/2 ED)	0
4	<i>Heavy:</i> Knockback Resistance -2"	0
16	<i>Eagle's Wings:</i> Flight 12"; Restrainable (-½)	2
6	<i>Swift Runner:</i> Running +3" (9" total)	2
13	<i>Knows Who Is Right And Who Is Wrong:</i> Detect Good And Evil/Right Or Wrong 14-, Discriminatory	0
9	<i>Tiger's Senses:</i> +3 PER with all Sense Groups	0
5	<i>Tiger's Eyes:</i> Nightvision	0
5	<i>Tiger's Nose:</i> Tracking with Normal Smell	0
Skills		
15	+3 HTH	
3	Climbing 13-	
2	Concealment 11-; Self Only (-½)	
3	<i>Camouflage Coloration:</i> +4 to Concealment; Self Only (-½), Only In Home Environment (-1)	
3	Language: Chinese (completely fluent)	
3	Stealth 13-	
1	<i>Camouflage Coloration:</i> +1 to Stealth; Only In Home Environment (-1)	

Total Powers & Skills Cost: 160

Total Cost: 265

75+ Disadvantages

- 5 Physical Limitation: Large (up to 11 feet long and 600 pounds; -2 DCV, +2 PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 10 Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 15 Psychological Limitation: Morally Perverse (Common, Strong)
- 10 Reputation: killer of the loyal and trustworthy, 11-
- 135 Experience Points

Total Disadvantage Points: 265**OPTIONS**

Some versions of the qiongqi describe it as having the body of an ox, instead of a tiger. To create one, make the following changes to the Buffalo/Cattle character sheet on page 141 of *The HERO System Bestiary*:

Cost Powers

- Remove Physical Limitation: Animal Intelligence and Psychological Limitation: Timid.
- 2 +2 INT (10 INT total)
- 10 +5 EGO (10 EGO total)
- 25 *Bite*: HKA 1½d6 (3d6+1 with STR)
- 25 *Spines Like A Hedgehog*: HKA 1d6, Continuous (+1), Damage Shield (+½), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Activation Roll 15- (-¼), no STR Bonus (-½)
- 13 *Knows Who Is Right And Who Is Wrong*: Detect Good And Evil/Right Or Wrong 14-, Discriminatory
- Add Physical Limitation: Near-Human Intelligence (Frequently, Slightly Impairing; 10 points)
- Add Psychological Limitation: Morally Perverse (Common, Strong; 15 points)
- Add Reputation: killer of the loyal and trustworthy, 11- (10 points)

Total Cost: +75 points

Ecology: The qiongqi (“thoroughly-odd”) is a mountain-dwelling carnivore with a taste for human flesh. It attacks almost any person it sees, but has a marked preference for people with long hair, such as magicians and shamans. These people the qiongqi eats head first (although some reports say it does so feet first). At any rate, the creature is greatly feared wherever it’s rumored to be found.

Personality/Motivation: In keeping with the meaning of its name, the qiongqi eats the noses of those who are faithful and dependable, and kills and eats anyone who’s in the right in a dispute. In addition, the qiongqi presents animals it has killed to those who are evil and unruly. Finally, the qiongqi is a rapacious predator that kills and devours just about anything smaller than itself.

Powers/Tactics: The qiongqi prefers to attack from the air. It swoops in with a roar and makes a Presence Attack before performing either a Move By or a Move Through. It may Grab small targets in its jaws and then shake them into submission or pick them up and drop them from a great height.

Campaign Use: Although not capable of tackling an entire party of adventurers, a qiongqi could make for a nasty surprise encounter, especially if one of the PCs happens to be a long-haired martial artist, sorcerer, or traveling swordsman.

Appearance: The qiongqi has a tiger’s body with the wings of an eagle. Its hair consists of many rigid needles, much like the spines of a hedgehog. Some tales describe the qiongqi as a large ox instead of a winged tiger.



SHAN				
Val	Char	Cost	Roll	Notes
30	STR	20	15-	Lift 1600 kg; 6d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
23	CON	26	14-	
20	BODY	20	13-	
15	INT	5	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
16	COM	3	12-	
18	PD	12		Total: 18 PD (6 rPD)
15	ED	10		Total: 15 ED (6 rED)
4	SPD	10		Phases: 3, 6, 9, 12
11	REC	0		
46	END	0		
47	STUN	0		
				Total Characteristics Cost: 156 (+38 with NCM)
Movement: Running: 6"/12" Leaping: 0"/0" Swimming: 10"/20"				
Cost	Powers	END		
30	<i>Bite:</i> HKA 2d6 (with STR)	3		
15	<i>Tail Lash:</i> HA +3d6, Reduced Endurance (0 END; +½); Hand-To-Hand Attack (-½)	0		
20	<i>Projecting Scales:</i> HKA ½d6, Continuous (+1), Damage Shield (does damage in HTH Combat; +¾), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Always On (-½), No STR Bonus (-½)	0		
6	<i>Thick Scales:</i> Damage Resistance (6 PD/6 ED)	0		

10	<i>Heavy:</i> Knockback Resistance -5"	0
8	<i>Water Dweller:</i> Life Support: Expanded Breathing (Breathe Underwater); Safe Environments (High Pressure, Intense Cold)	0
8	<i>At Home In The Water:</i> Swimming +8" (10" total)	2
21	<i>Misty Breath:</i> Change Environment 3" radius, -3 to Sight Group PER Rolls, Reduced Endurance (0 END; +½); No Range (-½)	2
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)	0

Skills		
10	+2 HTH	
3	Conversation 13-	
3	High Society 13-	
1	KS: Celestial Bureaucracy 8-	
1	KS: Dragon Lore 8-	

Total Powers & Skills Cost: 141
Total Cost: 297

75+	Disadvantages
10	Physical Limitation: Enormous (up to 9m long, -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
192	Experience Points

Total Disadvantage Points: 297

OPTIONS

Cost	Shan Powers
40	<i>Assume Human Form:</i> Multiform (assume 300-point human form); Costs Endurance (to change form; -½)

Ecology: A shan (or shan kiao) is a form of serpent born from the mating of a snake and a pheasant. They dwell in bodies of water of all sizes, including lakes, ponds, rivers, streams, and even wells. There they feed on fish and, if they can catch them, swallows.

Personality/Motivation: For the most part, shan are benign creatures who dwell peacefully in their watery homes. However, some shan have been known to fight among themselves, usually over possession of a choice waterway. Others have come ashore and assumed the form of beautiful and/or handsome youths, often marrying into noble families and siring children (who usually end up shan as well).

Powers/Tactics: Aside from its powerful bite, the shan also has a potent weapon in its scales. Unlike on other reptiles, a shan's scales don't lay flat against the body, but project outward. They're quite sharp and can cut anyone striking the shan, or whom the shan strikes with its tail.

The breath of a shan takes the form of a great cloud often described as looking like a tower. Others have likened the cloud to a palace, city walls, or even people, horses, and wagons.



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Campaign Use: Shan are simply small water dragons. You can use them anywhere you'd like a resident water guardian but don't want a kioh-lung. By giving a shan the ability to assume human form, you could use it as a romantic interest for a female PC, or an interesting NPC for the heroes to interact with. Some Chinese tales speak of shan communicating to humans via dreams, so you might want to give the shan some form of Mind Link or Telepathy.

Appearance: A shan looks like a legless *lung* (dragon) with a long serpentine body, the ears and horns of a dragon, and a red mane running down its back. Its sharp scales don't lay flat against the body, but project outward, giving it a somewhat "prickly" appearance.

THE CHAN

Ssu-ma Ch'ien, the Grand Historian of China, described a giant clam he called the *chen* or *chan*. For the most part it seems to be similar to the Giant Clam on page 149 of *The HERO System Bestiary* (although it can be much larger than the size given there) and has the Shen's *Misty Breath* power.

SHÊN

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
20	COM	5	11-	
4	PD	2		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
4	SPD	15		Phases: 3, 6, 9, 12
5	REC	0		
30	END	0		
25	STUN	2		Total Characteristics Cost: 79

Movement: Running: 9"/18"

Cost Powers END

6	<i>Live Upon The Air:</i> Life Support (Diminished Eating: does not have to eat; Diminished Sleeping: does not sleep)	0
5	<i>Immortal:</i> Life Support (Longevity: Immortality)	0
6	Swift Movement: Running +3" (9" total)	2
60	<i>Fading:</i> Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe, Reduced Endurance (0 END; +½)	0

Perks

2	Fringe Benefit: Member of the Celestial Bureaucracy
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Talents

5	<i>Breathe Inwardly:</i> Simulate Death 15-
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Skills

3	Climbing 12-
3	Concealment 12-
3	High Society 13-
2	KS: Celestial Bureaucracy 11-
3	Stealth 12-
20	20 additional points' worth of Skills chosen by the GM

Total Powers & Skills Cost: 118

Total Cost: 197

75+ Disadvantages

15	Distinctive Features: unearthly beauty (Concealable With Difficulty; Causes Major Reaction [desire])
0	Physical Limitation: Human Size
15	Physical Limitation: susceptible to various sutras, talismans, and wards (Infrequently, Fully Impairing)
92	Experience Points

Total Disadvantage Points: 197

OPTIONS

Cost Powers

- var *Larger Or Smaller:* Apply either the *Large* or *Small Size/Weight Template* and Physical Limitation from pages 574-75 of *The HERO System 5th Edition, Revised*.
- 5 *Unearthly Beauty:* +10 COM
- 60 *Shên Magic:* 60 points' worth of mystic Skills, spells, and abilities
- 87 *Command Spirits And Demons:* Summon 500-point shên, any shên (+½), Friendly (+¼); Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼)
- 70 *Control The Weather:* Change Environment 4" radius, +/-10 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Varying Effect (create or cancel any type of weather; +1), MegaArea (1" = 1 km broad and wide; +¼), Reduced Endurance (0 END; +½); No Range (-½), Extra Time (1 Turn to activate; -¾) 0
- 27 *Burrow Into The Earth:* Tunneling 6" through 6 DEF material, Fill In; Soil And Rock Only (-½)
- 18 *Dive Into The Sea:* Swimming +18"
- 40 *Fly Above The Clouds:* Flight 20"
- 32 *Take The Form Of Any Beast:* Shape Shift (Sight, Hearing, and Touch Groups; any animal form), Costs Endurance Only To Activate (+¼)

Other Powers as you see fit

Ecology: The word "shên" can refer to a demon, deity, elf/fairy, magician, or supernatural spirit. They dwell all through China and usually keep to themselves, living alone or in small groups, unless they want or need something from mankind.

Personality/Motivation: Varies, depending on the individual. Shên can range from benevolent and helpful to evil and malicious in nature. Those shên of a more evil nature have a noted fondness for human women, and often capture and hold captive any females who are to their liking.

Powers/Tactics: The powers of the shên are vast and varied. In general, they're immortal beings who can come and go as they please, vanishing from view instantly. They're reputed to sustain themselves only on air, assume the form of any beast, bird, fish, or insect as desired, and can travel through air, water, or the earth at will. Other shên are said to be able to bring either rain or drought, summon spirits or demons, and can cause illness in their enemies. Some shên are helpful in nature, and will harvest entire fields overnight in exchange for a small amount of food. Humans, on the other hand, should be wary of taking food from a shên. Although it renders the eater immortal, time runs differently in the otherworld — after spending what seems like a few hours eating and drinking with a shên he may discover that a few hundred years have passed in the normal world.

MORE SHÊN

Here are some brief descriptions of a few additional shên:

Bee Spirits: Some shên resemble normal honey bees. They enter dreams, take the form of well-dressed royalty, and make requests of sleeping humans.

Garden Spirits: The shên of the gardens ensure good harvests and bountiful crops in exchange for a bit of food and drink.

Ink Spirits: These tiny shên dress like Taoist priests and dwell in containers of ink. Finding a dozen such spirits in one's ink is sign of literary cultivation.

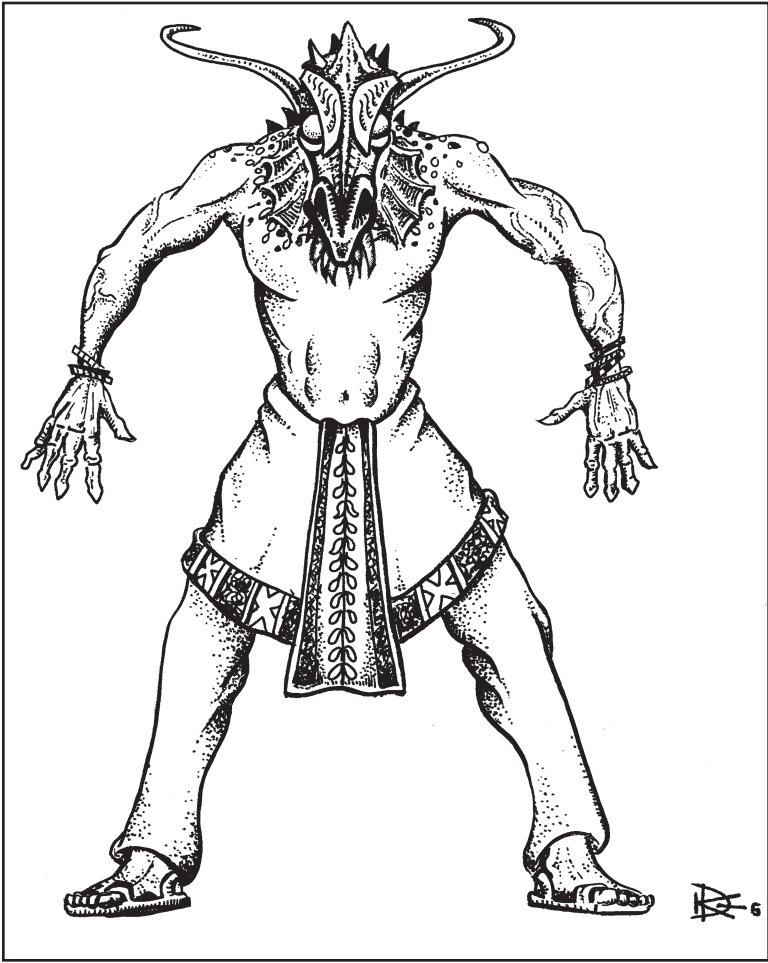
Kwei Mu: The "mother of all specters," Kwei Mu lives in the Lesser Yü Mountains far to the south. She gives birth to all the ghosts and monsters in the world, producing ten in the morning and then devouring another ten every night. She's said to have a tiger's head, a dragon's feet, the eyes of a python, and the eyebrows of a kiao dragon.

Si Wang Mu: The "fairy mother" who dwells on the shores of the "Lakes of Gems" and tends to *k'ung shu*, the tree of life. This tree is 15,000 feet tall and 1,800 feet in circumference, and bears fruit only every 3,000 years. When eaten, this fruit (a form of peach) confers immortality.

Woo-tung-Shên: This shên is an inimical invisible spirit. It's known to possess people, inducing in them a maniacal dancing frenzy.

Campaign Use: This character sheet represents the basic template on which all shên are built. You can customize it to create whatever sort of shên you want by applying some (or all) of the optional powers as well as by applying any one of the templates found on pages 117-119 of *Monsters, Minions, And Marauders*. Much like the fairies of English folklore, it seems no two shên are exactly alike, with personalities to match. You can use them as either friends or foes for a group of PCs, and should be able to easily tailor the shên's abilities to the power level of your campaign.

Appearance: Shên are usually of human size and are noted for their unearthly beauty. Some are shorter, such as the shan sao, who stand only twelve inches in height. Some shên appear as animals, or have the features of animals, such as the shên of the Chang River, who's a man with a dragon's head.



SHÊN VARIANTS

These are a few of the shên described by name. You can use them as examples for creating more and different types of shên.

Ke-mung

Ke-mung is the shên of Daylight Mountain. He has the form of a man with the head of a dragon and constantly wanders the depths of the Chang River, bringing with him heavy rains and violent thunderstorms. To create Ke-mung, add the following powers to the standard shên character sheet:

Cost	Powers
5	+5 STR
10	Bite Of The Dragon: HKA ½d6 (1d6+1 with STR)
27	Create Rains: Change Environment 4" radius, -3 to Sight and Hearing Group PER Rolls, Multiple Combat Effects, MegaArea (1" = 1 km broad and wide; +¼), Reduced Endurance (0 END; +½); No Range (-½), Extra Time (1 Turn to activate; -¾) 0
8	Wanders The Chang River: Swimming +4"
5	Eyes Of The Dragon: Infrared Perception (Sight Group)
5	Eyes Of The Dragon: Ultraviolet Perception (Sight Group)
5	Nose Of The Dragon: Tracking for Normal Smell
5	Breathes Air And Water: Life Support (Expanded Breathing: Breathe Underwater)
1	Wanders The River Bottom: Life Support (Safe Environment: High Pressure)
Total Cost: +71 points	

P'oh

Standing a mere two to three feet in height, the P'oh is described as either “the shên of drought” or “the Mother of drought.” He looks like a naked man with eyes in the top of his head, can run like the wind, and brings dry weather with him where ever he goes. To create a P'oh, add the following powers to the standard shên character sheet:

Cost Powers

- 1 Apply the *Small Size/Weight Template* and Physical Limitation from pages 574-75 of *The HERO System 5th Edition, Revised*
- 45 *Runs Like The Wind*: Running +18” (24” total), Reduced Endurance (½ END; +¼)
- 57 *Cause Drought*: Change Environment (create dry land and heat) 16” radius, +5 Temperature Levels, Long Lasting (1 Week or longer), MegaArea (1” = 1 km broad and wide; +¼), Reduced Endurance (0 END; +½); Extra Time (Full Phase to activate; -¼), No Range (-½)
- 5 *Eyes In The Top Of His Head*: Increased Arc Of Perception (240 degrees) for Sight Group
- 2 *Shên Of Drought*: Life Support (Safe Environment: Intense Heat)

Total Cost: +110 points

Shan Sao

These beings are also known as the *Shan-Sao* or the *Shan-Sias*. They're roughly a foot tall and live in the hills of Western China. They can cause a man to become sick with alternating chills and fever. They can only be frightened away by burning bamboo or lighting firecrackers. To create a Shan Sao, add the following powers to the standard shên character sheet:

Cost Powers

- 1 Apply the *Diminutive Size/Weight Template* and Physical Limitation from pages 574-75 of *The HERO System 5th Edition, Revised*
 - 57 *Cause Chills And Fevers*: Drain CON 4d6, Delayed Return Rate (points return at the rate of 5 per Week; +1¼), NND (defense is Life Support [appropriate Immunity]; +1) Reduced Endurance (0 END; +½); Extra Time (1 Hour onset time; -3), Gradual Effect (4 Days, 1d6/Day; -1¼) **plus** Drain END 4d6, Delayed Return Rate (points return at a rate of 5 per Week; +1¼), NND (defense is Life Support [appropriate Immunity]; +1), Reduced Endurance (0 END; +½); Extra Time (1 Hour onset time; -3), Gradual Effect (4 Days, 1d6/Day; -1¼) Linked (to Drain CON; -½)
- Add Psychological Limitation: Flees From The Smell Of Burning Bamboo Or The Sound Of Exploding Firecrackers (Uncommon, Total; 15 points)

Total Cost: +58 points

White Monkey

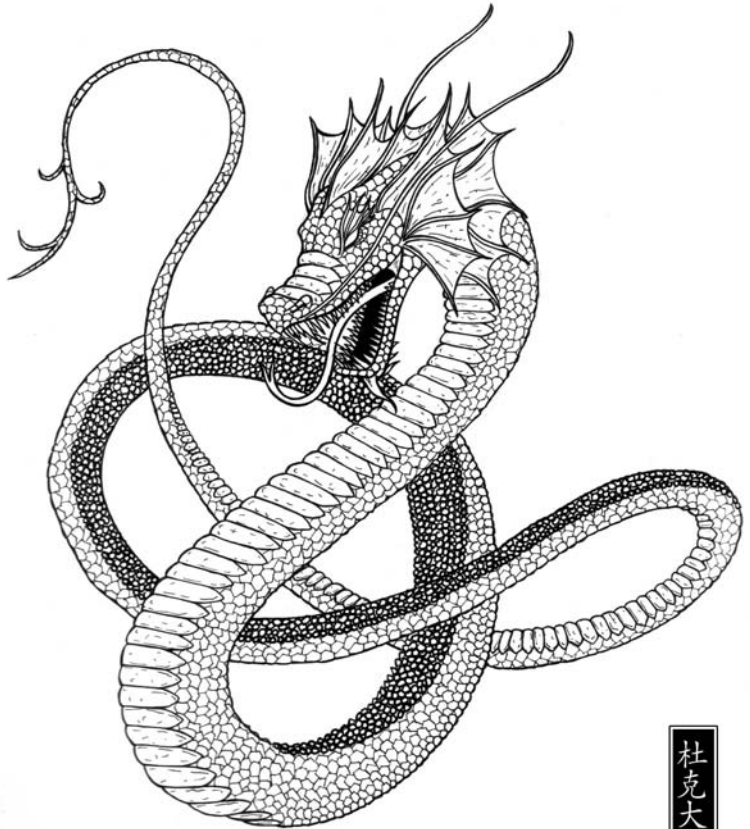
This shên is a white-haired monkey of great size. It lives in the mountains of Chang-toh and kidnaps human woman to make them its slaves. The White Monkey has a prodigious appetite; it once devoured ten dogs and two casks of wine in a single sitting. To create a White Monkey, add the following powers to the standard shên character sheet:

Cost Powers

- 51 Apply the *Large Size/Weight Template* and Physical Limitation from pages 574-75 of *The HERO System 5th Edition, Revised*
- 10 +10 STR
- 7 *Arm Swing*: HA +2d6; Hand-To-Hand Attack (-½)
- 15 *Bite*: HKA 1d6 (2d6 with STR)
- 4 *Frightening Bellow*: +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)
- 3 *Thick Skin*: Damage Resistance (3 PD/3 ED)
- 3 Acrobatics 12-
- 3 Breakfall 12-
- 10 +2 HTH

Total Cost: +106 points

chapter two:



杜克大伟

INDIA



India has one of the oldest known civilizations on Earth. It can trace its origins back to settlements along the Indus River valley established as early as 2600 BC. The name “India” itself comes from *Sindhu*, the Persian word for the Indus River. For much of its history, the Indian subcontinent has been divided up into various regional kingdoms, with Hindu, Buddhist, and Muslim empires each seeking dominance. Modern India was formed in the nineteenth century, when the British combined the remnants of the Mughal Empire with the Maratha Confederacy. India achieved independence in 1947.

India is home to several of the major religions of the world, including Hinduism and Buddhism, both of which have had a major influence on the rest of southern and eastern Asia.

HINDUISM

Hinduism, also known as *Sanatana Dharma* (“perennial faith”), is one of the oldest extant religions in the world. It apparently originated around 2000 BC with the Indo-European Vedic peoples and eventually evolved into several forms, such as the Vedanta, Tantra, and Yogic schools. The primary concepts of the faith are found in the *Rig Veda*, said to be the “oldest religious scripture in the world.”

At its core, Hinduism believes in a singular Truth, understanding of which can only be obtained by faith, love, and persistence in one’s efforts to seek enlightenment. In theory it’s an amazingly tolerant religion, since it realizes no one religion can claim to fully understand the all-encompassing Truth everyone must seek for. Hinduism is simultaneously polytheistic and monotheistic, with the various gods and goddesses actually only different aspects of a singular Supreme Being. Major gods include Indra, the god of war and weather, and the supreme god until the arrival of Vishnu; Vishnu (also known as Krishna and Rama), “The All-Pervading One,” the Maintainer, who’s considered the one Supreme Being in most forms of Hinduism; Shiva, “The Pure One,” also considered a form of Supreme Being and identified with the aspect of god as the Destroyer (in this case a positive aspect, as creation always follows destruction); and Brahma, the Creator, agent of Brahman, and the third part of the Trimurti (trinity) formed of himself, Shiva, and Vishnu. Major goddesses include: Devi, the Divine Mother, and the mother

of all living things; Kali, the destroyer, consort of Shiva, and the symbol of the cycle of life and death; and Lakshmi, Mother of the Universe, and goddess of wealth, good fortune, and beauty. Other major deities include Ganesha, the elephant-headed “remover of obstacles,” and Hanuman, the monkey god. Hinduism also includes a wealth of minor deities, nymphs, celestial spirits, and demons — such as Garuda, the Apsarasas, the Gandharva, and the Rakshasas — described later in this chapter.

Followers of Hinduism are found primarily in India, Nepal, Bangladesh, Indonesia, Pakistan, Sri Lanka, and Malaysia (in that order), with small populations scattered over Southeast Asia and the rest of the world. However, many countries without significant numbers of Hindus (Thailand, for example) still share some aspects of the religion, such as different names for the various deities and other supernatural beings.

BUDDHISM

Buddhism has its roots in the teachings of Siddhartha Gautama, who was born in Nepal in the fifth century BC. A follower of Buddhism seeks “enlightenment” — an awakening of the mind that allows him to become aware of the true nature of the universe. Enlightenment also lets him escape the never-ending cycle of birth, suffering, death, and rebirth. Achieving enlightenment involves overcoming greed, ignorance, lust, and other base desires. Upon achieving enlightenment, a follower becomes a Buddha, or “one who has become awake.”

As a rule, Buddhism stresses moderation, moral discipline, and not causing harm to any living thing (Buddhists are normally vegetarians). It does not confirm or deny the existence of gods, demons, heaven, or hell, although one story of the Buddha (*i.e.*, Siddhartha Gautama) has Indra telling him to go forth and teach all who would listen, and other stories have him interacting with various supernatural creatures and beings. Practitioners, especially those from countries other than India, have tended to blend Buddhism with their native faiths, often giving it far more supernatural aspects in the process.

Although it originated in India, Hinduism has almost absorbed and incorporated Buddhism. But it’s found all through Southeast and Central Asia, and has spread to other parts of the world as well.

APSARASAS

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
15	CON	10	12-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
30	COM	10	15-	
5	PD	3		Total: 5 PD (5 rPD)
5	ED	2		Total: 5 ED (5 rED)
4	SPD	10		Phases: 3, 6, 9, 12
5	REC	0		
40	END	5		
23	STUN	0		Total Characteristics Cost: 105 (+5 with NCM)

Movement: Running: 6"/12"

Cost	Powers	END
100	<i>Instill Madness:</i> Major Transform 6d6 (sane person into insane person with the Psychological Limitation <i>Utterly, Gibbering Insane</i> [Very Common, Total]; heals back through appropriate curative magics), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼), Reduced Endurance (½ END; +¼); Extra Time (Full Phase; -½), Limited Normal Range (50"; -½), Limited Target (sentient beings; -¼)	10
45	<i>Bestow Favors:</i> Major Transform 6d6 (person without at least Luck 4d6 into person with Luck 4d6; heals back after 1 year or through application of this power or an appropriate counter-power); Extra Time (Full Phase; -½), Limited Range (50"; -¼), Limited Target (sentient beings; -¼)	9
19	<i>Luck At Dice:</i> Multipower, 28-point reserve; all slots Extra Time (Full Phase; -½)	
1u	1) <i>Grant Good Luck At Dice:</i> +4 with Gambling (Dice Games), Usable By Other (+¼); Extra Time (Full Phase; -½)	0
2u	2) <i>Inflict Bad Luck At Dice:</i> Change Environment 1" radius, -4 on Gambling (Dice Games) rolls, Reduced Endurance (0 END; +½), Uncontrolled (lasts for 1 Day or until appropriate counter-magics are applied; +½); Extra Time (Full Phase; -½), Only Affects One Person (-¼)	0
5	<i>Divine Form:</i> Damage Resistance (5 PD/5 ED)	0
60	<i>Divine Form:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
15	<i>Divine Form:</i> Life Support (Immunity to all terrestrial diseases and biowarfare agents; Longevity: Immortality)	0
7	<i>Stands In Trees:</i> Flight 6"; Only Along Reasonably Horizontal Surfaces (-½), No Noncombat Movement (-¼)	1
40	<i>Dwells In Trees:</i> Desolidification (affected by magic or any attack that affects the apsaradas's tree while she's in it), Reduced	

	Endurance (0 END; +½), Persistent (+½); Only To Merge With Parent Tree (-1)	0
40	<i>Appear As A Bird:</i> Multiform (assume the form of any 8 birds built on up to 225 points); Costs Endurance (to change forms only; -½)	6
54	<i>Assume Different Forms:</i> Shape Shift (Sight, Hearing, and Touch Groups, any shape), Reduced Endurance (0 END; +½)	0

Perks

9	Reputation: "little love goddesses" (in India) 14-, +3/+3d6
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Skills

3	Acrobatics 13-
3	Contortionist 13-
3	Conversation 13-
2	Gambling (Dice Games) 12-
3	KS: Dance 12-
3	KS: Sexual Techniques 12-
3	Persuasion 13-
3	PS: Dancing 13-
3	PS: Sexual Techniques 13-
13	Seduction 18-
2	TF: Chariots, Equines

Total Powers & Skills Cost: 438

Total Cost: 543

75+ Disadvantages

15	Distinctive Features: unearthly beauty (Concealable With Difficulty; Causes Major Reaction [desire])
0	Physical Limitation: Human Size
15	Psychological Limitation: Lecherous (Common, Strong)
438	Experience Points

Total Disadvantage Points: 543

OPTIONS**Cost Power**

50	<i>Apsarasas Magic:</i> 50 points' worth of Magic Skills and spells related to water
35	<i>Can Seduce An Ascetic:</i> Mind Control 14d6, Reduced Endurance (½ END; +¼); No Range (-½), Only To Seduce People (-1)
6	<i>Water Nymph:</i> Swimming +6" (8" total)

Ecology: The apsarases (singular apsaradas) were born from the ocean when the gods churned it in search of the Elixir of Life — hence their name, which translates to "essence of the waters" or "moving in/between the waters." They're also known as the *Suranganas*, the "wives of the gods," and *Sumad-atmajas*, or "daughters of pleasure."

Numbering some 35 million (1,060 of which make up the apsaradas nobility), these divine nymphs are ruled by Kamadeva, the god of love, and take slain warriors and heroes to Indra's celestial paradise in brilliantly-colored chariots. The gods sometimes send one of them to tempt a man away from the path of enlightenment. When not seducing mortal men, the apsaradas tend to dwell in trees or cavort with their husbands, the gandharvas (see page 75).



Personality/Motivation: Lesser love goddesses, the apsarases are noted for their promiscuity. They willingly consort with mortal men, and will even bear a man children, but as immortal goddesses they have little to no maternal feelings for their offspring, abandoning them at the slightest whim. The apsarases also seem to be a touch temperamental, and while they tend to bless married couples at weddings, they're also known to gift those who gamble at dice with luck both good and bad, and aren't above driving would-be suitors mad.

Powers/Tactics: For the most part, an apsarases avoids combat if she can. If pressed, she tries to drive her attacker insane, then leaves him to his fate. If that doesn't work, she assumes the form of an aquatic bird in an effort to escape. She can also use her shapechanging powers to assume any shape necessary to seduce a man or get close to a target, complementing her appearance with her dancing skills (for apsarases are almost unearthly graceful). As love goddesses apsarases are phenomenally skilled lovers, matched in this regard only by their husbands, the gandharvas.

Campaign Use: As representations of pure and almost unrestrained sexuality, apsarases should be handled with care in the game. Their primary purpose is to carnally tempt and seduce mortal men from a righteous path, which may be at odds with the tone of some campaigns. If necessary, tone that aspect of the apsarases down and

emphasize their valkyrie nature as collectors of slain warriors and consorts of heroes in the afterlife (or simply make them more of a wood/water nymph). You could also use a dalliance between a hero and an apsarases as the origin for an unusual and semi-divine PC.

Appearance: Apsarases look like beautiful human maidens with voluptuous figures. When appearing as themselves, they tend to dress in court fashions with multi-pointed crowns atop their heads, a highly-decorated belt, and multiple necklaces, armlets, bracelets, and anklets. They wear their hair loose or braided into looping strands, and their only garment is a semitransparent skirt that falls from the belt to about mid-calf.

APSARASAS VARIANTS

Dakini

These female spirits are known by a variety of names, including "celestial woman," "cloud fairy," "sky-dancer," and "space-goer." In China they're called *k'ung-hsing fo-mu*, while in Tibet the name is *khandro* or *mKha-gro-ma*. The male spirits are *daka* (or *pawo* ["hero"] in Tibet).

The dakini are divine beings, much like the apsarases. They can fly and have a reputation for being frightening beings — some people call them *Ashrapa*, or "drinkers of blood." At least some of the dakini serve as agents of the goddess Kali, doing her bidding here on Earth, while others assist the goddess Smashana Kali, and some, known as the

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Yoginis, are soldiers in the armies of Durga (also known as Chandi, goddess of the moon). Others haunt battlefields, either looking after the dead and tending to their funerals, or devouring the corpses and drinking their blood.

To create a dakini, use the *apsarasas* character sheet, remove most (if not all) of the “love goddess” powers and skills, and then add in whatever powers and skills seem appropriate. For inspiration, take a look at the character sheets for the *bonga* and *gandharva* in this book, as well as the various nymphs in *Monsters, Minions, And Marauders*. You may also wish to include powers from the ghouls and vampire character sheets in *The HERO System Bestiary*.

Tree Spirits

Buddhist and Hindu legends mention a variety of beings who dwell within trees. Similar in many respects to the Greek *hamadryads*, these spirits tend to be benevolent, although there are exceptions. Some of them include:

Dewas: Buddhist tree spirits.

Sankchinnis: Hindu tree spirits. They appear near their trees at midnight, taking the form of a beautiful woman surrounded by a glowing white aura. They’re considered malevolent to humanity; one tale tells of a *sankchinni* that sealed a woman inside an empty tree cavity.

Vanadevatas: Vedic tree spirits. Guardians of individual trees and the forest as a whole, they take revenge on anyone who cuts down the tree they personally inhabit (To simulate this ability, give the *vanadevatas* this power: RKA 8d6, NND (defense is Life Support [Longevity]; +1), Does BODY (+1), Fully Invisible (+1), Indirect (always away from the *vanadevatas*’s tree, but can strike target regardless of intervening barriers; +½), Increased Maximum Range (17,250” or about 21 miles; +¼), No Range Modifier (+½), Reduced Endurance (0 END; +½), Trigger (*vanadevatas* dies; +¼); Power May Only Be Used At Point Of Death (-2), 1 Charge which Never Recovers (-4). Total cost: 103 points. This power should use the long-range attack notes on page 211 of *The Fantasy Hero Grimoire*.)

Vriksakas: Similar to the *vanadevatas*, the *vriksakas* guard individual trees as well as entire forests. As with other tree spirits, they appear as beautiful women. The *vriksakas* associate with the *apsarasas* and serve as *Indra*’s servants.

You can use the *Dryad* character sheet on page 72 of *Monsters, Minions, And Marauders* to create any of these tree nymphs.

ASIPATRA

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
10	CON	0	11-	
8	BODY	-4	11-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
18	PRE	8	13-	PRE Attack: 3½d6
8	COM	-1	11-	
6	PD	6		Total: 6 PD (6 rPD)
6	ED	4		Total: 6 ED (6 rED)
3	SPD	2		Phases: 4, 8, 12
6	REC	8		
20	END	0		
20	STUN	7		Total Characteristics Cost: 38

Movement: Running: 1”/2”
Flight: 20”/40”
Leaping: 0”/0”
Swimming: 0”/0”

Cost	Powers	END
10	<i>Beak:</i> HKA ½d6 (½d6 with STR)	1
15	<i>Claws Like Knives:</i> HKA 1d6 (1d6 with STR)	1
15	<i>Wings Like Swords:</i> HKA 1d6 (1d6 with STR), Armor Piercing (+½); Restrained (-½)	2
25	<i>Metal Feathers:</i> HKA ½d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Always On (-½)	0
6	<i>Metal Feathers:</i> Damage Resistance (6 PD/6 ED)	0
50	<i>Spirit Of The Underworld:</i> Life Support (Total, including Longevity: Immortality)	0
40	<i>Wings:</i> Flight 20”, Reduced Endurance (0 END; +½); Restrained (-½)	0
-10	<i>Short Legs:</i> Running -5”	
-2	<i>Metal Feathers:</i> Swimming -2”	

Skills

10	+2 HTH
10	<i>Hard To Hit:</i> +2 DCV
3	<i>Easily Hidden:</i> +2 to Concealment; Self Only (-½)
7	Stealth 15-

Total Powers & Skills Cost: 179

Total Cost: 217

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
5	Physical Limitation: Small (about 1 m long; +3” KB) (Infrequently; Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
107	Experience Points

Total Disadvantage Points: 217

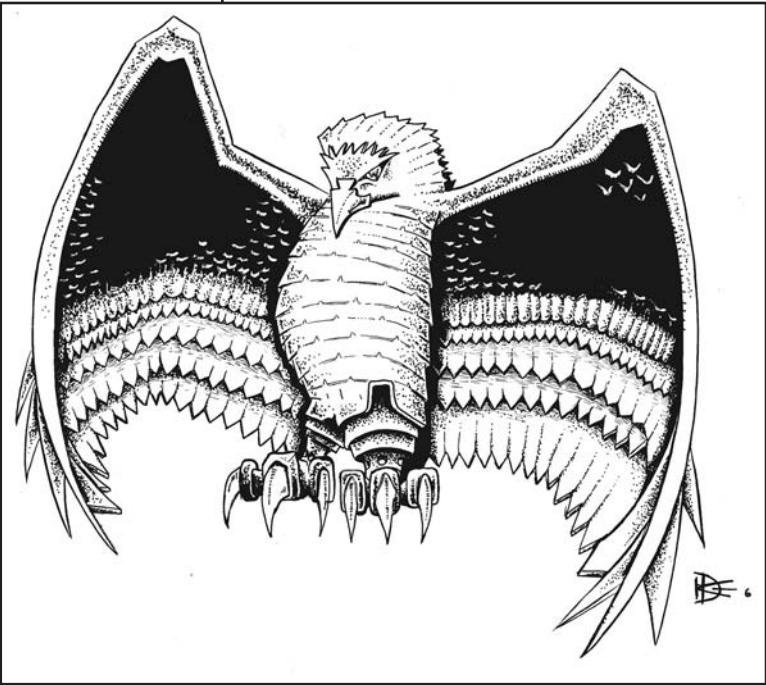
Ecology: Asipatra (“sword-wing bird”) dwell near Yamaoura, the underworld city of death. There they perch in a forest that consists of trees formed from spears and wait for the spirits of condemned sinners to wander by. The moment the unlucky soul strays into their domain, they take to the air, slicing him with their razor sharp wings.

Personality/Motivation: As denizens of the underworld, the asipatra have one sole purpose: to torment sinners as punishment for past misdeeds.

Powers/Tactics: Armed with claws like knives and wings made of sword blades, the asipatra are well-equipped to slash their enemies into ribbons. They tend to dive down at their prey, often performing a Move By before circling around for a more direct attack. If in a group, several asipatra perform the initial Move Bys in quick succession, while the rest cut at the weakened foe with their wings.

Campaign Use: Many cultures have stories of metal-feathered birds. In the Philippines there’s the gigantic Minokawa (see AB2), while the Greeks have the flesh-eating Stymphalian Birds. The asipatra are less dangerous than either of these creatures due to their small size and the fact that they don’t normally inhabit mortal realms. However, an entire flock can present quite a challenge to a party of PCs.

Appearance: An asipatra appears as a large eagle-like bird with metal feathers, beak, and claws. The feathers are all sharp and pointed; the ones forming the wings have razor-sharp edges.



BHUTA

Val	Char	Cost	Roll	Notes
0	STR	-10	9-	Lift 25 kg; 0d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
10	CON	0	11-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
18	EGO	16	13-	ECV: 6
15	PRE	5	12-	PRE Attack: 3d6
8	COM	-1	11-	
5	PD	5		Total: 5 PD (0 rPD)
5	ED	3		Total: 5 ED (0 rED)
3	SPD	2		Phases: 4, 8, 12
4	REC	4		
20	END	0		
20	STUN	5		Total Characteristics Cost: 56

Movement: Running: 6”/12”
Leaping: 0”/0”
Flight: 8”/16”

Cost	Powers	END
90	<i>Visions:</i> Mental Illusions 12d6, Reduced Endurance (0 END; +½)	0
20	<i>Bite:</i> HKA ½d6, Affects Physical World (+2); Linked (to Desolidification, must have merged with corpse it can use to bite; -½)	3
26	<i>Corpse Claws:</i> HKA 1d6, Affects Physical World (+2); Reduced Penetration (-¼), Linked (to Desolidification, must have merged with corpse whose fingers it can transform into claws; -½)	4
51	<i>Corpse Control:</i> Telekinesis (20 STR), Fine Manipulation, Affects Physical World (+2), Reduced Endurance (0 END; +½); Affects Whole Object (-¼), No Range (must have merged with target corpse to be affected; -½), Only To Puppeteer Target Corpse (see text; -1)	0
60	<i>Ghostly Form:</i> Desolidification (affected by magic or fire), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Always On (-½)	0
15	<i>Undead Form:</i> Does Not Bleed	0
10	<i>Undead Form:</i> No Hit Locations	0
47	<i>Undead Vitality:</i> Life Support: Total (except for Diminished Eating, and including Longevity: Immortality)	0
24	<i>Ghostwalking:</i> Flight 8”, Reduced Endurance (0 END; +½)	0
9	<i>Corpse Possession:</i> Clinging (normal STR), Affects Physical World (+2); Linked (to Desolidification; -½), Only To Remain Merged With Target Corpse If It’s Moved Involuntarily (-2)	0
6	<i>Bhuta’s Senses:</i> +4 PER with all Sense Groups; Only To Perceive Images Created By Means Other Than Necromancy (-1)	0
5	<i>Bhuta’s Eyes:</i> Nightvision	0
13	<i>Assume Different Forms:</i> Multiform (assume 100-point bat/horse/pig/owl form [pick one]); Costs Endurance (-½)	2

Skills

- 2 Concealment 12-; Self Only (-½)
- 3 Shadowing 12-
- 3 Stealth 13-
- 20 Various Skills (abilities and interests when alive)

Total Powers & Skills Cost: 404

Total Cost: 460

75+ Disadvantages

- 5 Distinctive Features: speaks with a nasal twang (Easily Concealable; Noticed And Recognizable)
- 20 Distinctive Features: casts no shadow (Not Concealable; Causes Major Reaction)
- 15 Physical Limitation: Cannot Hurt Anyone Lying Flat On The Ground (Infrequently, Fully Impairing)
- 0 Physical Limitation: Human Size
- 20 Psychological Limitation: Always Thirsty (Very Common, Strong)
- 20 Psychological Limitation: Hates And Despises The Living (Very Common, Strong)
- 15 Psychological Limitation: Fears And Hates Fire (Common, Strong)
- 290 Experience Points

Total Disadvantage Points: 460

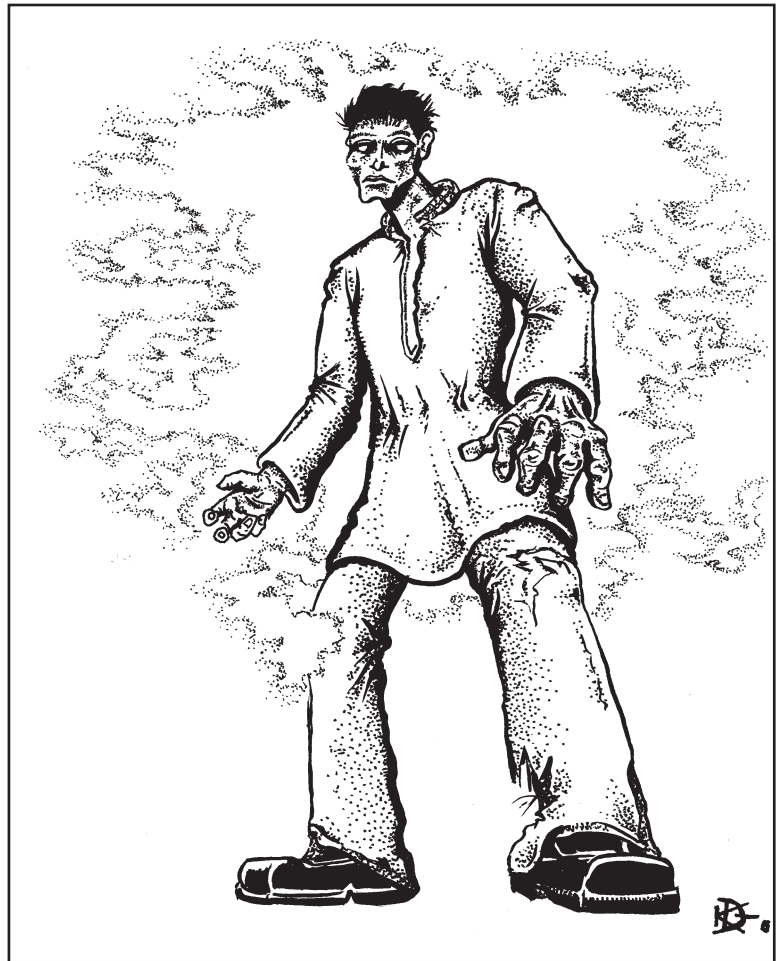
OPTIONS**Cost Powers**

- 86 *Cause Disease*: Drain CON and BODY 5d6, two Characteristics simultaneously (+½), Delayed Return Rate (points return at a rate of 5 per Week; +1¼), NND (defense is Life Support [appropriate Immunity]; +1), Reduced Endurance (0 END; +½); Gradual Effect (5 Days, 1d6/Day; -1¼)

Ecology: Bhuta (also known as airi, bhutas, bhut, or bhuts) are the ghosts of the insane, people who were born deformed, those who have died died by accident, execution, suicide, or violence, or people buried without the proper funeral rites. They dwell in cemeteries, crematoriums, ruins, and other desolate places, where they lurk in stands of trees and prey on the living, devouring their intestine and excreta. Bhuta are always thirsty; they particularly love milk, and for this reason attack recently fed children. They also enter the corpses of the freshly dead, animate them, and use them to attack and eat people.

Personality/Motivation: Driven by a constant thirst and a hatred for the living, bhuta are utterly malevolent and revel in tormenting humans. But they can be appeased, and throwing handfuls of grain to the four cardinal points of the compass as well as to the center of the circle keeps them away. They are also afraid of fire (due to its purifying effect on the unclean) and avoid both open flames and burning turmeric. Bhuta cannot lay on the ground, so anyone laying flat on bare earth is immune to their attacks.

The living can placate bhuta through the use of shrines known as *bhandara* or *bhutastan*. Of



varying sizes and styles, they allow the bhuta to rest inside without touching the ground. Flowers are placed inside the shrine on a monthly basis, and many shrines contain such items as cradles, bells, knives, and bowls of water. A *bhutastan* is a larger form of shrine and usually contains a bronze statue of the bhuta thought to reside within. The bhuta are said to communicate to local villages through a dancer whose otherwise naked body is painted red, white, and yellow.

Powers/Tactics: Bhuta tend to hide in the treetops, using their powers of illusion to mislead humans into dangerous situations. They can also assume physical form, and may appear as either a bat, owl, horse, or pig (you may either select one form, or allow the bhuta to assume any one of the four forms as needed). If overcome by hunger, a bhuta uses its Desolidification to “enter” (merge with) a fresh corpse. It then employs its Telekinesis to cause the corpse to rise up and move about in a halting, jerky fashion, killing and devouring people wantonly. For game purposes, usually a corpse has 4 DEF and 10 BODY. Because the bhuta has to devote much of its telekinetic STR to keeping the corpse active, if the corpse wields weapons or picks up objects, treat it as having only 10 STR.

Campaign Use: A bhuta makes for an excellent adventuring challenge. Unlike most ghosts, the bhuta cannot be laid to rest through the completion of its “death task.” Instead, it’s an evil spirit that must be fought and defeated, either through force

of arms or by frightening it off. Thus, bhuta make excellent guardians of tombs, battlefields, ruins, and areas of great magical or supernatural importance.

Appearance: In ghost form, a bhuta appears as either a dark shadow, a flickering light, or a formless mist. When one possesses a corpse, it can be detected by its voice, which has a distinctive nasal twang, or by the fact it casts no shadow.

BHUTA VARIANTS

The term “bhuta” can apply to an entire class of undead spirits. A close relation of the bhuta is the *vetala*, another corpse-possessing ghost. One form of the vetala is the *baital*, a type of vampiric man-bat.

Vetala

Vetala are a form of evil spirit, and for the most part exist only to cause trouble for humanity. They tend to play cruel jokes on travelers by animating corpses and using them to frighten their unsuspecting victims (often with the intent of causing a fatal accident). They haunt cemeteries and crematoriums, occasionally possessing corpses to commit various crimes or drink the blood of the living. The vetala are also known by the names *baital* (see below), *baitala*, or *vetal*.

Normally, vetala are insubstantial spirits, appearing as no more than drifting lights or mist. When they enter a corpse, they take a more physical form, causing the corpse's hands and feet to turn backwards on its limbs. It's said a corpse inhabited by a vetala will not decay.

To create a vetala, make these changes to the bhuta character sheet:

Cost Powers

Remove all Disadvantages except for Physical Limitation: Human Size, and add Distinctive Features: Hands And Feet Are Turned Backwards (Not Concealable; Causes Major Reaction; 15 points) and Psychological Limitation: Malicious Trickster (Common, Strong; 15 points)

- 103 Remove *Visions* and *Assume Different Forms*
- 43 *Drink Blood*: RKA 1d6, Affects Physical World (+2), NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); No Range (-½), Linked (to Desolidification, must have merged with corpse whose mouth it uses to drink blood; -¼), Bite Must Do BODY Damage First (-½)

10 +2 HTH

Total cost: -50 points

Baital

The vetala is also known as the baital, and one such creature is central to the story *Vikram And The Vampire*. Here, the baital (or “baital-pachisi”) is described as hanging head down from a tree (which is engulfed in flames), clinging to a branch by its toes. Shaped somewhat like a humanoid flying fox about four feet in height, the baital's eyes are greenish-brown, while the body — “thin and ribbed like a skeleton or a bamboo framework” — is covered in brown hair. The body is also tightly-muscled, with cold and clammy skin, and a short goat-like tail. To create this type of baital, change the Vetala character sheet as follows:

Cost Ability

- 142 Remove Corpse Claws, Corpse Control, Ghostly Form, Bhuta's Senses
- 30 *Corpse Possession*: Desolidification (affected by magic), Reduced Endurance (0 END; +½); Only To “Merge” With Corpses (-1)
- 16 *Wings*: Flight 12”; Restrained (-½)
- 20 *Can Wriggle Out Of Anyone's Grasp*: Desolidification (affected by any attack); Does Not Protect Against Damage (-1)
- 60 *Undead Body*: Physical and Energy Damage Reduction, Resistant, 50%
- 5 *Undead Body*: Damage Resistance (5 PD/5 ED)

Total cost: -9 points (from Vetala character sheet)

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BONGA				
Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
20	DEX	30	11-	OCV: 7/DCV: 7
18	CON	16	13-	
12	BODY	4	11-	
15	INT	5	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
24	COM	7	13-	
5	PD	2		Total: 5 PD (5 rPD)
5	ED	1		Total: 5 ED (5 rED)
4	SPD	10		Phases: 3, 6, 9, 12
7	REC	0		
36	END	0		
30	STUN	1		Total Characteristics Cost: 111 (+2 with NCM)

Movement: Running: 6"/12"
Flight: 12"/24"

Cost	Powers	END
86	<i>Cause Disease:</i> Drain CON and BODY 5d6, two Characteristics simultaneously (+½), Delayed Return Rate (points return at a rate of 5 per Week; +1¼), NND (defense is Life Support [appropriate Immunity]; +1), Reduced Endurance (0 END; +½); Gradual Effect (5 Days, 1d6/Day; -1¼)	0
30	<i>Confusing Terran:</i> Sight Group and Bump Of Direction Images, -4 to PER Rolls, Increased Size (4" radius; +½), MegaArea (1" = 1 km broad and wide; +¼), Personal Immunity (+¼), Reduced Endurance (½ END; +¼); Set Effect (only to alter and confuse landmarks and other indicators of direction; -1)	2
21	<i>Make Dung Look Like Food:</i> Sight, Smell/Taste, and Touch Group Images, -4 to PER Rolls, Reduced Endurance (0 END; +½), Uncontrolled (lasts for roughly 12 hours or until appropriate counter-magics are used; +½); Extra Time (Full Phase; -½), No Range (-½), Set Effect (-1)	0
35	<i>Enchant Mortals:</i> Mind Control 14d6, Reduced Endurance (½ END; +¼); No Range (-½), Set Effect ("come with me"; -1)	4
39	<i>Dispel Illness:</i> Major Transform 7d6 (sick person into well person, heals back through any normal means that would cause the character to contract the same disease), Reduced Endurance (0 END; +½); Extra Time (5 Minutes; -2), Limited Target (humans; -½), No Range (-½)	0
5	<i>Supernatural Nature:</i> Damage Resistance (5 PD/5 ED)	0
60	<i>Supernatural Nature:</i> Physical and Energy Damage Reduction, Resistant, 50%	0
5	<i>Dwell In Springs And Rivers:</i> Life Support (Expanded Breathing: Breathe Underwater)	0
15	<i>Supernatural Nature:</i> Life Support (Immunity to all terrestrial diseases and biowarfare agents; Longevity: Immortality)	0

40	<i>Travel To The Land Under The Water:</i> Extra-Dimensional Movement (a single physical location in the Land Under The Water), Area Of Effect (One Hex; +½), Continuous (+1), Usable Simultaneously (bonga and companion can both use gate; +½); Gate (-½)	6
84	<i>Assume Form Of Fire:</i> Desolidification (affected by magic), Reduced Endurance (0 END; +½) plus Flight 12", Reduced Endurance (0 END; +½), Linked (-½)	
30	<i>Travel Unseen By Men:</i> Invisibility to Sight Group, No Fringe	3
39	<i>Assume A Pleasing Form:</i> Shape Shift (Sight, Hearing, and Touch Groups, any human male shape), Reduced Endurance (0 END; +½)	0

Skills

11	Animal Handler (Felines, Reptiles) 17-
3	Climbing 13-
3	Concealment 13-
3	Sleight Of Hand 13-
3	Stealth 13-
3	Tracking 13-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 519

Total Cost: 630

75+ Disadvantages

0	Physical Limitation: Human Size
15	Psychological Limitation: Lecherous Nature (Common, Strong)
10	Reputation: abductors of mortals, 11-
530	Experience Points

Total Disadvantage Points: 630

OPTIONS**Cost Power**

1	<i>Kisar Bonga:</i> Apply the <i>Small Size/Weight</i> Template and Physical Limitations from page 575 of <i>The HERO System 5th Edition, Revised</i> rulebook
-16	<i>Bonga Female:</i> Reduce STR to 10, CON to 15, BODY to 10, change Shape Shift to any human female shape, remove Tracking and WF; add KS: Dance 13- and PS: Dancing 13-
50	<i>Bonga Magic:</i> 50 points' worth of Magic Skills and spells, usually related to illusions
30	<i>Assume The Form Of A Snake:</i> Multiform (assume choice of venomous snake built on no more than 150 points)
197	<i>Death Curse:</i> RKA 8d6, NND (defense is Life Support [Longevity]; +1), Does BODY (+1), Fully Invisible (+1), Indirect (always away from the bonga, but can strike target regardless of intervening barriers; +½), Increased Maximum Range (17,250", or about 21 miles; +¼), No Range Modifier (+½), Reduced Endurance (0 END; +½); Extra Time (Full Phase; -½), Gradual Effect (8 Days, 1d6/Day; -2) (Note: this power should use the long-range attack notes on

page 211 of *The Fantasy Hero Grimoire*. In addition, you may give it the same Limitations as *The Kino-O-Bake's Revenge* power found in AB2, such as Power May Only Be Used At Point Of Death (-2) and 1 Charge which Never Recovers (-4).)

40 *Dwells In Trees*: Desolidification (affected by magic or any attack that affects the bonga's tree while he's in it), Reduced Endurance (0 END; +½), Persistent (+½); Only To Merge With Parent Tree (-1)

100 *Instill Madness*: Major Transform 6d6 (sane person into insane person with the Psychological Limitation *Utterly, Gibbering Insane* [Very Common, Total]; heals back through appropriate curative magics), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼), Reduced Endurance (½ END; +¼); Extra Time (Full Phase; -½), Limited Normal Range (50"; -½), Limited Target (sentient beings; -¼)

var *Fearsome Pets*: Various animal Followers (such as leopards, snakes, and/or tigers)

Ecology: Highly magical spirits, bongas tend to dwell near human villages. Many live in a land reachable only by traveling through certain bodies of water, while others live inside trees, or in caves in the forest. They tend to keep leopards, snakes, and tigers as pets, and often hunt humans in the forest, using tigers as men would hunting dogs. Some bonga, such as the Kisar Bonga, live in the homes of humans, sneaking out at night to steal food and riches for their adopted "master."

Personality/Motivation: The personalities of bongas vary from one individual to another, though many of them seem to have little regard for humans as anything other than prey to be hunted down, killed, and eaten. Male bonga have a penchant for kidnapping human woman, while female bonga tend to be less forceful and more seductive.

Powers/Tactics: Bonga have wide variety of magical powers, including many centered around illusions, such as shifting the landscape about to keep travelers from a certain objective (such as a source of much-needed water), making dung and leaves look like bread and rice, or changing their shape to appear as an attractive human. They inflict illnesses upon people, either at the request of sorcerers and witches or out of spite. Female bonga have been known to enchant men and take them to their homes under the water and keep them there.

Killing a bonga has its hazards, as the dying bonga may curse his slayer with death as well. Simply spurning a bonga's attentions is just as risky — some "ungrateful" men have been cursed with insanity, while one female bonga assumed the form of a poisonous snake and bit her victim to death.

Campaign Use: Found in the folklore of the Santal Parganas, the bonga seem to be a variation of the *apsarasas* (see page 61), but is far more inimical. A bonga hunting party (armed and armored bonga mounted on horses and accompanied by a full-grown tiger or two) would make for a rather memorable encounter in a Fantasy campaign. On a somewhat lighter note, female bonga tend not to reveal their true natures to their human lovers... at least until the fateful day when the female bonga asks her paramour to come with her to meet her parents (who invariably live under a local pond and have a home filled with leopards, tigers, and coiled snakes acting as chairs...).

Appearance: Bonga usually appear as attractive young men and women dressed in fine clothing.



BURU

Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
18	CON	16	13-	
14	BODY	8	12-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
18	PRE	8	13-	PRE Attack: 3½d6
6	COM	-2	10-	
9	PD	5		Total: 11 PD (2 rPD)
7	ED	3		Total: 9 ED (2 rED)
3	SPD	5		Phases: 4, 8, 12
8	REC	0		
36	END	0		
33	STUN	0		Total Characteristics Cost: 6

Movement: Running: 3"/6"
Leaping: 0"/0"
Swimming: 6"/12"

Cost	Powers	END
15	<i>Bite:</i> HKA 1d6 (2d6 with STR)	1
8	<i>Claws:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)	1
5	<i>Tail Bash:</i> HA +2d6; Hand-To-Hand Attack (-½), Only With Extra Limb (-½)	1
6	<i>Tough Hide:</i> Armor (2 PD/2 ED)	0
3	<i>Armored Tail:</i> Armor (2 PD/2 ED); Activation Roll 11- (covers Hit Locations 13-18; -1)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
-6	<i>Sluggish:</i> Running: -3" (3" total)	
4	<i>Mostly Aquatic:</i> Swimming +4" (6" total)	1
6	<i>Buru Senses:</i> +2 PER with all Sense Groups	0
6	<i>Long Tail:</i> Extra Limb, Inherent (+¼)	0
4	<i>Long Tail:</i> Stretching 1"; Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Talents

- 3 Mostly Aquatic: Environmental Movement:
Aquatic Movement (no penalties in water)

Skills

- 6 +3 OCV with Tail Bash
4 +2 OCV with Grab
2 Concealment 11-; Self Only (-½)

Total Powers & Skills Cost: 72

Total Cost: 128

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence
(Frequently, Greatly Impairing)
15 Physical Limitation: Hibernates In Winter
(Infrequently, Fully Impairing)
5 Physical Limitation: Large (up to 5m long;
-2 DCV, +2 to PER Rolls to perceive) (Infre-
quently, Slightly Impairing)
5 Physical Limitation: Reduced Leap, cannot
leap (Infrequently, Slightly Impairing)
15 Physical Limitation: Very Limited Manipula-
tion (Frequently, Greatly Impairing)

Total Disadvantage Points: 130

Ecology: The buru live in and around the valley of Apu Tanis, found in northern India in the foot-hills of the Himalayas. Apu Tanis is swampy, with a great lake at its center. The buru live in this lake, spending most of their time in the water, eating plants and avoiding humans. In the warm summer months, they come ashore to sun themselves, while during the colder winters they hide in the mud at the lake bottom.

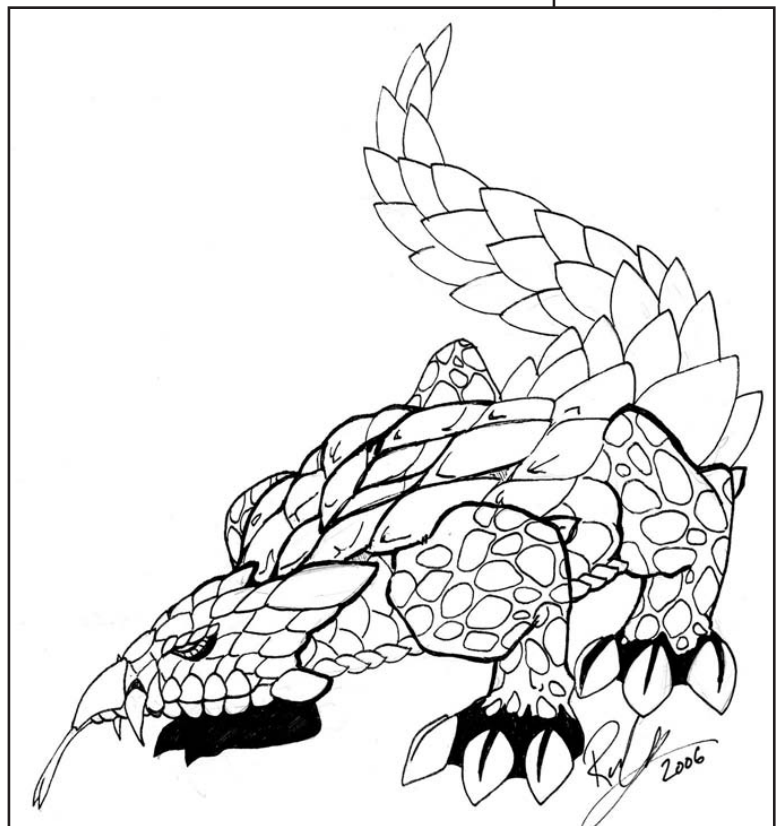
Personality/Motivation: Typical animal motivations.

Powers/Tactics: Although it prefers to avoid humans, a buru will defend itself if attacked. It usually strikes out at foes with its long tail, but can also use its tail to grab a human and drag him under the water.

Campaign Use: The buru is one several creatures in this book that might actually be a real animal. Legend has it the buru were all killed when humans drained their lake and drove them into several small pools, hurling rocks into the pools to kill and bury the remaining animals... but legends have been wrong before, and the hunt for a living buru could make for an interesting Pulp adventure.

You can also use the buru's character sheet can also be used to represent the jhoor of India's Gir region, as well as any number of giant monitor lizards said to exist in both Bhutan and Burma.

Appearance: A buru is an immense lizard about 5 meters (15 feet) in length and so broad a grown man can barely encircle one with his arms. It has a triangular head, a forked tongue, four sharp fang-like teeth in its mouth (two in the top and two in the bottom), thick claws on its short legs, and heavy plated scales on its long tail. It has a blue-black hide with a white underbelly.



CHEDIPE				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
14	EGO	8	12-	ECV: 5
15	PRE	5	12-	PRE Attack: 3d6
14	COM	2	12-	
4	PD	2		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
5	REC	0		
26	END	0		
22	STUN	0		Total Characteristics Cost: 45

Movement: Running: 6"/12"

Cost	Powers	END
7	<i>Bite:</i> HKA 1 point (½d6 with STR), Penetrating (+½)	1
60	<i>Blood Drain:</i> RKA 1d6, NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); No Range (-½), Bite Must Do BODY First (-½) plus Drain END 1d6, Delayed Return Rate (points return at the rate of 5 per Day; +1½), Continuous (+1), Reduced Endurance (0 END; +½); Linked (-½)	0
53	<i>Mass Hypnotism:</i> Mind Control 12d6, Telepathic (+¼), Area Of Effect (17" Radius; +1), Continuous (+1), Invisible to Mental Group (+½); Extra Time (5 Minutes; -2), Does Not Provide Mental Awareness (-¼), Set Effect (fall sleep and stay sleep; -1)	22
22	<i>Tiger Form:</i> Multiform (change shape into 223-point tiger); Costs Endurance (-½), Only At Night (-½)	4

Perks

15 Follower: 200-point tiger (see page 147 of *The HERO System Bestiary*)

Skills

8 +4 OECV with Mass Hypnotism
5 +1 HTH
2 Animal Handler (Felines) 12-
3 Climbing 12-
2 PS: Prostitute 11-
3 Shadowing 12-
5 Stealth 13-
2 Survival (Tropical Forests) 12-
1 WF: Knife
10 10 more points' worth of Skills chosen by the GM

Total Powers & Skills Cost: 198

Total Cost: 243

75+ Disadvantages

0 Physical Limitation: Human Size
15 Physical Limitation: Repulsed By Incense And Various Holy Objects (Infrequently, Fully Impairing)
15 Psychological Limitation: Bloodthirsty (Common, Strong)
138 Experience Points

Total Disadvantage Points: 243

CHORDEWA PACKAGE DEAL

Abilities

Cost	Ability
3	+3 INT
8	+4 EGO
64	<i>Form Of A Black Cat:</i> Duplication (creates 322-point black cat form), Altered Duplicate (100%; +1); Feedback (-1) (note: cost may increase depending on relative cost of Chordewa's base character and the cost of the Duplicate)
13	Magic (INT +5)

Total Cost Of Package Abilities: 88

Disadvantages

Value	Disadvantage
None	
Total Cost Of Package Disadvantages: 0	

CHORDEWA'S CAT FORM

Cost Powers

3	+3 INT
18	+9 EGO
23	<i>Life Stealing:</i> Drain BODY 1d6, Delayed Return Rate (points return at the rate of 5 per Day; +1½), Fully Invisible (both source and effects are invisible; +2), Time Delay (Drain occurs roughly 5 Minutes after the lick; +¼); Skin Contact Required (-1)
137	<i>Licking The Shadow:</i> RKA 4d6, NND (defense is various forms of mystic charms versus black magic, the "evil eye," and the like; +1), Does BODY (+1), Indirect (attack can use any portion of target's shadow; +½), Invisible to Sight Group (source only is invisible; +¼), Time Delay (roughly 2-4 hours after the target's shadow is licked; +¼); Limited Range (length of a person's shadow; -¼), Must Target Victim's Shadow (-½)
7	<i>Conquer With Cuteness:</i> Seduction 13- Remove Physical Limitation: Animal Intelligence and Psychological Limitation: Lets Humans Think They Own It, When It Really Owns Them; add Distinctive Features: meows like a small child in pain (Easily Concealable; Cause Major Reaction)

Total cost: +188 points

Ecology: A chedipe (literally, "prostitute") is a human woman who uses dark magics to terrorize others in the Godavari area of India. She travels about at night on the back of a large male tiger, seeking out men to drink their blood. The chedipe may also be known as a *durga*, a yellow-skinned woman seen astride a large tiger.



Personality/Motivation: The aims and desires of each chedipe depend on the chedipe in question, but all chedipe have a strong need and/or thirst for blood. They also take great delight in wrecking households, feeding on the resulting misery and sorrow.

Powers/Tactics: The chedipe's sorcery allows her to put an entire household to sleep before entering to drink the blood of a select victim. When she does drink blood, it's from the toe of a sleeping man, who awakens the next day feeling tired and ill. If not driven off, the chedipe returns night after night until her victim dies of blood loss. In addition, the chedipe can transform herself into a tiger, and may do so to attack small groups of men traveling in the jungles of India. (The point value listed for the Multiform assumes the tiger has the chedipe's 13 INT and 14 EGO.)

Campaign Use: The chedipe can harass PCs lost in the jungle, or may prey on a single PC once the heroes settle down for the night in a local village. If you wish, you can make the chedipe weaker by removing some abilities (such as her Mass Hypnotism or Assume Animal Form powers), or make her more powerful by giving her additional spells and magical abilities.

Appearance: A chedipe appears as a normal, albeit attractive, human woman. She often goes about nude, especially at night when she enters into homes to drink blood. In tiger form her presence can be detected because one of the tiger's legs will be human.

CHEDIPE VARIANTS

There are a number of other vampiric witches who appear in the folklore of India. Two specific examples are the *chordewa* and the *jigarkhwar*.

Chordewa

The chordewa is a witch of the Oraons people of western Bengal. She can transform her soul into a black cat and send it out to do mischief. The cat approaches a potential victim in a friendly fashion, eventually moving into his home, eating his victim's food, and showing its affection by licking people on the lips. However, this lick is the cat draining the victim's life force, upon which the chordewa feeds. Additionally, if the cat licks someone's shadow, that person dies within hours.

You can identify the cat form of a chordewa by the sound of the cat's mewing — it sounds like the cries of a small child. Injuries inflicted on the cat appear on the chordewa as well, and killing the cat slays the witch.

Use the accompanying Package Deal to create a chordewa. To create the chordewa's black cat form, add the abilities listed in the accompanying text box to the Domestic Cat character sheet found on page 143 of *The HERO System Bestiary*.

Jigarkhwar

Found in the Sind region of southwest India, the jigarkhwar captures her prey with a piercing stare. She then removes her victim's liver via a spell, returns home, and throws a previously-enchanted pomegranate seed into a cookfire. Once the seed opens it's removed, allowed to cool, and eaten. At this point the victim dies,

allowing the jigarkhwar to eat the liver in peace. But if someone finds the jigarkhwar's store of pomegranate seeds before she eats one, the victim can swallow a seed himself, regrowing his liver. Some say the jigarkhwar uses her spells to turn her victim's liver into a pomegranate seed while it's still inside the body. The victim then vomits this seed up, allowing the jigarkhwar to collect, cook, and eat it.

A known jigarkhwar can be cured of her condition. This requires branding her on both sides of her head, filling her eyes with salt, and burying her in the ground for forty days. Afterwards, the jigarkhwar becomes a normal human woman, albeit with the highly useful ability of detecting other jigarkhwar on sight. Use the accompanying Package Deal to create a jigarkhwar.

JIGARKHWAR PACKAGE DEAL

Abilities	
Cost	Ability
30	<i>Piercing Stare:</i> Entangle 3d6, 3 DEF, BOECV (+1), Takes No Damage From Physical Attacks (+¼), Works Against EGO, Not STR (+¼); Can Be Dispelled (-¼), Cannot Form Barriers (-¼), Eye Contact Required (-1)
49	<i>Removes The Liver:</i> RKA 4d6, NND (defense is various forms of mystic charms versus black magic, the "evil eye," and the like, or swallowing the one of the jigarkhwar's pomegranate seeds; +1), Does BODY (+1), Time Delay (takes effect when the pomegranate seed is cooked and eaten; +¼); OAF (store of pomegranate seeds plus cookfire and cooking tools; -1), Extra Time (5 Minutes to properly cook the pomegranate seed; -2)

Total Cost Of Package Abilities: 79

Disadvantages	
Value	Disadvantage
None	

Total Cost Of Package Disadvantages: 0

Options	
Value	Ability
3	<i>Jigarkhwar Cured Of Her Condition:</i> Detect Jigarkhwar (Sight Group) (INT Roll)

CHUREL				
Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
14	CON	8	12-	
8	BODY	-4	11-	
10	INT	0	11-	PER Roll 11-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
5	PD	3		Total: 5 PD (0 rPD)
5	ED	2		Total: 5 ED (0 rED)
3	SPD	2		Phases: 4, 8, 12
5	REC	0		
28	END	0		
20	STUN	1		Total Characteristics Cost: 57

Movement: Running: 6"/12"

Cost	Powers	END
30	<i>Dry Up The Blood Of Men:</i> Drain BODY 1d6, Continuous (+1), Delayed Return Rate (points return at the rate of 5 per Month; +2), Reduced Endurance (0 END; +½); Extra Time (Full Phase; -½)	0
26	<i>Food Of The Churel:</i> Mind Control 14d6, Telepathic (+¼), NND (defense is not needing to eat, not being "alive," or specific immunity; +1), Trigger (target eats food; +¼); OAF (meal prepared by the churel; -1), Based On CON (-1), Gestures (character must eat offered food; -¼), No Range (-½), Set Effect (stay with me; -1), 1 Charge (-2)	[1]
28	<i>Make Young Men Old:</i> Major Transform 8d6 (human into far older version of himself; heals back by the churel reversing the process or restoration magics), Reduced Endurance (0 END; +½); Extra Time (1 Hour; -3), Gradual Effect (8 Hours; 1d6/Hour; -1½), Limited Target (human males; -½), No Range (-½)	0
15	<i>Undead Form:</i> Does Not Bleed	0
50	<i>Undead Vitality:</i> Life Support: Total (including Longevity: Immortality)	0
5	<i>Churel's Eyes:</i> Nightvision	0
27	<i>Assume A Beautiful Form:</i> Shape Shift (Sight and Touch Groups), Makeover, Reduced Endurance (0 END; +½)	0

Skills	
3	Climbing 12-
3	Concealment 11-
3	Seduction 13-
3	Shadowing 11-
3	Stealth 12-
20	Various Skills (abilities and interests when alive)

Total Powers & Skills Cost: 216
Total Cost: 273

75+ Disadvantages

- 15 Distinctive Features: No Mouth, Feet Turned Backwards (Concealable With Effort; Causes Major Reaction [fear])
- 15 Physical Limitation: cannot cross/must count millet seeds, mustard seeds, thorns, or iron nails (Infrequently, Fully Impairing)
- 15 Physical Limitation: cannot tolerate daylight, driven back to the grave by sunlight (Infrequently, Fully Impairing)
- 0 Physical Limitation: Human Size
- 15 Psychological Limitation: Angry With/Hatred For Her Relatives (Common, Strong)
- 138 Experience Points

Total Disadvantage Points: 273

OPTIONS**Cost Powers**

- 5 *Long Sharp Teeth*: HKA 1 point (½d6 with STR)

Ecology: Found in the Gujarat province of India, a churel is the ghost of a woman who died in childbirth or while pregnant, or who broke certain religious taboos before her death. If she was treated poorly before she died, she might come back as a vengeful, vampire-like ghost. If so, she harasses her family nightly, targeting the men and draining their blood. When not active, the churel dwells either in her grave or in squalid and deserted places.

To prevent a woman from rising as a churel, Indians use several methods to keep her in her grave. First is selecting the proper burial place. The woman should be buried in a special place (the exact location varies throughout India), such as within the shadow of the house at noon-time. Second is how she's buried. The body of the deceased might be placed face-down (to prevent her from rising), or might have nails driven through her hands and feet. She might have her toes bound with an iron ring, have a chain wrapped around her legs, her feet turned backwards, or her legs broken. Iron nails, millet or mustards seeds, or thorns can be scattered in or atop the grave, on the road between the grave and her old home, or at the threshold to the home to keep the churel from escaping the grave or crossing a doorway — she's compelled to count them until the sun rises, driving her back into her grave. Finally, a ball of thread might be buried with the corpse, to keep her busy unwinding it instead of rising to haunt her family. In all cases, the body of the deceased is removed from the home by a side door, since not using the front door confuses the churel and may prevent her from finding her way home.

In western India the churel is known as an *alvantin*, *jakhin*, *jakhai*, *mukai*, or *nagulai*.

Personality/Motivation: For the most part, the churel is an angry and vengeful ghost. She confines most of her wrath to her former family, but preys on any young man who strikes her fancy.

Powers/Tactics: Although fairly hideous in her natural form, the churel can change her shape into that of an attractive and beautiful woman. In

this form she entices young men to stay with her. If a victim eats the food she offers, he becomes compelled to remain with her throughout the night, during which she drains his life energy. At dawn she returns him to his village as a white-haired old man.

Campaign Use: The churel resembles the western vampire in many respects and can be used the same way. The “vengeful ghost” aspect is a great plot hook, and you could build an entire adventure around the efforts of a group of PCs to locate and put to rest a churel plaguing a village or town. See the yurei in AB2 for more ideas on this.

The legends are unclear about whether the churel has a physical body. This version presumes the churel, like the vampire, is a form of walking corpse. A true ghost-bodied churel would require the Incorporeal Undead Template (see page 28 of *The HERO System Bestiary*, exchanging the Drain STUN power for churel's Drain BODY) and Affects Physical World on her *Food Of The Churel* and *Make Young Men Old* powers.

Appearance: A churel looks like a normal human woman, except she lacks a mouth and her feet are turned back-to-front (*i.e.*, the heel is in the front and the toes are in the back). Some churel have an even more horrific form, with shaggy and unkempt hair, thick lips, long sharp teeth, a black tongue, and sagging breasts. Sometimes a churel is colored white on the front of her body and black on the back.



CHUREL VARIANTS

There are a number of angry ghosts said to inhabit and haunt India, including the *gayal* and the *masan*.

Gayal

The gayal (or *ut*) is the ghost of a man who was buried without the proper rites. Angry at the disrespect shown at his funeral, as well as the lack of religious observation, he rises from the grave to exact his revenge on his former family members. Once he finishes killing all the male members of his former family, he does the same to other families in the area. You can create a gayal by using the Ghost character sheet on page 120 of *The HERO System Bestiary*. Simply replace the *Chilling Touch* power with an HKA and use the “Hunger For Human Life” Psychological Limitation.

Masan

A masan (or masand) is the ghost of a child trapped on Earth because improper burial rituals were performed at its funeral. This causes it to become a form of vampire that preys on children, often by luring them into secluded areas where it kills them and drinks their blood.

Male masan tend to stay out in the open, living in the city streets. They often select a victim by waiting for a woman to cross their shadow, at which point they will follow the woman home, befriend her children, and then murder them. Female masan sleep in dead funeral pyres, rising at night to attack unwary travelers and livestock.

Defeating a masan can be a daunting task — they’re said to have a wide assortment of magical powers, such as the ability to change shape into a variety of human forms, hypnosis, and curses of all sorts. You can create a masan by using the accompanying Package Deal.

MASAN PACKAGE DEAL

Abilities	
Cost	Ability
60	<i>Masan's Magic</i> : 60 points' worth of Magic Skills and spells related to black magic, curses, and witchcraft
7	<i>Bite</i> : HKA 1 point (½d6 with STR), Reduced Endurance (0 END; +½)
33	<i>Blood Drain</i> : RKA 1d6, NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); No Range (-½), Bite Must Do BODY First (-½)
70	<i>Hypnosis</i> : Mind Control 12d6, Telepathic (+¼), Reduced Endurance (0 END; +½); Eye Contact Required (-½)
60	<i>Undead Body</i> : Physical and Energy Damage Reduction, Resistant, 50%
2	<i>Undead Body</i> : Damage Resistance (3 PD/1 ED)
47	<i>Undead Vitality</i> : Life Support: Total (except Diminished Eating; including Longevity: Immortality)
80	<i>Ghostly Form</i> : Desolidification (affected by magic), Reduced Endurance (0 END; +½), Persistent (+½)
39	<i>Assume Various Human Forms</i> : Shape Shift (Sight, Hearing, and Touch Groups, any human shape), Reduced Endurance (0 END; +½)
Total Cost Of Package Abilities: 398	
Disadvantages	
Value	Disadvantage
20	Psychological Limitation: Hatred For Human Life (Very Common, Strong)
Total Cost Of Package Disadvantages: 20	

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GANDHARVA

Val	Char	Cost	Roll	Notes
18	STR	8	13-	Lift 300 kg; 3½d6 [2]
18	DEX	24	13-	OCV: 6/DCV: 6
18	CON	16	13-	
11	BODY	2	11-	
15	INT	5	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
30	COM	10	15-	
6	PD	2		Total: 6 PD (6 rPD)
6	ED	2		Total: 6 ED (6 rED)
4	SPD	12		Phases: 3, 6, 9, 12
8	REC	0		
36	END	0		
29	STUN	0		Total Characteristics Cost: 111 (+10 with NCM)
Movement: Running: 6"/12" Flight: 10"/20" Swimming: 8"/16"				
Cost	Powers		END	
8	<i>Claws:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)		1	
35	<i>Power Over Women:</i> Mind Control 14d6, Reduced Endurance (½ END; +¼); No Range (-½), Set Effect (only to seduce women; -1)		3	
100	<i>Instill Madness:</i> Major Transform 6d6 (sane person into insane person with the Psychological Limitation <i>Utterly, Gibbering Insane</i> [Very Common, Total]; heals back through appropriate curative magics), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼), Reduced Endurance (½ END; +¼); Extra Time (Full Phase; -½), Limited Normal Range (50"; -½), Limited Target (sentient beings; -¼)		10	
6	<i>Divine Form:</i> Damage Resistance (6 PD/6 ED)		0	
60	<i>Divine Form:</i> Physical and Energy Damage Reduction, Resistant, 50%		0	
15	<i>Divine Form:</i> Life Support (Longevity: Immortality; Immunity: Disease)		0	
13	<i>Wings:</i> Flight 10"; Restrainable (-½)		2	
6	<i>Spirit Of The Water:</i> Swimming +6" (8" total)		1	
18	<i>Expert In Medicine:</i> Simplified Healing 6d6; Concentration (½ DCV throughout; -½), Extra Time (1 Turn; -1¼), Gestures (throughout; -½)		6	
39	<i>Assume Human Form:</i> Shape Shift (Sight, Hearing, and Touch Groups, any human male shape), Reduced Endurance (0 END; +½)		0	
Skills				
5	+1 HTH			
10	<i>Suckled By The Goddess Of Speech:</i> +2 with Interaction Skills			
10	Animal Handler (Equines) 17-			
3	Contortionist 13-			
3	Conversation 13-			

3	High Society 13-
3	KS: Music 12-
3	KS: Sexual Techniques 12-
3	Paramedic 12-
3	PS: Musician (choice of instrument) 13-
3	PS: Sexual Techniques 13-
3	PS: Singing 13-
3	Oratory 13-
9	Seduction 16-
3	SS: Alchemy 12-
3	SS: Medicine 12-

Total Powers & Skills Cost: 370**Total Cost: 481****75+ Disadvantages**

15	Distinctive Features: unearthly handsome- ness (Concealable With Difficulty; Causes Major Reaction [desire])
0	Physical Limitation: Human Size
15	Psychological Limitation: Lecherous (Common, Strong)
10	Reputation: abductors of women, 11-
366	Experience Points

Total Disadvantage Points: 481**OPTIONS****Cost Power**

50	<i>Gandharva Magic:</i> 50 points' worth of Magic Skills and spells related to air
----	---

Ecology: The 6,333 gandharva are the sons of Brahma, creator of the universe. Spirits of the air and sky, they're ruled by Chitratha, their king. While they tend to dwell high in the mountains, gandharva venture down from their aerial abodes to lurk near forest pools in the hopes of waylaying a woman coming to bathe or gather water (this despite having the apsaras as wives!). Although normally fairly benevolent, gandharva can become dangerous in the evenings, and may gather with rakshasa and yaksas in great packs to cause all sorts of trouble.

Personality/Motivation: The gandharva are somewhat capricious in nature. On the one hand, they're well-known for their skill at medicine, the brewing of love potions, and making *soma* (the celestial wine). On the other hand, they're so enamored of women that they think nothing of stealing one away from her home and family, and freely associate with the vile rakshasas and somewhat unpredictable yakshas (see page 90). They're also known for their dislike of the naga (see page 83), and at one point an army of gandharva went so far as to invade the subterranean city of the naga.

Powers/Tactics: More suited to combat than their wives, the gandharva will lash out at a foe with their taloned feet if attacked. If that doesn't work, the gandharva are also quite capable of driving men mad with a glance, and won't hesitate to do so. The gandharva are also skilled in the arts, and are noted for their singing voices and skill at various musical instruments, their abilities as a healer, and their impressive lovemaking skills.

Campaign Use: The gandharva are basically the male version of the apsaras, and require the same care when used in a game. If you wish, they can be used as a more “normal” monster encounter, simply by emphasizing the gandharva’s more predatory nature. Of course, as with any creature with a penchant for kidnapping woman (especially beautiful princesses), the campaign seeds are virtually endless and almost write themselves.

Appearance: The gandharva normally appear as men with the lower bodies of birds, and have wings sprouting from their shoulders. They can shape shift into a fully human form, and are noted for being extremely handsome (some say effeminate) when appearing like this. In human form, the gandharva will dress in courtly garb, usually comprised of a crown, necklaces, arm and wrist bands, a decorated belt, and a loose kilt-like garment about the waist.

GANDHARVA VARIANTS

The gandharva aren’t the only animal/human hybrids to be found in the folklore and mythology of India. Other beings include:

Betikhân

The betikhân are a form of nature spirit. They’re described as looking like the Greek faun (or satyr) and dwell in the Neilgherry Hills, where they spend much of their time hunting. You can use the Satyr character sheet on page 112 of *The HERO System Bestiary* to simulate the betikhân.

Kinnara

These beings (also known as *kimprushas*) are attendants to Kubera, god of the spirits (and king of the gandharvas and yakshas), the North, and guardian of wealth. They’re variously described as birds with human heads or humans with horses’ heads. Like gandharvas (to whom they’re directly related), the kinnara are excellent musicians and singers. While you can use the standard Gandharva character sheet to simulate the kinnara, you might also want to make the kinnara more like the satyrs found in the Himmapan Forest (see page 114).

KIRATA PACKAGE DEAL

Abilities

Cost	Ability
5	+5 STR
9	+3 DEX
4	+2 CON
2	+1 BODY
4	Running +2”
2	Leaping +2”
2	Swimming +2”
20	<i>Tiger’s Jaws:</i> HKA 1d6+1
8	<i>Tiger’s Claws:</i> HKA ½d6; Reduced Penetration (-¼)
4	<i>Roar:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)
9	<i>Tiger’s Senses:</i> +3 PER with all Sense Groups
5	<i>Tiger’s Eyes:</i> Nightvision
5	<i>Tiger’s Nose:</i> Tracking with Normal Smell
6	AK: Home Forest (INT +3)
3	Climbing
3	<i>Camouflage Coloration:</i> +4 to Concealment; Self Only (-½), Only In Woodland Environments (-1)
3	Stealth 13-
4	<i>Camouflage Coloration:</i> +4 to Stealth; Only In Woodland Environments (-1)
2	Survival (Temperate/Subtropical Forests)
3	Tracking
3	Environmental Movement: Thicketmaster (no penalties in undergrowth)

Total Cost Of Package Abilities: 106

Disadvantages

Value	Disadvantage
None	

Total Cost Of Package Disadvantages: 0

Kirata

The kirata are a race of primitive peoples who dwell in mountain forests in northeastern India. The males have the bodies of men from the waist down and tigers from the waist up. They tend to live either near, or in, water, where they eat fish raw... though some kirata aren’t above catching and eating humans if they have the chance. The females are especially beautiful, with golden skin and a penchant for frolicking nude in the forest (and like the apsarasas they’re more than willing to seduce mortal men). You can create female kirata by using the Dryad character sheet on page 72 of *Monsters, Minions, And Marauders*; for males, using the accompanying Package Deal.

GHORMUHAS

Val	Char	Cost	Roll	Notes
15	STR	5	12-	Lift 200 kg; 3d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
15	CON	10	12-	
11	BODY	2	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
5	PD	2		Total: 5 PD (1 rPD)
5	ED	2		Total: 5 ED (1 rED)
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
30	END	0		
27	STUN	0		Total Characteristics Cost: 42

Movement: Running: 9"/18"
Leaping: 1"/2"

Cost	Powers	END
10	<i>Bite:</i> HKA ½d6 (1d6+1 with STR)	1
1	<i>Tough Skin:</i> Damage Resistance (1 PD/1 ED)	0
6	<i>Swift:</i> Running +3" (9" total)	1
6	<i>Sharp Senses:</i> +2 PER with all Sense Groups	0

Skills

3	Stealth 12-
3	Tracking 11-
4	WF: Common Melee Weapons, Common Missile Weapons

Total Powers & Skills Cost: 33

Total Cost: 75

75+ Disadvantages

0	Physical Limitation: Human Size
15	Physical Limitation: One Leg (Frequently, Greatly)
5	Physical Limitation: Reduced Leap, can leap only half as far as STR indicates (Infrequently, Slightly Impairing)

Total Disadvantage Points: 95

Ecology: The Ghormuhas (the term is both singular and plural) dwell in an isolated portion of India. They live in small villages, building sturdy houses that shelter multiple generations of one family, and grow rice and other crops. They like to supplement their diet with fresh meat and often form hunting parties to go after their favorite prey: men. Details of their social organization are unknown, but they may be tribal; fighting among such tribes seems possible, especially since the Ghormuhas aren't above feeding on their own kind.

Personality/Motivation: Normal sentient humanoid motivations. Ghormuhas are a cruel race, known for boiling their victims alive in pots of oil. They have no concept of filial piety — they may hurl their own mothers and fathers onto the roofs of their homes, waiting for the time when their parents fall off and die. Once this occurs, the Ghormuhas summon other village members for a feast. They're only somewhat kinder to their captives.

Anyone captured by the Ghormuhas can expect to be strung out over a smoky fire to drive out any vermin infesting his body or clothing. Afterwards the Ghormuhas feed him rice and turmeric to fatten him up, then eat him.

Powers/Tactics: Ghormuhas use the full range of tactics available to sentient humanoids. If they wear armor it's usually quilted cloth or light chainmail. They wield the weapons common to the Indian subcontinent: maces, swords, spears, and bows.

Campaign Use: This character sheet represents a typical competent Ghormuhas the PCs might encounter in a situation where you need a character sheet (*i.e.*, combat or the like). You can easily customize this character sheet by applying one of the templates found on pages 116-118 of *Monsters, Minions, And Marauders*, such as Chieftain or Fighter. Lesser Ghormuhas (such as the young, most females, and the elderly) would have slightly lower Characteristics, different Skills, and so forth.

Appearance: A Ghormuhas has the body and arms of a large, strong, man atop a single human-like leg. The creature's head resembles that of a horse, except the teeth are sharp, pointed, and suited for tearing meat.



KALIYA				
Val	Char	Cost	Roll	Notes
60	STR	50	21-	Lift 100 tons; 12d6 [6]
15	DEX	15	12-	OCV: 5/DCV: 5
30	CON	40	15-	
25	BODY	30	14-	
13	INT	3	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
35	PRE	25	15-	PRE Attack: 6d6
8	COM	-1	11-	
20	PD	8		Total: 20 PD (14 rPD)
20	ED	14		Total: 20 ED (14 rED)
4	SPD	15		Phases: 3, 6, 9, 12
18	REC	0		
60	END	0		
70	STUN	0		Total Characteristics Cost: 209 (+111 with NCM)
Movement:		Running: 15"/30" Leaping: 0"/0" Swimming: 11"/22"		
Cost	Powers	END		
85	<i>Five Heads:</i> Duplication (creates 5 349-point Duplicates); Cannot Recombine (-0)	0		
51	<i>Smoke:</i> Darkness to Sight Group 7" Cone, Reduced Endurance (0 END; +½), Persistent (+½), Personal Immunity (+¼); No Range (-½), Does Not Work Underwater Or In High Winds (-¼)	0		
30	<i>Tail Lash:</i> HA +6d6, Reduced Endurance (0 END; +½); Hand-To-Hand Attack (-½)	0		

22	<i>Bite:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
51	<i>Fire:</i> RKA 3d6, Area of Effect (18" Line; +1); No Range (-½), Does Not Work In Water (-¼)	9
14	<i>Scaled Hide:</i> Damage Resistance (14 PD/14 ED)	0
18	<i>Huge:</i> Knockback Resistance -9"	0
18	<i>Slithering:</i> Running +9" (15" total)	3
9	<i>River Dweller:</i> Swimming +9" (11" total)	2
5	<i>Breathes Air And Water:</i> Life Support (Expanded Breathing: Breathe Underwater)	0
3	<i>Dwells At The Bottom Of A River:</i> Life Support (Safe Environments: High Pressure, Intense Cold)	0

Perks		
65	Followers: 1,000 King Cobras (or other snakes, as the GM sees fit; all are built on 75 Base Points)	
10	Fringe Benefit: King Of All Serpents	

Skills		
10	+2 HTH	
4	+2 OCV with Grab	

Total Powers & Skills Cost: 395
Total Cost: 604

75+ Disadvantages		
10	Physical Limitation: Huge (8" long, -6 DCV, +6 to PER Rolls) (All The Time, Greatly Impairing)	
5	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)	
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)	
15	Psychological Limitation: Destructive And Cruel (Common, Strong)	
484	Experience Points	

Total Disadvantage Points: 604



KALIYA HEAD

Val	Char	Cost	Roll	Notes
40	STR	30	17-	Lift 6400 kg; 8d6 [4]
15	DEX	15	12-	OCV: 5/DCV: 5
25	CON	30	14-	
15	BODY	10	12-	
13	INT	3	12-	PER Roll 12-
15	EGO	10	12-	ECV: 5
20	PRE	10	15-	PRE Attack: 4d6
8	COM	-1	11-	
20	PD	12		Total: 20 PD (10 rPD)
20	ED	15		Total: 20 ED (10 rED)
4	SPD	15		Phases: 3, 6, 9, 12
13	REC	0		
50	END	0		
48	STUN	0		Total Characteristics Cost: 149 (+54 with NCM)

Movement: Running: 6"/12"

Cost	Powers	END
51	<i>Smoke:</i> Darkness to Sight Group 7" Cone, Reduced Endurance (0 END; +½), Persistent (+½), Personal Immunity (+¼); No Range (-½), Does Not Work Underwater Or In High Winds (-¼)	0
22	<i>Bite:</i> HKA 1d6 (2d6 with STR), Armor Piercing (+½)	2
51	<i>Fire:</i> RKA 3d6, Area of Effect (18" Line; +1); No Range (-½), Does Not Work In Water (-¼)	9
10	<i>Scaled Hide:</i> Damage Resistance (10 PD/10 ED)	0
18	<i>Huge:</i> Knockback Resistance -9"	0
5	<i>Breathes Water:</i> Life Support: Expanded Breathing (Breathe Underwater)	0
1	<i>Dwells At The Bottom Of A River:</i> Life Support (Safe Environment: High Pressure)	0
18	<i>Slithering:</i> Running +9" (15" total)	3
Skills		
10	+2 HTH	
4	+2 OCV with Grab	

Total Powers & Skills Cost: 190

Total Cost: 339

75+ Disadvantages

0	Physical Limitation: Human Size
5	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipula- tion (Frequently, Greatly Impairing)
15	Psychological Limitation: Destructive And Cruel (Common, Strong)
229	Experience Points

Total Disadvantage Points: 339

Ecology: Kaliya is an immense multi-headed snake who lives in the deepest part of the Yamuna River. By day, he sleeps quietly, but at night he rises from the water to lay waste to the surrounding countryside.

Personality/Motivation: For the most part, Kaliya desires food, and his nightly ravagings serve mainly to feed his vast bulk. He's also strongly territorial; he attacks anyone who disturbs him or his river.

Powers/Tactics: If Kaliya's in the water, he usually ensnares his foe in his many coils, squeezing him to death or holding him underwater to drown. On land, Kaliya uses his fiery breath to incinerate his enemies, often combining blasts of fire with thick clouds of smoke to confuse and mislead attackers. In close combat he can bite or lay about with his tail. To make matters worse, Kaliya, as king of all serpents, is attended by hundreds of lesser snakes who swarm over any attackers. If wounded or severely pressed, Kaliya flees, returning to the depths of his watery home.

Campaign Use: Similar in many respects to the Yamata-no-Orochi (see AB2), Kaliya also battled a god; in this case Krishna, who trapped the snake under one of his immeasurably heavy feet before banishing him forever.

Although Kaliya is technically a unique being, you can easily change him into a more generic serpent-monster (or species thereof). If you eliminate the extra heads (and the Followers), Kaliya becomes a form of wingless dragon. Converting the fiery RKA into a water-based Energy Blast makes Kaliya a true water dragon (change the special effect for Kaliya's Darkness from smoke to a cloud of mist). You can adopt further modifications from the *kioh-lung* character sheet on page 36, or the character sheet for the Yamata-no-Orochi in AB2.

If you wish to make Kaliya more powerful, simply increase either his size or his number of heads. At least one version of the myth describes the snake as having "one thousand hoods" (*i.e.*, heads).

Appearance: Kaliya is a five-headed snake of great size. His heads are variously described as either bejeweled or ugly (this version presumes the latter). Kaliya's back is deep blue, crisscrossed with darker bands, while his belly is a pale white.

MORE MAKARA

For additional Makara-like creatures, see the Pla Kwai and the Pla Seu on page 118. The former has the head of a buffalo on a fish's body, while the latter has the head and forelimbs of a tiger on the body of a fish.

MAKARA

Ecology: A makara is an Indian water monster or “wonder beast.” They live in the ocean (known as makaravasa, or “makara’s abode”) or in lakes and rivers, where they act as guardians of sacred waters. Due to their semi-divine nature, makara are often used as mounts by various Indian gods. Varuna, the Vedic god of the oceans, has as his steed a makara with the head of an antelope and the body of a fish. He’s also served by many other makara of different types.

Makara supposedly came about after the Awakening of Buddha, when all hate vanished from the world and many animals mated freely, producing hybrid offspring. They represent the duality of nature and of good versus evil, as well as the bringing of order out of chaos. Because of their aquatic nature, they’re also called *jala-rupa*, or “water form.” Other names for them include *asita-dashtra* (“black teeth”), *kantaka*, *magar*, *makar*, and in Nepal, *hitmangah*. In Japan the makara is called a *makatsugyo*, and is described as a clawed, fanged, tusked, short-trunked water beast.

Personality/Motivation: As guardians of the water, makara are supposed to bring life to the virtuous while punishing evil. However, not all makara are benevolent beings; some attack anyone they meet.

Powers/Tactics: The natural weapons of a makara depend on its form. A makara with the head of an antelope uses its horns in combat, while a crocodile-headed makara bites; an elephant-headed makara tries to gore a foe with its tusks, then attacks with teeth and claws. Since all makara have fishtailed bodies, they can also bash foes with their tail fins. Finally, some makara are reputed to control the source of life-giving water and can create or stop rainstorms.

Campaign Use: You can use the makara character sheet as a template for developing any number of animal/fish hybrids. In your campaign setting, makara can range from being a simple waterborne menace, to the guardian of a sacred lake or river, to a messenger of the gods. According to some legends, a makara holds a priceless pearl in its mouth, something adventurers may eagerly search for — especially since this pearl supposedly gives the holder the power to force anyone to fall in love

with him. As master of water, a makara is said to be able to give forth *rasa* (“water” or “juice”) capable of granting a man great virility and making him irresistible to his beloved.

Appearance: “Makara” is a generic term for any composite animal with the body of a fish and the head of a mammal. Originally the makara was a giant crocodile, later it became a crocodile with a fish’s tail, and then became any fish-bodied creature with the head of either a crocodile, dog, elephant, goat, lion, or ram. Some makara (especially those seen in Nepal) replace the fish tail with a plant-like structure (or have it extending from the tail). If this is the case, the plant portion of the makara is made up of lotus leaves, stalks, and flowers (the lotus is holy to Buddha). The most extreme description of a makara (which brings to mind the “nine resemblances” of the Chinese kioh-lung) is as follows: the jaws of a crocodile, the scales of a fish, the tail of a peacock, the trunk of an elephant, the eyes of a monkey, and the tusks of a boar.



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ANTELOPE MAKARA				
Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
16	DEX	18	12-	OCV: 5/DCV: 5
18	CON	16	13-	
14	BODY	8	12-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
7	PD	3		Total: 7 PD (1 rPD)
5	ED	1		Total: 5 ED (1 rED)
3	SPD	4		Phases: 4, 8, 12
8	REC	0		
36	END	0		
33	STUN	0		Total Characteristics Cost: 65 (+9 with NCM)

Movement: Running: 0"/0"
Swimming: 14"/28"

Cost	Powers	END
5	<i>Bite:</i> HKA 1 point (½d6 with STR)	1
7	<i>Horns:</i> HKA ½d6; No STR Bonus (-½)	1
10	<i>Fish Tail Bash:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
1	<i>Tough Hide:</i> Damage Resistance (1 PD/1 ED)	0
3	<i>Scaly Skin:</i> Armor (2 PD/2 ED); Activation Roll 11- (or Hit Locations 7 and 13-18; -1)	0
6	<i>Heavy:</i> Knockback Resistance -3"	0
5	<i>Breathes Air And Water:</i> Life Support (Expanded Breathing: Breathe Underwater)	0
3	<i>Aquatic Body:</i> Life Support (Safe Environments: High Pressure, Intense Cold)	0
12	<i>Fish Tail:</i> Swimming +12" (18" total)	1
-12	<i>Only Swims:</i> Running -6"	
6	<i>Sharp Senses:</i> +2 PER with all Sense Groups	0

Skills

5 +1 HTH

Total Powers & Skills Cost: 51

Total Cost: 116

75+ Disadvantages

- 5 Physical Limitation: Large (8m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 21 Experience Points

Total Disadvantage Points: 116

CROCODILE MAKARA				
Val	Char	Cost	Roll	Notes
25	STR	15	14-	Lift 800 kg; 5d6 [2]
15	DEX	15	12-	OCV: 5/DCV: 5
23	CON	26	14-	
18	BODY	16	13-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	10-	
10	PD	5		Total: 14 PD (4 rPD)
8	ED	3		Total: 12 ED (4 rED)
3	SPD	5		Phases: 4, 8, 12
10	REC	0		
46	END	0		
43	STUN	0		Total Characteristics Cost: 92 (+19 with NCM)

Movement: Running: 0"/0"
Swimming: 11"/22"

Cost	Powers	END
15	<i>Crocodilian Maw:</i> HKA 1d6 (2d6 with STR)	1
10	<i>Fish Tail Bash:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
12	<i>Scaly Skin:</i> Armor (4 PD/4 ED)	0
12	<i>Heavy:</i> Knockback Resistance -6"	0
5	<i>Breathes Air And Water:</i> Life Support (Expanded Breathing: Breathe Underwater)	0
3	<i>Aquatic Body:</i> Life Support (Safe Environments: High Pressure, Intense Cold)	0
9	<i>Fish Tail:</i> Swimming +9" (11" total)	1
-12	<i>Only Swims:</i> Running -6"	
6	<i>Sharp Senses:</i> +2 PER with all Sense Groups	0

Skills

- 4 +2 OCV with Bite
- 6 +3 OCV with Grab

Total Powers & Skills Cost: 70

Total Cost: 162

75+ Disadvantages

- 10 Physical Limitation: Enormous (8m; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 62 Experience Points

Total Disadvantage Points: 162

ELEPHANT MAKARA				
Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 [4]
14	DEX	12	12-	OCV: 5/DCV: 5
30	CON	40	15-	
30	BODY	40	15-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
30	PRE	20	15-	PRE Attack: 6d6
8	COM	-1	11-	
12	PD	3		Total: 12 PD (4 rPD)
9	ED	3		Total: 9 ED (4 rED)
3	SPD	6		Phases: 4, 8, 12
15	REC	0		
60	END	0		
68	STUN	0		Total Characteristics Cost: 158 (+83 with NCM)

Movement: Running: 0"/0"
Leaping: 5"/10"
Swimming: 10"/20"

Cost	Powers	END
15	<i>Bite:</i> HKA 1d6+1 (2½d6 with STR)	1
12	<i>Tusks:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
12	<i>Claws:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
10	<i>Fish Tail Bash:</i> HA +3d6; Hand-To-Hand Attack (-½)	1
4	<i>Tough Hide:</i> Damage Resistance (4 PD/4 ED)	0
6	<i>Scaly Skin:</i> Armor (4 PD/4 ED); Activation Roll 11- (or Hit Locations 7 and 13-18; -1)	0
16	<i>Heavy:</i> Knockback Resistance -8"	0
5	<i>Breathes Air And Water:</i> Life Support (Expanded Breathing: Breathe Underwater)	0
3	<i>Aquatic Body:</i> Life Support (Safe Environ- ments: High Pressure, Intense Cold)	0
8	<i>Fish Tail:</i> Swimming +8"	1
-12	<i>Only Swims:</i> Running -6"	
6	<i>Sharp Senses:</i> +2 PER with all Sense Groups	0
6	<i>Trunk:</i> Extra Limb, Inherent (+¼)	0

Skills
10 +2 HTH

Total Powers & Skills Cost: 101
Total Cost: 259

- 75+ Disadvantages**
- 10 Physical Limitation: Enormous (9m; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
 - 10 Physical Limitation: Limited Manipulation (Frequently, Slightly Impairing)
 - 5 Physical Limitation: Reduced Leap; can only leap half as far as STR indicates (Infrequently, Slightly Limiting)
 - 159 Experience Points

Total Disadvantage Points: 259

Description: In Thailand this creature is known as *Kunchorn Waree*. It has the head and front two legs of an elephant, and the rear body of an immense fish. Capable of swimming quite swiftly, it dwells in the lakes and rivers of the Himmapan Forest (see page 114).

OPTIONS

You can add any of the following powers to any type of makara.

- Cost Powers**
- 60 *Makara Water Magic:* 60 points' worth of Magic Skills and spells related to water
 - 53 *Summon/Dispel Rain:* Change Environment (create rainstorms) 16" radius, -1 to all Sight and Hearing Group PER Rolls, Long Lasting (an hour or more), Multiple Combat Effects, MegaArea (1" = 1 km broad and wide; +¼), Reduced Endurance (0 END; +½), Varying Effect (create/stop rain; +¼); Extra Time (Full Phase; -½), No Range (-½)

NAGA				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
12	BODY	4	11-	
20	INT	10	13-	PER Roll 13-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
20	COM	5	13-	
5	PD	3		Total: 5 PD (2 rPD)
5	ED	2		Total: 5 ED (2 rED)
3	SPD	5		Phases: 4, 8, 12
5	REC	0		
26	END	0		
25	STUN	1	Total Characteristics Cost: 81	
Movement:		Running: 7"/14" Swimming: 4"/8" Leaping: 0"/0"		
Cost	Powers			END
1	Scaly Skin: Damage Resistance (2 PD/2 ED); Activation Roll 11- (or Locations 13-18; -1)			0
5	Breathes Air And Water: Life Support (Expanded Breathing: Breathe Underwater)			0
3	Aquatic Body: Life Support (Safe Environments: High Pressure, Intense Cold)			0
15	Semi-Divine Form: Life Support (Longevity: Immortality; Immunity: all terrestrial diseases and biowarfare agents)			0
43	Assume Human Form: Shape Shift (Sight, Touch, Hearing, and Smell/Taste Groups, any humanoid form), Reduced Endurance (0 END; +½)			0
2	Slithering: Running +1" (7" total)			1
2	Amphibious Form: Swimming +2" (4" total)			1
Perks				
2	Fringe Benefit: Lower Nobility			
Talents				
3	Environmental Movement: Aquatic Movement (no penalties in water)			
Skills				
3	High Society 12-			
1	PS: Dancing 8-			
1	PS: Singing 8-			
3	WF: Common Melee Weapons, Bows			

Total Powers & Skills Cost: 84

Total Cost: 165

75+ Disadvantages

- 25 Hunted: Garuda 14- (Mo Pow, Kill)
- 0 Physical Limitation: Human Size
- 5 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 60 Experience Points

Total Disadvantage Points: 165

OPTIONS

Cost Power

- var *Great Size:* Apply one of the Size/Weight Templates and Physical Limitations from pages 574-75 of *The HERO System 5th Edition, Revised*. Naga should be no more than Huge in size.
- 60 *Naga Magic:* 60 points' worth of Magic Skills, spells, and abilities, usually related to nature and/or water
- +5 *Terrible Aspect:* +5 PRE
- 57 *Cause Drought:* Change Environment (create dry land and heat) 16" radius, +5 Temperature Levels, Long Lasting (1 Week or longer), Mega-Area (1" = 1 km broad and wide; +¼), Reduced Endurance (0 END; +½); Extra Time (Full Phase to activate; -¼), No Range (-½)
- 77 *Create Epidemic:* Drain 5d6, any Characteristic one at a time (+¼), Delayed Return Rate (points return at the rate of 5 per Month; +2), Ranged (+½), Line Of Sight (+½), Reduced Endurance (½ END; +¼), Sticky (+½); Extra Time (Full Phase; -½), Gradual Effect (5 Days, 1d6/day; -1¼)
- 61 *Summon Vast Rainstorms:* Change Environment (create rainstorms) 16" radius, -1 to all Sight and Hearing Group PER Rolls, Long Lasting (1 Hour or longer), Multiple Combat Effects, MegaArea (1" = 1 km broad and wide; +¼), Reduced Endurance (0 END; +½), Varying Effect (create/stop rain; +¼); Extra Time (Full Phase to activate; -¼), No Range (-½)
- 10 *Multiple Eyes:* Increased Arc Of Perception (360 Degrees) for Sight Group
- 3+ *Multiple Heads:* +1 PER with all Sense Groups per extra head
- 5 *Multiple Heads:* Extra Limbs (5 heads [or more as desired]), Inherent (+¼); Limited Manipulation (-¼)
- 42 *Poisonous Breath:* RKA 1d6, NND (defense is Life Support [Self-Contained Breathing or appropriate Immunity]; +1), Does BODY (+1), Reduced Endurance (0 END; +½); Limited Range (1"; -¼)

Ecology: Nagas (female, naginis) are semi-divine beings descended from Kadru, wife of the demigod Kasyapa. They dwell either in underwater palaces in the city of Bhagavati, or underground in the land of Nagaloka (also known as Patala). They're ruled by a king named Anata-Shesha (or Shesha), a supporter of the god Vishnu. Garuda, the immense bird who serves as Vishnu's mount, is the mortal enemy of all naga and attacks them on sight.

Personality/Motivation: Varies, depending on the individual. In general, the naga are neutral in their dealings with both gods and mortals. However, some can be quite malevolent, while others are benign. Naginis be charming and witty, and many minor families of Indian nobility boast of having nagini ancestors.

THE FOUR TYPES OF NAGA

According to a Chinese writer, nagas can be divided into four groups. The first, and most important group, are the celestial nagas, who guard the Heavenly Palace. The second group are the divine nagas, who create clouds and regulate rainfall. Then come the earthly nagas, who manage the world's streams and rivers. The last group of naga live in hiding, guarding treasures and occasionally granting gifts to humans.

Powers/Tactics: Naga use the full range of tactics available to sentient beings. Those that have arms often use human weapons such as swords, maces, and bows. They may wear human armor and carry shields. All naga can assume human form, and great heroes have been known to marry the beautiful daughters of great naga kings. Rumors claim the naga have various supernatural powers. For example, the Nepalese believe naga can control the weather, while others say the naga can kill with their breath, cause droughts and epidemics, or summon vast rainstorms.

Campaign Use: This character sheet represents a typical competent naga the PCs might encounter in a situation where you need a character sheet (i.e. combat and the like). You can customize it by applying any one of the templates found on pages 117-119 of *Monsters, Minions, And Marauders*. Other naga — such as some naginis, or the very young — would have slightly lower characteristics, no WFs, and so forth.

Since nagas have no set personality, you can use them in a wide variety of ways. They may guard a scared treasure or location, haunt a certain area, lurk in the jungle and prey on passersby, or the like. In a Fantasy setting they might serve the gods as messengers and agents, or even be a possible player character race.

Appearance: A naga has either the face of a human and the body of a great snake, or is human from the waist up and snake from the waist down. Some naga have multiple heads or are of great size. All nagas are beautiful in face and form; humans consider them highly attractive.

NAGA VARIANTS

There are other versions of the naga besides the ones of the Indian subcontinent. Naga are also found in the folklore of Indonesia, Malaysia, and Thailand.

Indonesian Naga

The Indonesian naga is a five-headed dragon that guards temples. To create one, make the following changes to the Hydra character sheet found on page 87 of *The HERO System Bestiary*:

Cost Powers

- Remove Physical Limitation: Animal Intelligence and Psychological Limitation: Greedy
- 22 Remove *Cut Off A Head And Two Shall Take Its Place, Regeneration*
- 5 *Five Heads*: Reduce Duplication to four duplicates
- 5 *Insightful*: +5 INT
- 3 *Brave*: +3 PRE
- 4 Language (GM's choice; Idiomatic)
- 3 *Divine Awareness*: Ultrasonic Perception (Hearing Group)
- 18 *Divine Awareness*: Telescopic (+6 versus Range Modifier for Sight and Hearing Groups)
- 15 *Divine Form*: Life Support (Immunity: all terrestrial diseases and biowarfare agents; Longevity: Immortality)

- 60 *Divine Shield*: Physical and Energy Damage Reduction, Resistant, 50%
- Psychological Limitation: Sworn Defender Of Buddha And Buddhists (Common, Total; 20 points)

Total Cost: +81 points

Thai Naga

A Thai naga looks like a long snake with a dragonish beard and a crown atop of each of its three (or more) heads. Half-brothers to Garuda, they're the giant bird-man's sworn enemies, and number a full thousand to his one. To create a Thai naga, make the following changes to the Giant Snake character sheet found on page 116-117 of *The HERO System Bestiary*:

Cost Powers

- Remove Physical Limitation: Animal Intelligence
- 25 Add Giant Wise Snake Package
- 5 *Breathes Air And Water*: Life Support (Expanded Breathing: Breathe Underwater)
- 3 *Aquatic Body*: Life Support (Safe Environments: High Pressure, Intense Cold)
- 15 *Semi-Divine Form*: Life Support (Immunity: all terrestrial diseases and biowarfare agents; Longevity: Immortality)
- 9 *Multiple Heads*: +3 PER with all Sense Groups
- 10 *Multiple Eyes*: Increased Arc Of Perception (360 Degrees) for Sight Group
- 5 *Multiple Heads*: Extra Limbs (3 heads [or more as desired]), Inherent (+¼); Limited Manipulation (-¼)
- var Any of the Optional Naga Powers

Total Cost: +72 points

West Malaysian Naga

This naga is a multi-headed ocean-dwelling dragon that preys on fish and fishermen alike. To create one, make the following changes to the Hydra character sheet found on page 87 of *The HERO System Bestiary*:

Cost Powers

- 22 Remove *Cut Off A Head And Two Shall Take Its Place, Regeneration*
- 5 *Five Heads*: Reduce Duplication to five duplicates
- 5 *Breathes Air And Water*: Life Support (Expanded Breathing: Breathe Underwater)
- 3 *Aquatic Body*: Life Support (Safe Environments: High Pressure, Intense Cold)
- 12 *Only Swims*: Running -6"
- 10 *Aquatic Body*: Swimming +10" (12" total)

Total Cost: -21 points

PISHACHA

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
10	EGO	0	11-	ECV: 3
15	PRE	5	12-	PRE Attack: 3d6
2	COM	-4	9-	
5	PD	3		Total: 5 PD (3 rPD)
4	ED	1		Total: 4 ED (3 rED)
3	SPD	5		Phases: 4, 8, 12
5	REC	0		
30	END	0		
25	STUN	2		Total Characteristics Cost: 37

Movement: Running: 6"/12"
Tunneling: 1"/2"

Cost	Powers	END
5	<i>Fangs:</i> HKA 1 point (½d6 with STR)	1
8	<i>Claws:</i> HKA ½d6 (1d6 with STR); Reduced Penetration (-¼)	1
73	<i>Cause Disease:</i> Drain CON and BODY 5d6, two Characteristics simultaneously (+½), Delayed Return Rate (points return at a rate of 5 per Week; +1¼), NND (defense is Life Support [appropriate Immunity]; +1), Reduced Endurance (0 END; +½); Gradual Effect (5 Days, 1d6/Day; -1¼), Claw HKA Must Do Body (-½)	
3	<i>Unnatural Vitality:</i> Damage Resistance (3 PD/3 ED)	0
47	<i>Unnatural Vitality:</i> Life Support: Total (except for Diminished Eating, and including Longevity: Immortality)	0
5	<i>Digging:</i> Tunneling 1" through 1 DEF materials	1
Skills		
10	+2 HTH	
3	Climbing 12-	
3	Shadowing 11-	
3	Stealth 12-	

Total Powers & Skills Cost: 160

Total Cost: 197

75+ Disadvantages

15	Physical Limitation: repulsed by various amulets, charms, and spells (Infrequently, Fully Impairing)
15	Physical Limitation: sent off to reincarnation if a holy man says the pishacha's true name (Infrequently, Fully Impairing)
15	Psychological Limitation: Adores Human Flesh (Common, Strong)
20	Psychological Limitation: Fears Fire (Common, Total)
20	Psychological Limitation: Utterly Vicious And Evil (Very Common, Strong)
15	Reputation: abductors and rapers of women, 11- (Extreme)
22	Experience Points

Total Disadvantage Points: 197

OPTIONS

Cost Powers

- 48 *Cure Disease:* Major Transform 7d6 (sick
person into well person, heals back through
any normal means that would cause the
character to contract the same disease),
Reduced Endurance (0 END; +½); Extra
Time (1 Turn; -1¼), Limited Target (humans;
-½), No Range (-½)
- 34 *Knowledge Of Past, Present, Future:* Clairsen-
tience (Sight Group), Precognition, Retro-
cognition; One Sense Only (normal sight;
-¼), Vague And Unclear (-½)

Ecology: Reputed to be the most vicious creatures
on Earth, formed from the spirits of adulterers,
criminals, the insane, and liars, pishachas live in
chapel houses, graveyards, deep forests, and simi-
lar deserted and forlorn places, where they devour
corpses and feed off of the remains of rakshasa kills
(see page 88). Their hunger for raw flesh is such
that a pishacha eagerly attacks living prey. It espe-
cially adores human flesh.

Pishacha are also known by the names of
kravyad ("eater of the dead"), *paisacha*, *picacas*,
pisacas, *pisakas*, *pishaca*, *pishashas*, and *yaksha*
("speeder" [but see page 90]). A close relative of
the pishacha is the *pey*. Also known as *alakai*, *iruci*,
and *picacu*, the *pey* are shaggy-haired humanoids
known to haunt battlefields so they can drink the
blood of wounded men.

Personality/Motivation: Utterly and irredeemably
evil, pishachas eagerly seek out humans to destroy
them and drive mad. Their favorite targets are
women; they often rape a sleeping woman instead
of just killing her. They fear fire and can be kept
away with various amulets, charms, and spells. A
holy man can force a pishacha to die and reincar-
nate by saying the pishacha's true (*i.e.*, human)
name.

Powers/Tactics: Pishachas tend to ambush their
prey, ripping at a target with their sharp claws.
They devour slain victims in short order, while
anyone lucky enough to get away soon finds him-
self infected with a highly-lethal disease. Pishachas
possess their own language and may have sufficient
cunning to create a battle plan before attacking. As
a form of ghost, pishachas are said to be able to see
events in both the past and the future, and may use
this ability when planning an attack.

Stories claim pishachas can cure disease as
well. To be cured by a pishacha, someone suffer-
ing from an illness must arrive at a crossroads in a
disheveled condition just before dawn. Placing two
large handfuls of rice in the crossroads, he then
returns home without once looking back. He does
this day after day until he attracts a pishacha's at-
tention and it appears to state that it will cure him.
If diseased person is courteous and accepts, the pisha-
cha heals him of his illness.

Campaign Use: Pishachas are Indian ghouls, pure and simple. You can place them in abandoned ruins, desolate wilderness, or the sewers of a great city. They can appear singly, in small groups, or in great hordes, depending on the number and power level of the PCs. You should be careful of using too many pishacha in a single encounter, however, as their Cause Disease power is quite potent.

Appearance: A pishacha (female: pishachi) has a rotting and repellent humanoid form. It may or may not wear clothing, but based on its life style, anything it does have is probably dirty and filth-encrusted.

THE CLASSES OF PRETA

Vedic mythology lists nine different classes of preta. The Japanese go so far as to mention 36 different types of *gaki*, a similar monster. Here are a few examples of the wide variety of Hungry Ghosts you can choose from:

Cho-kem-ju-jiki-netsu-gaki: These *gaki* eat the ashes from funeral pyres and the clay from graves.

Fujo-ko-hyaku-gaki: These *gaki* eat street refuse and other garbage.

Ghosts Who Receive Discards: These ghosts eat the food thrown away after being used as a temple offerings.

Ghosts Who Receive Lost Food: These ghosts eat the food discarded by the side of the road by travelers.

Ghosts With Foul-Smelling Hair

Ghosts With Foul-Smelling Mouths

Ghosts With Large Ulcers

Jiki-ketsu-gaki: These *gaki* thirst for blood.

Jiki-niku-gaki: This is a flesh-eating ghoul, a *gaki* that devours the corpses of the freshly dead.

Jiki-doku-gaki: Eaters of poison.

Jiki-ké-gaki: Smell-eating *gaki*.

Jiki-fu-gaki: Wind eaters.

Jiki-kwa-gaki: Fire-eating *gaki*.

Kwaku-shin-gaki: These *gaki* are filled with flames that keep their bodily fluids at a boil.

Needle-Haired Ghosts: The body of this ghost is covered with needle-like hairs.

Needle-Throated Ghosts: This is the classic form of Hungry Ghost, with a thin neck and a distended belly. In Japan this is known as a *Shin-ko-gaki*.

Powerful Ghosts: These are beings such as the pishacha (see page 85) and the rakshasa (see page 88).

Shikko-gaki: These *gaki* eat corpses and spread disease.

Shinen-gaki: These *gaki* appear only at night, taking the form of a floating fireball.

Torch-mouthed Ghosts: This form of Hungry Ghost can breath flame.

Hungry Ghosts eat virtually anything, with each preta restricted to a single substance. Examples include: blood, excrement, flesh, incense and incense smoke, mucous, paper, sweat, tattoos, and tea.

PRETA				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
15	CON	10	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
18	EGO	16	13-	ECV: 6
20	PRE	10	13-	PRE Attack: 4d6
2	COM	-4	9-	
5	PD	3		Total: 5 PD (5 rPD)
5	ED	2		Total: 5 ED (5 rED)
3	SPD	5		Phases: 4, 8, 12
5	REC	0		
30	END	0		
25	STUN	2		Total Characteristics Cost: 59

Movement: Running: 6"/12"

Cost	Powers	END
15	<i>Undead Form:</i> Does Not Bleed	0
10	<i>Undead Form:</i> No Hit Locations	0
20	<i>Undead Body:</i> Physical Damage Reduction, Resistant, 50%; STUN Only (-½)	0
5	<i>Undead Body:</i> Damage Resistance (5 PD/5 ED)	0
47	<i>Undead Vitality:</i> Life Support: Total (except for Diminished Eating; including Longevity: Immortality)	0

Skills	
3	Stealth 12-
20	Various Skills possessed in life
Total Powers & Skills Cost: 120	
Total Cost: 179	

75+	Disadvantages
0	Physical Limitation: Human Size
15	Physical Limitation: Susceptible To Various Sutras, Talismans, And Wards (Infrequently, Fully Impairing)
20	Psychological Limitation: Driven To Satisfy Their Hunger (Very Common, Strong)
10	Vulnerability: 2 x Effect from the Presence Attacks of Buddhist holy men (Uncommon)
59	Experience Points
Total Disadvantage Points: 179	

OPTIONS

Cost Powers

- +20 *Enormous Strength*: +20 STR
- 5 *Bite*: HKA 1 point (½d6 with STR)
- +3 *Pig's Face*: Increase *Bite* to HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)
- 33 *Blood Drain*: RKA 1d6, NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); No Range (-½), Bite Must Do BODY First (-½)
- 12 *Breathe Fire*: RKA 1d6; Reduced By Range (-¼)
- 25 *Cause Disease*: Drain BODY 1d6, Delayed Return Rate (points return at a rate of 5 per Week; +1¼), NND (defense is Life Support [appropriate Immunity]; +1), Affects Physical World (+2), Reduced Endurance (0 END; +½); Gradual Effect (6 hours; -1½)
- 8 *Claws/Sharp Fingernails*: HKA ½d6 (1d6 with STR); Reduced Penetration (-¼)
- 60 *Fading*: Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe, Reduced Endurance (0 END; +½)
- 90 *Ghostly Form*: Desolidification (affected by magic or fire), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼)
- 10 *Needle-Like Hairs*: HKA 1 point, Continuous (+1), Damage Shield (does damage in HTH Combat; +¾), Reduced Endurance (0 END; +½), Persistent (+½), Inherent (+¼); Always On (-½), No STR Bonus (-½)
- 155 *Possession*: Mind Control 18d6, Telepathic (+¼), Affects Physical World (+2), Reduced Endurance (0 END; +½); Lockout (preta cannot use any other powers while possessing a target; -½), Mandatory Effect (EGO +30; -¾), No Range (-½) **plus** Desolidification (affected by magic or any attack that affects possessed body), Reduced Endurance (0 END; +½); Linked (to Mind Control; -½) Only To "Merge" With Possessed Body (see text; -1) **plus** Clinging (normal STR), Affects Physical World (+2); Linked (to Desolidification; -½), Only To Remain Merged With A Body If It's Moved Involuntarily (-2) 0
- 67 *The Size Of A Thumb*: +8 DCV **plus** +8 to Concealment; Self Only (-½) **plus** +8 to Stealth

Ecology: According to Buddhist doctrine, those who have lived a life filled with avarice, envy, gluttony, or miserliness are fated to become a "Hungry Ghost" upon death. In this state they're tormented by constant hunger and thirst until they can work off their accumulated bad karma and reincarnate. Preta dwell at crossroads, in deserted buildings, and along fences and walls. Many live off of filth and waste, although they're not adverse to adding some fresh meat (such as an unwary traveler) to their diet. Found all throughout Asia, the preta is known by a wide variety of names. In Cambodia it's called a *khmoch*, in China *o-kuei*, in Japan *gaki*, in Korea *agwi*, in Tibet *yidak*, and in Vietnam a *quy*.

According to Hindu myth, a preta (female: *paret* or *pretui*) is a tiny ghost of the dead, no larger than a man's thumb. They arise when a child is stillborn, or is born crippled or deformed. The preta remains either in the corpse or near the home of the deceased for a year after burial. Although normally harmless if left alone, a preta can become violent if disturbed, spreading disease and drinking the blood of sleeping victims. At the end of the year, a special ritual is performed to send the preta on its way into the afterlife.

Personality/Motivation: All preta are cursed with perpetual hunger and will do whatever they can to alleviate it. Since they can never get enough to eat, they're in a state of perpetual anguish.

Powers/Tactics: Preta with the ability to attack physically use their teeth and claws to tear at a foe, often devouring an opponent once he's dead. Others bite a foe and then begin drinking blood from the wound. Some seek out living humans for warmth and nourishment, but invariably cause their hosts to fall ill.

Campaign Use: Due to the great variation in their abilities, you can use preta in many ways in your campaign. They may be a form of ghoul, lurking in the back alleys of cities or near graveyards. Other preta may haunt trash-heaps or sewer systems. Some may present a threat to the living, while others elicit sympathy from the kindhearted (one can gain good karma by feeding a Hungry Ghost).

Appearance: Preta are thin and emaciated humans with wispy hair, immense potbellies, and needle-like necks. Some may have glaring eyes, pig-like faces, and large prominent fangs and claws. Their skin is always cold, clammy, and apparently bloodless.



RAKSHASA

Val	Char	Cost	Roll	Notes
15	STR	5	14-	Lift 200 kg; 3d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
20	CON	20	13-	
15	BODY	10	12-	
12	INT	2	11-	PER Roll 11-
14	EGO	8	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	9-	
10	PD	7		Total: 10 PD (5 rPD)
10	ED	6		Total: 10 ED (5 rED)
4	SPD	12		Phases: 3, 6, 9, 12
9	REC	4		
40	END	0		
40	STUN	7		Total Characteristics Cost: 112 (+4 with NCM)

Movement: Running: 6"/12"

Cost	Powers	END
3	<i>Gains Strength At Twilight:</i> +5; Only After Twilight (-¼), No Figured Characteristics (-½)	1
5	<i>Full Strength At Night:</i> +10 STR; Only At Night (-½), No Figured Characteristics (-½)	2
25	<i>Long Fangs:</i> HKA 1½d6 (3d6+1 with STR)	2
12	<i>Twisted Claws:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
5	<i>Tough Hide:</i> Damage Resistance (5 PD/5 ED)	0
10	<i>Haunt Graveyards:</i> Life Support (Immunity: all terrestrial diseases and biowarfare agents)	0
81	<i>Change Form:</i> Shape Shift (Sight, Hearing, Smell/Taste, and Touch Groups, any shape), Imitation, Makeover, Reduced Endurance (0 END; +½)	0
73	<i>Changed Form Powers:</i> Variable Power Pool, 40 base + 20 control cost, Powers Can Be Changed As A Half Phase Action (+½), No Skill Roll Required (+1); Only Powers Matching Shape Shifted Form (-½)	
5	<i>Rakshasa's Eyes:</i> Nightvision	0

Skills

10	+2 HTH
3	Persuasion 13-
3	Seduction 13-
3	Stealth 13-

Total Powers & Skills Cost: 238

Total Cost: 350

75+ Disadvantages

0	Physical Limitation: Human Size
15	Psychological Limitation: Fears Fire And Sunlight (Common, Strong)
20	Psychological Limitation: Greedy And Lecherous (Very Common, Strong)
15	Psychological Limitation: Wicked And Cruel (Common, Strong)
225	Experience Points

Total Disadvantage Points: 350

OPTIONS

Cost Powers

var	<i>Larger Or Smaller:</i> Apply one of the Size/Weight Templates and Physical Limitations from pages 574-76 of <i>The HERO System 5th Edition, Revised</i> . Rakshasa come in many sizes, and ones from Small to Gargantuan in size are not unheard of in Indian legends.
4	<i>Long, Grabbing Arms:</i> Stretching 1" (or more), Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)
3	<i>Long Tongue:</i> Stretching 1", Reduced Endurance (0 END; +½); Always Direct (-¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼), Limited Body Parts (tongue; -¼)
24	<i>Moves Faster Than The Wind:</i> Running +12" (18" total)
3+	<i>Multiple Heads:</i> +1 PER with All Sense Groups per extra head
10	<i>Multiple Eyes:</i> Increased Arc Of Perception (360 Degrees) for Sight Group
5	<i>Multiple Heads:</i> Extra Limbs (5 heads [or more as desired]), Inherent (+¼); Limited Manipulation (-¼)
6	<i>Three Or More Arms (or Legs):</i> Extra Limbs (varies), Inherent (+¼)
30	<i>Turn Invisible:</i> Invisibility to Sight Group, No Fringe
var	<i>Venomous Claws:</i> See the Venom Templates on pages 28-30 of <i>The HERO System Bestiary</i> .
-10	Add Psychological Limitation: Despise The Smell Of Mustard (Uncommon, Strong)
-35	Add Susceptibility: to direct sunlight, takes 2d6 per Segment (Very Common)
-20	Add Vulnerability: 2 x STUN from Fire attacks (Common)
-20	Add Vulnerability: 2 x BODY from Fire attacks (Common)

Ecology: Rakshasas ("the injurer") are a collection of diverse beings of all shapes and sizes. They were originally created by the god Brahma, birthed from his foot. They were then charged with guarding the sacred primal waters and the Elixir of Life ("raksh" means "to guard"). These days they dwell on Sri Lanka, in a great kingdom ruled by their king, Ravana (see sidebar, page 90). Other rakshasas tend to inhabit wilderness areas, forests, and cemeteries (although some stories give them wondrous jeweled palaces for their homes), where they prey on humans and animals. The rakshasas are also known as rachhas or rakhas, while the females are rakshasi. The bhuta and vetala (and possibly the pishacha) can be considered a form of rakshasa as well.

Personality/Motivation: To each other rakshasas are loyal and caring, but to the rest of the world they're quite evil. Greedy, lecherous, blasphemous, destructive, and cruel, they delight in causing disease and havoc. They steal offerings left at temples, kill infant children and pregnant women, lay in wait for people trying to ford rivers and cross streams, and attack holy men in the midst of their prayers. Male rakshasas kidnap and rape women, while females

assume the form of a beautiful woman and seduce and devour men. Both male and female rakshasas drink the blood of their victims, saving the brains to force feed to captive children so they can transform them into rakshasas themselves.

Naturally, such a terrible creature fears very little, although their weakened state in sunlight means they avoid being active during the day. The rakshasas have little liking for fire as well, since it's one of the few things that can truly harm them. Finally, it's said they fear the smell of mustard and most prefer the dark of the new moon to work their terrible mischief.

Powers/Tactics: Rakshasas have two ways of fighting. The more devious among them rely on their shapechanging powers (usually allowing them to take the shape of a dog, owl, or vulture — but some can assume most any form) to get close to a victim, then surprise him by changing back to their normal form and ripping him to pieces. More martially inclined rakshasas stay in their normal shape most of the time, relying on their strength and natural weaponry to defeat any foes. Rakshasis usually assume the form of a beautiful woman and seduce their victims, attacking when he least expects it. As creatures of the night, rakshasas are weakened by sunlight, regaining a measure of their strength at dusk and their full, supernatural prowess in the dark of night.

Campaign Use: Rakshasas are normally evil and destructive, although a few may be peaceful, even friendly. You should use them in the same manner as you might use ogres or giants in a more European setting — to cause destruction and wreck havoc.

Appearance: Male rakshasas are large (sometimes gigantic) humanoids with fangs, claws (sometimes on fingers that bend backward from the hand), bloated bellies, red hair and beards, and a generally horrific or bestial appearance (although a rare few are handsome). Some have multiple heads or eyes, or other hideous deformities (such as the head of an animal). Rakshasis are somewhat less terrifying in appearance. They can marry humans, and if they do so are transformed into beautiful women.

RAKSHASA VARIANTS

The rakshasa, and variants thereof, are found all through southeast Asia.

Brahmaparush

The *brahmaparush* is a vampiric demon of India noted for its ferocity and hunger. These beings gladly feast upon human flesh, and eat a man's brain through a hole poked in the skull. Next they remove the top of the skull and use the resulting bowl-shaped piece of bone to drink the victim's blood. Afterwards, the *brahmaparush* disembowels the corpse, winding the intestine about its head and shoulders as it dances joyfully in the moonlight.

To kill a *brahmaparush*, a warrior must refrain from any sort of sin for 90 days, then fast for a length of time and visit a series of nine temples. The sword he will use to kill the *brahmaparush* must be blessed by priests and then passed nine times through sacred incense smoke.



The *brahmaparush* is also known as a *brahmaparusha* or a *neamma-parusha*. You can create any one of these horrific beings by using the Ogre character sheet on page 75 of *Monsters, Minions, And Marauders*. Add in the *Large-Fanged Ogre* and *Claws* options as well as the *Infernal Form* and *Infernal Shield* powers from page 25 of *The HERO System Bestiary*.

Kabanda

Kabanda, or “Barrel,” was once one of the *gandharva*, but an argument with the god Indra resulted in his striking Kabanda so hard Kabanda's head and legs vanished into his body. Now a rakshasa, Kabanda has single eye and an immense mouth in the middle of his cylindrical torso. Eight long arms serve as his legs, allowing him to move about like some vast, hairy spider. Apparently not having learned his lesson from Indra, Kabanda then argued with Rama, who struck down the rakshasa with a blast from his *vajra*. Instead of killing him, this caused Kabanda to return to his original form. So pleased was Kabanda that he joined Rama and helped him battle Ravana, the rakshasa king.

To create Kabanda simply apply the *Enormous Size/Weight Template* and *Physical Limitation* found on pages 574-76 of *The HERO System 5th Edition, Revised* to the Rakshasa character sheet. Remove the *Change Form* and *Changed Form Powers*, and add in the *Long Grabbing Arms* and *Three Or More Arms (or Legs)* (in this case, eight arms) options.

RAVANA

Ravana is the king of the rakshasa. Virtually invulnerable, this demon is of immense size, with ten heads and twenty arms, fiery eyes, and sharp teeth. He's said to be able to shatter mountains, raise great storms, stop the sun and the moon in the sky, and prevent the wind from blowing. He can assume any form he wishes, fly, and is utterly invulnerable, regenerating wounds as fast as they're caused. Nigh unstoppable, Ravana survived battles with several gods and took great delight in capturing and ravishing the wives of princes and kings. He was slain by Prince Rama, hero of the *Ramayana*, who shot him with an arrow created by the god Brahma specifically for the purpose of killing him.

Reksoso

The *reksoso* (female: *reksasi*) are cannibalistic giants of the Indonesia jungles. They regularly track, hunt down, and kill humans who trespass in their domain. To create a rekoso, simply add an HKA bite to the Forest Giant character sheet on page 44 of *Monsters, Minions, And Marauders*.

Thags Yang

Native to Tibet, the *thags yang* are a form of demon. They haunt mountain passes and the edges of villages, preying on travelers. A thags yang can assume three forms: human, man-tiger, and a full tiger. It often uses its human form to get close to a potential victim, then makes its kill in man-tiger or tiger form. Normally a thags yang eats its prey, but some may be more vampiric in nature, consuming a person's "life force" instead (*i.e.*, a BODY Drain). You can create a thags yang by using the Rakshasa character sheet. Simply replace any Shape Shift-related powers with a Multiform allowing the thags yang to become either a 150-point human or a tiger.

Yaksha

The *yakshas* are nature spirits, related to both the rakshasa and the gandharva (although some classify them as with the bhuta, jackals, and pishacha). They're known by a variety of names, including *yakho*, *yakkha*, *yaksa*, *itarajanah* ("other folk"), and *punyajana* ("sacred folk"). Females are *yakshi* or *yakshini*. The males may appear as handsome men or ugly, potbellied dwarves with black skin. Yakshini normally look like beautiful women with lusciously-proportioned bodies dressed in nothing more than expensive jewelry... but some have the head of a horse and are known as *ashvamukhi* ("horse-face"). The yaksha are ruled by a king, Kubera, described as a dwarf with three legs and

eight teeth. Kubera guards all the treasures of the earth, including gold, silver, and precious gems.

Yakshas often live in sacred trees outside of villages, where they stay safe from any harm and ensure the prosperity of the village. Characters can easily identify these trees by the garlands of flowers hung from the branches and offerings of cakes and other foods placed around the roots. Other yaksha live deeper in the forests and often stand guard over buried wealth. All yaksha can change shape and are capable of assuming almost any form, from handsome men and beautiful women to looking like a tree. Females have been known to lead men astray, either to seduce them or to slay them, and also steal infants and devour them. More benevolent yakshas can make a barren woman fertile, while the more malicious among them cause insanity and spread disease (although other yakshas can and will cure the same afflictions). All in all, yakshas are somewhat unpredictable.

You can create a yaksha by simply mixing and matching desired powers from the character sheets for the Apsarasas, Gandharva, and Rakshasa. All yakshas should have the rakshasa's powers of Shape Shift as well as the apsarasas's *Dwells In Trees* power.

Yatu-dhana

A *yatu-dhana* is a form of sorcerer. It follows a rakshasa about, scavenging the demon's kills and cooking the leftover meat and entrails over a fire before consuming the grisly fare. Although human, yatu-dhanas are also thought of as a lesser form of rakshasa. They're reputed to have various magical powers and are as dangerous as they're cowardly. See *The Ultimate Mystic* for ideas on Indian magic styles.

VRITRA

Val	Char	Cost	Roll	Notes
85	STR	75	26-	Lift 3.2 kttons; 17d6 [8]
24	DEX	42	14-	OCV: 8/DCV: 8
35	CON	50	16-	
35	BODY	50	16-	
25	INT	15	14-	PER Roll 14-
24	EGO	28	14-	ECV: 8
40	PRE	30	17-	PRE Attack: 8d6
10	COM	0	11-	
30	PD	13		Total: 30 PD (20 rPD)
30	ED	23		Total: 30 ED (20 rED)
5	SPD	16		Phases: 3, 5, 8, 10, 12
24	REC	0		
70	END	0		
96	STUN	0		Total Characteristics Cost: 342 (+247 with NCM)

Movement: Running: 21"/42"
Leaping: 0"/0"
Swimming: 14"/28"

Cost Powers

Cost	Powers	END
52	<i>Bite:</i> HKA 2d6+1 (4½d6 with STR), Armor Piercing (+½)	5
75	<i>Commands Weather:</i> Change Environment 8" radius, +/-10 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Varying Effect (any weather effect; +1), MegaArea (1" = 1 km broad and wide; +¼), Reduced Endurance (0 END; +½); Extra Time (1 Turn to activate; -¾), No Range (-½)	0
63	<i>Commands The Mist:</i> Change Environment 32" radius, -3 to Sight Group PER Rolls, Personal Immunity (+¼), Reduced Endurance (0 END; +½)	0
120	<i>Commands Lightning:</i> RKA 4d6, Indirect (any angle from above; +½), Reduced Endurance (0 END; +½)	0
48	<i>Commands Thunder:</i> Hearing Group Flash 8d6, Explosion (+½), Reduced Endurance (0 END; +½)	0
20	<i>Scaled Hide:</i> Damage Resistance (20 PD/20 ED)	0
60	<i>Great Size:</i> Physical and Energy Damage Reduction, Resistant. 50%	0
30	<i>Great Size:</i> Knockback Resistance -15"	0
30	<i>Slithering:</i> Running +15" (21" total)	4
12	<i>Controls The Waters:</i> Swimming +12" (14" total)	2
50	<i>Asura Nature:</i> Life Support (Total, including Longevity: Immortality)	0
5	<i>Eyes Of The Serpent Dragon:</i> Infrared Perception (Sight Group)	0
5	<i>Eyes Of The Serpent Dragon:</i> Ultraviolet Perception (Sight Group)	0
6	<i>Senses Of The Serpent Dragon:</i> +2 PER with all Sense Groups	0

Skills

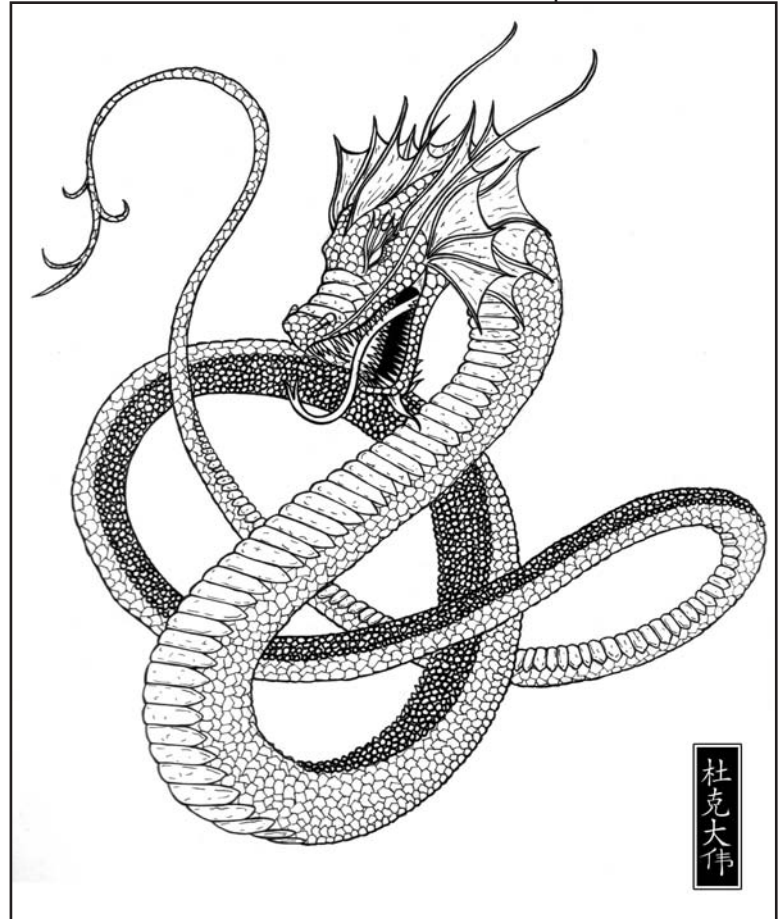
32	+4 with All Combat
8	+4 OCV with Commands Lightning
3	Concealment 14-
3	KS: Vedic Gods And Heroes 14-
3	KS: Vedic History And Mythology 14-
3	Stealth 14-

Total Powers & Skills Cost: 628**Total Cost: 970****75+ Disadvantages**

15	Physical Limitation: Gargantuan (32" long, - 10 DCV, +10 to PER Rolls to perceive Vritra) (Frequently, Greatly Impairing)
5	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipula- tion (Frequently, Greatly Impairing)
15	Psychological Limitation: Cruel And Greedy (Common, Strong)
20	Psychological Limitation: Overconfidence (Very Common, Strong)
20	Reputation: cruel guardian of all the water, 14- (extreme)
805	Experience Points

Total Disadvantage Points: 970

Ecology: Vritra (or Ahi) is an immense serpentine dragon. True to his name, which translates to "one who restrains," he dwells at the top of a celestial mountain encircling all the world's water within



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his mighty coils. Legend has it he was once a man named Citraketu who happened to see the goddess Parvati and the god Shiva lying together in a garden. Angered by his spying, Parvati cursed him, causing him to be reborn as Vritra, an *asura* (demon). In return, Vritra enclosed all the world's water by coiling his body around it and kept it from the world. Eventually, the god Indra killed him with a thunderbolt, releasing the waters and bringing new life to the world.

Personality/Motivation: As an asura, Vritra personifies cruelty and greed. Having been punished for spying Parvati and Shiva, he seeks his revenge by keeping all the world's water in his possession. He cares nothing for the needs and wants of others and is known as a demon of negativity and darkness.

Powers/Tactics: Since he holds all the world's water, Vritra can use it when ever he needs. He will often start a battle by calling up a mist to blind his enemies, or a great storm to simply sweep them away. He also can call lightning out of the sky and summon deafening claps of thunder. In battle he uses these powers to delay, disable, and outright destroy any enemy who dares approach. Anyone who can survive this initial assault must face Vritra's great jaws and thickly-scaled hide. Because of his sheer size and strength, Vritra is utterly fearless; he attacks relentlessly and without hesitation.

Campaign Use: As with any of the other unique creatures in this book, you can use Vritra either as a singular entity or make him the template for a species. As a singular creature, Vritra could be made the basis for an entire campaign in which the heroes must save their village (or country) from drought by finding and defeating him. If used as a species, Vritra could be a form of "storm dragon," akin to the storm giants found in *Monsters, Minions, And Marauders*.

Appearance: Vritra is a huge snakelike dragon, limbless, with a large head and jaws. In keeping with his aspect as a demon of negativity and darkness, Vritra is dark in color.

YALI

Ecology: Yali are hybrid animals thought to be the personification of the elemental forces of nature as well as the uncontrolled passions and appetites of men. As such they're associated with the gods Kali and Vishnu. Yali also guard temples and sanctuaries; paired yali, one male and one female, are often found carved into pillars and supports in the front of such structures. They're usually depicted standing on the back of a makara (see page 80), their mouths open to expose a long tongue and large, sharp teeth.

The yali is known as the *vyala* in southern India. It's also known as the *sinha mukha* ("lion's face/head") or the *yalaka* ("horned lion").

Personality/Motivation: Normal animal motivations for the "personification of elemental forces" form of yali, although they may be overly aggressive or exhibit an insatiable appetite. A guardian yali seeks to protect the temple under its care as well as destroying any evil demons or spirits who dare to come near.

Powers/Tactics: Yali are aggressive in combat, their great size and nature making them fearless in battle. Both forms usually strike with either tusks or horns before biting a foe. A large opponent (one close to the same size as the yali) will be Grabbed with the jaws and then subjected to multiple claw attacks.

Campaign Use: Because of their variable nature, a yali can either be a menace to be defeated by a party of PCs, or a divine guardian protecting a holy shrine. If you use them in the latter role, you should have the yali be paired, with one male and one female.

Appearance: The typical yali has a lion's body and the head of either a horned lion or an elephant. They're often depicted with bells, strings of pearls, and other ornaments around their necks.

VARIOUS FORMS OF YALI

A yali can appear with any one of five different heads, with the horned lion and the elephant the most common. These different heads (and their names) are: dog (*shvana-vyala*), elephant (*gaja-vyala*), horse (*asha-vyala*), human (*nir-vyala*), and lion (*simha-vyala*).

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ELEPHANT YALI

Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 [4]
20	DEX	30	13-	OCV: 7/DCV: 7
30	CON	40	15-	
30	BODY	40	15-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
30	PRE	20	15-	PRE Attack: 6d6
8	COM	-1	11-	
12	PD	3		Total: 12 PD (1 rPD)
9	ED	3		Total: 9 ED (1 rED)
4	SPD	10		Phases: 3, 6, 9, 12
15	REC	0		
60	END	0		
68	STUN	0		Total Characteristics Cost: 168 (+83 with NCM)

Movement: Running: 12"/24"
Leaping: 4"/8"

Cost	Powers	END
20	<i>Bite:</i> HKA 1d6+1 (2½d6 with STR)	1
12	<i>Tusks:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
20	<i>Claws:</i> HKA 1½d6 (3d6+1 with STR); Reduced Penetration (-¼)	1
1	<i>Tough Hide:</i> Damage Resistance (1 PD/1 ED)	0
16	<i>Heavy:</i> Knockback Resistance -8"	0
12	<i>Swift Runner:</i> Running +6" (12" total)	2
3	<i>Elephant's Senses:</i> +1 PER with all Sense Groups except Sight Group	0
2	<i>Elephant's Nose:</i> +1 PER with Smell/ Taste Group	0
6	<i>Trunk:</i> Extra Limb, Inherent (+¼)	0

Skills

10 +2 HTH

Total Powers & Skills Cost: 102

Total Cost: 270

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 10 Physical Limitation: Enormous (8m; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 150 Experience Points

Total Disadvantage Points: 270

LION YALI

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3200 kg; 7d6 [3]
20	DEX	30	13-	OCV: 7/DCV: 7
25	CON	30	14-	
19	BODY	18	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
25	PRE	15	14-	PRE Attack: 5d6
12	COM	1	11-	
11	PD	4		Total: 11 PD (1 rPD)
8	ED	3		Total: 8 ED (1 rED)
4	SPD	10		Phases: 3, 6, 9, 12
12	REC	0		
50	END	0		
50	STUN	0		Total Characteristics Cost: 124 (+33 with NCM)

Movement: Running: 10"/20"

Cost	Powers	END
25	<i>Bite:</i> HKA 1½d6 (3d6+1 with STR)	2
16	<i>Claws:</i> HKA 1d6+1 (2½d6 with STR); Reduced Penetration (-¼)	1
10	<i>Horns:</i> HKA 1d6; No STR Bonus (-½)	1
4	<i>Roar:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
1	<i>Thick Hide:</i> Damage Resistance (1 PD/1 ED)	0
8	<i>Heavy:</i> Knockback Resistance -4"	0
8	<i>Swift Runner:</i> Running +4" (10" total)	2
9	<i>Lion's Senses:</i> +3 PER with all Sense Groups	0
5	<i>Lion's Eyes:</i> Nightvision	0
5	<i>Lion's Nose:</i> Tracking with Normal Smell	0

Skills

- 15 +3 HTH
- 3 Climbing 13-
- 3 Stealth 13-

Total Powers & Skills Cost: 112

Total Cost: 236

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 5 Physical Limitation: Large (8m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 126 Experience Points

Total Disadvantage Points: 236

OPTIONS**Cost Powers**

- Remove Physical Limitation: Animal Intelligence
- 5 *Divine Guardian:* +5 INT (or more)
- 16 *Divine Guardian:* +8 EGO (or more)
- 3 *Divine Guardian:* Life Support (Diminished Sleep: Does Not Have To Sleep)

- 15 *Divine Guardian*: Life Support (Immunity: all terrestrial diseases and biowarfare agents; Longevity: Immortality)
- 20 Psychological Limitation: Sworn Defender Of Hindu Temples And Sanctuaries (Common, Total)

YALI VARIANTS

The yali is but one of a number of composite creatures in Indian mythology.

Bhainsasura

As this creature's name suggests, it's an *asura*, or demon, and seems to be a descendant of Mahisha, the demonic water buffalo who battled the gods. A bhainsasura takes the form of an immense elephant with the head of a water buffalo. It appears at the time of the rice harvest and demands a portion. If ignored or refused it leaves, only to return when the corn ripens and and smash the harvest into the ground. Offering the bhainsasura a pig sates its hunger. To create a bhainsasura, make the following changes to the Elephant character sheet on page 164 of *The HERO System Bestiary*.

Cost Powers

- Remove Hunted: poachers and Physical Limitation: Poor Eyesight
Change Physical Limitation: Animal Intelligence to Near-Human Intelligence, and Physical Limitation: Limited Manipulation to Very Limited Manipulation
- 20 Remove *Tusks*, *Elephant's Nose*, and *Trunk*
- +55 Increase Size from Enormous to Huge
- 0 +1 PER affects Sight Group
- 9 Add Smart Template
- +4 Increase *Tough Skin* to Damage Resistance (6 PD/6 ED)

- 30 *Horns*: HKA 2d6 (4d6 with STR)
- 4 *Horns*: Armor (6 PD/6 ED); Only Protects Location 3 (-3)

Total Cost: +82 points.

Eight-legged Lion

To create an eight-legged lion, make the following changes to the Lion character sheet on page 145 of *The HERO System Bestiary*:

Cost Powers

- 5 +5 STR
- 6 +2 DEX
- 4 +2 BODY
- 10 *Many Paws, Many Claws*: Autofire (4 shots; +½) for up to 1d6+1 HKA
- 4 *Heavy*: Knockback Resistance -2"
- +4 *Swift Runner*: Increase Running to +3" (10" total)
- 5 *Eight Legs*: Extra Limbs (4 legs), Inherent (+¼); Limited Manipulation (-¼)
- +5 *Too Many Claws To Avoid*: +1 HTH (+4 total)
- Add Physical Limitation: Large (roughly 12 feet long and 800 pounds; -2 DCV, -2 to PER Rolls to perceive)

Total Cost: +43 points.

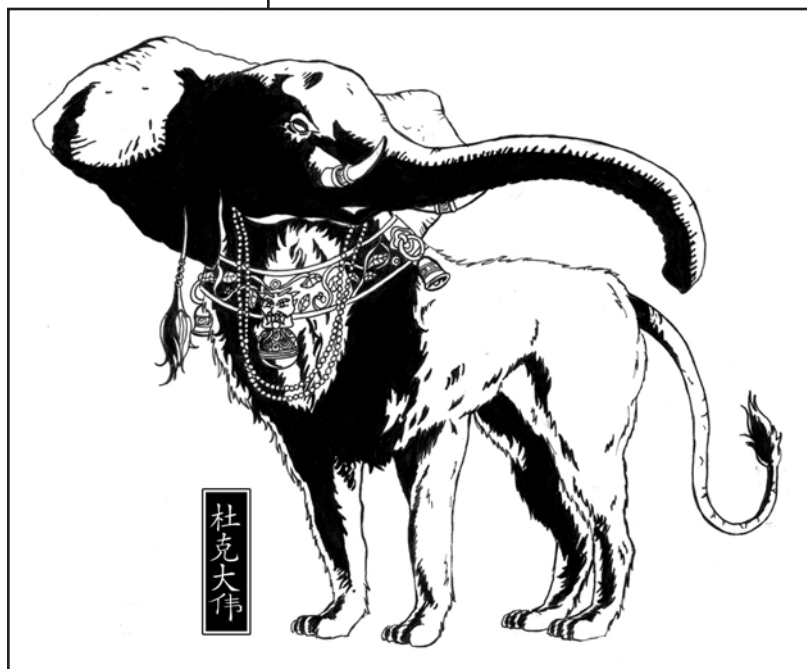
Sharabha

Sharabha is a creature with eight legs, sharp claws, two bird's wings, two human arms and hands, a lion-like face, multiple horns, spikes instead of hair, and a glowing body. It was a form assumed by the god Shiva to punish the god Vishnu. To create the Sharabha, make the following changes to the Lion character sheet on page 145 of *The HERO System Bestiary*:

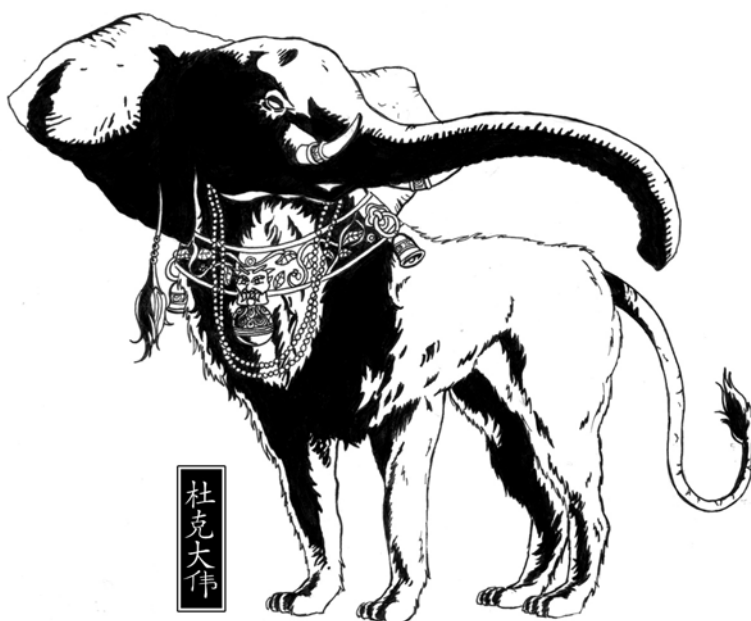
Cost Powers

- Remove Physical Limitation: Animal Intelligence
- 10 +10 STR
- 6 +2 DEX
- 4 +2 BODY
- 17 +17 INT
- 40 +20 EGO
- 17 *Multiple Horns*: HKA 2d6; No STR Bonus (-½), Reduced Penetration (-¼)
- 25 *Spikes Instead Of Hair*: HKA 1d6, Continuous (+1), Damage Shield (+½), Inherent (+¼), Persistent (+½), Reduced Endurance (0 END; +½); Always On (-½), Activation Roll 15- (-¼), No STR Bonus (-½)
- 4 *Heavy*: Knockback Resistance -2"
- +4 *Swift Runner*: Increase Running to +3" (10" total)
- 27 *Bird's Wings*: Flight 20"; Restrained (-½)
- 5 *Eight Legs, Two Arms*: Extra Limbs (6 legs), Inherent (+¼); Limited Manipulation (-¼)
- Add Distinctive Features: Glowing Body (Not Concealable; Noticed And Recognizable; 15 points)
- Add Physical Limitation: Large (roughly 12 feet long and 800 pounds; -2 DCV, -2 to PER Rolls to perceive; 5 points)

Total Cost: +159 points



chapter three:



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OTHER PARTS OF ASIA

CAMBODIA



The earliest permanent settlements in Cambodia (also called Kampuchea) date to around 100 AD. Over the next few centuries, these settlements became the nation states of Chenla and Funan, both of which had close ties to China and India. After they fell, the Khmer Empire replaced them, and lasted from the ninth century to the fifteenth. The Khmer adopted much from India, especially their politics and religion, including both Hinduism and, after the rule of Jayavarman VII (1181-1218), Mahayana Buddhism.

The Khmer ruled from the city of Angkor, the home of Angkor Wat, which means “City Temple.” Angkor Wat is a huge sprawling complex, covered with carvings of both Hindu and Buddhist gods, saints, diving beings, men, and animals (such as apsaras, gandharvas, naga, and yali, see the chapter on India for more). The Khmer also gave Cambodia its name, deriving from the ancient kingdom of Kambujadesa.

Creatures Of Cambodian Folklore And Mythology

Cambodian spirits must be shown the proper respect by farmers, foresters, hunters, villagers, and everyone else in the form of offerings of food. Those who do not give any food run the risk of suffering serious illness or other misfortune. Only the mneang phteah and the mrenh kongueal are above this sort of behavior.

ÁRÁK

The árák is a guardian spirit that dwells in either the house of the family it protects or a nearby tree. It's normally the spirit of an ancestor, although it can also be the spirit of a long-dead friend of the family. A *kru* (shaman) invokes the árák in times of household illness. The árák will enter into the *kru*'s body and tell him how to cure the sick family member. In return, festivals to honor the árák are held in January and March.

To create an árák, use the Nature Spirit character sheet found on pages 100-102 of *Monsters, Minions, And Marauders*. Also give it the following powers:

Cost Powers

- 40 *Merge With Kru/Home/Tree*: Desolidification (affected by magic or any attack that affects the árák's tree while it's in it), Reduced Endurance (0 END; +½), Persistent (+½); Only To Merge With Kru/House/Tree (-1)
- 20 *Speak To Kru*: Telepathy 6d6, Reduced Endurance (0 END; +½); Communication Only (-¼), Linked (to Desolidification; -½), No Range (-½)

Total cost: +60 points

Mneang Phteah

The mneang phteah is a household guardian, similar to the árák.

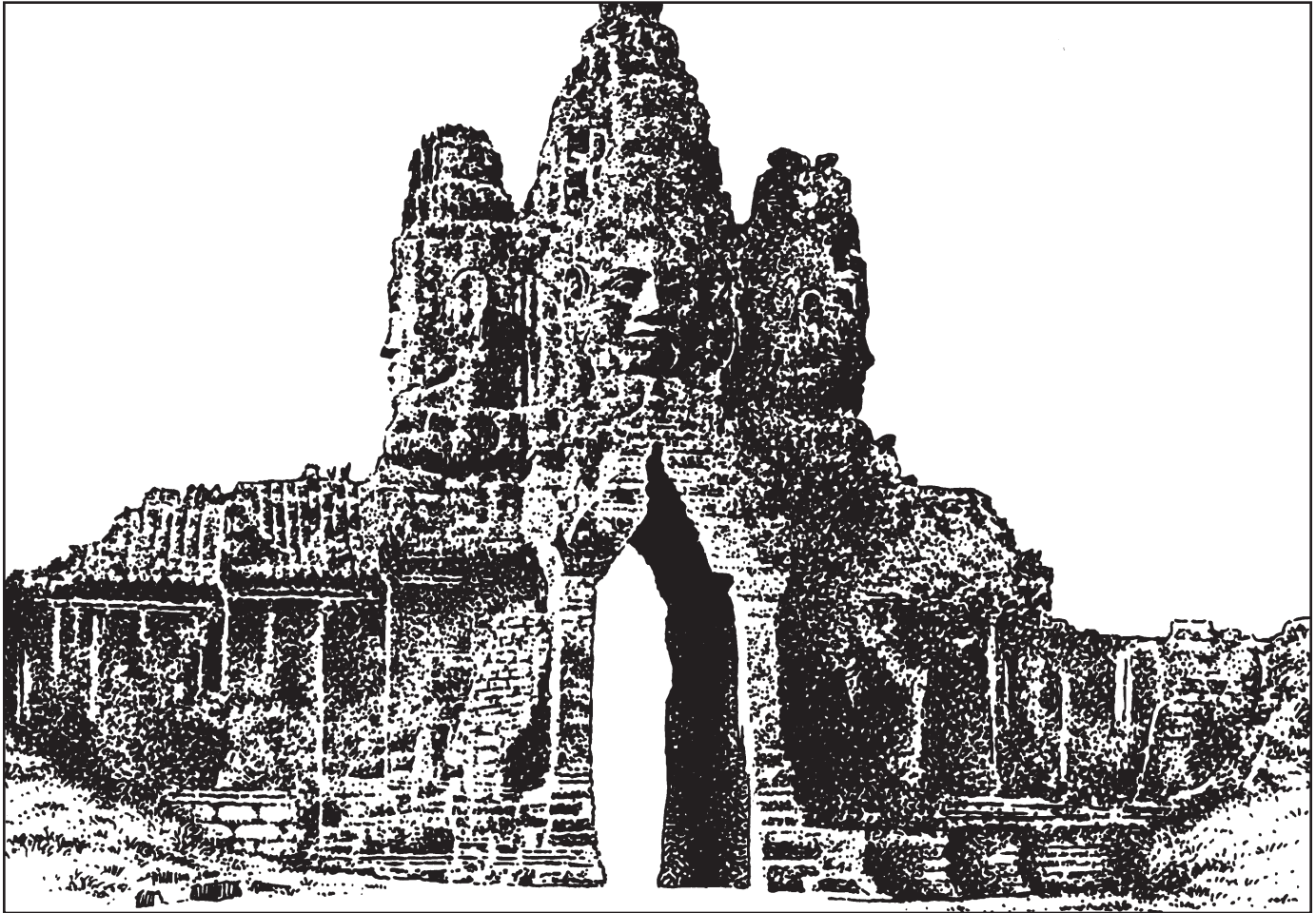
BESACH

Besachs are the spirits of people who have died violent, unnatural, or untimely deaths. They may be the ghosts of murder victims, persons slain by magic or the supernatural, or someone who died at a young age. For the besach, use the Ghost character sheet on page 120 of *The HERO System Bestiary*.

KHMÓC PRÂY

Khmóc is a general term for various forms of Cambodian ghosts and includes preta, or Hungry Ghosts (see page 86). The *khmóc prây* itself is the ghost of a woman who died in childbirth. They normally dwell in the forest, where they lair in trees and terrify passersby with horrific laughter and hurl sticks and stones. If sufficiently angry or motivated, the *khmóc prây* tries to kill its target instead of just scaring him. An even more dangerous form of *khmóc prây* is the ghost of a woman who died while pregnant. That type of *khmóc prây* is actively malign; she travels about the land accompanied by the ghost of her fetus, seeking out the living to kill them.

A *khmóc prây* usually kills its victim by possessing its target, causing the person to sicken and die. To drive the *khmóc prây* away, a village sorcerer sings and dances before the stricken victim. Sorcerers also remove a miscarriage from a home, wash it clean, blacken it with smoke and cover it with varnish, and place the body in a bag. The sorcerer then places a small amount of food in the bag every day, eventually causing the infant corpse to become a *kôn prây*, or “son of the spirit.” With a *kôn prây* on hand, the sorcerer becomes invulnerable and is successful at everything he attempts.



For the khmóc prây, use the Ghost character sheet found on page 120 of the *HERO System Bestiary*, or from the k'uei and yurei character sheets (on page 34 of this volume and in AB2, respectively). Having a kôn prây is a special effect allowing a sorcerer to buy increased defenses (such as Armor, Damage Reduction, or Damage Resistance) and whatever (Combat) Skill Levels he wants.

MEBA

The meba is ancestral spirit, the ghost of a Cambodian's forefathers.

MRENH KONGUEAL

These beings are "elf-like" guardians of the forest and the animals within. Use the Nat character sheet in AB2 to create a mrenh kongueal.

NEAK-TA

A neak-ta is a household or village guardian spirit. It dwells in an inanimate object of some sort, such as a small idol or shelter (which is also called a neak-ta). You can create a neak-ta character sheet just like an árák character sheet.

PRÂY

"Prây" is a general term for various evil spirits and ghostlike supernatural beings.

SREI AP

The srei ap is a form of death spirit. It either causes people to die (through illness or misfortune) or it stays near the dying waiting for a chance to feast upon the flesh of the resulting corpse. You can create a srei ap from the Filipino Ghoul character sheet found in AB2 (include the *Become Invisible* and *Cause Disease* powers from the list of options).

INDONESIA



The world's largest archipelago, the nation of Indonesia covers well over 18,000 islands between the Indian and Pacific Oceans. Major islands include Java (home of the nation's capital, Jakarta), Borneo, Sulawesi, and Sumatra. Its earliest civilization was the Hindu kingdom of Dvipantara, founded on the islands of Java and Sumatra around 200 BC. In 425 AD, Buddhism reached the islands, resulting in the Buddhist kingdom of Srivijaya on the island of Sumatra. This kingdom lasted from the seventh to the fourteenth centuries, finally replaced by the rise of Islam. On Java, the Hindu kingdom Majapahit rose to great power in the fourteenth century, resulting in the epic poem *Ramayana* ("The Vehicle Of Rama"). Islam arrived in Indonesia in the twelfth century, and eventually replaced both Buddhism and Hinduism. Today, Indonesia is the most populous Muslim country in the world.

RELIGION

Indonesia's culture is a mixture of Buddhism, Hinduism, and Islam blended with a variety of native beliefs. Thus, its mythology combines concepts and supernatural beings from all three religions. Some of the smaller islands, such as Bali, still follow various forms of Buddhism, Christianity, and Hinduism, although they're a distinct minority.



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ATHOL

Val	Char	Cost	Roll	Notes
5	STR	-5	10-	Lift 50 kg; 1d6 [1]
20	DEX	30	13-	OCV: 7/DCV: 7
13	CON	6	12-	
10	BODY	0	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
4	COM	-3	10-	
4	PD	3		Total: 4 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	0		Phases: 4, 8, 12
4	REC	0		
26	END	0		
20	STUN	0		
Total Characteristics Cost: 25				

Movement: Running: 1"/2"
Flight: 12"/24"
Swimming: 1"/2"

Cost	Powers	END
15	<i>Bite:</i> HKA 1d6 (1d6+1 with STR)	1
8	<i>Claws:</i> HKA ½d6 (1d6 with STR); Reduced Penetration (-¼)	1
20	<i>Wings:</i> Flight 12", Reduced Endurance (½ END; +¼); Restrained (-½)	1
-10	<i>Awkward On The Ground:</i> Running -5"	
-1	<i>Awkward Swimmer:</i> Swimming -1"	
8	<i>Sharp Eyes:</i> +4 PER with Sight Group	0
2	<i>Sharp Eyes:</i> +4 versus Range for Normal Sight	0
15	<i>Echolocation:</i> Active Sonar	0

Skills

6	+2 OCV with Claws, Grab By, Move By
4	+2 with Flight
10	<i>Hard To Hit:</i> +2 DCV
3	Climbing 13-

Total Powers & Skills Cost: 80
Total Cost: 105

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
5	Physical Limitation: Small (no larger than 1 m, +3" KB) (Infrequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipula- tion (Frequently, Greatly Impairing)

Total Disadvantage Points: 115

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Ecology: Found in Java, the athol is an immense bat with a 12-foot wingspan. It dwells in caves along the banks of rivers, where it feeds on the fish it catches near the water's surface. It's also known as the *ahool* after its distinctive call ("ahOOOooooo!").

Personality/Motivation: Typical animal motivations. The athol is a rare animal and tends to avoid humans, although there are some reports of it attacking and wounding people.

Powers/Tactics: When hunting, the athol flies low over the water's surface, using its echolocation and sharp eyes to spot fish at or near the surface of the water. Once it sees its prey, it performs a Grab By, seizing the fish in its claws and then flying off to devour its catch.

Campaign Use: Although fairly bland when compared to some creatures rumored to be found in Java (such as the makara on page 80), the athol provides a nice bit of local "color." It also makes a useful familiar or companion for a Javanese sorcerer or the objective of a Pulp-era zoological expedition.

Appearance: An athol is said to be about the size of a one year old child with wings 12 feet across. It has a flat, monkey-like face, feet "turned backwards" (a common feature of bats), and short grey fur.

FATHER-OF-ALL-THE-TURTLES

Val	Char	Cost	Roll	Notes
55	STR	45	20-	Lift 50 tons; 11d6 [5]
13	DEX	9	12-	OCV: 4/DCV: 4
33	CON	46	16-	
35	BODY	50	16-	
5	INT	-5	10-	PER Roll 10-
5	EGO	-10	10-	ECV: 2
25	PRE	15	14-	PRE Attack: 5d6
6	COM	-2	10-	
16	PD	5		Total: 16 PD (3 rPD)
13	ED	6		Total: 13 ED (3 rED)
3	SPD	7		Phases: 4, 8, 12
18	REC	0		
66	END	0		
80	STUN	0		Total Characteristics Cost: 166 (+111 with NCM)

Movement: Running: 1"/2"
Leaping: 0"
Swimming: 10"/20"

Cost	Powers	END
30	<i>Sharp Beak:</i> HKA 2d6 (4d6 with STR)	2
16	<i>Tough Shell:</i> Armor (12 PD/12 ED); Activation Roll 10- (covers Hit Locations 9-12; -1¼)	0
3	<i>Scaled Skin:</i> Damage Resistance (3 PD/3 ED)	0
30	<i>Heavy:</i> Knockback Resistance -15"	0
1	<i>Diving:</i> Life Support (Extended Breathing: 1 END per Turn)	0
8	<i>Flippers:</i> Swimming +8" (10" total)	1
-10	<i>Slow On Land:</i> Running -5"	
7	<i>Long Neck:</i> Stretching 2", Reduced Endurance (0 END; +½); Always Direct (-¼), Limited Body Parts (neck; -¼), No Noncombat Stretching (-¼), No Velocity Damage (-¼)	0

Skills

4 +2 OCV with Sharp Beak

Total Powers & Skills Cost: 89

Total Cost: 255

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
10	Physical Limitation: Huge (18m long, 9m wide, -6 DCV, +6 to PER Rolls to perceive) (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipula- tion (Frequently, Greatly Impairing)
135	Experience Points

Total Disadvantage Points: 255

OPTIONS

- Cost** **True Father-Of-All-The-Turtles**
Remove the Physical Limitation: Animal Intelligence
- 13

+13 INT
- 26

+9 EGO
- 5

Deity: Life Support (Longevity: Immortality)
- var

Followers: Assorted sea turtles (as many as desired)
- 10

Fringe Benefit: Father-Of-All-The-Turtles
Psychological Limitation: Protective Of His Children (Common, Strong; 15 points)
Other powers as you see fit (such as Clair-sen-tience through the eyes of any turtle in the sea, or the ability to Summon sea turtles)

Total cost: +44 points

Ecology: Father-Of-All-The-Turtles is an immense sea turtle who dwells in the warm seas around Sumatra and Indonesia. For the most part he’s a harmless creature who keeps to the upper layers of the deep sea. He subsists on jellyfish (and anything else that wanders in range of his enormous beak).

Personality/Motivation: Typical animal motivations.

Powers/Tactics: Father tends to stay near the surface, where the water is warm, only diving down into the depths to search of his favorite prey: jellyfish. If attacked at the surface, his usual reaction is to dive. If unable to dive, or pursued, he lashes out with his massive, razor-sharp beak, which is strong enough to shatter the hull of a small boat.

Campaign Use: Reports of immense sea turtles can be found the world over. Medieval Europeans, for example, believed in a creature they called “Aspido-chelone,” which was a turtle the size of a small island. Campaign-wise, you can treat Father simply as gigantic turtle (as per the main character sheet), or as more of a divine being by adding in the optional power set. He’s large enough to carry roughly a dozen people on his broad back if needed.

Appearance: Father-Of-All-The-Turtles is a gigantic leatherback turtle 60 feet (9”) long and 30 feet (4.5”) wide.

GENDRUWO

Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
13	EGO	6	12-	ECV: 4
15	PRE	5	12-	PRE Attack: 3d6
10	COM	0	11-	
3	PD	1		Total: 3 PD (0 rPD)
3	ED	0		Total: 3 ED (0 rED)
3	SPD	5		Phases: 4, 8, 12
5	REC	0		
26	END	0		
22	STUN	0		Total Characteristics Cost: 41

Movement: Running: 6"/12"

Cost	Powers	END
60	<i>Become Invisible:</i> Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe, Reduced Endurance (0 END; +½)	0
100	<i>Make Kidnapped Child Invisible:</i> Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe, Reduced Endurance (0 END; +½), Usable As Attack (+1)	0
5	<i>Spirit Body:</i> Life Support (Longevity: Immortality)	0
45	<i>Can Look Like Anyone:</i> Shape Shift (Sight, Hearing, and Touch Groups; any human form), Imitation, Costs Endurance Only To Change Shape (+¼)	3

Skills

5	+1 with Agility Skills
3	Climbing 12-
3	Concealment 12-
3	Lockpicking 12-
3	Shadowing 12-
3	Sleight Of Hand 12-
3	Stealth 12-

Total Powers & Skills Cost: 233

Total Cost: 274

75+ Disadvantages

- 10 Distinctive Features: Archaic Forms Of Speech (Concealable With Difficulty; Is Noticed And Recognizable)
- 0 Physical Limitation: Human Size
- 15 Psychological Limitation: Dislikes To be Talked About, Becomes Annoyed And/Or Angry (Common, Strong)
- 15 Psychological Limitation: Prankster/Trickster (Common, Strong)
- 159 Experience Points

Total Disadvantage Points: 274

Ecology: The gendruwo is a type of spirit, one of many belonging to the group known as the *memedi*, or “frighteners” (see sidebar, page 102). A gendruwo is a male spirit; the female is called a *wéwé*, and is always seen carrying a child on her hip. Both haunt deserted places, such as empty fields and abandoned buildings, and are almost always encountered at night.

Personality/Motivation: The gendruwo like to play pranks and tricks on humans. They hurl sticks and stones all night at homes, jump out from behind trees to startle passersby, poke women kneeling down to pray in the rear, steal clothing and throw it in the river, and even kidnap children. They can take the appearance of a person's relatives (both the living and the dead) and are quite capable of assuming a man's form and sleeping with his wife while he's away (the child of such a union is always monstrous). But for the most part, the gendruwo are basically harmless and prefer to scare more than harm.

Powers/Tactics: A gendruwo's main power is his ability to assume the shape of any human. He uses this power to confuse and frighten his victims. He can also become invisible at will, often doing so to kidnap a child. The child becomes invisible as well while he's with the gendruwo, and if the child eats food given to him by the gendruwo while invisible, the condition becomes permanent.

Campaign Use: The gendruwo are well-suited for use as tricksters and troublemakers in any campaign. You might want to give them additional powers such as Flight, Mental Illusions, and Telekinesis to further enhance their trouble-causing capabilities.

Appearance: A gendruwo looks like a normal human being.

ADDITIONAL FORMS OF MEMEDI

Djims: A Islamic spirit, the djims prays five times a day, chants in Arabic, and dresses in prayer robes.

Djrankong: The “man with his flesh off” — in other words, a skeleton.

Panaspati: The panaspati is a man who walks on his hands. His head is located where his genitals would normally be and is capable of breathing fire.

Pisatjis: Known as “wanderers,” these are the spirits of small children who have no home or even parents. They travel about looking for a suitable human to dwell within.

Se’tan Gundul: Also known as “Bald Devils,” these spirits have no hair on their bodies but for a single topknot.

Wedon: This is an animated white sheet. A similar creature can be found in Japan, where it’s called an *ittan-momen* and looks like an animated scarf.

LELEMBUT

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
18	EGO	16	12-	ECV: 4
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
5	PD	2		Total: 5 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
26	END	0		
25	STUN	1		Total Characteristics Cost: 53

Movement: Running: 6”/12”
Flight: 20”/40”

Cost Powers END

86	<i>Cause Disease:</i> Drain CON and BODY 5d6, two Characteristics simultaneously (+½), Delayed Return Rate (points return at a rate of 5 per Week; +1¾), NND (defense is Life Support [appropriate Immunity]; +1), Reduced Endurance (0 END; +½); Gradual Effect (5 Days, 1d6/Day; -1¾)	0
155	<i>Possession:</i> Mind Control 18d6, Telepathic (+¼), Affects Physical World (+2), Reduced Endurance (0 END; +½); Lockout (lelembut cannot use any other powers while possessing a target; -½), Mandatory Effect (EGO +30; -¾), No Range (-½) plus Desolidification (affected by magic or any attack that affects possessed body), Reduced Endurance (0 END; +½); Linked (to Mind Control; -½) Only To “Merge” With Possessed Body (see text; -1) plus Clinging (normal STR), Affects Physical World (+2); Linked (to Desolidification; -½), Only To Remain Merged With A Body If It’s Moved Involuntarily (-2)	0
80	<i>Become Invisible:</i> Invisibility to Sight, Hearing, and Smell/Taste Groups, No Fringe, Reduced Endurance (0 END; +½), Persistent (+½)	0
5	<i>Spirit Body:</i> Life Support (Longevity: Immortality)	0
40	<i>Taking To The Air:</i> Flight 20”	4

Skills

10	+5 OECV with Mind Control
3	Climbing 12-
3	Concealment 12-
3	Shadowing 12-
3	Stealth 12-

Total Powers & Skills Cost: 388

Total Cost: 441

75+ Disadvantages

15	Physical Limitation: appeased and/or repulsed by prayers and/or sprinkled salt (Infrequently, Fully Impairing)
0	Physical Limitation: Human Size
15	Physical Limitation: kept at bay by heating/washing the feet and/or various head ointments (see text; Infrequently, Fully Impairing)
15	Psychological Limitation: Malicious And Cruel (Common, Strong)
20	Reputation: causes illness and insanity, 14- (Extreme)
301	Experience Points

Total Disadvantage Points: 441

Ecology: Lelembut, also known as the “ethereal ones,” are malicious spirits who possess human victims, usually driving them insane in the process. Normally invisible, they enter the body through either the head or the feet, and can only be removed by a *dukun*, or Javanese doctor, who must pull the lelembut up and out of victim’s body — usually through the arm, foot, or small of the back. One can keep a lelembut away through prayer or by scattering salt outside on the ground. To keep a lelembut from entering the body, a person should wash his feet before entering a mosque to pray or keep his feet facing a warm stove. Children should wear a fontanel (head covering) of hot peppers, mashed coconut, and onions, while someone who faints while traveling on the road should rub a cut lime on his forehead.

Personality/Motivation: Varies from individual to individual. For the most part, lelembut are malevolent beings who delight in possessing unsuspecting humans and causing harm.

Powers/Tactics: A lelembut possesses a human in one of five different ways (see the kitsune in AB2 for information on how to handle possession). These ways are as follows:

Kampir-Kampiran: This means “to take a flying visit to someone” or “to come from a long distance and stop briefly at a friend’s house.” *Kampir-Kampiran* occurs when a lelembut travels a great distance at speed and literally runs into his victim along the way. For the most part, the possessed person acts as he always does, but might have bouts of odd or strange behavior. Fortunately, he can be cured with a good hot bath.

Kedjiman: This form of possession is similar to *Kampir-Kampiran*, although the victim can remain possessed for a very long time. Along with bouts of unusual behavior, the victim may eat vast quantities of food or none at all, and may show great cleverness or demonstrate supernaturally sharp senses.

Kemomong: This form of possession requires a voluntary pact between the lelembut and a man. The man asks the spirit to enter into his body, thus gaining great magical powers (such as the ability to heal injury and illness) at the cost of his sanity.

Kesurupan: Meaning “to come in,” “to enter,” or “sunset,” *Kesurupan* is the most common form

of possession. It occurs when a person “runs into” an invisible lelembut. This can happen at any time, but noon, sunset, and midnight are the most dangerous times of the day, since that’s when lelembut are the most active. The possessed victim often spends his time drinking rice wine and eating incense, and has no memory of being possessed once the lelembut leaves.

Sétanan: Also similar to *Kampir-Kampiran*, this form of possession requires the services of a *dukun* to drive the lelembut off. The *dukun* makes offerings of flowers, incense, and various leaves to the lelembut, asking it to leave the possessed victim in peace.

Campaign Use: Since the lelembut is normally invisible and inaudible, you might want to give your players some warning about its abilities and nature before using one in your game. On the other hand, having a lelembut possess a PC (with the player’s cooperation) could lead to an interesting roleplaying situation where the rest of the party needs to realize the character is possessed, and then needs to find out how to free him of his possession!

Appearance: Since lelembuts are invisible spirits, no one is exactly sure what they look like. However, it’s likely they look like normal humans and dress in accordance with local customs.

MACAN GADUNGAN

Val	Char	Cost	Roll	Notes
13	STR	3	12-	Lift 150 kg; 2½d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
13	INT	3	12-	PER Roll 12-
11	EGO	2	11-	ECV: 4
13	PRE	3	12-	PRE Attack: 2½d6
10	COM	0	11-	
5	PD	2		Total: 5 PD (0 rPD)
4	ED	1		Total: 4 ED (0 rED)
3	SPD	6		Phases: 4, 8, 12
6	REC	0		
26	END	0		
25	STUN	1		Total Characteristics Cost: 39

Movement: Running: 6”/12”

Cost Powers END

63	<i>Ngelmu Gadungan:</i> Duplication (creates 223-point tiger form), Altered Duplicate (100%; +1); Costs Endurance (-½), Feedback (-1), Only At Night (-½), Original Character Is Incapacitated (Asleep) While Duplicate Exists (-1)	25
2	<i>Quick Runner:</i> Running +1” (7” total)	1

Skills

5	+1 HTH
3	Climbing 12-
1	KS: Magical Ritual 8-
3	Stealth 12-
2	Survival (Tropical Forests) 12-
1	WF: Knife
10	Other Skills As Desired

Total Powers & Skills Cost: 90

Total Cost: 129

75+ Disadvantages

5	Distinctive Features: no philtral dimple in the upper lip (Easily Concealed, Noticed And Recognizable)
0	Physical Limitation: Human Size
20	Social Limitation: Secret Identity (Frequently, Severe)
29	Experience Points

Total Disadvantage Points: 129

OPTIONS

Cost Powers

30	<i>Sarong:</i> Multiform (223-point tiger form); OIF (sarong; -½)
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Ecology: The macan gadungan is a sort of were-tiger from Java. It’s a man who can send his spirit forth as a fierce tiger when he sleeps. The tiger ventures into the night to kill chickens, livestock, and humans, returning home once sated. The only way to identify a macan gadungan is the lack of a “dimple” on the man’s upper lip. One can also watch a man suspected of being a macan gadungan and wait for him to cough up a feather or two (from all the chickens he’s eaten as a tiger).

Personality/Motivation: The personality of a macan gadungan depends on the individual. Some men do not know they become a tiger at night, while others have deliberately learned how to do so to prey on their fellow villagers.

Powers/Tactics: The ability to send forth one's spirit as a tiger is called *ngelmu gadungan* ("ngelmu" meaning "magic"), and generally is the only magic power a macan gadungan has. The tiger has all the powers and abilities of a full-sized tiger along with the man's intelligence. The macan gadungan's tiger-self attacks with its claws and teeth and can usually overpower and devour its victims quickly.

Campaign Use: Were-tigers are found in the folklore of Borneo, China, India, Japan, and Malaysia. Usually the transformation is through a specific charm or spell or an enchanted item. In Indonesia and Java, some men can assume tiger form by donning a tiny sarong (waist wrapping) no larger than a man's big toe. This wrapping expands to cover the body, transforming the wearer into a tiger.



Appearance: A macan gadungan looks like a normal man (though he lacks the dimple in his upper lip); his tiger-spirit self looks like a large tiger, and only appears at night.

MACAN GADUNGAN VARIANTS

Asia has many stories of humans being able to assume animal forms.

Anjing Ajak

Similar in many respects to the macan gadungan, the Javanese anjing ajak is a man who transforms into a wolf during the night. As a wolf it hunts down, kills, and devours people. You can create an anjing ajak by making the following changes to the *Ngelmu Gadungan* power of the macan gadungan:

Cost Power

- 11 *Anjing Ajak*: Duplication (creates 107-point wolf form), Altered Duplicate (100%; +1); Costs Endurance (-½), Feedback (-1), Only At Night (-½), Original Character Is Incapacitated (Asleep) While Duplicate Exists (-1)

Total cost: -63 points.

Phi Phu

According to the Shan people of Thailand, *phi phu* is a power found within certain people. It grants them many magical abilities, including the power to assume the form of an animal (usually a tiger or a wolf) or to send a physical double vast distances. The power of the phi phu can be inherited, but it can also infect others as well. One can gain the power of the phi phu by sharing a number of meals with someone who is already a phi phu, or by marrying a phi phu. Other villagers don't shun persons who become phi phu as long as they conform to the proper social customs. The only way to "cure" someone of being a phi phu is for him to become a Buddhist monk or nun. Use the following powers to simulate the abilities of a phi phu:

Cost Power

- 50 *Power Of The Phi Phu*: 50 points' worth of Magic Skills and spells
 30 *Phi Phu*: Multiform (assume up to a 225-point animal form); Costs Endurance (to change form; -½)
 var *Physical Double*: Duplication (creates exact duplicate of base character with all the same

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- powers and abilities, plus the next power)
- 30 *Send Double Vast Distances*: Teleport 10", MegaScale (1" = 1 km; +¼), Safe Blind Teleport (+¼)

Total cost: +110+ points.

Tiang Maleh Rupa

In Indonesia some people use a spell known as *tiang maleh rupa* to turn themselves into crocodiles. The were-crocodile lurks near the shores of lakes and rivers, preying on other villagers and passersby. Use the following to create someone with the *tiang maleh rupa* power:

Cost Power

- 20 *Tiang Maleh Rupa*: Multiform (assume 150-point crocodile form); Costs Endurance (to change form; -½)

Total cost: +20 points.

Were-dogs Of Timor

On the island of Timor certain people are were-dogs. While the person is asleep, his physical body remains as-is while his spirit goes abroad in the form of a dog. The dog-spirit has the ability to steal the soul (*sumangat*) of a sleeping man and change it into a buffalo or goat with a human head. The were-dog then cuts off the human head and gives the rest of the body to his (the were-dog's) family. After they cook and eat the flesh of the animal body, the man whose soul was taken dies. Use the following powers to create a Were-dog Of Timor:

Cost Power

- 11 *Were-Dog*: Duplication (creates 107-point wolf form), Altered Duplicate (100%; +1); Costs Endurance (-½), Feedback (-1), Only At Night (-½), Original Character Is Incapacitated (asleep) While Duplicate Exists (-1)
- 84 *Sumangat Stealing*: RKA 6d6, NND (defense is various forms of mystic charms versus black magic, the "evil eye," and the like; +1), Does BODY (+1), Time Delay (takes effect when the soul is cooked and eaten; +¼), Reduced Endurance (0 END; +½); Extra Time (it takes 20 Minutes to steal the soul, transform it into an animal, and butcher it; -2¼), No Range (-½), Only Versus Sleeping Targets (-½)

Total cost: +95 points.

SUNDAL BOLONG

Val	Char	Cost	Roll	Notes
8	STR	-2	11-	Lift 75 kg; 1½d6 [1]
15	DEX	15	12-	OCV: 5/DCV: 5
13	CON	6	12-	
10	BODY	0	11-	
10	INT	0	11-	PER Roll 11-
15	EGO	10	12-	ECV: 5
20	PRE	10	13-	PRE Attack: 4d6
30	COM	10	15-	
4	PD	2		Total: 4 PD (4 rPD)
4	ED	1		Total: 4 ED (4 rED)
3	SPD	5		Phases: 4, 8, 12
5	REC	0		
26	END	0		
21	STUN	0		Total Characteristics Cost: 57 (+5 with NCM)

Movement: Running: 6"/12"

Cost Powers

- 5 *Bite*: HKA 1 point (½d6 with STR) 1
- 33 *Drink Blood*: RKA 1d6, NND (defense is not having blood or protective skin or equipment too thick to bite through; +1), Does BODY (+1), Continuous (+1), Reduced Endurance (0 END; +½); No Range (-½), Bite Must Do BODY First (-½) 0
- 4 *Undead Vitality*: Damage Resistance (4 PD/4 ED) 0
- 47 *Undead Vitality*: Life Support: Total (except for Diminished Eating; including Longevity: Immortality) 0

Skills

- 10 +2 HTH
- 5 +1 with Shadowing, Stealth, Tracking
- 3 Climbing 12-
- 5 Seduction 14-
- 3 Shadowing 11-
- 3 Stealth 12-
- 2 Survival (Tropical Forests) 11-
- 3 Tracking 11-

Total Powers & Skills Cost: 123

Total Cost: 180

75+ Disadvantages

- 15 Distinctive Features: Ravishing Beauty (Concealable With Difficulty; Causes Major Reaction [lust])
- 0 Physical Limitation: Human Size
- 15 Psychological Limitation: Hates Men (Common, Strong)
- 75 Experience Points

Total Disadvantage Points: 180



OPTIONS

Cost Powers

- 5 *Terrifying Appearance*: PRE +10; Only For Fear-Based Presence Attacks (-1)
- 12 *Claws*: HKA 1d6 (1d6+1 with STR); Reduced Penetration (-¼)
- 39 *Curse Of Wasting*: Drain STR and CON 3d6, two Characteristics simultaneously (+½), Delayed Recovery Rate (points return at the rate of 5 per Year; +2½), Limited Range (5"; +¼); Extra Time (Full Phase; -½), Gradual Effect (3 Days, 1d6/Day; -1¼)

Ecology: The sundal bolong (literally, "hollowed bitch" or "prostitute with a hole in her") is a form of Javanese vampire. She's created when a woman commits suicide after being raped. Rising from the dead, the sundal bolong preys on young men, luring them into the forest where she drinks their blood and/or castrates them.

Personality/Motivation: The sundal bolong is primarily driven by a desire to drink the blood of men in an effort to get revenge for being raped. A few sundal bolong revel in causing pain and suffering, so they torture their victims before killing them

Powers/Tactics: A sundal bolong lurks near the edge of the forest trying to catch the eye of any young man who passes. She lures her victim deeper into the woods, promising him sexual favors or just a better glimpse of her nude body. Once she has the man in her embrace she turns on him, drinking his

blood until he dies. Some men she simply frightens into running away, and some she castrates instead of killing. A particularly cruel sundal bolong may inflict a terrible wasting disease on strong warriors to weaken them, or slash her victim with her claws, and leave them stranded alone in the jungle.

Campaign Use: The sundal bolong closely resembles the pontianak (see AB2). Both are women of unearthly beauty who prey on men, and both have a hole in their bodies (the pontianak's hole is in the back of her neck, while the sundal bolong's is in her back). But unlike the pontianak, a sundal bolong cannot be cured of her condition. You can use the sundal bolong as a form of vampire, or possibly as the basis for an extended adventure in which the PCs look for the man (or men) responsible for raping her in the first place.

Appearance: A sundal bolong looks like a woman of incredible beauty... with a hideous hole in her back. She may dress all in white, or go about completely nude, but in either case her black hair falls well past her waist, hiding the hole in her back.

Additional Creatures Of Indonesian Folklore And Mythology

Other creatures your PCs may encounter in Indonesia include:

Anantaboga

Ananataboga is a dragon from Java. He's the king of the dragons and has a wife named Dewi Nagagini. He seems to be the same being as Shesha, found on page 83.

Bujangga

Bujangga is a huge winged dragon who dwells deep in the forests. He's very wise and knows a great deal about the natural world. He also can speak with any animal in the forests and serves as a protector of woods and their inhabitants.

Indonesian Demons

Indonesian demons come in a wide variety of shapes. They may appear as crocodiles, dragons, dogs, owls, pigs, snakes, hair-covered men, or even severed limbs. Snake-demons are especially feared, since the sight of one may make a woman barren, while a demonic python can cause painful cramps unless offered the head of a pig to devour. The *jurik* is a flying snake-demon seen as a fiery track in the night sky over the island of Sunda. Sea snakes can be demons as well, along with sea cows (dugongs) and sharks. The *jata* are a form of sea demon known to the Dyak headhunters of Borneo; they spread cholera and other diseases and are served by crocodiles.

Some demons are humanoid in appearance, such as the little men of central Borneo. These demons are noted for their oversized genitalia and their power to turn invisible (leaving only their genitalia showing). The demons of Kiser Island look like half a person, having just one leg, arm, eye, and ear. *Hantu* are either male or female and dress

in either red or white clothing. They dwell in the mountains of Sumatra, where they use their supernatural strength to kidnap young men and woman, taking them back to their lairs to keep as sex slaves. Other hantu kidnap people and hold them for ransom, maiming them if not paid in rich offerings. Another mountain dweller are the *omang*, gnome-like beings whose feet point backwards.

You have a lot of leeway in creating an Indonesian demon. The easiest way to build one is to add Templates like Ferocious, Infernal, and Smart to an animal of your choice from *The HERO System Bestiary*. Optional Templates include Aquatic, Battle-Trained, Diseased, Venom, and Winged. Humanoid demons, such as the hantu, can be built using the Lesser Demon or Succubus character sheet as a basic template. Various humanoid beings in this book can also be pressed into service as Indonesian demons, especially the bonga, gandharva, and the nat.

Jin

The Jin are supernatural beings of Islamic origin. They can be found in the earth, the water, and the sky, and were originally created from the winds. They may appear as humans (often of giant size) or monstrous animals. Their magical powers are vast and include great strength, flight, invisibility, and the power to cross vast distances quickly. In Indonesia, people “hire” the services of a Jin, asking for the being’s protection for a time. Use the Djinn or the Ifrit character sheets found in *Monsters, Minions, And Marauders* to create an Indonesian Jin. For the Jin of Malaysia, see AB2.

Kuntilanak

This is the ghost of a woman who died during childbirth. She wanders about a night, looking for her “lost child”... meaning any young men she encounters. See the the Langsuir in AB2 for more.

Kyai Belorong

Also known as *Kyai Blorong*, Kyai Belorong is a servant of the goddess of the sea according to the people of East Java. He’s a humanoid figure with a thousand arms and legs, a fish’s tail, and a covering of golden scales. He’s served by mermaids in his palace on the ocean floor. The roof of the palace is made from the skeletons of the drowned, while the support pillars are made of men who suffered from excessive greed in life. Kyai Belorong has a limitless supply of gold in his palace and will give a man as much as he can carry, but that man dies in seven years (possibly to become a new support pillar). Deep in the forest is Kyai Belorong’s other palace, where he makes gold from stones cast in a bonfire.

Leyak

Native to the island of Bali, a leyak is a shape-shifting sorcerer who can assume a vampiric form. The leyak appears while the sorcerer sleeps; it looks like a bird, a strange light, or a monkey. It destroys crops, kills people, and generally causes chaos and destruction. Some leyaks can take their shapeshifting powers to incredible extremes, assuming the forms of different animals, people, or even plants (such as trees). True masters may be able to take the shape of such modern devices as airplanes, buildings, and computers. (A leyak may also wander the

night in human form to collect the entrails of the dead to create a potion allowing him to assume a tiger’s form.) Killing the leyak instantly kills the sorcerer as well.

The leyak isn’t so much a creature as a ritual. In most cases it seems to be a form of Duplication, similar to the power of the Macan Gadungan found on page 83. Taking the form of a tiger may be either Duplication (in which case the leyak is the same as the Macan Gadungan), or Multiform, in which case the leyak is more like a traditional lycanthrope. Taking other shapes may require lots of Multiforms or Shape Shift plus various other powers; see *The Ultimate Metamorph* for suggestions about and discussions of this sort of power.

Naga Pahoda

Naga Pahoda is the evil king of all serpents. He’s of vast size and lives at the bottom of the ocean, which is his domain. His writhing about in effort to catch and kill the daughter of the god Batara Guru created the islands of Indonesia. Use the suggestions for creating the serpent Shesha on page 83 to create Naga Pahoda, or a creature like him.

Nagasjatarong

A vampiric creature found on the island of Sumatra. They drink blood and possess the living to get at their human prey. This makes them similar in some respects to Bhuta and Kitsune, both of which can be used to create a nagasjatarong, or you can simply use the Vampire character sheet found in *The HERO System Bestiary*.

Pocong

A white-hooded ghost normally found hopping about graveyards and other lonely places. Create a pocong with the Ghost character sheet found in *The HERO System Bestiary*.

PONTIANAK

This is the ghost of a woman who died during or right after giving birth. They go about in the night looking for pregnant woman. If she finds one, she kills her and her unborn child with her long sharp talons. See the Langsuir in AB2 for additional information.

TANGGAL

A tanggal is an Indonesian witch. At night she separates her head and internal organs from the rest of her body and takes to the air, flying either with her large ears or her lungs, searching for humans to prey on. See the Penanggalan in AB2 for more information.

Tuyul

A tuyul is the ghost of an infant boy. It can fly and turn invisible and is often enslaved by Indonesian sorcerers and used to steal money and other goods from local villagers. The tuyul seems to be a close relative of the Malaysian toyol in AB2.

MONGOLIA



Mongolia lies between China and Russia and includes the famous Gobi Desert. It was first inhabited over 100,000 years ago by Stone Age peoples. Bronze tools and weapons appeared around 1000 BC, while iron arrived around 300 BC. By this point, the Mongolians were sufficiently organized to form large enough armies to attack China, leading to the construction of the first Great Wall of China. For over the next thousand years, the Chinese fought with various peoples in and around Mongolia; such as the Tangut, the Tatars, the Türk, and finally, the Mongols themselves.

The year 1206 saw the birth of what would eventually become the largest contiguous land empire the world has ever seen — the Mongol Empire founded by Genghis Khan (Temujin). It covered most of Asia, stretching from the Pacific Ocean into Eastern Europe. The northern border stopped somewhere in Siberia, the southern along the Himalayas, reaching in places down into Cambodia and Vietnam. After the death of Genghis, this empire slowly broke apart... but its impact on Asia was enormous and long-lasting.

RELIGION

The religion of early Mongolia resembled animism, in which supernatural spirits inhabited many places, objects, plants, and animals. Shamans (“he who knows”), priest-like figures who dealt directly with the spirit world and were said to possess many magical powers, communicated with (and sometimes commanded) these spirits. Around 1100 AD Mongolia’s shamanistic beliefs were absorbed and replaced by Tibetan Buddhism (see AB2).

POWERS OF THE SHAMAN

The powers of a shaman depend on the culture from which he comes. A short list of possible powers and their *HERO System* equivalents include: controlling the weather (Change Environment); divination (Precognitive Clairvoyance); dream interpretation (a Knowledge Skill); astral projection (see *The Ultimate Mystic*); and travel to the upper and lower planes (Extra-Dimensional Movement). Shamans were also healers and protectors, and should have knowledge of plant-based medicines and poisons. Other shamans may be able to call upon animals for power, either by communicating with them or in some cases transforming into specific animals. (See *The Fantasy Hero Grimoire II* for Fantasy versions of these abilities.)

MANGAI				
Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
14	DEX	12	12-	OCV: 5/DCV: 5
23	CON	26	14-	
20	BODY	20	13-	
8	INT	-2	11-	PER Roll 11-
8	EGO	-4	11-	ECV: 3
20	PRE	10	13-	PRE Attack: 4d6
4	COM	-3	9-	
11	PD	4		Total: 11 PD (2 rPD)
8	ED	3		Total: 8 ED (2 rED)
3	SPD	6		Phases: 4, 8, 12
12	REC	0		
46	END	0		
50	STUN	0		
				Total Characteristics Cost: 97 (+24 with NCM)

Movement: Running: 8”/16”

Cost	Powers	END
17	<i>Long Arms:</i> Area Of Effect (One Hex; +½) for up to 35 STR	2
12	<i>Razor-Sharp Claws:</i> HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)	1
15	<i>Sharp Teeth:</i> HKA 1d6 (2d6 with STR)	1
15	<i>Feels No Pain:</i> Physical Damage Reduction, 25%, Resistant	0
2	<i>Thick Hide:</i> Damage Resistance (2 PD/2 ED)	0
2	<i>Heavy:</i> Knockback Resistance -1”	0
5	<i>Mangai Eyes:</i> Nightvision	0
3	<i>Mangai Senses:</i> +1 PER with all Sense Groups	0

Skills	
10	+2 HTH
3	Climbing 12-
2	Survival (Mountains) 11-

Total Powers & Skills Cost: 86
Total Cost: 183

75+ Disadvantages	
0	Physical Limitation: Human Sized
15	Psychological Limitation: Gullible (Common, Strong)
10	Reputation: dimwitted 11-
83	Experience Points

Total Disadvantage Points: 183

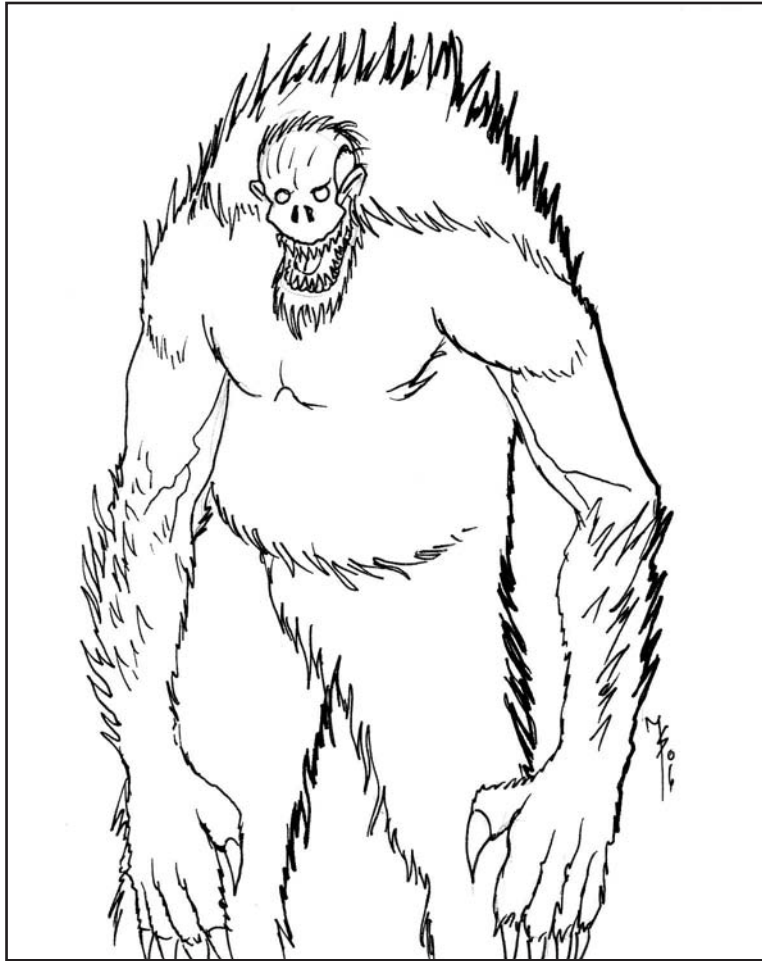
Ecology: Mangai are ogres. Normally they dwell up in the hills and mountains, but some have been known to come down into the grasslands and steppes. Their dwellings range from a den of fallen trees, to caves, to ruined human buildings. Normally solitary, mangai rarely form anything larger than a simply family group. They can eat just about anything, but have a marked preference for meat — especially the flesh of humans (the younger the better!).

Personality/Motivation:

Normal sentient humanoid motivations. Mangai have some measure of cunning, and occasionally attempt to use guile and deception to gain an easy meal. On the other hand, they're known to be slow-witted and easy to trick.

Powers/Tactics: Mangai use the full range of tactics available to sentient humanoids. They're so strong they don't bother with weapons, and mangai in hot pursuit of a meal have been known to smash aside small trees with a single sweep of their arms. If that's not bad enough, their claws are exceedingly sharp, and their fangs long and numerous.

Campaign Use: This character sheet represents a typical competent mangai the PCs might encounter in a situation where you need a character sheet (*i.e.*, combat and the like). He has no weapons skills, although you can easily add some. You can customize this character sheet by applying one of the templates found on pages 116-118 of *Monsters, Min-*



ions, And Marauders, such as Chieftain or Fighter. Lesser mangai — the young, some females, the elderly — would have slightly lower Characteristics and different Skills.

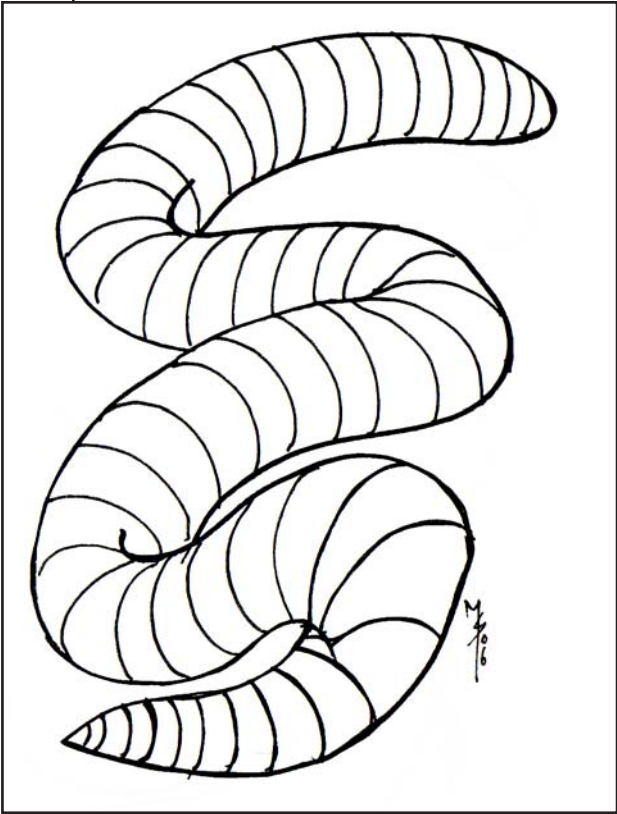
Appearance: Mangai are roughly six to eight foot tall humanoids with darkish skin and thick black hair. Their heavy jaws are filled with sharp teeth, while razor-sharp claws adorn the fingers at the end of their knee-length arms. By all accounts, the mangai are as ugly as they are stupid.

OLGOL-KHORKHOL

Val	Char	Cost	Roll	Notes
-10	STR	-20	7-	Lift 6.4 kg; 0d6 [1]
14	DEX	12	12-	OCV: 5/DCV: 5
8	CON	-4	11-	
5	BODY	-10	10-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
15	PRE	5	12-	PRE Attack: 3d6
6	COM	-2	10-	
2	PD	2		Total: 2 PD (1 rPD)
2	ED	0		Total: 2 ED (1 rED)
3	SPD	6		Phases: 4, 8, 12
4	REC	4		
16	END	0		
20	STUN	11		Total Characteristics Cost: -8

Movement: Running: 2"/4"
Swimming: 0"/0"
Tunneling: 1"

Cost	Powers	END
5	<i>Bite:</i> HKA 1 point (1 point with STR)	1
153	<i>Venom Spray:</i> RKA 6d6, NND (defense is Life Support [appropriate Immunity] or fully-sealed protective clothing [<i>i.e.</i> , having at least 1 rPD covering all of one's skin]; +1), Does BODY (+1), Personal Immunity (+¼); RKA Must Hit Exposed Skin (-0), Extra Time (onset time begins one Segment after victim is sprayed; -½), Limited Range (2"; -¼), 4 Charges (-1) plus Drain CON 5d6, Delayed Return Rate (points return at the rate of 5 per Hour; +1), NND (defense is Life Support [appropriate Immunity] or fully-sealed	



protective clothing [*i.e.*, having at least 1 rPD covering all of one's skin]; +1), Limited Range (2"; +¼), Personal Immunity (+¼); Extra Time (onset time begins one Segment after victim is sprayed; -½), Gradual Effect (5 Segments; 1d6/1 Segment; -¼), Linked (to RKA; -½), Spray Must Do BODY (-½), 4 Charges (-1) [4]

1	<i>Scaly Skin:</i> Damage Resistance (1 PD/1 ED)	0
2	<i>Slow Metabolism:</i> Life Support (Diminished Eating: only needs to eat once every few months)	0
-8	<i>Sluggish:</i> Running -4" (2" total)	
-2	<i>Desert Dweller:</i> Swimming -2" (0" total)	
2	<i>Burrowing:</i> Tunneling 1" though 1 DEF material; Sand Only (-1)	1
6	<i>Sensitive Tongue:</i> +3 PER with Smell/Taste Group	0

Skills

15	<i>Hard To Hit:</i> +3 DCV
6	Concealment 14-; Self Only (-½)
7	Stealth 14-

Total Powers & Skills Cost: 187
Total Cost: 179

75+ Disadvantages

15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
15	Physical Limitation: Cold-Blooded (Frequently, Greatly Impairing)
5	Physical Limitation: Small (maximum length of 1 m; +3" KB) (Infrequently; Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
15	Reputation: killer of men, horses, and camels 11- (Extreme)
39	Experience Points

Total Disadvantage Points: 179

OPTIONS

Cost Powers

45	<i>Electrical Discharge:</i> RKA 6d6, Personal Immunity (+¼); Limited Range (2"; -¼), No Knockback (-¼), 4 Charges (-1)
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Ecology: The olgol-khorkhol (“intestine worm”) is a sand-dwelling reptile found in the Gobi Desert. Although it normally preys upon insects, small reptiles, and small mammals, the “Mongolian death worm” is feared for its ability to kill virtually anything that comes within range of its instantly lethal poison spray.

Personality/Motivation: Typical animal motivations. The olgol-khorkhol is fairly aggressive for such a small animal.

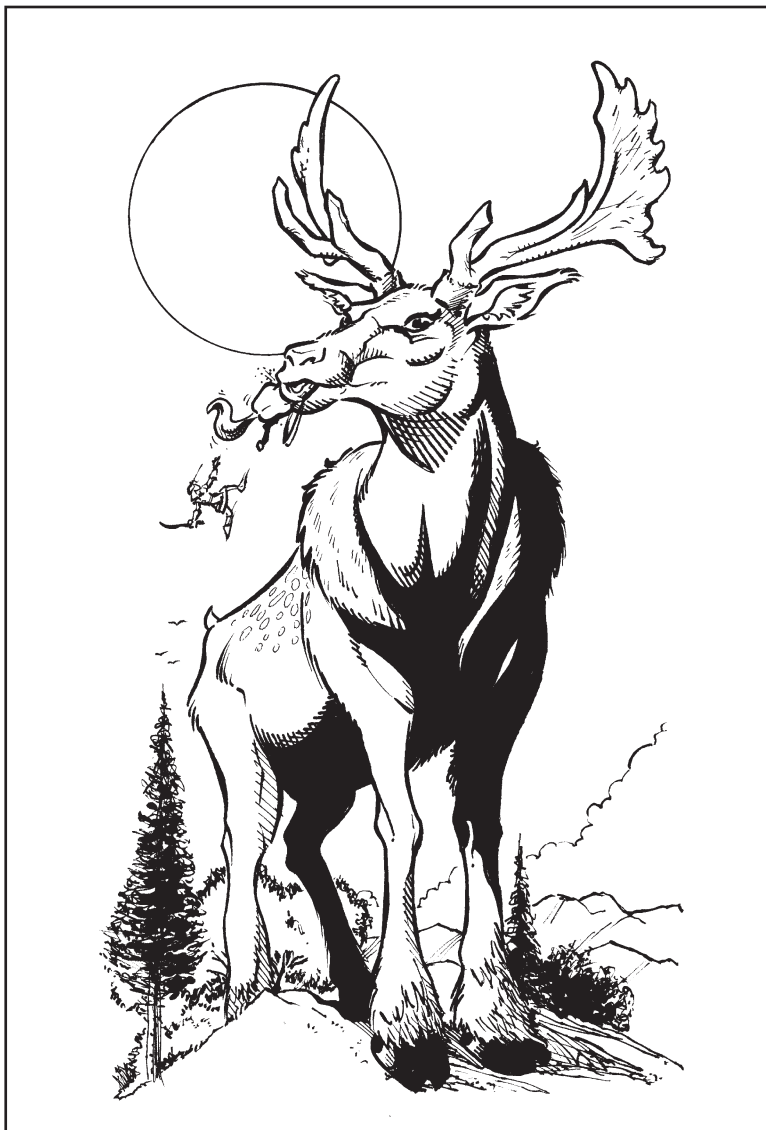
Powers/Tactics: An olgol-khorkhol tends to lay motionless as it waits for its prey, then subdues it with a spray of super-lethal venom. It also sprays venom at anything that disturbs it.

Campaign Use: The mysterious and bizarre olgol-khorkhol may actually be a real animal. If so, it’s probably a relative of either the amphisbaenians (legless burrowing reptiles) or a form of venomous snake (such as the death adder or ringhals, both of which spit venom). Regardless of what it is, the people of Mongolia are deathly afraid of it, to the point of virtually refusing to discuss it or its habits.

If you want to make the olgol-khorkhol a more fantastical creature, remove its *Can Kill From A Distance* power and instead give it the *Electrical Discharge* ability. Although this would certainly push the creature from the realm of reality and into myth, it does fit certain descriptions of what the animal is said to be able to do.

Appearance: The olgol-khorkhol is a worm-like reptile that grows to a maximum length of about three feet. It has a thick, dark red body and appears to be headless.

ORGOLI				
Val	Char	Cost	Roll	Notes
70	STR	60	23-	Lift 400 tons; 14d6 [7]
18	DEX	24	13-	OCV: 6/DCV: 6
30	CON	40	15-	
22	BODY	24	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 3
30	PRE	20	15-	PRE Attack: 2d6
10	COM	0	11-	
14	PD	0		Total: 14 PD (4 rPD)
14	ED	8		Total: 14 ED (4 rED)
4	SPD	12		Phases: 3, 6, 9, 12
20	REC	0		
60	END	0		
72	STUN	0	Total Characteristics Cost: 176 (+130 with NCM)	
Movement:		Running: 30"/60" Leaping: 7"/14"		
Cost	Powers			END
30	Antlers: HKA 2d6, Armor Piercing (+½); No STR Bonus (-½)			4
30	Bite: HKA 2d6 (4d6 with STR)			3
4	Thick Hide: Damage Resistance (4 PD/4 ED)			0
24	Heavy: Knockback Resistance -12"			0
48	Swift: Running +24" (30" total)			6
6	Sharp Senses: +2 PER with all Sense Groups			0
Skills				
10	+2 HTH			
3	Stealth 13-			
Total Powers & Skills Cost: 155				
Total Cost: 331				
75+	Disadvantages			
15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)			
15	Physical Limitation: Gigantic (32m; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)			
5	Physical Limitation: Reduced Leap; can only leap half as far as STR indicates (Infrequently, Slightly Limiting)			
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)			
15	Psychological Limitation: Voracious Hunger (Common, Strong)			
191	Experience Points			
Total Disadvantage Points: 331				



Ecology: Orgoli is a gigantic deer, the so-called “master animal of the forest.” He eats just about everything, be it animal, human, or plant; he’s known to devour entire trees, down to the roots, in a single sitting. At one point, he’s said to have devoured 40 different people and 60 different animals.

Personality/Motivation: Normal animal motivations. Orgoli seems to have an insatiable appetite, and greedily devours anything that comes near.

Powers/Tactics: Due to his great size, Orgoli isn’t much for tactics or subtlety. He chases down his prey and devours it, often in a single bite (Orgoli does Weak swallowing Damage). Very large targets may get a head butt or two with his antlers (the better to weaken them) before being finished off with his teeth.

Campaign Use: A huge and terrifying deer, Orgoli was killed by the Buryat Mongolian culture hero Geser. After jamming his spear in Orgoli’s mouth, Geser used his sword to cut Orgoli’s head off from the inside, releasing a great number of people and horses. In your campaign, Orgoli can be the goal of an epic quest in which the PCs have to gather several objects of power together so they can defeat the monster deer. Or to really give your heroes a hard time, you can make Orgoli an entire species rather than a singular creature....

Appearance: Orgoli is an omnivorous deer large enough to swallow an entire horse in a single bite. His antlers and pointed teeth are quite sharp.

THAILAND



Thailand lies between Burma, Laos, and Cambodia, and is the only southeast Asian nation never colonized by the West. Its history traditionally dates to 1238 AD with the founding of the kingdom of Sukhothai. Sukhothai was eventually absorbed by the kingdom of Ayutthaya (founded 1350), which expanded over the next 400 years to form the kingdom of Siam, which had nearly the same borders as modern Thailand.

RELIGION

One of the most important contributions of the kingdom of Ayutthaya to Thailand culture was the introduction of *Theravada* Buddhism as the state religion — done to separate itself from the neighboring Hindu kingdom of Angkor. Despite this, Thailand shows a strong Hindu influence; the national symbol of Thailand is the Garuda, mount of Vishnu. In addition, one can find many examples of gandharvas, makaras, and nagas in Thai art and folklore. A small number of Muslims live in Thailand, and many people still practice various forms of animism.



CON TRAM NU' O' C

Val	Char	Cost	Roll	Notes
35	STR	25	16-	Lift 3,200 kg; 7d6 [3]
18	DEX	24	12-	OCV: 6/DCV: 6
23	CON	26	14-	
22	BODY	24	13-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
20	PRE	10	13-	PRE Attack: 4d6
8	COM	-1	11-	
7	PD	0		Total: 7 PD (2 rPD)
5	ED	0		Total: 5 ED (2 rED)
3	SPD	2		Phases: 4, 8, 12
12	REC	0		
46	END	0		
52	STUN	0		Total Characteristics Cost: 98 (+25 with NCM)

Movement: Running: 0"/0"
Flight: 20"/40"
Leaping: 4"/8"
Swimming: 0"/0"

Cost	Powers	END
25	<i>Horns:</i> 1½d6 (3d6+1 with STR)	2
3	<i>Horns:</i> Armor (4 PD/4 ED); Only Protects Location 3 (-3)	0
2	<i>Tough Skin:</i> Damage Resistance (2 PD/2 ED)	0
10	<i>Heavy:</i> Knockback Resistance -5"	0
33	<i>Can Walk Across Any Surface:</i> Flight 20", Reduced Endurance (½ END; +¼); Only Along Reasonably Horizontal Surfaces (-½)	2
14	<i>Charge:</i> Flight +20"; Increased Endurance Cost (x3 END; -1), No Noncombat Movement (-¼), Only Along Reasonably Horizontal Surfaces (-½)	12
-12	<i>Doesn't Need To Touch The Ground:</i> Running -6"	
-2	<i>Doesn't Need To Get Wet:</i> Swimming -2"	
3	<i>Heightened Senses:</i> +1 PER with all Sense Groups	0

Talents

3 Bump Of Direction

Skills

6 *Charge:* +3 OCV with Move Through
9 AK: The Surrounding Countryside 18-

Total Powers & Skills Cost: 94

Total Cost: 192

POWER OF A SINGLE HAIR

Anyone lucky enough to come across even a single hair of a con tram nu' o' c gains the ability to cross wet ground or any body of water and not get wet. Characters who possess one of these hairs can purchase this power:

Hair Of The Con tram nu' o' c: Flight 6" (or Flight equal to the character's Running) (12 Active Points); Only In Contact With Marsh, Swamp, Or The Surface Of Open Water (-1). Total cost: 6 points.

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 5 Physical Limitation: Large (4m; -2 DCV, +2 to PER Rolls to perceive) (Infrequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, can only leap half as far as STR indicates (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 77 Experience Points

Total Disadvantage Points: 192

Ecology: The con tram nu' o' c is a magical water buffalo capable of crossing any form of terrain quickly and easily. It apparently always knows the easiest direction to take to get where it's going. A solitary creature, it dwells in the forests and jungle, feeds on vegetation, and is rarely seen.

Personality/Motivation: Typical animal motivations.

Powers/Tactics: Normally a peaceful animal, the con tram nu' o' c, like all buffalo, can be aggressive if provoked. If sufficiently aroused, it charges an enemy, seeking to impale him on its horns (a Move Through). It may also trample a fallen foe (defined as a STR Strike on a prone opponent).

Campaign Use: Supernatural cattle have been the object of many quests in world mythology. You can use the con tram nu' o' c to set up a similar adventure — the heroes have to capture one, rescue one from its "kidnapper," or recover one of the magic buffalo's hairs. Finding the con tram nu' o' c is only be the start of the PCs' worries, since there's also the terrain, hostile animals, monsters, rivals, and natives to think about!

Appearance: The con tram nu' o' c looks like an average Asian water buffalo. Its magical nature is only apparent when it uses its powers to walk effortlessly across marshy ground, water, or swamps.

CREATURES OF THE HIMMAPAN FOREST

The forest of Himmaman is located somewhere in the Himalayas ("abode of snow") between Chomputaweep (India) and Nepal. The mountain range has 84,000 peaks covering over 30,000 square miles. Within it are seven large lakes; one, Anodard, is surrounded by five mountains, and legends claim each of them is 2,000 miles high. Himmaman Forest is located directly beneath the Buddhist heaven and is home to numerous strange and magical beings, many of which have semi-divine origins. The heavenly nature of the forest renders it invisible to mortal men, who are unable to enter or even approach the Himmaman without magical or divine assistance.

Ecology: The creatures dwelling in the Himmaman Forest are a variety of chimerical animals and satyr-like human-animal hybrids. Some are ground dwellers, others live in the water, and some can fly and spend much of their time in the air. In addition, the animals are a mixture of carnivores and herbivores, with the former preying on the latter (along with more mundane birds, deer, fish, rabbits, squirrels, and the occasional human). For the most part, the inhabitants of the Himmaman seem content to remain within the boundaries of the forest, although brave or curious individuals may venture into the outside world from time to time.

Personality/Motivation: Normal animal or sentient humanoid motivations.

Powers/Tactics: Himmaman's animals use tactics and abilities appropriate for their body shape, size, and general demeanor. Herbivores usually flee from danger, although large and powerful specimens stand and fight. Carnivores tend either to be ambush predators or sneaky predators.

Campaign Use: If a group of PCs venture into the Himmaman Forest, the forest inhabitants can range from dangerous threats to mystical allies/patrons. In fact, having the PCs journey to the forest, find it, and locate a specific inhabitant could be an entire story arc in of itself! (This works well if you make the target of the quest a white elephant, see page 117.) To further customize each creature, you might want to apply some of the Creature Templates found on pages 12-30 of *The HERO System Bestiary*. Suggested Templates include: Divine, Ferocious, Infernal, and Smart (Cunning). You can also give select individuals 25-75 points of magical Talents, spells, and other powers.

Appearance: See each individual entry for a description of the creature in question.

To make it easier to find a desired creature, the various inhabitants of the Himmaman have been sorted into categories based on commonly shared characteristics.

BIRDS

Birds are probably the most common of all the Himmaman's inhabitants. There are dozens of different species to be found in the forest, many of

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which have fairly unusual body forms, often of a hybrid nature. Regardless of form, all birds swear allegiance to Garuda, the king of birds.

Kocha Puksa

The Kocha Puksa is a strange mixture of human, bird, and elephant. It has the torso and arms of a man, the legs, wings, and tail of a hongsa (the “heavenly swan,” see page 24), and the head of an elephant. White in color, they seem to be a relative of sorts of Garuda, and like the king of birds have no love for nagas or other snakes. To create a Kocha Puksa, make the following changes to the Bird-Man character sheet found on page 191 of *The HERO System Bestiary*:

Cost Powers

- Remove Physical Limitation: Limited Manipulation
- 5 Remove *Beak*
- 5 +5 STR
- 4 +2 CON
- 2 +1 BODY
- 3 +3 PRE
- 10 *Tusks*: HKA ½d6 (1d6+1 with STR)
- 2 *Elephant's Nose*: +1 PER with Smell/Taste Group
- 6 *Trunk*: Extra Limb, Inherent (+¼)
- 5 +1 HTH

Total cost: +32 points

Mayura Khon Tun

A Mayura Khon Tun combines the physical features of a peacock and a Khon Tun (see below). An almost identical bird creature is the *Mayura Wane Tai*. Both have the arms and torso of a human plus the head, legs, and tail of a peacock. The major difference is that the Mayura Khon Tun has four arms instead of the Mayura Wane Tai's two. To create either creature, make the following changes to the Bird-Man character sheet found on page 191 of *The HERO System Bestiary*:

Cost Powers

- Remove Physical Limitation: Limited Manipulation
- 19 Remove *Wings* and +1 with Flight

Total cost: -19 points

OPTIONS

Cost Option

- 6 *Mayura Khon Tun*: Extra Limbs (two more arms), Inherent (+¼)
- 9 *Mayura Khon Tun*: Talent: Ambidexterity (no Off Hand penalty)

Mungkorn Sagunee

The Mungkorn Sagunee has the head of a dragon and the body of a large bird. It's a solitary predator that eats a wide variety of small animals, including other birds. A similar creature is the *Nak Puksin*, a red bird with the head of a naga (see page 83) and the body of a hongsa. To create either a Mungkorn Sagunee or a Nak Puksin, make the following changes to the Bird-Man character sheet found on page 191 of *The HERO System Bestiary*:

Cost Powers

- Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- +20 *Head Of A Dragon*: Increase Beak to HKA 1½d6 (3d6+1 with STR)
- +3 *Wings*: Increase Wings to Flight 12"
- +2 *Sharp Senses*: Increase Bird's Eyes to include all Sense Groups
- 10 *Eyes Of The Dragon*: Infrared Perception and Ultraviolet Perception (Sight Group)
- 5 *Nose Of The Dragon*: Tracking with Normal Smell
- 10 +2 HTH

Total cost: +50 points

Nok Hussadee

This bird is said to be the size of a house (or even larger). Enormously powerful, it has the head of an elephant and can be quite aggressive if disturbed. To create a Nok Hussadee, make the following changes to the Bannog character sheet found in AB2:

Cost Powers

- 25 Remove *Beak*
- 21 Remove *Sharp Eyed*
- Reduce Physical Limitation: Very Limited Manipulation to Limited Manipulation
- 10 +10 STR
- 2 +2 PRE
- 15 *Bite*: HKA 1d6+1 (2½d6 with STR)
- 12 *Tusks*: HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)
- 6 *Sharp Senses*: +2 PER with all Sense Groups
- 2 *Elephant's Nose*: +1 PER with Smell/Taste Group
- 6 *Trunk*: Extra Limb, Inherent (+¼)

Total cost: +7 points

Nok Insee

The Nok Insee is a type of eagle with a light green body, brown wings, and an elaborately tufted tail similar to a lion's. To represent it, use the Eagle/Hawk character sheet found on page 136 of *The HERO System Bestiary*.

Payak Wane Tai

This creature, and the very similar *Suea Peek*, has the head of a tiger, a humanoid torso and arms, and the wings, legs, and tail of a bird. In the case of the Payak Wane Tai, it has a hongsa's tail, while a Suea Peek has a peacock's tail. In addition, a Payak Wane Tai's wings are near the waist, while the Suea Peek's wings are at the shoulders. To create either a Payak Wane Ti or a Suea Peek, make the following

changes to the Bird-Man character sheet found on page 191 of *The HERO System Bestiary*:

Cost Powers

- Remove Physical Limitation: Limited Manipulation
- 6 Remove *Bird's Eyes*
- 5 +5 STR
- +20 *Tiger's Jaws*: Increase Beak to HKA 1½d6 (2½d6 with STR)
- 4 *Roar*: +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)
- 9 *Tiger's Sense's*: +3 PER with all Sense Groups
- 5 *Tiger's Eye's*: Nightvision
- 5 *Tiger's Nose*: Tracking with Normal Smell
- 10 +2 HTH

Total cost: +52 points

Sagoon Hayra

This large predatory bird has the antlered head of a naga and the body of a bird covered in scales. It's fearless and aggressive. To create a Sagoon Hayra, make the following changes to the Bird-Man character sheet found on page 191 of *The HERO System Bestiary*:

Cost Powers

- 6 Remove *Bird's Eyes*
- 5 +5 STR
- +15 *Bite*: Increase Beak to HKA 1d6+1 (2d6+1 with STR)
- 10 *Antlers*: HKA 1d6; No STR Bonus (-½)
- 5 *Scaly Skin*: Damage Resistance (5 PD/5 ED)
- 10 +2 HTH

Total cost: +39 points

CANINES

The only canine common to the Himmaman is the Khi Mee. The size of a large dog, Khi Mee have a yellow coat of fur with a thick ruff or collar around the neck and a bushy tail. They tend to hunt in packs, and prey on mice, rabbits, squirrels, and the like. To create a Khi Mee, make the following changes to the Guard/Combat Dog character sheet found on page 161 of *The HERO System Bestiary*:

Cost Powers

- 8 *Claws*: HKA ½d6 (½d6 with STR); Reduced Penetration (-¼)

Total cost: +8 points

CATTLE

Cattle aren't common in the Himmaman Forest, but there is one species: the Mungkorn Vihok. This rather bizarre animal has the head of a dragon, a buffalo's body, and clawed feet. Its body is dark purple in color, with a bird's wings and a bird-like tail. Omnivorous in nature, it tends to hunt near water. To create a Mungkorn Vihok, make the following changes to the Buffalo/Cattle character sheet found on page 141 of *The HERO System Bestiary*:

Cost Powers

- 15 +5 DEX
- 5 +5 PRE
- 5 +1 SPD
- 20 *Dragon's Bite*: HKA 1d6+1 (2½d6 with STR)
- 12 *Clawed Feet*: HKA 1d6 (2d6 with STR); Reduced Penetration (-¼)
- 16 *Wings*: Flight 12"; Restrained (-½)

Total cost: +73 points

CRAB

Deep within the Himmaman Forest is *Nong Pu* (Crab Pond), which is home to a crab so gargantuan it can attack and kill the elephants that come to the pond to drink and bathe. To create a crab such as this, apply the *Enormous Size/Weight Template* and Physical Limitation from pages 574-75 of *The HERO System 5th Edition, Revised* to the Giant Crab character sheet found on page 46 of *The HERO System Bestiary* (costs 93 points).

CROCODILES

Thai crocodiles are reputed to have many mystical powers, the most common of which is the ability to assume the shape of a human being. To create a Thai crocodile, add the following abilities to the Crocodile/Alligator character sheet found on page 149 of *The HERO System Bestiary*:

Cost Powers

- 5 +5 INT
- 16 +10 EGO
- 13 *Assume Human Form*: Multiform (assume 100-point human form); Costs Endurance (to change forms only; -½)

Total cost: +34 points

Hayra

Hayra (also known as the Hayra Pod or Hera) are serpentine-bodied creatures superficially similar to the Chinese kioh-lung. They're thought to be relatives of the nagas, and might even be the result of dragon mating with a naga. Much like both dragons and nagas, Hayra are aquatic in nature and tend to dwell in rivers where they prey on fish, crocodiles, and cattle who came to the water's edge to drink. To create a Hayra, make the following changes to the Giant Lizard character sheet found on page 95 of *The HERO System Bestiary*:

Cost Powers

- 8 *Aquatic Body*: Swimming +8"
- 5 *Breathes Air And Water*: Life Support (Expanded Breathing: Breathe Underwater)
- 1 *Aquatic Body*: Life Support (Safe Environment: High Pressure)

Total cost: +14 points

ELEPHANTS

Elephants are an integral part of Thai mythology and history, at one time appearing on both Thai currency and the national flag. Naturally, elephants are to be found in the Himmaman Forest as well, serving as the mounts of gods as well as symbols of Buddha and sacred purity.

Karin Puksa

A Karin Puksa is a black-bodied elephant with brilliant red wings and a bird-like tail. Aside from its ability to fly, it behaves much like a normal elephant. To create a Karin Puksa, add the following powers to the Elephant character sheet found on page 164 of *The HERO System Bestiary*:

Cost Powers

- 20 *Wings*: Flight 15"; Restrainable (-½)
 7 *Reach*: Stretching 2"; Reduced Endurance (0 END; +½); Always Direct (-¼), No Non-combat Stretching (-¼), No Velocity Damage (-¼), Limited Body Parts (wings; -¼)

Total cost: +27 points

Waree Kunchorn

An aquatic elephant, the Waree Kunchorn is easily confused with the Kunchorn Waree. The Kunchorn Waree is a form of makara (see page 80) with an elephant's head and forelimbs and a fish's tail. The Waree Kunchorn is an elephant with fins on its back and legs with a fish-like frill for a tail. To create a Waree Kunchorn, add the following powers to the Elephant character sheet found on page 164 of *The HERO System Bestiary*:

Cost Powers

- 8 *Aquatic Body*: Swimming +8"
 5 *Breathes Air And Water*: Life Support (Expanded Breathing: Breathe Underwater)
 1 *Aquatic Body*: Life Support (Safe Environment: High Pressure)

Total cost: +14 points

White Elephant

A pure white elephant is considered sacred, a symbol of fertility, knowledge, and purity. Known as the King of the Forest and the mount for various war gods, white elephants are valued as a sign of a prosperous kingdom, and are eagerly sought after by the kings of Burma, Malaysia, and Thailand. To create a White Elephant of this sort, add the following powers to the Elephant character sheet found on page 164 of *The HERO System Bestiary*:

Cost Powers

- 8 Apply the Battle Trained Template
 14 Apply the Ferocious Template
 9 Apply the Smart (Cunning) Template
 9 Reputation: sacred symbol of purity and wisdom (southeast Asia) 14-, +3/+3d6

Total cost: +40 points

FISH

Many strange or monstrous species of fish inhabit the streams, rivers, and lakes of the Himmaman Forest.

Mucha Naga

A Mucha Naga has the head of a naga and the body of a great fish. They typically dwell in rivers and lakes where they prey on smaller fish, amphibians, and the like. To create a Mucha Naga, make the following changes to the Swordfish character sheet found on page 185 of *The HERO System Bestiary*:

Cost Powers

- 30 Remove *Sword Multipower* and +2 with *Sword Multipower*
 20 *Bite*: HKA 1d6+1 (2½d6 with STR)
 2 *Scaled Body*: Damage Resistance (2 PD/2 ED)
 4 +2 OCV with Bite

Total cost: -4 points

Mucha Wan

"Mucha Wan" literally means "large fish." While it may be used to indicate whales and the like, it also refers to a monstrous fish covered in thick scales and equipped with many sharply-pointed teeth. Mucha Wans are found only in the largest and deepest lakes of the Himmaman. To create a Mucha Wan, make the following changes to the Sperm Whale character sheet found on page 95 of *The HERO System Bestiary*:

Cost Powers

- 24 Remove *Tough Skin*, *Deep Water Swimmer*, *Echolocation*
 Replace Physical Limitation: Near-Human Intelligence with Physical Limitation: Animal Intelligence
 +5 *Bite*: Increase Bite to HKA 2d6 (4d6 with STR)
 10 *Thick Scales*: Damage Resistance (10 PD/10 ED)
 3 *Aquatic Body*: Life Support (Safe Environments: High Pressure, Intense Cold)

Total cost: -6 points

Nang Ng-uek

The Nang Ng-Uek is the Thai mermaid (or merman). They're described as being beautiful maidens from the waist up, with the scaled and frilled tail of a fish from the hips down. To create a Nang Ng-Uek, use the Mer-Folk character sheet found on page 66 of *Monsters, Minions, And Marauders*. You also can add the following options:

Cost Powers

- +5 *Incredibly Beautiful*: +10 COM
 3 *Scaly Skin*: Armor (2 PD/2 ED); Activation Roll 11- (or covers locations 13-18; -1)

Total cost: +8 points

Pla Kwai

These creatures have the heads of buffalo (*kwai*) on the bodies of great fish (*pla*). Normally found in placid lakes and ponds, they browse on water grasses and similar vegetation. To create a Pla Kwai, make the following changes to the Hippocampus character sheet found on page 84 of *The HERO System Bestiary*:

Cost Powers

- Replace Psychological Limitation: Fears Bright Lights And Loud Noises with Psychological Limitation: Temperamental (Common, Strong)
- 5 +5 STR
- 3 +3 PRE
- 25 *Horns*: HKA 1½d6 (3d6+1 with STR)
- 3 *Horns*: Armor (4 PD/4 ED); Only Protects Location 3 (-3)

Total cost: +36 points

Pla Seu

Similar in many respects to the Pla Kwai, the Pla Seu has a tiger's head and forelimbs on a fish's body. Some have scaled bodies, while others are covered in striped fur. They're carnivores who prey on the Pla Kwai. To create a Pla Seu, make the following changes to the Hippocampus character sheet found on page 84 of *The HERO System Bestiary*:

Cost Powers

- Remove Psychological Limitation: Fears Bright Lights And Loud Noises
- 5 +5 STR
- 15 +5 DEX
- 5 +5 PRE
- 5 +1 SPD
- 20 *Bite*: Increase Bite to HKA 1½d6 (3d6+1 with STR)
- 16 *Claws*: HKA 1d6+1 (2½d6 with STR); Reduced Penetration (-¼)
- 4 *Roar*: +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)

Total cost: +70 points

GIANTS

The giants found in the Himmapan tend to be unique individuals as opposed to a distinct race (of course, you can easily turn each one into a species if you so desire). They dwell in great log homes built to their scale and dress in well-made clothes. Some wear armor if needed and carry weapons (such as staves, swords, long-hafted maces, or great bows).

Asoon Puksa

Asoon Puksa has the head, arms, and torso of a human from the waist up, while from the waist down he has the wings, legs, and tail of a rooster. A carnivore by nature, his teeth are sharp and prominent, and he often surprises his prey (consisting of cattle, deer, horses, and even humans) by dropping down on them from the air. To create Asoon Puksa, make the following changes to the Forest Giant character sheet found on page 44 of *Monsters, Minions, And Marauders*:

Cost Powers

- 20 *Sharp Teeth*: HKA 1d6+1 (2½d6 with STR)
- 18 *Taloned Feet*: HKA 1d6 (2d6 with STR), Armor Piercing; Reduced Penetration (-¼)
- 27 *Wings*: Flight 20"; Restrained (-½)

Total cost: +65 points

Asura Wayupuk

Similar in appearance to Asoon Puksa, Asura Wayupuk has the lower body of a great eagle instead of a rooster. Ruler of city of Wichian, Asura Wayupuk is known for his malign treatment of travelers. To create Asura Wayupuk, make the following changes to the Forest Giant character sheet found on page 44 of *Monsters, Minions, And Marauders*:

Cost Powers

- 18 *Taloned Feet*: HKA 1d6 (2d6 with STR), Armor Piercing; Reduced Penetration (-¼)
- 33 *Wings*: Flight 25"; Restrained (-½)
- 5 *Fringe Benefit*: Lordship ("Viscount")
- Psychological Limitation: Cruel And Domineering (Common, Strong; 15 points)

Total cost: +56 points

Mareet

This giant is a shape shifter who can assume any number of forms. His true form has a humanoid head, torso, and arms with a deer's legs and a lion-like tail. He commonly carries an immense staff topped with a metal knob. To create Mareet, make the following changes to the Forest Giant character sheet found on page 44 of *Monsters, Minions, And Marauders*:

Cost Powers

- Remove the Physical Limitation: Reduced Leap.
- 3 +3 INT
- 10 +5 EGO
- 7 *Kick*: HA +3d6; Hand-To-Hand Attack (-½), Only With Kick (-½)
- +2 *Deer's Swiftiness*: Running +7" (13" total)
- 57 *Assume Many Forms*: Multi-form (assume the form of any 32 different animals or monsters built on up to 300 points); Costs Endurance (to change forms only; -½)
- 5 *Tail*: Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

Total cost: +89 points

HORSES

According to Hindu myth, the Wind God created four different breeds of *Ma*, or horses: the Archanai, Sintop Mano Mai, Ussadron, and Vlahok. These four horses were originally capable of flight until they trespassed into Lord Shiva's garden in an attempt to meet with two female horses given to Shiva's wife, Uma Thevi. Caught by a guard, the horses had their tendons cut, removing their ability to fly. They were then sent down to Earth and to serve as beasts of burden for humans. To create one of these legendary horses, make the following changes to any of the Horse character sheets found on pages 167-171 of *The HERO System Bestiary* (you can also use this power create the *chonma*, or Korean "celestial horse"):

Cost Powers

24 *Flight*: 12"

Total cost: +24 points

Durong Kraisorn

These unusual horses have red bodies, black hooves, black tails, and the head of a lion. Fast and powerful, they feed on a variety of prey, including cattle, deer, monkeys, pigs, and rabbits. To create a Durong Kraisorn, make the following changes to the Heavy Warhorse character sheets found on pages 170-171 of *The HERO System Bestiary*:

Cost Powers

- Remove Psychological Limitation:
Domesticated
- +20 *Head Of A Lion*: Increase Bite to HKA 1½d6 (3d6+1 with STR)
- 4 *Roar*: +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)
- +3 *Lion's Senses*: Increase Sharp-Eared And Keen-Nosed to +3 PER with all Sense Groups (including Sight Group)
- 5 *Lion's Eyes*: Nightvision
- 5 *Lion's Nose*: Tracking with Normal Smell
- 10 +2 HTH

Total cost: +47 points

Hemara Ussadorn

The Hemara Ussadorn is a bird-headed horse, with a long, narrow, almost crocodilian beak. They have black bodies and white tails, and tend to dwell in open grasslands near large bodies of water. There they feed on grass, insects, frogs, and small fish. To create a Hemara Ussadorn, make the following changes to any of the Horse character sheets found on pages 167-171 of *The HERO System Bestiary*:

Cost Powers

- Remove Psychological Limitation:
Domesticated
- +10 *Bird's Jaws*: Increase Bite to HKA 1d6 (2d6 with STR)
- 5 *Bird's Eyes*: Increased Arc Of Perception (240 Degrees) for Sight Group
- 5 +1 HTH

Total cost: +20 points

Ma Peek

A Ma Peek is a winged horse, similar in appearance to the Greek Pegasus. To create a Ma Peek, simply use the Pegasus character sheet found on page 106 of *The HERO System Bestiary*. You can also use the Pegasus character sheet to simulate the abilities of the *Durong Puksin*, a pure white horse with a black mane, black hooves, and a green bird-like tail. Both the Ma Peek and Durong Puksin are peaceful, social herbivores, found in small herds throughout the forest. Others winged horses include the *nara* (found in India), the *tipala* (found in Thailand), and the *yongma* (the Korean "dragon horse").

Ng-eye Sai

This solitary, blue-bodied animal has a dragon's head (complete with beard and stag-like antlers) atop a horse's body. It hunts animals of all sizes in the depths of the Forest, and even attacks humans. Similar to the Ng-eye Sai is the *To Thep Ussadorn*, which has a lion's head atop an orange body, a green mane, and red hooves and tail. To create either a Ng-eye Sai or a To Thep Ussadorn, make the following changes to the Heavy Warhorse character sheet found on pages 170-171 of *The HERO System Bestiary*:

Cost Powers

- Remove Psychological Limitation:
Domesticated
- +20 *Head Of A Dragon*: Increase Bite to HKA 1½d6 (3d6+1 with STR)
- 10 *Antlers*: HKA 1d6; No STR Bonus (-½)
- +0 *Sharp Senses*: Increase Sharp-Eared And Keen-Nosed to include Sight Group
- 10 *Eyes Of The Dragon*: Infrared Perception and Ultraviolet Perception (Sight Group)
- 5 *Nose Of The Dragon*: Tracking with Normal Smell
- 10 +2 HTH

Total cost: +55 points

Sinta Pakunchorn

These horse-like animals have green bodies, black hooves, and light yellow-green manes and tails. Atop their necks is the head of an elephant, complete with tusks, trunk, and small ears. Like elephants, the Sinta Pakunchorn are gregarious by nature and feed on a wide variety of plants. To create a Sinta Pakunchorn, make the following changes to the Heavy Warhorse character sheets found on pages 170-171 of *The HERO System Bestiary*:

Cost Powers

- Remove Psychological Limitation:
Domesticated
- Reduce Physical Limitation: Very Limited Manipulation to Limited Manipulation
- 10 *Tusks*: HKA ½d6 (1d6+1 with STR)
- 2 *Elephant's Nose*: +1 PER with Smell/Taste Group
- 6 *Trunk*: Extra Limb, Inherent (+¼)
- 5 +1 HTH

Total cost: +23 points

BODY TRAILING
FIRE

Some accounts say certain inhabitants of the Himmapan Forest trail fire from their heads, legs, tails, or other parts of their bodies. Examples include the gilane, the loto, and the rajasi, the royal lion of Thailand. Here's how to add that ability:

Body Of Fire: HKA 1d6, Damage Shield (does Damage in HTH combat; +3/4), Continuous (+1), Reduced Endurance (0 END; +1/2), Persistent (+1/2), Inherent (+1/4) (60 Active Points); No STR Bonus (-1/2). Total cost: 40 points.

Sinta Panattee
These animals look like normal horses except that they have a bright red fin instead of a mane, with similar fins along the back of each leg and a large, fish-like tail. They live in lakes, ponds, and rivers, where they feed on water plants. Inherently magical, a Sinta Panattee can walk atop the surface of the water by stepping from lotus blossom to lotus blossom without disturbing a single leaf. To create a Sinta Panattee, make the following changes to the Heavy Warhorse character sheets found on pages 170-171 of *The HERO System Bestiary*:

Cost	Powers
	Remove Psychological Limitation: Domesticated
9	<i>Steps From Lotus To Lotus:</i> Flight 8"; Only Along Reasonably Horizontal Surfaces (-½), No Noncombat Movement (-¼)
8	<i>Aquatic Body:</i> Swimming +8"
5	<i>Breathes Air And Water:</i> Life Support (Expanded Breathing: Breathe Underwater)
1	<i>Aquatic Body:</i> Life Support (Safe Environment: High Pressure)

Total cost: +23 points

Ussadorn Vihok
Similar in some respects to the Ma Peek, the Ussadorn Vihok has a bird's head and bird's wings. It has a red head, neck, and wings, a yellow body, and a black tail and hooves. You can create a Ussadorn Vihok by making the following changes to the Hippogriff character sheet found on page 85 of *The HERO System Bestiary*:

Cost	Powers
-12	Remove <i>Eagle's Talons</i>
10	<i>Kick/Rear:</i> HA +3d6; Hand-To-Hand Attack (-½)

Total cost: -2 points

HUMANS
At least two races of semi-magical humans live in the forest.

Khon Tun
The Khon Tun is a race of four-armed humans. They're noted for their musical talent and can play many instruments with skill and artistry. (Like the various giants, Khon Tun may be a singular individual, but is presented here as a separate race.) You can use the accompanying Package Deal to create one.

KHON TUN PACKAGE DEAL

Cost	Ability
6	+2 DEX
6	<i>Four Arms:</i> Extra Limbs (two more arms), Inherent (+¼)
9	Talent: Ambidexterity (no Off Hand penalty)
10	<i>Musical Talent:</i> PSs (10 points' worth pertaining to music)
Value	Disadvantage
	None
Total cost Of Package: 31	

MAKALEE PON
PACKAGE DEAL

Cost	Ability
3	Climbing
3	+4 to Concealment; Self Only (-½), Only In Himmapan Forest (-1)
6	AK: Himmapan Forest (INT +3)
4	+4 to Stealth; Only In Himmapan Forest (-1)
2	Survival (Temperate/Subtropical Forests)
3	Talent: Environmental Movement: Thicket-master (no penalties in undergrowth)
Value	Disadvantage
	None
Total Cost Of Package: 21	

Makalee Pon
Makalee Pon are the "daughters" of certain magical trees found in the Himmapan. They're either born from the fruit of the tree, or actually *are* the fruit of the tree. Once they ripen (so to speak), they separate from their parent tree and make their way in the world. Legend has it they often end up as the wives of hermits. You can use the accompanying Package Deal to create one.

LIONS
Lions are found all through the Himmapan forest. Some are far larger than normal, others eat grass and leaves instead of meat, while many are hybrid creatures that combine attributes of other animals with a lion's body and general physique.

Buntu Rajasri
Also known as a *Buntu Sura Mareu Kin*, this lion is as large as a water buffalo. It's bright yellow in color and preys on cattle, deer, elephants, and humans. To create a Buntu Rajasri, make the following changes to the Lion character sheet found on pages 145-146 of *The HERO System Bestiary*:

Cost	Powers
46	Apply the <i>Large Size/Weight Template</i> and Physical Limitation from pages 574-75 of <i>The HERO System 5th Edition, Revised</i>

Total cost: +46 points

Gaysorn Singha
Also known as the *Garsorn Singha*, this monstrous lion has the legs and hooves of an ox. To create a Gaysorn Singha, make the following changes to the Lion character sheet found on pages 145-146 of *The HERO System Bestiary*:

Cost	Powers
-16	Remove <i>Claws</i>
10	<i>Kick/Rear:</i> HA +3d6; Hand-To-Hand Attack (-½)
+6	<i>Longer Legs:</i> Increase Running to +4"

Total cost: +0 points

Hemaraj
The rather strange creature has the body of a lion plus the head of either a large bird or a crocodile. They tend to prey on smaller mammals, such as mice, rabbits, and squirrels, as well

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as birds, snakes, lizards, frogs, and fish. To create a Hemaraj, make the following changes to the Lion character sheet found on pages 145-146 of *The HERO System Bestiary*:

Cost Powers

- 10 Reduce *Bite* to HKA 1d6 (2d6 with STR)
- 5 *Bird's Eyes*: Increased Arc Of Perception (240 Degrees) for Sight Group

Total cost: -5 points

Kala Sriha

As big as a water buffalo, this lion has black fur and is a herbivore... but is still capable of defending itself if necessary. Its roar is not only startling, but actually capable of doing physical harm to other animals. To create a Kala Sriha, make the following changes to the Lion character sheet found on pages 145-146 of *The HERO System Bestiary*:

Cost Powers

- 46 Apply the *Large Size/Weight Template* and *Physical Limitation* from pages 574-75 of *The HERO System 5th Edition, Revised*
- 20 *Roar*: Energy Blast 4d6, NND (defense is deafness, ear coverings [such as earmuffs], or making an EGO Roll at -3; +1); Increased Endurance Cost (x3 END; -1)

Total cost: +66 points

Kochasri

This lion-bodied creature has the head of an elephant and is very strong and powerful. A virtually identical creature is the *Tukkat Tor*; the main difference between the two is the *Tukkat Tor* has a beard and fur that flows forward, towards the head, as opposed to away. To create either beast, make the following changes to the Lion character sheet found on pages 145-146 of *The HERO System Bestiary*:

Cost Powers

- Reduce Physical Limitation: Very Limited Manipulation to Limited Manipulation
- +5 STR
- 17 Reduce *Bite* to HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)
- 10 *Tusks*: HKA ½d6 (1d6+1 with STR)
- 2 *Elephant's Nose*: +1 PER with Smell/Taste Group
- 6 *Trunk*: Extra Limb, Inherent (+¼)

Total cost: +6 points

Kraisorn Jumlang

The Kraisorn Jumlang is a dragon-headed lion with a dark brown body, and is also known as either a *Kraisorn Mungkorn* or a *Srihara Mungkorn*. To create one of these hybrid lions, make the following changes to the Lion character sheet found on pages 145-146 of *The HERO System Bestiary*:

Cost Powers

- 10 *Antlers*: HKA 1d6; No STR Bonus (-½)
- 10 *Eyes Of The Dragon*: Infrared Perception and Ultraviolet Perception (Sight Group)

Total cost: +20 points

Kraisorn Karwee

This hybrid lion has the head of a cow atop a lion's body with a horse's tail. Since it has a cow's head, it's presumably another type of herbivorous lion. A similar creature is the *Singha Karwee*, which looks identical to a Kraisorn Karwee but has a more normal lion-like tail. To create either of these creatures, make the following changes to the Lion character sheet found on pages 145-146 of *The HERO System Bestiary*:

Cost Powers

- 39 Remove *Bite*, *Roar*, *Cat's Eyes*, *Cat's Nose*
- 6 *Sharp Senses*: Reduced *Cat's Senses* to +1 PER with all Sense Groups
- 25 *Horns*: HKA 1½d6 (3d6+1 with STR)
- 3 *Horns*: Armor (4 PD/4 ED); Only Protects Location 3 (-3)

Total cost: -17 points

Kraisorn Naga

The Kraisorn Naga has the head and tail of a naga, the body of a lion, and is covered with a coat of scales. Unlike the lion, it's a solitary predator, with hunting habits reminiscent more of a tiger. To create a Kraisorn Naga, make the following changes to the Lion character sheet found on pages 145-146 of *The HERO System Bestiary*:

Cost Powers

- +4 *Scaly Skin*: Increase Damage Resistance to (5 PD/5 ED)
- 5 *Tail*: Extra Limb, Inherent (+¼); Limited Manipulation (-¼)

Total cost: +10 points

Kraisorn Puksa

The Kraisorn Puksa is one of three closely related lion-bird hybrids: the *Kraisorn Puksa*, *Sagoon Kraisorn*, and *Tichakorn Jatubod*. The Kraisorn Puksa has a light green lion's body covered in scales, a broad-tufted tail, and the head and wings of a great bird of prey. The Sagoon Kraisorn has a brownish lion's body and the head of an eagle. A Tichakorn Jatubod has a light green lion's body, bird's wings, and a yellow-feathered bird's tail. To create either the Kraisorn Puksa or the Sagoon Kraisorn, make a few changes to the Griffin character sheet found on page 82 of *The HERO System Bestiary*; to build a Tichakorn Jatubod, make the following changes to the Lion character sheet found on pages 145-146 of *The HERO System Bestiary*.

Cost Kraisorn Puksa

- +4 *Scaly Skin*: Increase Damage Resistance to (5 PD/5 ED)

Total cost: +4 points

Cost Sagoon Kraisorn

- 16 Remove *Eagle's Wings*

Total cost: -16 points

Cost Tichakorn Jatubod

- 16 *Eagle's Wings*: Flight 12"; Restrained (-½)

Total cost: +16 points

Kraisorn Rajasri

Aside from having a red mane, paws, and tail tip, this lion is virtually identical to the lion presented on

CREATURES OF THE HIMMAPAN FOREST FOUND ELSEWHERE IN THIS BOOK

Some inhabitants of the Himmapan are listed under other creature entries in this book or AB2. These creatures, and where to find them, are as follows:

Ch'i-Lin (China)

Erawan (Thailand)

Feng Hwang (China)

Maraka (India)

Shishi (Japan)

pages 145-146 of *The HERO System Bestiary*. To fully simulate the Kraisorn Rajasri's size and power, however, you might want to apply the Ferocious Template. Other Himmapan lions that only require simple cosmetic changes to *The HERO System Bestiary* lion include: the *Loto*, which is a lion with a brownish coat (even though "loto" is a Chinese word meaning "camel"); the *Payak Kraisorn*, which is a lion with a tiger's head; the *Sang Prang* (which may actually be an elephant or a tiger); the *Sinkh*, a light purple lion; and the *To Thep Singha Nat*, a brown-bodied lion-like animal.

Singha Khak Kar

Also known as the Sreeha Khak Kar, this creature has a dark purple body covered in scales with legs and feet similar to an elephant. To create a Singha Khak Kar, make the following changes to the Lion character sheet found on pages 145-146 of *The HERO System Bestiary*:

Cost Powers

- +4 *Scaly Skin*: Increase Damage Resistance to (5 PD/5 ED)
- 16 Remove *Claws*

Total cost: -12 points

Tinna Sriha

A herbivorous lion, the Tinna Sriha has a red body and a horse's hooves. To create a Tinna Sriha, make the following changes to the Lion character sheet found on pages 145-146 of *The HERO System Bestiary*:

Cost Powers

- 16 Remove *Claws*
- 10 *Kick/Rear*: HA +3d6; Hand-To-Hand Attack (-½)

Total cost: -6 points

To

The To is a lion-like creature with two horns (or antlers), on top of its head. The name "To" may come from the name of a mythical creature of Laos. To create a To, make the following changes to the Lion character sheet found on pages 145-146 of *The HERO System Bestiary*:

Cost Powers

- 10 *Antlers*: HKA 1d6; No STR Bonus (-½)

Total cost: +10 points

MONKEYS

Monkeys are mentioned in many stories, and play important roles in such epic poems as the *Ramayana* (known in Thailand as the *Ramakien*). The greatest of all the monkeys is Hanuman, the general of Rama's forces. Gigantic in size, he could leap from India to Sri Lanka, fly, and had extensive knowledge of grammar, medicine, and poetry. To best represent the mythical monkeys of the Himmapan forest, each has a Racial Package Deal (applied to a standard human character sheet).

Gabil Puksa

The Gabil Puksa is a hybrid with a monkey's body that has bird's wings sprouting from its shoulders, plus a large, rooster-like tail.

**GABIL PUKSA
PACKAGE DEAL**

Cost	Ability
2	+2 STR
9	+3 DEX
5	<i>Bite</i> : HKA 1 point (½d6 with STR)
13	<i>Wings</i> : Flight 10"; Restrained (-½)
6	<i>Agile Feet</i> : Extra Limbs (legs and feet can function almost as well as arms and hands), Inherent (+¼)
Value	Disadvantage
None	
Total Cost Of Package: 35	

Mucha Nu

Mucha Nu is one of the heroes of the *Ramayana*. The son Hanuman and the mermaid Suwanna Much (herself the daughter of a giant), he has the body of a monkey and a fish's tail. Although Mucha Nu is a unique being, you can easily turn him into an entire race of semi-aquatic monkeys by using the Package Deal provided.

MUCHA NU PACKAGE DEAL

Cost	Ability
3	+3 STR
6	+2 DEX
5	<i>Bite</i> : HKA 1 point (½d6 with STR)
2	<i>Fish-Like Tail</i> : Swimming +2"
6	<i>Agile Feet</i> : Extra Limbs (legs and feet can function almost as well as arms and hands), Inherent (+¼)
2	<i>Scaly Skin</i> : Armor (2 PD/2 ED); Activation Roll 8- (or covers locations 17-18; -2)
Value	Disadvantage
None	
Total Cost Of Package: 24	

Panorn Maruek

A Panorn Maruek has a form reminiscent of a Himmapan satyr (see below), with a greenish monkey's upper body and the lower body and legs of a deer (although it retains a monkey's tail). They're noted for having exceptional agility and excellent hearing. Like all monkeys, they eat mostly fruit, plus some leaves, insects, and the like.

**PANORN MARUEK
PACKAGE DEAL**

Cost	Ability
2	+2 STR
9	+3 DEX
5	<i>Bite</i> : HKA 1 point (½d6 with STR)
10	Running +5"
2	Leaping +2"
6	<i>Tail</i> : Extra Limb, Inherent (+¼)
Value	Disadvantage
None	
Total Cost Of Package: 34	

Singha Panorn

Similar in appearance to the Panorn Maruek, the Singha Panorn has red fur, plus the legs of a lion and the feet of a monkey. They tend to carry long staves.

SINGHA PANORN PACKAGE DEAL

Cost	Ability
3	+3 STR
6	+2 DEX
5	<i>Bite</i> : HKA 1 point (½d6 with STR)
2	Running +1"
1	Leaping +1"
6	<i>Tail</i> : Extra Limb, Inherent (+¼)
1	WF: Staff

Value Disadvantage
None

Total Cost Of Package: 24

SATYRS

In the Himmaman Forest, the term "satyr" means any humanoid being with the upper torso, arms, and head of a human, and the lower torso and legs of an animal. All Himmaman satyrs tend to dress in elaborate and ornate clothing and often wear extensive jewelry: armbands, bracelets, necklaces, even crowns.

Kumpee Nimit

These rather bizarre looking beings have the head, arms, and torso of an angelically beautiful human plus the heavily-scaled legs and tail of either a crocodile or lizard. Armed with a *guom* (sword) and clawed feet, a Kumpee Nimit makes a fearsome opponent.

KUMPEE NIMIT PACKAGE DEAL

Cost	Ability
3	+3 STR
4	+2 CON
2	+1 BODY
8	<i>Claws</i> : HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)
3	<i>Scaly Skin</i> : Armor (2 PD/2 ED); Activation Roll 11- (or covers locations 13-18; -1)
1	Swimming +1"
5	<i>Tail</i> : Extra Limb, Inherent (+¼); Limited Manipulation (-¼)
1	WF: Sword

Value Disadvantage
None

Total Cost Of Package: 27

NOK TUNTIMA PACKAGE DEAL

Cost	Ability
6	+2 DEX
2	+1 BODY
3	+3 PRE
10	<i>Fangs</i> : HKA ½d6 (1d6+1 with STR)
8	<i>Claws</i> : HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)
13	<i>Wings</i> : Flight 10"; Restrained (-½)
1	WF: Staff

Value Disadvantage
None

Total Cost Of Package: 43

Options

Cost	Option
-10	<i>Human-Headed Nok Tuntima</i> : Remove Fangs

Nok Tuntima

A Nok Tuntima has a human torso and arms, the head of a naga (or, more rarely, a human), and the lower body, legs, and tail of a rooster. It's also winged, with the wings either at the shoulders or hips. A fearless race, Nok Tuntima are often seen in partial armor and normally carry a long staff as a weapon. You can also use this Package Deal to create the *Nak Puksee*, which has the head, arms, torso of a human atop the lower body, wings, legs, and tail of a bird.

Thep Kinna Norn

Thep Kinna Norn have the body, wings, legs, and tails of a hongsa (see page 24). Females (called *Thep Kinnaree*) are known for their grace, beauty, and skill at singing and dancing. A related being is the *Thep Puksee*, who has human legs and a more rooster-like tail. Finally, you can use the Thep Kinna Norn Package Deal to simulate the *Nak Puksee*, a human/bird hybrid with the crown of a naga atop its head. These beings are also known as *kinnara* in India, Indonesia, and other parts of Thailand, and as *keinnara* in Burma. (The *keinnara* is also known as a *kimpurushas* and may be a human-headed horse. Conversely, the *kinnara* of India and Indonesia may be horse-headed human.)

THEP KINNA NORN PACKAGE DEAL

Cost	Ability
6	+2 DEX
8	<i>Claws</i> : HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)
13	<i>Wings</i> : Flight 10"; Restrained (-½)

Value Disadvantage
None

Total Cost Of Package: 27

Options

Cost	Option
-8	<i>Thep Puksee</i> : Remove Claws

THEP KINNAREE
PACKAGE DEAL

Cost	Ability
9	+3 DEX
3	+6 COM
8	<i>Claws:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)
13	<i>Wings:</i> Flight 10"; Restrainable (-½)
3	PS: Dancing (DEX)
3	PS: Singing (PRE)
Value	Disadvantage
None	
Total Cost Of Package: 39	

Thep Norasri
Found all throughout the Himmaman, these beings have either lion or deer legs. The females, known as *Upsorn Srihas*, always have the legs of a deer. Both genders have long, tufted, tails.

THEP NORASRI
PACKAGE DEAL

Cost	Ability
2	+2 STR
6	+2 DEX
8	<i>Claws:</i> HKA ½d6 (1d6+1 with STR); Reduced Penetration (-¼)
2	Running +1"
1	Leaping +1"
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)
Value	Disadvantage
None	
Total Cost Of Package: 24	
Options	
Cost	Option
-8	<i>Deer's Legs:</i> Remove <i>Claws</i>

UPSORN SRIHAS
PACKAGE DEAL

Cost	Ability
9	+3 DEX
10	Running +5"
2	Leaping +2"
5	<i>Tail:</i> Extra Limb, Inherent (+¼); Limited Manipulation (-¼)
Value	Disadvantage
None	
Total Cost Of Package: 26	

ELEPHANT-TIGER

Val	Char	Cost	Roll	Notes
45	STR	35	18-	Lift 12.5 tons; 9d6 [4]
16	DEX	18	12-	OCV: 5/DCV: 5
30	CON	40	15-	
30	BODY	40	15-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	10-	ECV: 2
30	PRE	20	15-	PRE Attack: 6d6
8	COM	-1	11-	
12	PD	3		Total: 12 PD (2 rPD)
9	ED	3		Total: 9 ED (2 rED)
4	SPD	14		Phases: 3, 6, 9, 12
15	REC	0		
60	END	0		
68	STUN	0		Total Characteristics Cost: 160 (+83 with NCM)

Movement: Running: 12"/24"
Leaping: 0"/0"

Cost	Powers	END
25	<i>Bite:</i> HKA 1½d6 (3d6+1 with STR)	2
4	<i>Roar:</i> +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must roar; -¼)	0
2	<i>Thick Hide:</i> Damage Resistance (2 PD/2 ED)	0
16	<i>Heavy:</i> Knockback Resistance -8"	0
12	<i>Swift Runner:</i> Running +6" (12" total)	2
9	<i>Tiger's Senses:</i> +3 PER with all Sense Groups	0
5	<i>Tiger's Eyes:</i> Nightvision	0
5	<i>Tiger's Nose:</i> Tracking with Normal Smell	0

Skills	
10	+2 HTH

Total Powers & Skills Cost: 88

Total Cost: 248

75+	Disadvantages
15	Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
10	Physical Limitation: Enormous (9m; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
5	Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
15	Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
10	Psychological Limitation: Aggressive And Bad-Tempered (Common, Moderate)
118	Experience Points

Total Disadvantage Points: 248

Ecology: The elephant-tiger is a singular creature who inhabits the depths of the Thailand forest. A powerful and fearless predator, it preys on everything else in the forests — including men.

Personality/Motivation: Typical animal motivations. The elephant-tiger is known for its short temper and fierce nature.

Powers/Tactics: Because of its great size, the elephant-tiger is an ambush predator: it stands motionless in the thick jungle and quickly pounces



on anything that wanders within range. It uses its great jaws to inflict crippling wounds before dragging its prey back into the bush to be devoured.

Campaign Use: Although the elephant-tiger is depicted in Thai folklore as a singular creature, you can convert it into a species if you prefer. After all, legends say the original elephant-tiger was bred with normal Asian elephants to produce an entire army of war-elephants!

Appearance: The elephant-tiger, since its name suggests, has the head of a great tiger and the body of an elephant.

Additional Creatures Of Thai Folklore And Mythology

Other creatures your PCs may encounter in Thailand include:

Jurua/Juruwin

According to the people of the Andaman Islands, these supernatural beings are invisible sea spirits. They dwell on the ocean floor and happily consume any human who enters the water. The Jurura aren't above hurling their (invisible) spears at legs of fishermen (causing them to fall into the water) or swimmers (causing painful cramps), then dragging the victim down to be devoured.

Kaluks

Kaluks are tree spirits found in forests of Burma and Thailand. They're normally invisible, but are said to be about if tree leaves flutter when there's no wind. They're guardians and inhabitants of the trees, and must be consulted and honored before any trees are cut. Failure to do so results in the death of the woodsman. You can easily create a kaluks by modifying the character sheet for the Kino-O-Bake in AB2. Give the kaluks the *Kino-O-Bake's Revenge* power, but remove the following Advantages and Limitations: Trigger (kino-o-bake dies; +¼), 1 Charge which Never Recovers (-4), and Power May Only Be Used At Point Of Death (-2). Replace them with such Limitations as *Concentration*, *Extra Time*, *Gestures*, *Incantations*, and so on.

Keinnara

The keinnara are supernatural beings with birds heads atop human bodies. Also known as the kinnara, they're identical to the gandharvas (see page 75). (See also the Thep Kinna Norn on page 123.)

Lau

The lau are demonic inhabitants who live in the jungles of the Andaman Islands. They're horrid in appearance, and are closely associated with death and the dead, women trespassing into the male's quarters, and the arrival of strangers. They're also soul stealers who prey on anyone lost in the jungle.

They can be fought using arrows, beeswax, fire, human bones, and red paint. They're also known by the names *cauga*, *erem cauga*, *lao*, and *ti-miku*.

Nang Nak

Nang Nak ("Miss Nak") is the ghost of a woman who died during childbirth. She rose from the grave to be with her husband when he returned from military service, but became murderous when he learned she had died while he was away. Eventually she was banished by a Buddhist monk, but has reappeared periodically.

The story of Nang Nak is incredibly popular in Thailand, to the point where it's nearly impossible to find anyone in Thailand with the name "Nak." Nang Nak herself has become a sort of national "boogey-man," used to frighten small children into behaving, and her story has been made into numerous movies.

You can create Nang Nak by using the Yurei character sheet in AB2 as a base. Among her powers is the ability to extend her arms (she reached through the kitchen floorboards to retrieve a wedge of lemon) and the ability to summon powerful rainstorms.

Phi

The term *phi* is a general one, and used to refer to a whole host of Thai ghosts, goblins, demons, and other monsters. Many phi are nature spirits, similar in manner to the Burmese nats (see AB2). Others range from benevolent to outright harmful. Some of them include:

Phi Am: A ghost that sits on the chest of a sleeping person, causing discomfort, shortness of breath, and even death by suffocation.

Phi Chamob: The ghost of a woman who died in the forest and jungle, the phi chamob remains at the place of death and is harmless (albeit sometimes frightening) to passersby.

Phi Ha: The ghosts of women who died in childbirth. They're considered very dangerous and violent. See *Nang Nak*, above, for more information.

Phi Hai: Found where people have died unnatural or violent deaths (such as murder scenes or battlefields), a phi hai tries to possess anyone who encounters it. It can be made to leave its victim with the right offerings, but in some cases may have to be forced out by an exorcist. The exorcist uses holy water and *sutras* (recitations of Buddhist scripture) to cause the phi hai to flee, switching to a whip if these methods prove insufficient.

Phi Ka: These spirits dwell within women. Normally raw eggs are used to keep them under control (no mention is made of how), but if this treatment fails they attack and possess people.

Phi Khamod: Taking the appearance of a small red star or light, this spirit leads travelers astray.

Phi Krahang: This spirit looks like a man covered in feathers with a bird's tail. It glows in the dark and is known to devour filth and waste.

Phi Krazy: This ghost is said to dwell inside of a witch. It leaves the witch when she sleeps, exiting her body via the mouth. A phi krazy has a reddish-orange body, a tiny head, and a blue tail about eighteen inches long. It devours dirt and filth, and has been known to eat

the entrails of humans. During the day, the host witch looks sleepy, with unblinking eyes. She won't look someone in the face and doesn't reflect in mirrors. The witch can pass the Krazy on to someone else by having that person consume some of her spittle.

Phi Lok: These ghosts frighten people by leading them astray.

Phi Nang Tani: These tree spirits live in banana groves. Sometimes they fill the begging bowls of wandering monks.

Phi Pa: A forest-dwelling spirit. Hunters leave a portion of their catch behind as an offering to the phi pa.

Phi Peta: A hungry ghost. See the Preta on page 86.

Phi Phrai: Another spirit of a woman who died in childbirth. The corpse of phi phrai is used to make *phi thai hong*, a magical oil capable of attracting any woman while driving men insane.

Phi Poang Khang: Found near salt licks, this spirit appears in the shape of a black monkey. It will suck on the big toe of people sleeping in the jungle, possibly drinking the victim's blood.

Phi Pob: Similar in some respects to the Penanggalan (see AB2), a phi pob has the face of a beautiful woman, but no lower body. Instead, there's a dangling mass of intestines and other organs which the phi pob disguises with by wearing long, flowing dresses. These ghosts are highly feared, since they're highly dangerous and actively malignant.

Phi Song Nang: A vampiric ghost, the phi song nang is created when a person is buried without the proper funeral rites, is killed by animals, or dies during childbirth. It rises from the grave to seek out the living and drink their blood. Some phi song nang resemble beautiful women, seducing young men before attacking them for their blood. A person attacked, but not killed, by a phi song nang should contact a *Maw Du* (a type of magician) to have certain rites performed. These rites drive out any taint resulting from the phi song nang's attack.

Phi Ta Ha: The ghost of a woman who died from malaria. The ghost is infected as well, and willingly spreads the disease.

Phra Phum: An earth spirit, the phra phum guards households. He lives in small shrine called a *sam* located near the entrance to the house itself. Daily offerings are made here to ensure the phra phum's protection as well as the continued well-being of the family.

You can easily create the various forms of phi by adapting and modifying any number of creatures found in the *Asian Bestiaries*, *The HERO System Bestiary*, or *Monsters, Minions, And Marauders*.

Tipaka

This magical winged horse is so fast it arrives at the desired destination almost as soon as it's told where to go. It also has the power to travel to "the heavens." You can create Tipaka by using the Pegasus in *The HERO System Bestiary* as a base. Give it Megascalled Teleportation (so it can go anywhere in the world) and Extra-Dimensional Movement to "the heavens."

VIETNAM



The recorded history of Vietnam stretches back over 2,000 years. Vietnam was ruled by China until 938 AD, when the Vietnamese defeated a Han army and declared themselves independent — although the threat of Chinese invasion was always imminent. This lasted until the mid-1800s, when Vietnam became a colony of France. True independence had to wait until after World War II, when the nation was divided into North and South Vietnam. Following the bloody Vietnam War in the Sixties and early Seventies, Vietnam became a unified country in 1975.

According to legend, the first Vietnamese peoples are descended from the union of the dragon king Lac Long Quân and Âu Cơ, a spirit of heaven. Together they had a hundred sons, the eldest of whom was the first king of Vietnam and the founder of the Van Lang civilization. Vietnam gained its name around 200 BC when a Qin Chinese general named Zhao Tuo formed the kingdom of Nam Viet from the remnants of the Van Lang, the kingdom of Âu Lạc, and portions of Southern China. The name was changed to Viet Nam in 1838 by the Emperor of China.

RELIGION

Most Vietnamese are Buddhists and Taoists (although a small number are *Hoa Hao* Buddhists, who reach enlightenment through farming); most of the rest are Christians, or belong to a small minority of Muslims. Several million Vietnamese follow the Cao Dai faith, founded in 1926 from a mixture of Eastern and Western religions.

There's a strong emphasis on ancestor worship in Vietnam, and even Christianity shows the influence of Chinese Confucian thinking, with the Virgin Mary ranked as more important than her son, Jesus. The Vietnamese also practice their own form of *feng shui* (called *Phong Thuy*), talk with the dead and spirits of nature, and tell fortunes before deciding on courses of action.

CON RIT

Val	Char	Cost	Roll	Notes
40	STR	30	11-	Lift 6,400 kg; 8d6 [4]
18	DEX	24	11-	OCV: 6/DCV: 6
30	CON	40	11-	
25	BODY	30	11-	
8	INT	-2	11-	PER Roll 11-
5	EGO	-10	11-	ECV: 2
20	PRE	10	11-	PRE Attack: 4d6
8	COM	-1	11-	
12	PD	4		Total: 20 PD (8 rPD)
12	ED	6		Total: 20 ED (8 rED)
3	SPD	2		Phases: 4, 8, 12
14	REC	0		
60	END	0		
60	STUN	0		
Total Characteristics Cost: 133				
(+67 with NCM)				

Movement: Running: 0"
Leaping: 0"
Swimming: 14"/28"

Cost	Powers	END
25	<i>Bite:</i> HKA 1½d6 (3d6+1 with STR)	2
18	<i>Armor-Plated Body:</i> Armor (6 PD/6 ED)	0
12	<i>Great Size:</i> Knockback Resistance -6"	0
3	<i>Creature Of The Deep:</i> Life Support (Safe Environment: High Pressure, Intense Cold)	0
12	<i>Fast Swimmer:</i> Swimming +12" (14" total)	1
-12	<i>Only Swims:</i> Running -6"	

Skills

10 +2 HTH

Total Powers & Skills Cost: 68

Total Cost: 201

75+ Disadvantages

- 15 Physical Limitation: Animal Intelligence (Frequently, Greatly Impairing)
- 10 Physical Limitation: Enormous (18m; -4 DCV, +4 to PER Rolls to perceive) (Frequently, Slightly Impairing)
- 5 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 81 Experience Points

Total Disadvantage Points: 201

Ecology: This ocean-dwelling creature has been described as either a "fabulously long and twisting fish" with many feet and/or fins, or as a "millipede." Con rits are normally content to prey on fish, but at least one began attacking and sinking fishing vessels, eating both the ship's catch and the unfortunate crewmen.

SPIRITS OF THE VIETNAMESE JUNGLE

The con-tinh is just one of the types of spirits said to dwell in the forests and jungles of Vietnam. Some of the others include:

Co-Hon: These evil spirits are the souls of people killed by violence and left unburied. They live in the forest undergrowth and attack and harm travelers.

Con-Ion: Another form of evil spirit, the con-ion causes miscarriages and stillbirths. Any woman suspected of having a con-ion inside her must not be touched or even spoken about. Instead, a dog must be sacrificed and buried under her bed to drive the con-ion away.

Con-Ma-Dau: These are the spirits of disease thought to be responsible for smallpox epidemics.

You can write up these spirits using the con-tinh character sheet, the K'uei or Yurei character sheets in the *Asian Bestiaries*, or the Ghost character sheet on page 120 of *The HERO System Bestiary*.



Personality/Motivation: Typical animal motivations.

Powers/Tactics: A con rit depends on its powerful bite to disable its prey. If attacking a ship it usually bumps it (a Move By or Move Through) in an attempt to swamp, capsize, or smash the vessel. It then picks among the wreckage, eating anything it can find.

Campaign Use: The con rit presented here has been developed from two sources. The first is the *Chich-Quai*, a collection of Vietnamese folktales. The second is from a reported finding of a con rit in Along Bay, Hongay, Vietnam in 1883 by Tran Van Con. In the former story, the con rit was eventually killed by King Lac Long Quân. Cut into pieces, the con rit's body became part of Cac-Ba Island (located in Along Bay), while its head turned into Cau-Dau Mountain. You could use the con rit in the same fashion — as a great and terrible beast that must be defeated if a kingdom and its people are to have peace. (As a side note, the Malagasy people of Madagascar have legends of a similar creature they call *tomaondrano*, or Lord-of-the-Sea.)

Appearance: The con rit is an immense serpent-like creature big enough to wreck a fishing boat. The creature found by Tran Van Con was said to be sixty feet long and three feet wide. The body was made up of distinct segments, each two feet long and three wide, with “appendages” two feet long, and a tail like that of a shrimp. Each segment was covered with a shell that rang like sheet metal when struck with a stick, and was dark brown on top and light yellow below.

CON-TINH				
Val	Char	Cost	Roll	Notes
10	STR	0	11-	Lift 100 kg; 2d6 [1]
18	DEX	24	13-	OCV: 6/DCV: 6
10	CON	0	11-	
8	BODY	-4	11-	
10	INT	0	11-	PER Roll 11-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
20	COM	5	13-	
				Total: 5 PD (5 rPD)
5	PD	3		Total: 5 ED (5 rED)
5	ED	3		Phases: 4, 8, 12
3	SPD	2		
4	REC	0		
20	END	0		
20	STUN	2		Total Characteristics Cost: 65

Movement: Running: 6"/12"

Cost	Powers	END
107	<i>Instill Madness:</i> Drain EGO 4d6, Delayed Recovery Rate (points return at the rate of 5 per Month; +2), Ranged (+½), Reduced Endurance (0 END; +½); Incantations (must cackle; -¼), Only Affects Those Who Can Hear The Con-tinh (-¼)	0
35	<i>Soul Stealing:</i> Drain BODY 2d6, Delayed Recovery Rate (points return at the rate of 5 per Month; +2), Reduced Endurance (0 END; +½); Extra Time (Full Phase; -½), Not Versus Soulless Beings/ Objects (-½)	0
81	<i>Curse Of The Con-tinh:</i> RKA 8d6, NND (defense is Life Support [Longevity]; +1), Does BODY (+1), Fully Invisible (+1), Trigger (cutting down the con-tinh's tree; +¼), Reduced Endurance (0 END; +½); Power May Only Be Used When Con-tinh Is At Point Of Death (-2), 1 Charge which Never Recovers (-4)	[1]
60	<i>Undead Form:</i> Physical And Energy Damage Reduction, Resistant, 50%	0
5	<i>Undead Form:</i> Damage Resistance (5 PD/5 ED)	0
15	<i>Undead Form:</i> Does Not Bleed	0
50	<i>Undead Vitality:</i> Life Support: Total (including Longevity: Immortality)	0
16	<i>Single-Minded:</i> Mental Defense (20 points)	0
10	<i>Undead Form:</i> No Hit Locations	0
40	<i>Resides In A Tree:</i> Desolidification (affected by magic or any attack that affects the con-tinh's tree while she's in it), Reduced Endurance (0 END; +½), Persistent (+½); Only To Merge With Her Tree (-1)	0
Skills		
7	Concealment 13-	
3	Seduction 13-	
7	Shadowing 13-	
3	Stealth 13-	
Other Skills As Desired		

Total Powers & Skills Cost: 439
Total Cost: 504

75+ Disadvantages

- 0 Physical Limitation: Human-Sized
- 20 Psychological Limitation: Aversion To Sunlight/Only Comes Out At Night (Common, Total)
- 20 Psychological Limitation: Hatred Of The Living (Common, Total)
- 5 Susceptibility: takes any damage inflicted on her tree; number of dice and interval varies (Uncommon)
- 384 Experience Points

Total Disadvantage Points: 504

OPTIONS**Cost Powers**

- +26 *Instill Madness Affects All Who Can Hear It:* Add Area Of Effect (16" Radius; +1) to *Instill Madness*
- var *Curse Of The Con-tinh:* The con-tinh's curse can be more than a simple RKA. You could make into a Drain (against either STR, DEX, CON, and so on), a Major Transform (human into cursed human; the curse is Unluck, poverty, a susceptibility to injury, or something more esoteric like a lack of male heirs or the early death of each first born child)
- 4 *Insane Cackling:* +10 PRE; Only For Fear-Based Presence Attacks (-1), Incantations (must laugh; -¼)
- 60 *Insubstantial Form:* Desolidification (affected by magic), Reduced Endurance (0 END; +½)
- 18 *Floating About:* Flight 6", Reduced Endurance (0 END; +½)
- 28 *Fly Away Home:* Teleportation 20", Reduced Endurance (0 END; +½); Only To Return To Her Tree (-2), No Noncombat Multiple (-¼)
plus Lightning Reflexes: +10 DEX to act first with Fly Away Home

Ecology: A con-tinh is the ghost of a young woman who died (or was killed) before her time. She now lives in the forest, residing in a tree and preying on the sanity and souls of the living.

Personality/Motivation: Consumed with a hatred of the living, a con-tinh waits in the forest for anyone who comes near her tree. She may stalk a prospective victim, seduce a handsome male and lure him to a lonely spot so she can kill him, or simply attack outright, depending on her mood.

Powers/Tactics: A con-tinh first tries to drive her prospective victim to madness by cackling loudly. Once she's driven her target insane (defined as Draining the character's EGO to negative its start-



ing total), she consumes his soul, leaving only a withered corpse behind. If attacked, the con-tinh flees back to her tree, hiding deep within it. Anyone who dares to cut down the con-tinh's tree will suffer her wrath, often with fatal results.

Campaign Use: Like many other ghosts, a con-tinh makes for an excellent plot hook. A group of PCs may be tasked with eliminating a local con-tinh who is preying in a nearby village. Or, a PC may be asked (or tricked) to help cut down a tree, be cursed as a result, and now must go on a quest to get the curse lifted. By adding in the optional powers you can adjust the power level of the con-tinh, making her a threat to a wide variety of player character groups.

Appearance: Con-tinh appear as young, attractive women and wears native dress.

DOC CU'O'C				
Val	Char	Cost	Roll	Notes
20	STR	10	13-	Lift 400 kg; 4d6 [2]
20	DEX	30	13-	OCV: 7/DCV: 7
20	CON	20	13-	
10	BODY	0	11-	
15	INT	5	12-	PER Roll 12-
20	EGO	20	13-	ECV: 7
20	PRE	10	13-	PRE Attack: 4d6
10	COM	0	11-	
8	PD	4		Total: 8 PD (6 rPD)
8	ED	4		Total: 8 ED (6 rED)
4	SPD	10		Phases: 3, 6, 9, 12
8	REC	0		
40	END	0		
30	STUN	0		
Total Characteristics Cost: 113				
Movement: Running: 0"/0"				
Flight: 12"/24"				
Cost	Powers	END		
25	Brandishes An Axe: HKA 1½d6 (3d6 with STR), Reduced Endurance (0 END; +½); OIF (-½)	0		
39	Cure Disease: Major Transform 7d6 (sick person into well person, heals back through any normal means that would cause the character to contract the same disease), Reduced Endurance (0 END; +½); Extra Time (5 Minutes; -2), Limited Target (humans; -½), No Range (-½)			



- 75 Can Send Good Or Bad Weather: Change Environment 8" radius, +/-10 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Varying Effect (any type of weather; +1), MegaArea (1" = 1 km broad and wide; +¼), Reduced Endurance (0 END; +½); Extra Time (1 Turn to activate; -¾), No Range (-½) 0
- 60 Supernatural Form: Physical and Energy Damage Reduction, Resistant, 50% 0
- 6 Supernatural Form: Damage Resistance (6 PD/6 ED) 0
- 34 Swift As Lightning: Flight 12", No Turn Mode (+¼), Reduced Endurance (0 END; +½); Only In Contact With A Surface (-¼) 0
- 12 Only "Flies": Running -6" (total 0")
- 3 Ever Vigilant: Life Support (Diminished Sleep: no need to sleep) 0
- 15 Supernatural Form: Life Support (Longevity: Immortality; Immunity: all terrestrial diseases and biowarfare agents) 0
- 5 Supernatural Awareness: Infrared Perception (Sight Group) 0
- 5 Supernatural Awareness: Ultraviolet Perception (Sight Group) 0
- 3 Supernatural Awareness: Ultrasonic Perception (Hearing Group) 0
- 18 Supernatural Awareness: Telescopic (+6 versus Range for Sight and Hearing Groups) 0
- 17 Can See Evil Spirits: Detect Spirits 14- (Sight Group), Discriminatory, Analyze 0

Perks

- 6 Reputation: protector from evil sprits, defender of the good (in Vietnam) 14-, +2/+2d6

Talents

- 15 Swift As Lightning: Lightning Reflexes: +10 DEX to act first in a Phase

Skills

- 15 +3 HTH
- 3 Concealment 12-
- 3 Stealth 13-
- 3 Tracking 12-
- 2 WF: Common Melee Weapons

Total Powers & Skills Cost: 340

Total Cost: 453

75+ Disadvantages

- 20 Physical Limitation: half a body (All The Time, Greatly)
- 0 Physical Limitation: Human Size
- 15 Psychological Limitation: Despises Evil Spirits (Common, Strong)
- 20 Psychological Limitation: Protective Of The Land And Its Inhabitants (Common, Total)
- 323 Experience Points

Total Disadvantage Points: 453

OPTIONS

Cost Power

+8 *Ghost-Banishing Axe*: Add Affects Desolidified (+½) to the Doc Cu'oc's axe.

Ecology: Doc Cu'oc are Annamese spirits sworn to protect the land and everything dwelling in it. They're venerated by the local villagers, who erect shrines and temples in honor of the local doc cu'oc. Villagers also create paper or shell charms and consecrate them to the doc cu'oc, using them as talismans against ghosts, nightmares, barrenness in women, and toothaches.

Personality/Motivation: For the most part, the doc cu'oc are highly protective of the lands they watch over. They also actively seek out any evil spirits that wander into their territory and either drive them off (and into someone else's territory) or destroy them.

Powers/Tactics: The powers of a doc cu'oc are fairly expansive; they include the ability to see evil spirits of all types and blindingly fast speed. In combat they fight with an eternally sharp axe that cannot easily be taken from them; out of combat they control the weather and cure the sick. Doc cu'ocs use the full range of tactics available to intelligent humanoids and rarely attack without evaluating the situation... but once they engage in combat they make implacable foes.

Campaign Use: As a nominally good spirit, a doc cu'oc shouldn't be used as a foe for a group of PCs, but as either an ally against a common foe or the instigator of an adventure (such as summoning a doc cu'oc to help repel an invasion of evil spirits). If you use the idea of animated doc cu'oc figures (see text box), there's always the chance of an Annamese priest of sorcerer sending one against a party of PCs.

Appearance: A doc cu'oc appears as one half of a human being, divided down the middle — it has only one leg, one arm, one eye, and so on. It dresses in the fashion of the local people and always carries an axe in its one hand.

DOC CU'O'C GOLEM

Annamese priests and sorcerers are said to be able to build a doc cu'oc out of bamboo and wood and cast spells to bring it to life. The animated being is then sent to "take vengeance" on anyone believed to have wronged the creator of the doc cu'oc. To create a doc cu'oc golem, add the *Automaton Nature* power set listed in the Undead Template on page 28 of *The HERO System Bestiary* to the character sheet for the standard doc cu'oc. The creation spell is built this way:

Create Doc Cu'o'c Figure: Summon one 606-point Doc Cu'oc golem, Slavishly Loyal (+1) (242 Active Points); OAF Expendable (materials needed to create the golem, including various inscribed charms and spells; Very Difficult to obtain; -1½), Concentration (0 DCV throughout casting; -1), Extra Time (1 Month; -5), Gestures (throughout casting; -½), Incantations (throughout casting; -½). Total cost: 25 points.

THUÔNG-LUÔNG

Val	Char	Cost	Roll	Notes
70	STR	60	23-	Lift 400 tons; 14d6 [3]
18	DEX	24	13-	OCV: 6/DCV: 6
33	CON	46	16-	
28	BODY	36	15-	
18	INT	8	13-	PER Roll 13-
18	EGO	16	13-	ECV: 6
40	PRE	30	17-	PRE Attack: 8d6
10	COM	0	11-	
30	PD	16		Total: 30 PD (12 rPD)
28	ED	21		Total: 28 ED (12 rED)
4	SPD	12		Phases: 3, 6, 9, 12
21	REC	0		
66	END	0		
80	STUN	0		Total Characteristics Cost: 269 (+169 with NCM)

Movement: Running: 0"
Leaping: 0"
Swimming: 26"/52"

Cost	Powers	END
57	<i>Raises The Waves</i> : Telekinesis (70 STR), Affects Porous; Only Works On Water (-1)	11
35	<i>Bite</i> : HKA 2d6+1 (4½d6 with STR)	3
17	<i>Tireless</i> : Reduced Endurance (½ END; +¼) on 70 STR	3
12	<i>Thick Scales</i> : Damage Resistance (12 PD/12 ED)	0
24	<i>Great Mass</i> : Knockback Resistance -12"	0
5	<i>Breathes Air And Water</i> : Life Support (Expanded Breathing: Breathe Underwater)	0
3	<i>Aquatic Body</i> : Life Support (Safe Environments: High Pressure, Intense Cold)	0
15	<i>Virtually Immortal</i> : Life Support (Longevity: Immortality; Immunity: all terrestrial diseases and biowarfare agents)	0
-12	<i>Waterbound</i> : Running -6"	
24	<i>Lord Of The Water</i> : Swimming +24" (26" total)	3
6	<i>Sharp Senses</i> : +2 PER with all Sense Groups	0
40	<i>Assume Human Form</i> : Multiform (assume 300-point human form); Costs Endurance (to change form; -½)	6
5	<i>Eyes Of The Thuong-Luong</i> : Ultraviolet Perception (Sight Group)	0

Skills

16 +2 with All Combat

Total Powers & Skills Cost: 247

Total Cost: 516

75+ Disadvantages

- 15 Physical Limitation: Gigantic (32m; -8 DCV, +8 to PER Rolls to perceive) (Frequently, Greatly Impairing)
- 5 Physical Limitation: Reduced Leap, cannot leap (Infrequently, Slightly Impairing)
- 15 Physical Limitation: Very Limited Manipulation (Frequently, Greatly Impairing)
- 15 Psychological Limitation: Destructive And Cruel (Common, Strong)

MONSTERS OF THE ASIAN OCEANS

Apalala: This enormous snake lived in the River Swat in the Peshawar region of India and Pakistan. It preyed on everyone who passed, until Buddha converted and tamed it. To create Apalala, remove the *Raises The Waves* and *Assume Human Form* powers from the thuong-luong character sheet.

Anantaoga: Found in Indonesia and Java, Anantaoga is the King of the Dragons and the Lord of the Underworld. He's similar in size, station, and power to Shesha, the King of the Naga found on page 83.

Barong: This dragon of Bali has hideous features: goggle eyes, large fangs, a lolling tongue, and a long winding body. Remove the *Raises The Waves* power from the thuong-luong character sheet to create him.

Bena: A water dragon found in Malaysia, Bena haunts rivers and coastal regions. Like the thuong-luong it can cause the water to rise around it, and often does so to swamp boats. Remove the *Assume Human Form* power from the thuong-luong character sheet to create a bena.

- 15 Psychological Limitation: Lust For Human Women (Common, Strong)
 376 Experience Points

Total Disadvantage Points: 516

Ecology: A *thuông-luông* is an immense sea serpent. Descended from a Chinese dragon, they inhabit the coastal waters of Vietnam, demanding tribute from sailors and fishermen. They devour nearly anything and attack ships to eat their crews.

Personality/Motivation: *Thuông-luông* are aggressive and dangerous creatures. They sink ships that haven't paid a tribute, then devour the crew in the process. They also kidnap women from passing ships, carrying them away to their under-sea homes where they're raped and/or forced to marry their captor.

Powers/Tactics: Aside from its great size and gaping maw (the *thuông-luông* can swallow a man whole, doing Very Strong swallowing damage), the *thuông-luông* can "raise the waves" and batter ships with masses of water. It uses this tactic to sink ships and smash coastal villages. The *thuông-luông* may be venomous as well, and is said to be able to poison an entire river. (Add the Lethal Venom template on page 30 of *The HERO System Bestiary* to create this sort of *thuông-luông*.)

Campaign Use: Many parts of Asia have stories about giant sea serpents and sea dragons (see sidebar, page 131). You can adapt the *thuông-luông* to

represent such creatures by removing the Raises The Waves and Assume Human Form powers and adding Disadvantages like Animal Intelligence.

Appearance: A *thuông-luông* is a sea serpent 100 feet long. It looks much like a limbless kioh-lung, with a red crest running on its head and down its back.

Additional Creatures Of Vietnamese Folklore And Mythology

The traditional Vietnamese coat of arms contains a dragon, a phoenix, a tortoise, and a unicorn. All of these animals are derived from their Chinese counterparts. The dragon is known as a *long* (see the Kioh-Lung on page 36), the phoenix as a *phuong* (see the Feng Hwang on page 23), the tortoise as either *quy* or *rua*, and the unicorn as either *ly* or *lan* (see the Ch'i-Lin on page 10). Like the feng hwang, the phoung's name depends on its sex — phoung for the male, and hoang for the female. The *quy* represents Heaven and Earth, with the domed shell representing heaven, while the plaque on the underbody is the Earth.

You can create the spirits listed here using the Nature Spirit character sheets found in *Monsters, Minions, And Marauders*. Simply give the spirit in question magical spells and powers appropriate to the environment it controls.

Chu'ngu

These Annamese spirits are said to be the original owners of the land. They're jealous by nature and dislike the fact their descendants have all died out and no longer control the land. To appease them and prevent strife, such as the loss of cattle or crops, villagers make sacrifices to the *chu'ngu* during the first three months of the year. Often imitation money is used to "buy" the land from the *chu'ngu*.

Chu-uhâ

Also known as a *chu-nha*, this is an Annamese household guardian. It lives in a jug used to hold lime (used to prepare betel nuts for consumption). If the jug is ever broken it means the death of a family member unless the pieces are quickly set under a nearby tree and the *chu-uhâ* can be enticed to enter into a new jug.

Dúc-Ba

According to the Annamese, Dúc-Ba is one of a trio of nature spirits known as the Three Mothers: *Ba-Dúc-Chúa*, the Spirit of the Air; *Dúc-Ba*, the Spirit of the Forest; and *Dúc-Thánh Ba*, the Spirit of the Water. All three are said to have been created by Yü-Huang, the August Personage of Jade, and have shrines dedicated to them in Buddhist temples.



APPENDIX: RESOURCES



To assist you in using the creatures from *The Asian Bestiaries* in your campaign, this Appendix includes:

- an extensive bibliography, in case you want to learn more about the wonderfully strange world of Asian folklore, mythology, and the supernatural
- an alphabetical list of the creatures in this and AB2 by country
- a list of the creatures in this book and AB2 by country

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CREATURES LISTED BY COUNTRY TABLE

ASSAM

Hsing-Hsing

BALI

Garuda

Makara

BHUTAN

Buru

Rolang

Yet-teh

BURMA

Bilu

Buru

Hsing-Hsing

Nat

Penanggalan

Thaye Tasei

CAMBODIA

Apsarasas

Filipino Viscera Sucker

Gandharva

CHINA

Bashe

Celestial Maiden

Celestial Stag

Ch'i-Lin

Changeshe

Chiang-Liang

Chiang-Shih

Chinese Hobgoblins

Chinese Were-Animals

Fei

Feng Hwang

Hai Ho Shang

Hai Nu

Hoh Sheng

Hook-Snake

Hsing-Hsing

Hui

Hujiao

Jiao

K'uei

Kioh-Lung

Kitsune

Legendary Men Of China

Longzhi

Ma Mien/Niu T'ou

Poh

Preta

Qiongqi

Shan

Shên

Shishi

Yet-teh

INDIA

Apsarasas
Asipatra
Bhuta
Bonga
Buru
Celestial Maiden
Chedipe
Churel
Erawan
Gandharva
Ghormuhas
Kaliya
Makara
Naga
Pishacha
Preta
Rakshasa
Vritra
Yali

INDONESIA

Athol
Celestial Maiden
Father-Of-All-The-Turtles
Garuda
Gendruwo
Langsuir
Lelembut
Macan Gadungan
Makara
Penanggalan
Puntianak
Sundal Bolong

JAPAN

Amikiri
Celestial Maiden
Ch'i-Lin
Dragon Carp
Feng Hwang
Jinshin-Mushi
Jinshin-Uwo
Kappa
Kasha
Kino-O-Bake
Kioh-Lung
Kitsune
Kumo
Makara
Mukade
Ningyo
Nue
Nuke-Kubi
Nure-Onna
Oni
Onmoraki
Orochi
Otoroshi
Preta
Raiju
Rokuro-Kubi
Samebito
Shirokinakatsukami
Shishi

Shojo
Tanuki
Tatsu
Tengu
Waira
Yamata-no-Orochi
Yasha
Yuki-Onna
Yurei
Zunberabou

KOREA

Dragon Carp
Kioh-Lung
Kitsune
Preta
Shishi
Tatsu
Tokkaebi

LAOS

Apsarasas
Celestial Maiden
Gandharva
Makara
Naga
Rakshasa

MALAYSIA

Bajang
Ch'i-Lin
Filipino Viscera Sucker
Gerjis
Garuda
Langsuir
Makara
Penanggalan
Polong
Puntianak
Santu Sankai
Yet-teh

MONGOLIA

Hsing-Hsing
Mangai
Olgol-Khorkhol
Orgoli
Yet-teh

NEPAL

Garuda
Rolang
Yet-teh

OKINAWA

Shishi

PHILIPPINES

Aswang
Baconaua
Bannog
Bebarlang
Buso
Catao
Filipino Dwarf
Filipino Elf

Filipino Ghoul
Filipino Giant
Filipino Ogre
Filipino Viscera Sucker
Garuda
Ikugan
Mameleu
Marcupo
Minokawa
Pugot
Segben
Tianak
Tikbalang

SRI LANKA

Yali

THAILAND

Apsarasas
Ch'i-Lin
Con tram nu' o' c
Creatures of the Himmapan Forest
Elephant-Tiger
Garuda
Gandharva
Makara
Nat

TIBET

Apsarasas
Ch'i-Lin
Garuda
Preta
Rolang
Yet-teh

TIMOR

Macan Gadungan

VIETNAM

Ch'i-Lin
Con Rit
Con-Tinh
Doc Cu'oc
Feng Hwang
Hsing-Hsing
Kioh-Lung
Kitsune
Penanggalan
Preta
Tatsu
Thuông-luông
Yet-the

**CREATURE
LOCATIONS TABLE**

The following table lists all the creatures described in this book and AB2 as well as the different countries they can be reasonably associated with. In some cases, the country listed is for a variant of the creature in question.

CREATURE	LOCATION
Amikiri	Japan
Apsarasas	Cambodia, India, Tibet, Thailand
Asipatra	India
Aswang	Philippines
Athol	Indonesia
Baconaua	Philippines
Bajang	Malaysia
Bannog	Philippines
Bashe	China
Bebarlang	Philippines
Bhuta	India
Bilu	Burma
Bonga	India
Buru	Bhutan, Burma, India
Buso (Ogre)	Philippines
Catao	Philippines
Celestial Maiden	China, India, Indonesia, Japan, Laos
Celestial Stag	China
Ch'i-Lin	China, Japan, Malaysia, Tibet, Vietnam
Changshe	China
Chedipe	India
Chiang-Liang	China
Chiang-Shih	China
Chinese Hobgoblin	China
Chinese Were-Animals	China
Churel	India
Con Rit	Vietnam
Con Tram Nu' O' C	Thailand
Con-Tinh	Vietnam
Creatures of the Himmapan Forest	Thailand
Doc Cu'oc	Vietnam
Dragon Carp	Japan, Korea
Elephant-Tiger	Thailand
Eng Banka	Malaysia
Father-Of-All-The-Turtles	Indonesia
Fei	China
Feng Hwang	China, Japan, Vietnam
Filipino Dwarf	Philippines
Filipino Elf	Philippines
Filipino Ghoul	Philippines
Filipino Giant	Philippines
Filipino Ogre	Philippines
Filipino Viscera Sucker	Cambodia, Malaysia, Philippines
Gandharva	Cambodia, India, Thailand
Garuda	Philippines
Gendruwo	Indonesia
Gerjis	Malaysia
Ghormuhas	India
Hai Ho Shang	China
Hai Nu	China
Hoh Sheng	China
Hook-Snake	China
Hsing-Hsing	Assam, Burma, China, Vietnam

CREATURE	LOCATION
Hui	China
Hujiao	China
Ikugan	Philippines
Jiao	China
Jinshin-Mushi	Japan
Jinshin-Uwo	Japan
K'uei	China
Kaliya	India
Kappa	Japan
Kasha	Japan
Kino-O-Bake	Japan
Kioh-Lung	China, Japan, Korea, Vietnam
Kitsune	China, Japan, Korea, Vietnam
Kumo	Japan
Langsuir	Indonesia, Malaysia
Legendary Men of China	China
Lelembut	Indonesia
Longzhi	China
Ma Mien/Niu T'ou	China
Macan Gadungan	Indonesia, Timor
Makara	Bali, India, Indonesia, Japan, Nepal, Thailand
Mameleu	Philippines
Mangai	Mongolia
Marcupo	Philippines
Minokawa	Philippines
Mukade	Japan
Naga	India, Indonesia, Japan, Malaysia, Thailand
Nat	Burma, Thailand
Ningyo	Japan
Nue	Japan
Nuke-Kubi	Japan
Nure-Onna	Japan
Olgol-Khorkhol	Mongolia
Oni	Japan
Onmoraki	Japan
Orgoli	Mongolia
Orochi	Japan
Otoroshi	Japan
Penanggalan	Burma, Indonesia, Malaysia, Philippines, Thailand, Vietnam
Pishacha	India
Poh	China
Polong	Malaysia
Preta	China, India, Japan, Korea, Tibet, Vietnam
Pugot	Philippines
Puntianak	Indonesia, Malaysia
Qiongqi	China
Raiju	Japan
Rakshasa	India
Rokuro-Kubi	Japan
Rolang	Bhutan, Nepal, Tibet
Samebito	Japan
Santu Sankai	Malaysia
Segben	Philippines
Shan	China
Shen	China
Shirokinakatsukami	Japan
Shishi	China, Japan, Korea, Okinawa
Shojo	Japan
Sundal Bolong	Indonesia
Tanuki	Japan
Tatsu	Japan, Korea, Vietnam
Tengu	Japan
Thaye Tasei	Burma
Thuông-luong	Vietnam

CREATURE	LOCATION
Tianak	Philippines
Tikbalang	Philippines
Tokkaebi	Korea
Vritra	India
Waira	Japan
Yali	India, Sri Lanka
Yamata-no-Orochi	Japan
Yasha	Japan
Yet-teh	Bhutan, China, Malaysia, Mongolia, Nepal, Tibet, Vietnam
Yuki-onna	Japan
Yurei	Japan
Zunberabou	Japan



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