

MEN & MONSTERS



OF POLYNESIA

MICHAEL O. VARHOLA
AND THE SKIRMISHER GAME DEVELOPMENT GROUP

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First Publication: July 2018.

One of the most fascinating regions of our own world is most assuredly Polynesia, a vast triangular area in the Pacific Ocean that encompasses Hawaii, New Zealand, Easter Island, Samoa, and Tahiti. This area is home to numerous creatures and beings that can be readily adapted for use in role-playing games and used either in conjunction with campaigns that have a South Seas flavor or as part of one-off encounters. While they are popularly believed to be primarily tropical in nature, the islands of Polynesia include the full range of other environments, from hot rocky deserts and subtropical grasslands, to temperate forests and snow-capped subarctic mountains, and this is reflected in their diverse inhabitants.

This sourcebook contains descriptions and game stats for more than a dozen monsters from this huge, varied region and notes on existing monsters that might also be encountered within it. It includes both actual creatures, extant and extinct, and those derived from myths, legends, folklore, the reports of explorers, and other sources and is based on my personal adventures and research throughout the islands of Polynesia, notably Oahu, Hawaii, Kauai, Maui, Bora Bora, Moorea, Tahiti, and both main islands of New Zealand.

Creatures on the following pages are simply presented in alphabetical order and without consideration for things like the parts of Polynesia they might be unique to; a GM could include any one in conjunction with exploration of an unknown atoll or incorporate all of them into a campaign set on a single large island or archipelago. Native peoples, stranded explorers, foreign adventurers, or almost anything else, all of which go beyond the scope of this sourcebook, could be integrated into the same setting. Many sorts of interesting and in some cases regionally peculiar normal animals — innumerable sea-, tree- and rock-dwelling birds, and even ground avians like kiwi; lizards of every size, shape, and color; small mammals and marsupials, including bats and flying foxes; and many others — might also be found on various Polynesian islands, and GMs should feel free to both include them and refer to their presence as needed.

Some of the creatures described here, such as the Mo'o and Kupua E'epa, are sometimes revered as minor deities in the areas where they reside and given offerings by the local residents, which can help sustain the creatures and ensure friendly relations amongst all concerned. This sourcebook does not put into game terms the actual greater deities worshipped by the peoples of Polynesia; the lesser deities known as Atuas that people sometimes call upon to bless their ventures; or the household deities known as Oromatuas, which include the spirits of ancestors and can be further classified as Varna Taatas, Eriorios, and Poüaras, and which sometimes take the form of innocuous creatures like crickets and might also be found inhabiting things

like trees or stones.

A number of creatures that can be found in Polynesia conform to the characteristics of existing monsters, and where this is the case GMs should refer to the statistics provided in the 1st Edition *Monster Manual* (or appropriate reference for whatever other system they are using).

Most of the creatures with native names that appear here have the same singular and plural forms.

Guardian Animals

Human natives of Polynesia generally have one or two guardian animals associated with their families, and these might include lizards, sharks, boars, turtles, or any other creatures that inhabit a particular area.

A normal creature of this sort will never attack a person for whose family it is a guardian, and its very presence with 30 feet of a such a character will grant it a +1 bonus on morale and "to hit" rolls. A supernatural creature of the sort associated with a person's family may attack that person if they behave in a way that would prompt this (e.g., a character who has a lizard as one of his totems might still be attacked by a Mo'o if he enters the domain of such a creature).

A person who knowingly enters an area protected by a supernatural version of his family's guardian creature suffers a -1 penalty on morale and "to hit" rolls while there and must make a saving throw versus Spell or this effect will be permanent until removed by appropriate magic. A person involved in killing either a normal or supernatural version of a creature that is a guardian of his family will not receive any experience points for this action and immediately afterward will be affected as if by the spell *Bestow Curse* until it is removed with appropriate magic.

Divine Creatures

Many normal sorts of creatures in a Polynesian settings, such as sharks or lizards, might be descended from, touched by, or otherwise affected by various deities and should be considered paragons of their types.

Many such creatures will be wholly unique in character, may be exceptionally intelligent, and may have spell-like or other supernatural abilities. At the very least, however, they will have 2 HD more than normal; have all damage dice upgraded to the next highest level (e.g., a bite that normally inflicts 1-8 points of damage would instead cause 1-10 points); have Semi-Intelligence; and be hit only by magical weapons. Divine creatures might also exhibit various physical anomalies; e.g., a boar associated with the god Kamapua'a might be identified as such by having eight eyes rather than the normal two.

Being of divine origin will not necessarily dictate the alignment of such creatures or determine their attitude toward people or the activities associated with them. They should be considered "very rare" for purposes of their frequency.

Characters who wantonly kill such creatures may or may not, depending on the circumstances and at the GM's option, suffer divine wrath or other repercussions, such as curses, for doing so.

Polynesian Monster Encounters

The following table can be used to generate random encounters in a Polynesian setting. Encounters occur on a roll of 1 on a d20 and should be checked for at dawn, midmorning, noon, sunset, night, and midnight — although those marked with an asterisk (*) will occur only during hours of darkness and should simply be disregarded at other times. GMs should also exercise common sense; e.g., a Giant Sea Turtle will not be found on a mountaintop. Encounters that can occur only in the water are not included on this table.

This table can also be used for determining the inhabitants of randomly encountered Polynesian islands. For every 1/4 square mile an island is in size, there is a 10% chance that it will be occupied by something from the encounter table. An island that is 1 square mile in area, for example, will have a 40% chance of being occupied by something from this table, one that is 2 1/2 square miles in area has a 100% chance of being so occupied, one that is 5 square miles will have two such encounters, etc.

The smallest islands will generally be either coral atolls or rocks rising up from the ocean, while larger ones might have swamps, scrublands, forests or jungles, hills, and even grasslands and mountains on the largest.

Roll
2d12
2
3
4
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10
11
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13
14
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16
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21
22
23
24

Monster

Tiki (1-4 wood, 5-6 stone)
Menehune
Giant
Lycanthrope
Pouakai
Moehau
Maero
Kumi
Boar (1-5 normal, 6 monstrous)
Crab, Giant
Men, Commoners
Men, Warriors
Men, Aristocrats
Animal (Normal)
Crayfish, Giant
Kawekaweau (1-4 normal, 5-6 giant)
Moa
Mo'o
Weta (1-5 monstrous, 6 workshop)
Undead* (GM's choice)
Tupapue*
Green Lady*
Night Marcher*





Monsters

Boar, Monstrous

Frequency: *Very Rare*

No. Appearing: *1*

Armor Class: *5*

Move: *18"*

Hit Dice: *12+12*

% in Lair: *50%*

Treasure Type: *Nil*

Number of Attacks: *1*

Damage/Attack: *6-36*

Special Attacks: *Nil*

Special Defenses: *Magic weapons to hit, see below*

Magic Resistance: *60%*

Intelligence: *Semi-*

Alignment: *Neutral*

Size: *L (10' at shoulder)*

Psionic Ability: *Nil*

A gigantic boar of this nature has been touched by the gods and is truly terrifying, devastating villages, ravaging agricultural areas, and killing many people before it is placated, moves on, or is slain by heroes. It is highly resistant to most normal attacks and magic.

At the GM's option, blood from a wounded or slain creature of this sort might be used in a special ritual by a spellcaster to bestow various temporary or permanent benefits or serve as a primary component for certain magic items (e.g., *Potions of Heroism* or *Invulnerability*). Examples of the former include the powers obtained by the founding members of the Areoi, a secret society dedicated to the god of war, upon bathing in the blood of a monstrous boar.

Crab, Giant

Many types of crab in all sizes can be found throughout the islands of Polynesia, from normal ones of the sort familiar to most people all the way up to giant ones that inhabit sandy atolls. Statistics from the *AD&D Monster Manual* can serve as a default for such creatures, and GMs can customize these by creating versions with thicker armor, one or two larger claws, faster movement, etc. In that such creatures often hide in underground burrows near the shore or beneath the sand, they can be a hazard to people who they catch off guard (surprise on 1-3 on a d6).

Crayfish, Giant

Crayfish of all sizes can be found in streams and other bodies of fresh water in many areas of Polynesia. While they can be a threat to people who they catch off guard, they are also prized as a delicacy.

Dinosaur

Large reptiles and sea monsters conforming to the characteristics of dinosaurs like the megalosaurus or plesiosaurus or to those of prehistoric creatures like the dinichthys — or actual creatures of these sorts — might be found on some Polynesian islands or the waters surrounding them.

Dog

Polynesians brought dogs with them to many of the islands they settled and creatures of this sort — both normal and bred for war, tame and feral — can be found throughout such a campaign setting. Some peoples will also eat them, either as a matter of course or in times of need.

Eel, Giant

Eels of all sizes, both saltwater and freshwater varieties — as well as those that can survive in either environment for at least short periods of time — can be found throughout the waters of many Polynesian islands. Such creatures might be encountered anywhere from coastal coral reefs to murky subterranean grottos.

Giant

Giants appear in many of the myths and legends of Polynesia, as well as the reports of early explorers to the region. Specific examples include the Nawao, an ancient race of giants that inhabited many islands prior to Human settlement and who were noted for their skill as hunters.

Most giants will appear simply as very large people of the sort residing in a particular area and conform to the characteristics of Ogres or Hill Giants, those descended from divine beings might be based on Ogre Mages, and the most powerful might be similar to Storm Giants or Titans. Many such beings will also likely have augmented seagoing or swimming abilities. They might be of any alignment and those of an evil bent will engage in activities typical of their kind in other lands (e.g., kidnapping and holding captive in their lairs virginal princesses).

Green Lady

Frequency: *Very Rare*

No. Appearing: *1 (see below)*

Armor Class: *0*

Move: *12"*

Hit Dice: *7*

% in Lair: *100%*

Treasure Type: *E, S*

Number of Attacks: *1*

Damage/Attack: *2-14*

Special Attacks: *See below*

Special Defenses: *+1 or better magic weapons to hit, see below*

Magic Resistance: *Standard*

Intelligence: *High*

Alignment: *Lawful Evil*

Size: *M*

Psionic Ability: *Nil*

A Green Lady is a malignant undead spirit that has lost or even killed one of its own offspring in life and now haunts isolated bridges, ravines, forests, or other desolate areas, terrorizing travelers and attempting to abduct children. A Green Lady generally appears as a pale, corpse-like Human female of young to middle years who is covered with green moss and mold. It is usually dormant during the day and active during hours of darkness. It can see equally well under all conditions.

A Green Lady will often simply take back to the heart of its lair and then slay any child it abducts. If in its deranged states it thinks that a particular child is its own, however, the monster might attempt to care for it. This misguided effort will cause much distress to the child, usually kill it within about a week, and cause it to become a dependent undead creature that is half as powerful as a Green Lady and similar in appearance to it.

The touch of a Green Lady rots the flesh of its victims, inflicting a horrifying 2-14 hit points of damage upon a successful hit. A Green Lady is not affected by *Sleep*, *Charm*, *Hold*, or *Cold*-based spells, or by paralyzation or poison. A Green Lady can be turned as if it were a spectre, holy water will inflict 2-8 hit points of damage for every vial-full that strikes it, and a *Raise Dead* spell will destroy it unless it makes its saving throw versus magic. Combat damage alone will not destroy a Green Lady and any apparently dispatched in this way will rise up again on the night of the next full moon (although this does not apply to its half-strength progeny). A Green Lady can only be permanently laid to rest if it or its remains are subjected to a 10-minute ritual that involves an attempt to turn undead sufficient to affect a spectre (or a natural 20 in the case of a Cleric normally not powerful enough to do so).

Kawekaweau

Frequency: *Uncommon*

No. Appearing: *1-12*

Armor Class: *5*

Move: *9"*

Hit Dice: *1+1*

% in Lair: *50%*

Treasure Type: *Nil*

Number of Attacks: *1*

Damage/Attack: *1-4*

Special Attacks: *See below*

Special Defenses: *Nil*

Magic Resistance: *Standard*

Intelligence: *Animal*

Alignment: *Neutral*

Size: *S (2' long)*

Psionic Ability: *Nil*

Kawekaweau are large, brownish geckoes with reddish stripes. They are not overly aggressive, often hiding under loose bark, within hollow trees, or the like, but will fight if harassed or their lairs or egg clutches are threatened. Their diet consists mainly of large insects like the Weta (q.v.) and they are adept at crushing armor with their powerful jaws, receiving a +2 bonus on rolls to hit armored opponents (but not those protected only by shields). Furthermore, if a Kawekaweau rolls an attack that is four or more places above what it needs to hit an opponent, it will clamp onto it and automatically inflict 1-4 points of damage per round until either it or the victim is killed.



Kawekaweau, Giant

Frequency: *Rare*

No. Appearing: *1-6*

Armor Class: *3*

Move: *15"*

Hit Dice: *3+3*

% in Lair: *50%*

Treasure Type: *Nil*

Number of Attacks: *1*

Damage/Attack: *2-8*

Special Attacks: *See below*

Special Defenses: *Nil*

Magic Resistance: *Standard*

Intelligence: *Animal*

Alignment: *Neutral*

Size: *M (6' long)*

Psionic Ability: *Nil*

Giant Kawekaweau are similar to their smaller cousins and, while they especially enjoy Weta (q.v.) of any size or type, are somewhat more aggressive toward man-sized creatures, which they are as inclined to eat as anything. They also have even more powerful jaws, receiving a +2 bonus on rolls to hit opponents with armor up to AC 5 in value and a +4 bonus to hit opponents wearing heavier armor (but not receiving any bonuses against foes protected only by shields). If a Giant Kawekaweau rolls an attack four or more places above what it needs to hit an opponent it will clamp onto it and automatically inflict 2-8 points of damage per round until either it or the victim is killed.

Kupua E'epa

Frequency: *Very Rare*

No. Appearing: *1-2*

Armor Class: *3*

Move: *12"/24"*

Hit Dice: *8*

% in Lair: *30%*

Treasure Type: *F*

Number of Attacks: *1*

Damage/Attack: *2-8*

Special Attacks: *See below*

Special Defenses: *Silver or +1 or better
magic weapons to hit*

Magic Resistance: *Standard*

Intelligence: *Average*

Alignment: *Neutral (Evil)*

Size: *M*

Psionic Ability: *Nil*

A Kupua E'epa is a lycanthrope that can variously take the forms of a Human, a shark, or a bipedal composite with humanoid legs and a shark head. Creatures of this sort often present as somewhat neurotic in Human form in that they have trouble staying still and often walk in circles when normal people would be sitting still (although this is not necessary and they stop moving to sleep). Most take the form of blacktip sharks or other roughly man-sized species native to the waters of Polynesia. While they are most comfortable in seawater they can function in freshwater as long as they might need to.

Up to once per day, if it is engaged with a wounded creature a Kupua E'epa can go into feeding frenzy, gaining +2 to hit and damage rolls, maintaining this state until it or all its wounded victims are dead.

Kupua E'epa are quite often solitary but sometimes a mated couple, pair of brothers, or some such will be encountered. While in fish form a Kupua E'epa may have a pack of 3-12 sharks that it associates with and if it has a land-based lair it might also have associates living there or nearby, to include one or more Humans and possibly even a supernatural creature like a Mo'o. Sea caves or other subterranean areas with access to the ocean are the preferred lairs for Kupua E'epa.

Kumi

Frequency: *Uncommon*

No. Appearing: *1-10*

Armor Class: *5*

Move: *12" (6" in trees)*

Hit Dice: *6+2*

% in Lair: *25%*

Treasure Type: *Nil*

Number of Attacks: *3*

Damage/Attack: *1-6/1-6/2-12*

Special Attacks: *See below*

Special Defenses: *Nil*

Magic Resistance: *Standard*

Intelligence: *Animal*

Alignment: *Neutral*

Size: *L (8' long)*

Psionic Ability: *Nil*

Kumi are large monitor lizards that, despite their size, are adept at climbing trees and can even travel through the canopies of dense forests. They are not averse to going after large game, to include Humans, demihumans, and humanoids.

A Kumi's bite and claw attacks can, in addition

to normal damage, also cause terrible infections, and each time a victim is hit by one of these it must make a saving throw versus poison. Failing this, the wound in question will not heal normally, although it can be healed magically and all infection caused by Kumi wounds in a particular victim can be removed by a single application of the spell *Cure Disease*. For each such infected wound a creature has it will lose 1 hit point a day until dead. The infected creature will also exude a foul stench that either the original or other Kumi can use to track it; the lizard will then either attack at its convenience or simply wait for the creature to pass out or die and then eat it.

Lycanthrope

Several sorts of lycanthropic shape-shifters can be found throughout Polynesia, where they are known as E'epa. Types that might be encountered include Wereboars and Weresharks (described below under Kupua E'epa). Rarity or absence of silver throughout much of Polynesia makes such creatures considerably more powerful than they might otherwise be and goes a long way toward them sometimes being revered as minor deities. At the GM's option, however, creatures that can only be struck by silver or +1 or better magic weapons might also be hit by any weapon upon which a Polynesian spellcaster has cast the spell *Bless*.

Maero

Frequency: *Uncommon*

No. Appearing: *1-20*

Armor Class: *4*

Move: *12" (6" in trees)*

Hit Dice: *4+4*

% in Lair: *40%*

Treasure Type: *D*

Number of Attacks: *3*

Damage/Attack: *1-6/1-6/2-8*

Special Attacks: *See below*

Special Defenses: *Regeneration*

Magic Resistance: *Standard*

Intelligence: *Low*

Alignment: *Neutral Evil*

Size: *M*

Psionic Ability: *Nil*

Maero are man-sized cousins of Trolls that dwell in woodlands and are believed to have inhabited some islands prior to their settlement by Polynesians. They have long filthy talons, sharp fangs, unkempt dirty hair,



and mottled green flesh, which allows them to blend into foliage and be hard for others to spot (50% chance, plus 5% for each level over 1st; surprise on 1-4 on a d6). They are strong, wiry, and tough, have infravision out to 60 feet, and move through the branches of trees in order to stalk and ambush their victims.

Maero are exceedingly violent and will kill and devour almost any sort of living thing, and especially relish hunting Humans and other sentient races for these purposes. They attack with their talons and sharp fangs and receive +2 to hit and damage for any attacks initially made by leaping from a tree or other height. A Maero can split its multiple attacks as it sees fit against up to two different opponents.

Three melee rounds after it is wounded a Maero will begin to regenerate damage at the rate of 2 hit points per round, and can survive even total dismemberment or decapitation; severed parts can fight on their own or wriggle back to rejoin with the main body of the creature, and will be regrown if totally destroyed. To kill a Maero, the monster must be burned or immersed in a corrosive like acid or lye, and damage from attacks of these sorts will not regenerate rapidly and must be healed normally.

Due to its fearsome appearance and deeply evil nature, anything fighting a Maero suffers a -1 penalty to its morale and “to hit” rolls. This foul effect will persist in areas like homes or temples that a Maero enters until such places have been ritually cleansed and blessed.

Such creatures hate even each other but will work together for large ventures like raids, and will generally render aid to any of their fellows who call for help against adventurers or the like.

Menehune

Frequency: *Rare*

No. Appearing: *2-40*

Armor Class: *See below*

Move: *6”*

Hit Dice: *1*

% in Lair: *50%*

Treasure Type: *Individuals Q; U, V*

Number of Attacks: *1*

Damage/Attack: *By weapon*

Special Attacks: *See below*

Special Defenses: *See below*

Magic Resistance: *Standard*

Intelligence: *Very*

Alignment: *Lawful Neutral*

Size: *S (c. 4’ tall)*

Psionic Ability: *Possible but very rare*

Menehune are small demihumans who were the original inhabitants of the sunken continent of Lemuria and dwelled on a number of Polynesian islands when they were colonized by Humans. They were driven underground, both metaphorically and literally, and tend to live in subterranean and isolated mountain, forest, and other wilderness areas, where they struggle to survive and guard the ancient knowledge and ways of their people. They tend to be about four feet in height and to weigh around 120 pounds on average and to have dark brown skin and black hair.

For every 10 Menehune in a group of up to 30 there will be a character of 1st to 6th level, with any class being possible, and in a group of 40 there will also be a leader of 7th to 10th level. Their numbers tend to be more-or-less equally divided between males and females. If encountered in their lair there will be twice as many as normal and there will also be present 25% as many children as there are adults.

The favorite weapon of the Menehune is the adze (treat as a hand axe for one-handed and battle axe for two-handed versions). Beyond that they will typically

be armed and armored similarly to the Humans of the areas they live in, but will generally have a higher proportion of magic armaments.

Menehune are resistant to magic and make saving throws against such effects at four levels above their actual hit dice.

These little people are especially afraid of owls and will generally flee in panic from them; a Menehune who wishes to stand its ground must make a saving throw versus Spells to do so and even if successful will suffer -2 to morale and “to hit” rolls while combating such creatures.

Menehune are adept at all forms of craft, especially stonework, woodcarving, and weaving, and tend to be able to perform about twice as much at tasks related to these things in any given period of time as would a Human. Once per year a group of at least 40 Menehune can draw upon the ancient magics of their people to perform in one night a task that would normally take them at least a month (and a comparable group of Humans two months). Historical examples include creation of fishponds, temples, roads, palaces, and other major works.

Menehune have infravision out to 60’. They can speak both the common and their own tongue. They can eat just about anything that other people do but are especially fond of bananas and fish (and may respond well toward offerings of either).

Moa

Moa are large flightless birds native to some of the islands of Polynesia. There are several species of such creatures, ranging in size from about four feet tall (1 HD) to more than 12 feet tall (6 HD). Those of middling size conform to the characteristics of the Axe Beak (3 HD) and smaller and larger varieties can be extrapolated from the stats of this creature. Such animals are prized as a source of food in the places they inhabit and, as a result, have even been hunted to extinction in some areas.



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Mo'o

Frequency: *Very Rare*

No. Appearing: *1*

Armor Class: *5*

Move: *12"/12"*

Hit Dice: *4*

% in Lair: *100%*

Treasure Type: *U*

Number of Attacks: *3 (Lizard) or 1 (Human)*

Damage/Attack: *1-4/1-4/2-8 (Lizard)*

or by weapon (Human)

Special Attacks: *See below*

Special Defenses: *Magic weapons to hit, see below*

Magic Resistance: *20%*

Intelligence: *High*

Alignment: *Neutral (Evil)*

Size: *M*

Psionic Ability: *Nil*

A Mo'o is a female guardian creature associated with a specific natural site, often a waterfall, spring, or pool. Such a monster will always be found either in or around the immediate vicinity of the feature she protects or a nearby lair, which is often a cave.

A Mo'o's natural form is that of a Human-sized lizard, and she can change her size in one round from Medium to Small or back again, often assuming the form of a small reptile in order to subtly watch intruders. A creature of this sort can also take the form of an attractive Human female, typically one with red hair, and she will assume this shape in order to seduce and kill young men who venture into her domain.

Once per day a Mo'o can invoke a magical effect appropriate to her lair or the site she protects. For a waterfall this will usually manifest as a sudden deluge of water choked with logs, rocks, and other debris, and in an underground area will generally take the form of a cave-in. Whatever the case, damage from this effect is typically 4d6 to everyone in a 10-foot radius area (save against Breath Weapon for half damage), with the possibility of other appropriate side effects; e.g., being knocked off a cliff and suffering falling damage, becoming trapped under rubble, or the like.

Three times per day a Mo'o can also cast *Charm Person*, and will use this against young men to entice them to follow her into an area where they can or will be killed (e.g., into her pool so that they will drown). She might also use this spell on others to compel them to fight for her, act as minions, or otherwise serve her needs.

Mo'o speak the common tongue of whatever area they reside in and the shared language of supernatural Polynesian creatures. A monster of this sort can see equally well under conditions of light or darkness.

Treasure in a Mo'o's domain will often consist of items once owned by those who have fallen prey to her.

Night Marcher

Frequency: *Very Rare*

No. Appearing: *10-100*

Armor Class: *0*

Move: *12"*

Hit Dice: *2*

% in Lair: *0%*

Treasure Type: *Nil*

Number of Attacks: *1*

Damage/Attack: *1-10*

Special Attacks: *See below*

Special Defenses: *+1 or better magic weapons to hit, see below*

Magic Resistance: *See below*

Intelligence: *Low*

Alignment: *Lawful Neutral*

Size: *M*

Psionic Ability: *Nil*

Night Marchers are undead warriors who rise up from their graves on certain nights of the year or during the funerals of chiefs and go in procession along the trails they walked in life or to the ancient battlefields they fought upon. They look like shadowy warriors armed with spectral torches.

Anyone who encounters a formation of Night Marchers must make a saving throw against death magic or be seized by the ghostly warriors and forced to join them — and must make this saving throw again each round they insist on remaining around them. Anyone who flees before being able to make out the warriors clearly is safe, and those who attempt to flee or prostrate themselves after seeing the Night Marchers receives a +4 bonus on their saving throw (and only need to attempt one save if they do not change their demeanor). A character of Polynesian extraction is also safe from the marchers if one of his ancestors is among them, and the chance of this is 10% plus 5% for every point of Charisma over 11.

Anyone who wishes to engage in combat with Night Marchers can do so, being struck at by their spectral torches, but is still subject to making saving throws versus death magic each round to avoid being

impressed into their ranks.

Night Marchers are immune to *Sleep*, *Charm*, and *Hold* spells and cold-based attacks.

Pouakai

The Pouakai is a huge black-and-white raptor with green wingtips and a red crest that is native to some islands of Polynesia and which is noted for hunting large game, including Moa (q.v.) and people. Its stats are similar to those of a Giant Eagle.

Shark

Sharks of all sizes are prolific throughout the seas surrounding all the islands of Polynesia and conform to the stats provided in the *Monster Manual* for both normal and giant versions of such creatures. They are associated with a number of gods and demigods and divine versions of sharks are sometimes encountered and, if approached properly (especially by people for whom they are totems), might render aid with navigation or other things.

Wood Tiki Statue

	Small	Medium	Large
Frequency:	<i>Rare</i>	<i>Rare</i>	<i>Rare</i>
No. Appearing:	<i>See below</i>	<i>See below</i>	<i>See below</i>
Armor Class:	5	5	5
Move:	6"	9"	12"
Hit Dice:	2	4	6
% in Lair:	100%	100%	100%
Treasure Type:	<i>Nil</i>	<i>Nil</i>	<i>Nil</i>
Number of Attacks:	2	2	2
Damage/Attack:	1-4/1-4	1-6/1-6	1-8/1-8
Special Attacks:	<i>Nil</i>	<i>Nil</i>	<i>Nil</i>
Special Defenses:	<i>See below</i>	<i>See below</i>	<i>See below</i>
Magic Resistance:	<i>See below</i>	<i>See below</i>	<i>See below</i>
Intelligence:	<i>Semi-</i>	<i>Semi-</i>	<i>Semi-</i>
Alignment:	<i>Neutral</i>	<i>Neutral</i>	<i>Neutral</i>
Size:	<i>S (4'+)</i>	<i>M (6'+)</i>	<i>L (8'+)</i>
Psionic Ability:	<i>Nil</i>	<i>Nil</i>	<i>Nil</i>

Stone Tiki Statue

	Small	Medium	Large
Frequency:	<i>Very Rare</i>	<i>Very Rare</i>	<i>Very Rare</i>
No. Appearing:	<i>See below</i>	<i>See below</i>	<i>See below</i>
Armor Class:	2	2	2
Move:	6"	9"	12"
Hit Dice:	3	6	9
% in Lair:	100%	100%	100%
Treasure Type:	<i>Nil</i>	<i>Nil</i>	<i>Nil</i>
Number of Attacks:	1	1	1
Damage/Attack:	1-8	2-12	2-16
Special Attacks:	<i>Nil</i>	<i>Nil</i>	<i>Nil</i>
Special Defenses:	<i>See below</i>	<i>See below</i>	<i>See below</i>
Magic Resistance:	<i>See below</i>	<i>See below</i>	<i>See below</i>
Intelligence:	<i>Semi-</i>	<i>Semi-</i>	<i>Semi-</i>
Alignment:	<i>Neutral</i>	<i>Neutral</i>	<i>Neutral</i>
Size:	<i>S (4'+)</i>	<i>M (6'+)</i>	<i>L (8'+)</i>
Psionic Ability:	<i>Nil</i>	<i>Nil</i>	<i>Nil</i>

Tiki Statue

Tiki are spirits who serve the will of the gods and can be summoned by priests and invested into wood or stone statues and thenceforth used to protect sacred sites. One such statue might be found at a small site and up to four might be found in a temple area, one at each corner.

Tiki attack opponents by pummeling them with their fists. All such statues have maximum hit points for their hit dice and are resistant to non-magical attacks, taking only half damage from them. They are immune to paralyzation, poison, death magic, petrification, and polymorph that would affect living things, while stone Tiki receive a +3 bonus against all other effects and wood Tiki receive a +2 bonus.

If a Tiki is encountered randomly the GM should consider the possibility that characters have accidentally wandered into an unmarked or obscure taboo area.

Toangian, Moehau, et al

Many sorts of ape-man, known variously as Moehau, Toangian, or by other names, can be found throughout Polynesia, often living near the periphery of Human settlements. Most of these conform to the characteristics of the Carnivorous Ape presented in the *A&D Monster Manual*. Such creatures are often aggressive and, while this is not always the case, they almost never have friendly relations with local Human populations.

Tupapaue

Tupapaue are evil spirits that dwell deep within the depths of mountains, in forest-covered ruins, and other perpetually dark and ominous places and which conform in all ways to the characteristics of Shadows. They are greatly feared and their haunts, some of which swarm with large numbers of them, are assiduously avoided by most people. Such undead monsters sometimes venture out in search of victims, but will not enter dwellings that are illuminated in any way, avoiding light at all costs and keeping to the darkness. Their presence near an inhabited place they cannot enter, however, can sometime cause bad dreams or a sense of foreboding. Shooting stars are often taken to be wandering Tupapaue.

Turtle, Giant Sea

Sea turtles of all sizes can be found throughout the waters of Polynesia and conform to the characteristics provided in the *Monster Manual*. A number of deities are associated with such creatures, they are among

those that might serve as totems for native families, and divine versions of them are sometimes encountered.

Undead

Many sorts of corporeal and especially incorporeal undead can be found throughout the lands of Polynesia, particularly in those areas that have been inhabited by people the longest. These beings might conform to the characteristics of whatever existing monsters the GM deems most appropriate, such as ghouls, spectres, wights, or wraiths. A number of undead creatures peculiar to Polynesia are also described here, among them the Green Lady, Night Marcher, and Tupapue. Frightening but otherwise harmless incorporeal undead beings might also sometimes be encountered.

Weta, Monstrous

Frequency: *Rare*

No. Appearing: *1-12*

Armor Class: *3*

Move: *12"/12"*

Hit Dice: *6*

% in Lair: *50%*

Treasure Type: *Nil*

Number of Attacks: *1*

Damage/Attack: *2-12*

Special Attacks: *See below*

Special Defenses: *Nil*

Magic Resistance: *Standard*

Intelligence: *Animal*

Alignment: *Neutral*

Size: *M (6' long)*

Psionic Ability: *Nil*

Weta are large, heavily armored, spiky crickets of which there are more than 70 species, including those associated with particular environments or sorts of terrain. Normal versions of such creatures can grow up to about four inches in length but much larger, monstrous varieties also exist and can found especially in subterranean areas and places adjacent to them. They attack with large mandibles and anyone injured by one must save versus poison or have the wound become infected; such wounds take twice as long to heal as usual and curative magic only restores half as many hit points to them, but *Cure Disease* will remove this effect. About 10% also have tusks that they can use to push opponents and knock them off balance (save versus paralyzation or suffer -2 to AC and "to hit" rolls for the following round).

Weta, Workshop

Frequency: *Very Rare*

No. Appearing: *1-2*

Armor Class: *3*

Move: *12"/12"*

Hit Dice: *6*

% in Lair: *80%*

Treasure Type: *Nil*

Number of Attacks: *1*

Damage/Attack: *2-12*

Special Attacks: *See below*

Special Defenses: *Nil*

Magic Resistance: *Standard*

Intelligence: *Genius*

Alignment: *Neutral*

Size: *M (6' long)*

Psionic Ability: *Nil*

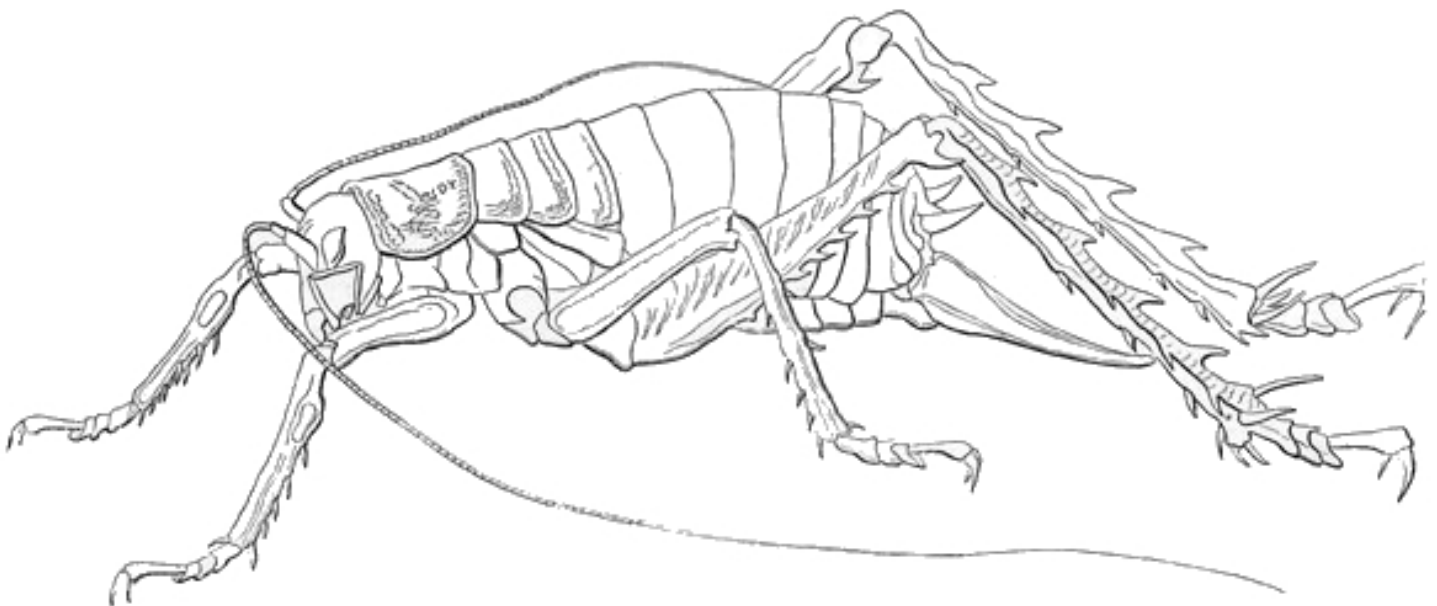
Workshop Weta look similar to and function physically just like their monstrous cousins but are much more intelligent and wield potent magical powers. Such creatures operate as 12th level illusionists and their spells always include the 4th-level spell *Shadow Monsters* (3/day), the 5th-level spell *Demi-Shadow*

Monsters (2/day), and the 6th-level spell *Shades* (1/day), along with a random selection of 1st, 2nd, and 3rd-level illusionist spells.

Only one or two Workshop Weta are ever encountered at a time, but for each there might also be as many as 1-12 Monstrous Weta. A creature of this sort might also have other allied creatures, and sometimes one will even take on a Human or other person as an apprentice. They often live in caves or large buildings and use their illusory powers to transform the appearance of such places into whatever suits their needs.

Workshop Weta have an innate form of telepathy that allows them to scan the surface thoughts of other creatures, and this will often guide them in the sorts of illusions they opt to create. When dealing with adventurers from a traditional fantasy campaign setting, for example, they might use their most powerful spells to create groups of Orcs, Elves, and other traditional fantasy creatures.

Workshop Weta can speak audibly with their own kind and can communicate telepathically with other creatures, including Humans.



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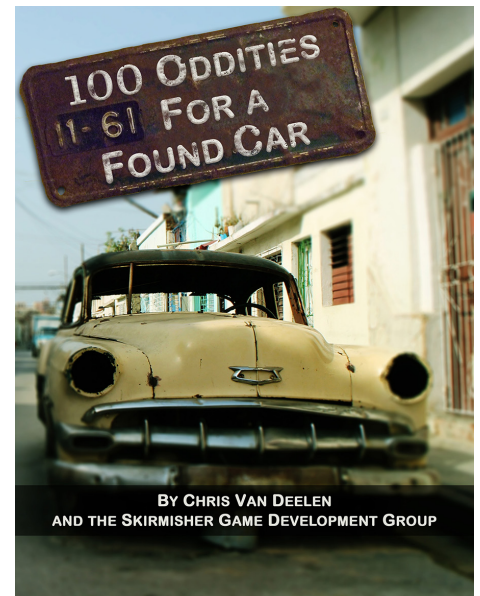
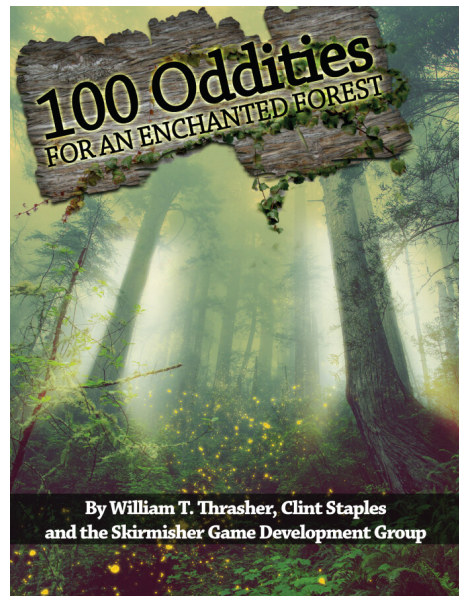
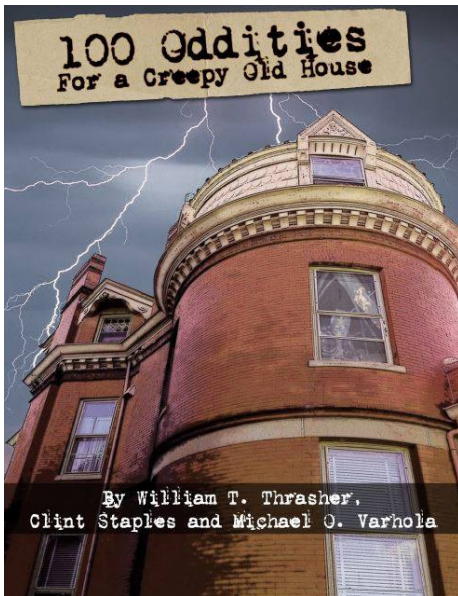
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