Beasts of Legend:
Beasts of the East
SPECIAL ELECTRONIC FEATURES

We’ve hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn’t link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

Legendary Games is an all star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

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WHAT YOU WILL FIND INSIDE BEASTS OF THE EAST

Beasts of the East reaches into the mythological and folkloric wellsprings across Asia to bring you an octet of amazing opponents. Whether your heroes are traveling on an epic transcontinental journey into Eastern lands, like the Far Eastern themed Adventure Path from Paizo Inc. (#49-54), or running a campaign already set in fantastic realms inspired by the Orient, Beasts of the East draws deeply upon the Asian legendarium to bring you creatures not just from the familiar stories of China and Japan, but ranges more broadly into the lore of Cambodia, Vietnam, and Tibet to bring you fantastic foes for your campaign. These creatively constructed creatures comprise a delightfully novel resource for GMs looking to expand their monster toolkit.

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

- Jason Nelson
Welcome to Adventure Path Plug-Ins!

This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo’s *Pathfinder Roleplaying Game*. When you see the “Adventure Path Plug-In” logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we’ve assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

Hey, What’s With the Names?

You will see us use phrases such as “Far East Adventure Path” instead of the title of the most recent Adventure Path. Or, you may see us use names such as the “Destined Empress,” the “Elven Protector,” the “Caravan Master,” the “Mystic Seer,” or even the “Emerald Shogun” or “Goddess of Love” instead of the proper names of specific characters or places from those adventures or gods from the world setting. While we can create compatible products under the Open Game License, we still have to be respectful of certain content Paizo owns. Because we want to be very respectful of their content and work in partnership with them, we use these “replacement phrases.” Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So, enjoy this adventure to supplement your “Far East Adventure Path,” helping the “Destined Empress” claim her birthright in the “Eastern Kingdoms.” See, that wasn’t so hard, was it?
Asian-themed adventures and products in fantasy roleplaying games draw very heavily from the myths and legends of Japan and, to a lesser extent, China. Ninjas and samurai, oni and tengu, ki-rins, kappas, and kami, and even less common creatures are the norm, with a splash of imperial dragons, foo creatures, and terra cotta warriors. The legends and lore of India also appear in RPGs, especially with creatures like nagas and rakshasas, but they are rarely presented as part of the "Asian RPG" oeuvre. While each of those cultures has an abundance of great myths and legends, it also makes Asian-themed fantasy somewhat monotonous and predictable, and it ignores a rich trove of creatures and concepts from the other parts of Asia. The tide may be turning a bit in game design, as a number of creatures from the Philippines have appeared in the Pathfinder Roleplaying Game Bestiary series, like the penanggalan and siyokoy, and Beasts of the East is delighted to continue this trend of spotlighting some overlooked parts of Asian myth and legend. Each creature's statistics, description, and illustrations follow, but we would also like to present a bit on the mythological origins of each creature here.

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

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

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

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

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

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

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

Srin-Po: From the legends of Tibet, the srin-po are sometimes discussed as being similar to ghouls or vampires in a deific form. Here, the srin-po are a mix of elements, representing a form of undead nobility. Made powerless under the light of the sun, srin-po should be introduced in subterranean environments, or deep within lightless dungeons and fortresses. They're particularly suited to the basements of castles or the sunless caverns at the northern edges of the world.
The skin of this great serpent is colored with muted browns and reds. Where the snake’s face should be, is instead the face of a striking human female, twitching with intense fury.
Flame Naga

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

**FLAME NAGA**  
CR 5

XP 1,600  
NE Large aberration (aquatic)  
Init +4; Senses darkvision 60 ft.; Perception +12

**DEFENSE**

AC 18, touch 14, flat-footed 13 (+4 Dex, +1 dodge, +4 natural, −1 size)  
hp 52 (7d8+21)  
Fort +5, Ref +6, Will +7  
Resist fire 10

**OFFENSE**

Speed 40 ft., swim 60 ft.  
Melee bite +8 (2d6+4 plus poison)

**Spells Known** (CL 5th; concentration +8)

- 2nd (5/day)¾ glitterdust (DC 15), flaming sphere (DC 15)  
- 1st (7/day)¾ burning hands (DC 14), magic missile, shield, vanish

- 0 (at will)¾ acid splash, detect magic, light, mage hand, read magic, spark

**STATISTICS**  
Str 17, Dex 18, Con 16, Int 11, Wis 14, Cha 17  
Base Atk +5; CMB +9; CMD 24 (can't be tripped)

**Feats** Combat Casting, Dodge, Eschew Materials, Skill Focus (Swim), Weapon Focus (bite)

**Skills** Bluff +7, Knowledge (history) +6, Perception +12, Stealth +10, Swim +24

**Languages** Aquan, Common  
SQ amphibious

**ECOLOGY**

Environment warm water  
Organization solitary, pair, or school (3-5)  
Treasure incidental

**SPECIAL ABILITIES**

Poison (Ex) Injury; save Fort DC 16; frequency 1/round for 6 rounds; effect 1d3 fire damage; cure 2 consecutive saves.

Spells A flame naga casts spells as a 5th-level sorcerer.

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

Flame nagas possess minor spellcasting abilities; their sorcerous talents often consisting primarily of fire-based magic. Despite their ability to conjure magical flame, it's the venom of the flame naga that gives the serpent its moniker. The poison of a flame naga is a steaming clear liquid, so hot, that when injected, it burns its victim from the inside. Those exposed to the viscous poison of a flame naga and survive the ordeal, report it to be a short-lived agony, but one of intense and continual pain. Creatures slain by the venom of the flame naga have a 10% chance of combusting into ash if the poison slays them. Flame nagas use their venomous bite as a means of punishing humanoids, striking out with their venom and retreating, before their foes realize what has happened to them.

Other types of naga bully flame naga they come across, so their lesser kin find solace in remote lands. Oddly enough, nagaji are one of the species most likely to form any kind of long-term relationship with a flame naga. Nagaji are far enough removed from humanity that they’re seen as something akin to ‘favored children’ by flame naga, who often employ their humanoid naga-like brethren as valued underlings. In this way, a flame naga can easily maintain the guise of being a deity, while their nagaji allies handle the mundane requirements of leadership in a given community. This odd coexistence works well with most nagaji, who enjoy the privilege of being in a position of power, even if that position is based on a grand falsehood.

A flame naga extends almost 10 feet in length and weighs around 260 pounds.
The paint on what first appears to be a piece of wood atop an innocuous mound of bricks and twine, changes from garbled words, into a smiling face.
**Kami, Neak Ta**
The paint on what first appears to be a piece of wood atop an innocuous mound of bricks and twine, changes from garbled words, into a smiling face.

<table>
<thead>
<tr>
<th>NEAK TA</th>
<th>CR 8</th>
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<tr>
<td>XP 4,800</td>
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<tr>
<td>NG Small outsider (kami, native)</td>
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<tr>
<td><strong>Init</strong> +4; Senses darkvision 60 ft.; Perception +17</td>
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<td><strong>DEFENSE</strong></td>
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<tr>
<td>AC 22, touch 15, flat-footed 18 (+4 Dex, +7 natural, +1 size)</td>
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<tr>
<td>hp 114 (12d10+48); fast healing 4</td>
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<tr>
<td><strong>Fort</strong> +12, <strong>Ref</strong> +8, <strong>Will</strong> +10</td>
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<tr>
<td>Immune bleed, mind-affecting effects, petrification, polymorph; <strong>Resist</strong> acid 10, electricity 10, fire 10</td>
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<td><strong>OFFENSE</strong></td>
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<tr>
<td>Speed 30 ft.</td>
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<tr>
<td>Melee improvised weapon +14 (2d8+5/19–20/x3)</td>
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<tr>
<td>Ranged 2 improvised thrown weapons +17 (2d8+4/19–20/x3)</td>
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<tr>
<td><strong>Spell-Like Abilities</strong> (CL 12th; concentration +16)</td>
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<tr>
<td>At will¾ calm emotions, make whole, status, telekinesis 3/day¾ create food and water, cure serious wounds, nap stackAPG 1/day¾ heroes’ feast</td>
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<tr>
<td><strong>Special Attacks</strong> cyclonic fury</td>
<td></td>
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<tr>
<td><strong>STATISTICS</strong></td>
<td></td>
</tr>
<tr>
<td>Str 13, Dex 19, <strong>Con</strong> 18, <strong>Int</strong> 12, <strong>Wis</strong> 14, <strong>Cha</strong> 19</td>
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<tr>
<td><strong>Base Atk</strong> +12; <strong>CMB</strong> +12; <strong>CMD</strong> 26</td>
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<tr>
<td><strong>Feats</strong> Catch Off-Guard, Improved Precise Shot, improvised Weapon Mastery, Point-Blank Shot, Precise Shot, Throw Anything</td>
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<tr>
<td><strong>Skills</strong> Acrobatics +16, Diplomacy +16, Knowledge (engineering) +13, Knowledge (local) +13, Perception +17, Sense Motive +17, Stealth +23</td>
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<tr>
<td><strong>Languages</strong> Telepathy 100 ft.</td>
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<tr>
<td>SQ merge with ward, ward (community halls, inns, or taverns)</td>
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<tr>
<td><strong>ECOLOGY</strong></td>
<td></td>
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<tr>
<td>Environment any land</td>
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<tr>
<td>Organization solitary, pair, or party (3–6)</td>
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<td>Treasure standard</td>
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<tr>
<td><strong>SPECIAL ABILITIES</strong></td>
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<tr>
<td><strong>Cyclonic Fury (Su)</strong> Up to three times per day, while within 100 feet of its ward, a neak ta can summon forth a cyclone of debris and loose materials from its ward. This debris encircles the neak ta, giving it a 20 foot aura. Creatures entering the aura, or ending their movement within it, suffer 6d6 points of damage (DC 20 Reflex negates). The aura lasts for 12 rounds, but the neak ta can dismiss it as an immediate action. The save DC is Charisma-based.</td>
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<td><strong>Telekinetic Mastery (Su)</strong> A neak ta can activate its telekinesis as a swift action three times per day, as if using a quickened spell. It usually uses innate telekinetic abilities to wield or throw improvised weapons. It adds its Charisma modifier (in addition to its Strength modifier) to damage done with any improvised weapon. A neak ta can throw up to two improvised weapons per round, against any target within 100 ft. If a neak ta critically hits an opponent with an improvised weapon, it deals x3 damage.</td>
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Neak ta are a type of kami that dwell in urban areas, particularly smaller settlements based around one particular common building. They make such sites their wards, preferring the jovial nature of an inn or tavern. Multiple neak ta can inhabit a larger edifice, sometimes taking over individual floors of a structure. These larger conglomerations of kami happily refer to themselves as 'parties' and do their best to entice visitors to their particular ward. Such contests are fun affairs between the neak ta, who enjoy the competition of enticing villagers to their respective wards for social events.

Communities typically develop around the ward of a neak ta, the kami becoming something of an anchor for the development of a settlement. Neak ta do this unintentionally, simply finding a communal location that appeals to them, and settling into it as a ward, not considering the long-term ramifications for a growing village. The success of a neak ta's presence is actually a detriment to the creature's social nature, as many neak ta opt to leave their ward and return to the spirit world if their community becomes 'too noisy'. The most common example of this, is a neak ta inhabiting a simple roadside inn, only for decades later when a large city springs up around it. Boring of the newfound hustle and bustle of the community, and lacking its former simple social groups, the neak ta departs.

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

Neak ta speak telepathically, but can't make any audible noises, as they lack a mouth. They display their emotions on the billboard-like sign that makes up their face; their emotion appearing as cartoon-like images on the sign. A neak ta is stands 3 feet tall, and weighs around 60 pounds.
This tree is covered in a viscous yellow sap, along its center mass. Two arm-like branches extend out, their ends shaped like wicked wooden scythes.
Kmoch Pray

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

**Kmoch Pray (CR 11)**

**XP 12,800**

NE Huge plant

Init +4; Senses low-light vision, tremorsense 60 ft.; Perception +21

**DEFENSE**

AC 26, touch 12, flat-footed 22 (+4 Dex, +14 natural, –2 size)

hp 157 (15d8+90)

Fort +15, Ref +9, Will +8

Immune acid, plant traits

Weaknesses vulnerable to positive energy

**OFFENSE**

Speed 5 ft.

Melee 2 scythe claws +15 (2d8+7/19–20/x4)

Ranged sap fling +13 (8d6 acid)

Space 15 ft.; Reach 15 ft. (20 ft. with scythe claws)

Special Attacks rend (2 scythe claws, 2d8+7/19–20/x4)

**STATISTICS**

Str 21, Dex 18, Con 23, Int 13, Wis 16, Cha 16

Base Atk +11; CMB +18; CMD 32 (can’t be tripped)

Feats Bleeding Critical, Cleave, Cleaving Finish, Critical Focus, Improved Critical (scythe claws), Pin Down, Power Attack, Weapon Focus (scythe claws)

Skills Intimidate +18, Perception +21, Stealth +14 (+22 in forests)

Racial Modifiers Stealth +8 (in forests)

Languages Common (can’t speak)

**ECOLOGY**

Environment temperate or warm forests

Organization solitary

Treasure incidental

**SPECIAL ABILITIES**

**Caustic Sap (Ex)** The sap that coats the kmoch pray is a powerful acidic compound. Any creature that strikes a kmoch pray with a natural attack or unarmed strike takes 2d6 points of acid damage from this compound if it fails a DC 23 Reflex save. A creature that strikes a kmoch pray with a melee weapon must make a DC 23 Reflex save or the weapon takes 2d6 points of acid damage. Ammunition that strikes a kmoch pray is automatically destroyed after it inflicts its damage.

**Sap Fling (Ex)** A kmoch pray can fling acid from its arms as a ranged touch attack against any creature within 100 ft. Creatures struck take 8d6 points of acid damage. On the following round the creature takes 4d6 points of acid damage. On the third round, the creature takes 2d6 points of acid damage as the acid dissolves. Additional applications of the acid do not stack, and simply reset the damage taken.

**Scythe Claws (Ex)** The scythe-like claws of a kmoch pray have a x4 critical modifier. When making a rend attack with its claws, the kmoch pray retains its x4 critical modifier and any feat-based improvements (such as Critical Focus and Improved Critical).

**Susceptible to Positive Energy (Ex)** A kmoch pray is vulnerable to damage from positive energy as if it were an undead creature. It is not affected by negative energy.

The spirits of deceased children and mothers sometimes possess trees surrounding countryside villages. Believing themselves betrayed by the citizens of their settlements, these spirits animate trees, turning them into vicious engines of destruction. The kmoch pray patiently wait in forests, hidden among the other trees of the region, emerging only to waylay passersby with their elongated branchlike scything claws.

Violent urges are all that drive the kmoch pray, their plant-like bodies infused with deep seated strands of negative energy. While not enough to make the tree into a true form of undead, the kmoch pray is still susceptible to the positive energy of channeling clerics. The reason for this partial infusion of energy, is that only the anguish and malice of mothers and children who die during the act of childbirth. As such souls are most often innocent of any acts binding them to undeath, they move onto the afterlife without incident, but sometimes a sliver of their anguish materializes within a nearby tree.

It takes time for a kmoch pray to take on its typically grotesque and sap-leaking appearance. In the early months of its creation, the malign tree ambushes travelers. Those slain by a kmoch pray have their blood fertilize the roots of the killing tree, while the kmoch pray instinctively creates a small trove of visible treasures at its base. The kmoch pray then uses its gathered hoard of treasure to entice other explorers to move before their root. While such explorers rifle through the kmoch pray’s acquired treasure, the spirit-possessed tree moves into action, scything such thieves down in sweeping blows.

A kmoch pray is often a hunched tree around 25 feet tall, with a trunk 2 feet in diameter, and weighs 4,000 pounds.
This muscular bovine trudges forward on thick hooves. A lengthy set of twisting horns protrude from its skull, the ends of which break out from inside the exterior bone.
Kting Voar
This muscular bovine trudges forward on thick hooves. A lengthy set of twisting horns protrude from its skull, the ends of which break out from inside the exterior bone.

**KTING VOAR**

**CR 4**

XP 1,200  
N Large animal

**Init** +1; **Senses** low-light vision, scent; **Perception** +9

**DEFENSE**

**AC** 16 (+7 natural, −1 size)  
**hp** 47 (5d8+25)

**Fort** +9, **Ref** +5, **Will** +2; +2 vs. fire

**Immune** Poison

**OFFENSE**

**Speed** 30 ft.  
**Melee** gore +7 (1d8+6/x3)  
**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** battering ram, trample (1d8+6, DC 16), reinforced horns

**STATISTICS**

**Str** 18, **Dex** 12, **Con** 21, **Int** 2, **Wis** 13, **Cha** 5

**Base Atk** +3; **CMB** +8 (+10 bull rush); **CMD** 19 (21 vs. bull rush, 23 vs. trip)

**Feats** Improved Bull Rush, Power Attack, Weapon Focus (gore)

**Skills** Perception +9

**SQ** toughened skin

**ECOLOGY**

**Environment** warm plains or jungle  
**Organization** solitary, pair, or herd (3–12)

**Treasure** none

**SPECIAL ABILITIES**

**Battering Ram (Ex)** A kting voar uses its gore damage instead of slam when trampling.

**Reinforced Horns (Ex)** Underneath the boney exterior of their horns, the kting voar possess a second set of reinforced adamantine-like horns. The gore attack of a kting voar counts as adamantine for overcoming damage reduction. A kting voar inflicts x3 damage on a critical hit from its gore attack.

**Toughened Skin (Ex)** The skin of a kting voar is highly absorbent, ensuring the animal is kept at a constant internal temperature despite most harsh levels of heat. It can exist comfortably in conditions as high as 140 degrees Fahrenheit without having to make Fortitude saves. It gains a +2 racial bonus on saving throws against fire effects.

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

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

Some plains-dwelling tribes of humanoids use kting voar as impromptu heavy mounts. While they provide little in the way of additional mobility, the kting voar make up for it with their strengthened horns. Kting voar riders wield long spears or other reach weapons in order to properly attack their targets, otherwise the sheer bulk of the mount gets in the way. Still, riding a kting voar is a terrifying proposition for some, as the mounts are notoriously difficult to tame, requiring a DC 25 Handle Animal check in order to properly train for any sort of combat purpose. Even after they’re trained, a kting voar forgets such training if not regularly used in combat situations; combat training wearing off after 2 months of inactivity.

A kting voar stands up to almost 5 feet in height and weighs roughly 1,600 pounds. They rarely travel alone, preferring the company of a mate or larger herds. When in a herd, the rigors of combat excite the kting voar, inciting the creatures to trample any moving targets within their line of sight.
The size of a Halfling, this child-like humanoid resembles an upright cat more than a person. A pair of sharpened claws emerges from its inappropriately large paw-hands, while pointed ears crown its head. The cat-thing smiles with a comical rictus-grin.
**Oni, Bakeneko**

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

**ONI, BAKENEKO**

CR 3

XP 800

CE Small outsider (native, oni, shapechanger)

**Init +3; Senses darkvision 60 ft.; Perception +7**

**DEFENSE**

AC 17, touch 15, flat-footed 13 (+3 Dex, +1 dodge, +2 natural, +2 size)

hp 26 (4d10+4); fast healing 2

Fort +2, Ref +7, Will +4

**OFFENSE**

**Speed** 20 ft., climb 20 ft.

**Melee** 2 claws +4 (1d4 plus bleed)

**Special Attacks** bleed (1d3), pounce, mark of envy

**Spell-Like Abilities** (CL 4th; concentration +6)

3/day¾ color spray (DC 13), silent image (DC 13), ventriloquism (DC 13)

1/day¾ hypnotic pattern (DC 14), invisibility

**STATISTICS**

Str 11, Dex 16, Con 12, Int 13, Wis 10, Cha 15

**Base Atk +4; CMB +3; CMD 17**

**Feats** Dodge, Skill Focus (Acrobatics)

**Skills** Acrobatics +13 (+9 when jumping), Bluff +9, Climb +8, Knowledge (local) +8, Perception +7, Perform (oratory) +9, Sleight of Hand +10, Stealth +14

**Languages** Common

**SQ** change shape (Small humanoid; alter self)

**ECOLOGY**

Environment any

Organization solitary, pair, or prowl (3—7)

Treasure incidental

**SPECIAL ABILITIES**

**Mark of Envy (Su)** Once per day, as a swift action, a bakeneko can declare a single creature to be marked. The marked target is typically a creature that has taken attention away from the bakeneko and earned its ire. The bakeneko gains a bonus on attack and damage rolls against the target equal to its Charisma bonus (typically +3). The mark lasts until the target is slain or 24 hours has passed.

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

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

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

A bakeneko oni stands 3 feet tall, with a lean build covered in fur, and weighs around 35 pounds.
At a height of almost twelve feet, this humanoid figure is built like an ogre. Its form is marred by patches of reddish fur, with sections of browned skin showing through. A face locked in the form of a permanent sneer stares out, with eyes moving as though trapped in a wax mask.
Oni, Yeren

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

**ONI, YEREN**

<table>
<thead>
<tr>
<th>CR 6</th>
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XP 2,400

NE Large outsider (giant, native, oni, shapechanger)

**Init** +1; **Senses** darkvision 60 ft., low-light vision; Perception +11

**DEFENSE**

<table>
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<tr>
<th>AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, –1 size)</th>
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</thead>
</table>

hp 76 (8d10+32); regeneration 5 (acid or fire)

**Fort** +10, **Ref** +3, **Will** +6

**OFFENSE**

Speed 30 ft.

**Melee** 2 claws +11 (1d6+4), bite +11 (1d8+4)

**Space** 10 ft.; **Reach** 10 ft.

**Special Attacks** yeren scrawlings

**Spell-Like Abilities** (CL 8th; concentration +11)

- Constant¾ ant haul
- APG 3/day¾ entangle (DC 14), fog cloud, thunderstomp*(CG) (DC 14)
- 1/day¾ dominate animal (DC 16), snare

**STATISTICS**

Str 19, Dex 13, Con 18, Int 14, Wis 11, Cha 16

**Base Atk** +8; **CMB** +13 (+15 steal); **CMD** 24 (26 vs. steal)

**Feats** Combat Expertise, Deflect Arrows, Improved Steal*(APG), Skill Focus (Stealth)

**Skills** Acrobatics +12, Bluff +14, Climb +15, Intimidate +14, Knowledge (nature) +13, Perception +11, Stealth +11, Survival +11

**Languages** Common, Giant

**SQ** change shape (Medium or Large humanoid; *alter self* or *giant form I*), woodland stride

**ECOLOGY**

Environment any

Organization solitary, pair, or tribe (5—10)

Treasure incidental

**SPECIAL ABILITIES**

**Woodland Stride (Ex)** A yeren can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at normal speed and without taking damage or suffering any other impairment. Undergrowth that has been magically manipulated to impede movement still affects the yeren.

**Yeren Scrawlings (Su)** Once per day, over the course of 10 minutes, a yeren can inscribe a powerful symbol across a natural surface (dirt, stone, wood, etc). A creature reading this symbol (similar to how a symbol of death works) becomes confused for 2d4 rounds (DC 17 Will negates). At the end of this effect, a creature forgets any interactions with a yeren oni that occurred over the past 24 hours, their memory clouded over such interactions. A creature can be affected only once per day by a scrawled yeren symbol. The save DC for this is Charisma-based.

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

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

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

A typical yeren oni stands 11 feet tall and weighs around 700 pounds.
This bulky turtle is the length of a horse and almost as tall, with an intricate shell of vibrant color. Its eyes show a measure of sentience and the glimmer of eternal patience. The turtle’s most distinguishing feature is the prodigious weapon embedded in the center of its otherwise pristine shell.
**Quyrua**

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

**QUYRUA CR 6**

XP 2,400

N Large magical beast

Init –2; Senses darkvision 60 ft., low-light vision, scent; Perception +18

**DEFENSE**

AC 19, touch 7, flat-footed 19 (–2 Dex, +12 natural, –1 size)

hp 84 (8d10+40)

Fort +11, Ref +4, Will +6

**Defensive Abilities** sacred charge

**OFFENSE**

Speed 10 ft., swim 20 ft.

Melee bite +11 (2d6+4)

**Spell-Like Abilities** (CL 8th; concentration +12)

3/day ¾ cure light wounds, gust of wind (DC 16), hydraulic push ¹⁴¹⁴¹, slipstream ¹⁴¹⁴¹

1/day ¾ cure moderate wounds, lily pad stride ¹⁴¹⁴¹

**STATISTICS**

Str 16, Dex 6, Con 21, Int 15, Wis 18, Cha 15

Base Atk +8; CMB +12; CMD 20

**Feats** Lunge, Power Attack, Skill Focus (Perception), Weapon Focus (bite)

**Skills** Diplomacy +10, Knowledge (geography) +6, Knowledge (history) +6, Knowledge (nature) +6, Perception +18, Sense Motive +8, Swim +11

**Languages** Common, Sylvan

**SQ** eternal keeper, honorable discharge

**ECOLOGY**

Environment any

Organization solitary

Treasure incidental (embedded weapon)

**SPECIAL ABILITIES**

**Eternal Keeper (Ex)** Embedded in the shell of each quyrua, is a magical weapon with at least a +1 enhancement bonus. This weapon remains embedded as long as the quyrua lives.

**Honorable Absolution (Su)** As a free action, a quyrua can willingly allow a creature to remove the weapon embedded in its shell. When the weapon is removed in this way, the quyrua is immediately slain, though part of its spirit remains within the weapon, allowing the wielder of the weapon use of the quyrua’s spell-like abilities for the following 24 hours. At the GM’s discretion, sometimes, the quyrua’s sentience is absorbed into the weapon, effectively making it a unique intelligent weapon.

**Sacred Charge (Su)** A quyrua gains an enhancement bonus to its AC equal to the enhancement bonus of the weapon embedded in its shell. A weapon that deals elemental damage (such as from the flaming or frost weapon properties) grants the quyrua Resist 5 against the associated element. A quyrua applies the enhancement bonus and weapon properties of its embedded weapon to its bite attack.

The quyrua is a guardian of river ways and inland settlements bordering rivers or lakes. They resemble an oversized turtle with a brilliant shell, albeit punctured by an impressive weapon. Quyrua often form the basis of regional legends, with the weapons embedded in their back being an implement used by some historic figure. These magical creatures are created when such a legendary (possibly mythic) hero embeds their weapon in the back of a venerable tortoise. The tortoise is then given a spark of magical sentience, blessed by a sponsoring power—most often a deity affiliated with the hero, or the hero themselves if they possess mythic power. The hero departs to unknown places after giving the quyrua its final instructions, which often consist of a required quest or traits to be found in a suitable heir for the weapon. The quyrua does its best to ensure they live up to the legacy of their creator, ready to gift the weapon they carry onto, to one capable of upholding the weapon’s legacy. Such cases are obviously rare, for a quyrua giving up its embedded weapon also succumbs to a quick (but peaceful) death.

A quyrua is typically about 12 feet long, and weighs around 2,200 pounds.
This tall humanoid has distended arms that end in tri-pointed claws. It’s garbed in tattered noble regalia, with its skin a muted gray—the color of long withered flesh.
Srin-Po
This tall humanoid has distended arms that end in tri-pointed claws. It’s garbed in tattered noble regalia, with its skin a muted gray—the color of long withered flesh.

**SRIN PO**

<table>
<thead>
<tr>
<th>CR 7</th>
<th>XP 3,200</th>
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<tbody>
<tr>
<td>LE Medium undead</td>
<td></td>
</tr>
<tr>
<td><strong>Init</strong> +7; <strong>Senses</strong> darkvision 60 ft.; Perception +2</td>
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<tr>
<td><strong>DEFENSE</strong></td>
<td></td>
</tr>
<tr>
<td>AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)</td>
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<tr>
<td>hp 85 (10d8+40)</td>
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<tr>
<td><strong>Fort</strong> +7, <strong>Ref</strong> +8, <strong>Will</strong> +9</td>
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<tr>
<td><strong>Immune</strong> undead traits</td>
<td></td>
</tr>
<tr>
<td><strong>Weaknesses</strong> sunlight powerless</td>
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<tr>
<td><strong>OFFENSE</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Speed</strong> 30 ft.</td>
<td></td>
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<tr>
<td><strong>Melee</strong> 2 claws +12 (2d6+4 plus fear), bite +11 (1d8+4 plus 1d4 Wis damage)</td>
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<tr>
<td>Space 5 ft.; Reach 5 ft. (10 ft. with claws)</td>
<td></td>
</tr>
<tr>
<td><strong>Special Attacks</strong> fearful strikes (DC 18), pounce, wisdom damage (DC 18)</td>
<td></td>
</tr>
<tr>
<td><strong>STATISTICS</strong></td>
<td></td>
</tr>
<tr>
<td>Str 18, Dex 17, Con —, Int 13, Wis 15, Cha 18</td>
<td></td>
</tr>
<tr>
<td><strong>Base Atk</strong> +7; <strong>CMB</strong> +11; <strong>CMD</strong> 24</td>
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</tr>
<tr>
<td><strong>Feats</strong> Improved Initiative, Lightning Reflexes, Lunge, Step Up, Weapon Focus (claw)</td>
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</tr>
<tr>
<td><strong>Skills</strong> Diplomacy +14, Intimidate +12, Knowledge (history) +11, Knowledge (nobility) +11, Knowledge (religion) +14, Sense Motive +10</td>
<td></td>
</tr>
<tr>
<td><strong>Languages</strong> Common</td>
<td></td>
</tr>
<tr>
<td><strong>SQ</strong> shield of dread</td>
<td></td>
</tr>
</tbody>
</table>

**ECOLOGY**

**Environment** any underground

**Organization** solitary, pair, or a gentry (3-12)

**Treasure** standard

**SPECIAL ABILITIES**

**Fearful Strikes (Ex)** A creature struck by the claws of a srin-po is overcome with a mounting sense of a fear. The struck creature must make a DC 18 Will save, or become shaken for 2d4 rounds. Subsequent failed saves increase the fear level (shaken becomes frightened, frightened becomes panicked) and resets the duration if the new roll is greater than what remains. A creature with the panicked condition struck by the claws of a srin-po must make an additional save, or die of fright. This is a mind-affecting fear effect. The DC for this save is Charisma-based.

**Shield of Dread (Ex)** A srin-po gains a profane bonus to its armor class if there is a fear-affected creature within 30 feet of it. A shaken creature grants a +1 bonus, frightened +2, and panicked grants a +3 bonus. These bonuses do not stack.

**Wisdom Damage (Ex)** A creature bitten by a srin-po must make a DC 18 Fortitude save, or suffer 1d4 points of Wisdom damage. The DC for this save is Charisma-based.

The srin-po are a class of undead often referred to as 'ghoul aristocrats'. The association with ghouls is incorrect, as srin-po are actually a unique form of undead, created when particularly affluent members of society are slain in (what they perceive as) a disgraceful manner, and later buried. From this the srin-po is born, the now undead noble literally digging out of their grave with their bare hands. For the rest of its existence, the srin-po thrives on the dread of others. It takes malign strength from watching others fall to its fearful touch. Once it has enjoyed sufficient sustenance, the srin-po grants its prey one final fear-inducing touch, stopping their heart.

For the rest of its existence, the srin-po thrives on the dread of others, making short sojourns to the surface in order to punish those whose race it once belonged to. By the time they make these journeys, the srin-po has developed a strong aversion to sunlight, ensuring their attacks occur at night. These undead take malign strength from watching others fall to their fearful touch. A srin-po often tricks its prey into finding a lightless hiding place, going so far as to ‘herd’ their targets underground, where the hunt can continue uninterrupted by the rising of the sun. Once it has enjoyed sufficient horror-based sustenance, the srin-po grants its prey one final fear-inducing touch, stopping their heart.

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

A srin-po stands 7 feet tall, and weighs around 230 pounds.
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