



# ORIENTAL BESTIARY

An Oriental Adventures Netbook by Pythagoras (<http://www.hardpoints.de>)

## 1 Introduction

This document is a bestiary of oriental creatures useable for a Wuxia campaign or some other Asian adventures. The creatures are presented in different categories but are currently not rated by power.

## 2 Abilities and Types

This netbook introduces several new abilities and creature types. The types allow players to gain knowledge about certain creature types and use it to fight them more efficiently.

### Power Pool

Since *Martial Arts* are an *Arcane Background*, many goons would require keeping track of their power points. Thus, groups of goons of the same type share a pool of power points that is used to pay for all their *Martial Arts* actions. The pool will contain a reasonable number of points and is not reduced for dying goons. Use the point at your discretion.

### Shadow Creature

Shadow Creatures are demons from the shadow realm. They have the following abilities and weaknesses in common:

- ☉ **Immune to cold:** Cold does not damage shadow creatures in the slightest.
- ☉ **Weakness (Jade):** Jade weapons deal an additional 1d6 damage to Shadow Creatures.
- ☉ **Stealthy:** Shadow Creatures get +2 to Stealth rolls except in bright sunlight

## 3 NPCs

These are not monsters but rather generic NPCs that you can use as goons. Most of these are not of exceptional skill but focus

on one or two special abilities to make them interesting.

### Bureaucrat

The former administrators of the Empire now serve various warlords. They are not good fighters but excel at negotiation and administration.

**Attributes:** Agility d4, Smarts d8, Spirit d6, Strength d4, Vigour d6

**Skills:** Fighting d4, Intimidation d6, Investigation d8, Knowledge (Laws and Administration) d8, Notice d6, Persuasion d8, Riding d4, Taunt d8

**Pace:** 6, **Parry:** 4; **Toughness:** 5

**Gear:** Warfan (d4+1)

#### Special Abilities:

- ☉ **Connections:** Call upon powerful friends with *Persuasion* roll.

### Wandering Swordsman

These wandering warriors are elite mercenaries, with a love of drink and song, typically rather rude and ill-kempt but dedicated to social justice and their personal code of honour. They usually travel on their own or in small groups but rarely join an army. Many of them are wild cards.

**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d6, Vigour d8

**Skills:** Fighting d8, Martial Arts d8, Intimidation d6, Investigation d4, Notice d6, Riding d4, Streetwise d6, Survival d6, Taunt d8, Tracking d6

**Pace:** 6, **Parry:** 6; **Toughness:** 5

**Gear:** Long sword (d6+3), Cord Armour (+1, fragile, no penalty to Martial Arts)

#### Special Abilities:

- ☉ **Martial Arts:** 15 Power Points
- ☉ **Thousand Fists:** 1 point, attack deals 2d6 damage.
- ☉ **Deflection:** Cost 2, duration 3/1, grants -2 or -4 penalty to hit.
- ☉ **Unarmed Attack:** d6+2

☞ **Dragon Fist Style:** +2 on Martial Arts checks for the powers Thousand Fists and Touch of Death. Thousand Fists damage is d6+Strength damage.

## 4 Humanoids

Humanoids are new creatures that are not supernatural but are monstrous in some way.

### Kappa

Kappas are small turtle-like humanoids with a water-filled crater on their head. They are master martial artists and love cucumbers. Their main weakness is their politeness, which has often been used to trick them.

**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d6, Vigour d6

**Skills:** Martial Arts d8, Stealth d6, Notice d6, Fighting d6

**Pace:** 5, **Parry:** 5/6 w. Tonfa;

**Toughness:** 5/8 (torso only)

**Gear:** Tonfa (d6+1, use MA skill)

#### **Special Abilities:**

☞ **Polite:** Any attempt at test of wills using Trick with the explicit use of politeness gets a +2.

☞ **Whirlwind Kick:** This ability deals 2d6 damage to every adjacent target and costs 2 points out of the power pool. However, it can only be used once per combat.

☞ **Natural Armour:** The torso of a Kappa is protected by a powerful shell (+3 armour)

☞ **Power Pool:** Each kappa adds 2 points to the power pool.

### Tengu

Tengu are a race of avian humanoids with raven wings and raven heads. They usually stay far from civilization, living in hidden cities in the mountains.

**Attributes:** Agility d6, Smarts d6, Spirit d6, Strength d6, Vigour d6

**Skills:** Fighting d6, Notice d8, Shooting d6, Guts d4

**Pace:** 6, **Flight** 10; **Parry:** 5/6 w. spear;

**Toughness:** 5/7 all except head

**Gear:** Spear (d6+2, reach 1), leather scale armour (+2), short bow (12/24/48, 2d6)

**Special Abilities:** none

## 5 Constructs

### Terracotta Warrior

The terracotta warriors are parts of the construct army under the control of the Jade Emperor. They are not very bright but are immune to fear and will follow any order to the letter.

**Tactics:** Terracotta Warriors fight in rank and file, one next to the other. Those able to reach the same target will gang up once they have no other foe in order to allow the column to advance.

#### **(Construct)**

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d6, Vigour d6

**Skills:** Fighting d6, Notice d4, Stealth d4, Shooting d6

**Pace:** 4; **Parry:** 5/6 w. spear;

**Toughness:** 5/7

**Gear:** Spear (d6+2, reach 1), short bow (12/24/48, 2d6)

#### **Special Abilities:**

☞ **Fearless**

☞ **Hardy:** Does not suffer a wound when shaken twice.

☞ **Natural Armour:** +2 armour on the whole body

☞ +2 to recover from being shaken

☞ No additional damage from called shots

☞ Half damage from piercing damage

☞ Immune to disease and poison

### Brass Warrior

Brass warriors are enhanced terracotta warriors, reinforced with metal. They are not any smarter but are more capable fighters.

#### **(Construct)**

**Attributes:** Agility d6, Smarts d4, Spirit d4, Strength d6, Vigour d8

**Skills:** Fighting d8, Notice d4, Stealth d4, Shooting d8

**Pace:** 4; **Parry:** 6/7 w. spear;

**Toughness:** 6/9

**Gear:** Spear (d6+2, reach 1), short bow (12/24/48, 2d6)

### Special Abilities:

- ☞ **Fearless**
- ☞ **Hardy:** Does not suffer a wound when shaken twice.
- ☞ **Natural Armour:** +3 armour on the whole body
- ☞ +2 to recover from being shaken
- ☞ No additional damage from called shots
- ☞ Half damage from piercing damage
- ☞ Immune to disease and poison

## 6 Undead

Undead are a staple of Eastern fantasy. Here are some rather campy examples, ideal for Martial Arts action.

### Hopping Vampire

Hopping vampires are blind and rather stiff from their time in the grave. However, they have a very keen hearing that allows them to notice anybody who is breathing and locate them as if they could see them. In addition, Hopping Vampires are master martial artists.

**Tactics:** Hopping Vampires try to move to a position where they do not have to fight multiple enemies at once. If their enemies hold their breath, they will use flight to reach a save point and then attack the next enemy they sense. The vampire will drain those foes it incapacitated.

#### (Undead)

**Attributes:** Agility d8, Smarts d6, Spirit d6, Strength d8, Vigour d10

**Skills:** Fighting d8, Martial Arts d8, Notice d4(+6\*), Stealth d4, Shooting d8

**Pace:** 3 (can jump up to 8''); **Parry:** 6;

**Toughness:** 9

**Gear:** Tattered robes

#### Special Abilities:

- ☞ **Claws:** Str+2
- ☞ **Breath Sense:** Hopping Vampires get +6 on *Notice* against anybody who is breathing. Those that hold their breath are effectively invisible to the Vampire (-4 on *Notice* and attack rolls).
- ☞ **Martial Arts:** Hopping Vampires have 15 power points. (If using a larger group of goon vampires, use a Power Pool and add 5 points per Vampire)

☞ **Thousand Fists:** 1 point, attack deals 2d6 damage.

☞ **Fly:** Cost 3. Allows the Vampire to fly for 3 rounds (+1 round per point)

☞ Toughness +2

☞ +2 to recover from being shaken

☞ No additional damage from called shots

☞ Piercing attacks deal half damage

☞ No damage from disease or poison

☞ Does not suffer wound modifiers

## Penagollan

These twisted creatures are a variant of vampires that looks normal during their everyday lives. However, the life force only resides in the head, which can separate at will and use its dangling intestines to strangle its victims.

#### (Undead, Spirit)

#### In Body

**Attributes:** Agility d6, Smarts d6, Spirit d8, Strength d6, Vigour d6

**Skills:** Fighting d6, Shooting d6, Stealth d6, Notice d6

**Pace:** 5, **Parry:** 5; **Toughness:** 7/10 (head)

**Gear:** Butterfly Sword (d6+2)

#### Special Abilities:

☞ Toughness +2

☞ +2 to recover from being shaken

☞ No additional damage from called shots

☞ Piercing attacks deal half damage

☞ No damage from disease or poison

☞ Does not suffer wound modifiers

☞ **Dead Body:** The Pennagollan's life force resides in the head. If the body is "killed", the head will detach and be unharmed.

☞ **Natural Armour:** A Pennagollan's head has +3 armour.



### Head Only

**Attributes:** Agility d8, Smarts d6, Spirit d8, Strength d8, Vigour d6

**Skills:** Fighting d8, Stealth d6+4, Notice d6

**Pace:** 8 (flight), **Parry:** 6;

**Toughness:** 7/10

**Gear:** none

### Special Abilities:

- ☉ Toughness +2
- ☉ +2 to recover from being shaken
- ☉ No additional damage from called shots
- ☉ Piercing attacks deal half damage
- ☉ No damage from disease or poison
- ☉ Does not suffer wound modifiers
- ☉ **Natural Armour:** A Pennagollan's head has +3 armour.
- ☉ **Small:** All attacks suffer a -2 penalty
- ☉ **Strangling Intestines:** Str+2 damage
- ☉ **Constrict:** On a raise, the Penagallon automatically starts to choke his target for 2d6 damage per round. The opponent frees himself as if grappled.

- ☉ **Floating:** Since the floating head does not touch the floor, it makes little sound and gains +4 to Stealth.

## 7 Spirits

Spirits range from benevolent to vile and are one of the most common creature types in Asian settings, most notably due to the various spirit folk.

### Tree Spirit

A tree spirit is a local plant ghost that has some power within its domain. While not as powerful as the greater spirits granting powers to the Shamans, it is nevertheless able to provide its worshippers with some benefits.

#### (Spirit)

**Attributes:** Agility d4, Smarts d8, Spirit d8, Strength d8, Vigour d12

**Skills:** Fighting d8, Knowledge (Events within domain) d10

**Pace:** 2, **Parry:** 6; **Toughness:** 9/12

**Gear:** none

### Special Abilities:

- ☉ **Natural Armour:** Armour +3
- ☉ **Brawny:** +1 toughness
- ☉ **Branches:** Damage d8+2, reach 2
- ☉ **Blessing:** All plants within the spirits domain grow faster and yield more fruit.

## 8 Demons

These dread creatures from the shadow world are a special breed of evil creatures trying to take over the world of the living.

### Shadow Servitor

Shadow Servitors are two-legged lizards with long legs and shorter arms that are typically stooped forward and which can be quite fast. These lowly servants of the Shadow World are often encountered running errands for their powerful masters.

#### (Shadow Creature)

**Attributes:** Agility d8, Smarts d4, Spirit d6, Strength d6, Vigour d6

**Skills:** Fighting d6, Throwing d6, Stealth d6+2, Notice d6, Tracking d8

**Pace:** 8, **Parry:** 5/6 w. Tonfa;

**Toughness:** 5/7

**Gear:** 3 Javelins (3/6/12, d6+2), Tonfa (d6+1)

**Special Abilities:**

- Ⓢ **Immune to cold:** Cold does not damage shadow creatures in the slightest.
- Ⓢ **Weakness (Jade):** Jade weapons deal an additional 1d6 damage to Shadow Creatures.
- Ⓢ **Stealthy:** Shadow Creatures get +1 to Stealth rolls except in bright sunlight
- Ⓢ **Natural Armour:** +2 armour
- Ⓢ **Draining Aura:** The servitor is surrounded by an aura of cold despair. Anybody within 1'' of the servitor must make a *Spirit*(+1) check every round or become fatigued at level -1. The aura is not strong enough to cause higher levels of fatigue.