



# CREATURES OF ROKUGAN™



## ORIENTAL ADVENTURES

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# CREATURES OF ROKUGAN™

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ISBN 1-887953-40-X



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# CONTENTS

<b>Introduction</b> .....	4
New Rules .....	4
New Subtypes .....	4
Jade and Crystal .....	5
<b>Creatures</b> .....	6
Ashalan .....	6
Ashura .....	7
Bakeneko .....	8
Baku .....	9
Chi no Oni .....	9
Chizaro no Oni .....	10
Doro no Oni .....	11
Elemental Terrors .....	12
Akeru no Oni .....	13
Jimen no Oni .....	14
Kaze no Oni .....	15
Kukanchi no Kansen .....	15
Mizu no Oni .....	16
Moetechi no Oni .....	17
Oyuchi no Kansen .....	17
Taki-Bi no Oni .....	18
Toichi no Kansen .....	19
Yosushi no Kansen .....	19
Elemental Vortex .....	20
The First Oni .....	21
Fudoshi .....	22
Fushiki no Oni .....	22
Gaki .....	23
Skull Tide Gaki .....	23
Shikko-Gaki .....	23
Kwaku-Shin-Gaki .....	24
Gakimushi .....	25
Garegosu no Bakemono .....	26
Gorusei no Oni .....	26
The Great Sea Spider .....	27
Greater Kansen .....	28
Guardian Statue .....	29
Hanemuri .....	29
Houou .....	30
Hyakuhei .....	31
Ianwa no Oni .....	32
Ikiryô .....	33
Jade Dragon .....	33
Kenku .....	34
Kiri no Oni .....	35
Ki-Rin Wardogs .....	36
Kitsu .....	36
Kitsune .....	37
Kumo .....	38
Kusatte Iru .....	39
The Lost .....	40
Maneseru no Oni .....	40
Marsh Troll .....	41
Matsu Warcats .....	42
Megada no Oni .....	43
Minor Oni .....	43

Mokumokuren .....	44
Mountain Goblin .....	45
Naga .....	45
Nezumi .....	48
Nikumizu .....	50
Ningyo .....	50
Ninja Shapeshifter .....	51
Nue .....	52
Nukarumi .....	52
Obake .....	53
Ogon no Oni .....	54
Okura no Oni .....	55
The Oni Lords .....	55
The First Oni .....	56
Kyoso no Oni .....	56
Yakamo no Oni .....	56
Akuma no Oni .....	57
The Maw .....	57
Tsuburu no Oni .....	57
Shikibu no Oni .....	57
Oracle of Blood .....	58
Orochi .....	59
Pekkle no Oni .....	60
Plague Zombie .....	60
Podling .....	61
Porthungluin .....	61
Sanshu Denki .....	62
Seiryoku no Oni .....	63
Shadow Beast .....	64
Shiyokai .....	64
Shuten Doji .....	65
Sodatsu no Oni .....	66
Spirit Hound .....	67
Swamp Goblin .....	67
Swamp Spirits .....	68
Tadaka no Oni .....	69
Takesasu .....	69
Tanuki .....	70
Toshigoku Spirit .....	71
Troll, Rokugani .....	72
Tsuchimon .....	72
Tsumunagi .....	73
Tsuno Ravager .....	74
Tsuno Soultwister .....	74
Ubume .....	75
Uragiri .....	76
Uragirimono .....	77
Wakeru no Oni .....	77
Wondrous Netsuke .....	78
Wyrm .....	79
Yamaso no Oni .....	79
Yokai .....	80
Yorei .....	81
Zashiki Warashi .....	82
Zenmensonsou .....	82
Tosekiki .....	82
Kuruma Seirô .....	84
Kuruma Date .....	84
Monstrous War Machine .....	84
Zokujin .....	85

Templates .....	86
Goryo .....	86
Naar Teban .....	87
The Oracles .....	88
Darkness Spawn .....	90
Shadow Samurai .....	91
Shadowlands Madman .....	92
Shiryo .....	93

<b>Appendix One</b> .....	95
Prestige Classes .....	95
Naga Slayer .....	96
Shahadet's Legionnaire .....	96
Nezumi Chuk'Tek .....	97
Nezumi Rememberer .....	98
Shadow Walker .....	100
Tainted Characters .....	101
Deformity .....	101
Minor Shadowlands Powers .....	102
Major Shadowlands Powers .....	102
Greater Shadowlands Powers .....	103

<b>Appendix Two</b> .....	103
Spirit Realms .....	104
Chikushudo .....	104
Gaki-Do .....	104
Jigoku .....	104
Meido .....	104
Ningen-Do .....	104
Sakkaku .....	104
Tengoku .....	104
Toshigoku .....	104
Yomi .....	104
Yume-Do .....	104
New Items .....	105
Crystal Talismans .....	105
Crystal Weapons .....	105
Jade Weapons .....	105
Sample Characters .....	105
NPC Courtier .....	105
NPC Inkyo .....	105
NPC Ninja .....	105
NPC Samurai .....	106
NPC Shugenja .....	106

<b>Appendix Three</b> .....	108
Adversaries .....	108
Allies .....	108
Window Dressing .....	108
Using Other Monsters in Rokugani .....	108
Creatures of Rokugani:	
Arranged by Challenge Rating .....	110

## STRANGERS

The swirling mists of the forest had seemed innocent enough. The spirits that emerged from them, however, were clearly malevolent. Had Doji Yasuyo not been suspicious of her guide's treachery, she surely would have been taken unawares and killed. As it was, it was proving difficult to defeat the swamp spirits even though she clutched Naishi, the mystic katana whose discovery had started Yasuyo on this fateful journey.

From the trees above her, the Doji maiden could hear the frantic giggling of Fuhao, the mujina who had led her down this path. She grimaced. It was clearly madness to follow the creature, but there was no other way to find her destination. She could only pray to her ancestors that the tiny prankster had not lied when it told her it could find the shrine she sought.

Yasuyo rolled to escape the claws of the ferocious hunchback spirits that surrounded her. The claws of the nearest grazed her back, sending chills throughout her body. Shrugging off the effects, she cut sharply backwards with her blade, thrusting her left foot forward to keep her balance as she had been taught. The spirit's witchfire eyes flashed in pain, the gases that comprised its physical form dissipating with the wind after the strike.

The remaining spirits surrounded her, forcing her backward into the mists. They darted forward, each time forcing her to retreat a few precious steps lest she drop her guard, which would surely spell her doom. The creatures stayed a respectful distance from her shimmering blade. The deaths of a half dozen of their brethren had taught them to fear its keen edge.

Suddenly, the ground beneath Yasuyo turned into foul sludge. She struggled for the briefest moment to keep her footing, but her leg had disappeared to the knee and she could not stand. As she fell, something struck her sharply across her sword arm, sending Naishi flying from her grasp. She gasped in shock at the loss of her blade, reaching blindly to regain it.

The samurai-ko fought to stand, but the ooze into which she had fallen moved of its own accord, closing around her waist and legs, dragging her beneath the surface. Blackness engulfed her, severing all her senses. The mud flowed across her face, clogging her nostrils and mouth. Choking, she thrashed about wildly, panic beginning to creep into her mind. As she began to succumb to the darkness enclosing her, her hand grazed something solid. Steel and silk. The handle of her katana.

Naishi.

The feel of the mystic blade calmed Yasuyo's mind. The strength of her ancestors coursed through her, washing away her panic and reminding her of her destiny. She lunged forward, breaking free of the odious mud holding her within the marsh. "No!" she cried. "My destiny is not to die in this pit of offal!" She plunged her blade deep into the muck at her feet. There was a thick, loathsome bubbling sound, and the mud flowed away, releasing its hold on her feet like a thing alive.

Doji Yasuyo pulled herself free of the quagmire, standing on the edge of the marsh deep within the Shinomen Forest. Her magnificent armor was covered with foul mud and the marks of a dozen fierce encounters. Yasuyo only vaguely resembled the beautiful, serene young samurai-ko she had been a few short days ago when she had entered this damnable forest.

The laughter of the mujina rang through the trees again. "Pretty lady not so pretty! Maybe call you stinky lady instead!" The pot-bellied orange mujina held its sides, spinning gleefully in midair as it flapped its tiny wings.

"Hear my words, little prankster," Yasuyo began, pointing at the creature. "If you do not fulfill your end of our bargain, it will be your spirit scattered to the winds by my blade."

"Oh no." Fuhao shook its stubby clawed finger at her. "Remember deal! You need find shrine by next big moon." It pointed to the sky as it pivoted upside-down in midair. "Promise take you there if you promise follow me through big woods!" The floating spirit rolled forward to upright itself and grinned like a fool.

Yasuyo could only sigh. Her ancestors had led her here. Why they had chosen such a strange messenger, she could not imagine. Perhaps this was all a lesson in patience. If she could endure but three more days of this madness before the new moon, then perhaps the creature would lead her where she so desperately needed to go.

And if not, then she would have fulfilled her end of the bargain and could take out her frustration at the trickster's antics with a clear conscience.

Waving her hand, she simply said "Lead on, Fuhao-san."

"Fuhao-sama!" the mujina corrected as it flapped away.

Yasuyo sneered and followed.

As the two disappeared deeper into the woods, a figure high in the treetops watched. The creature shook his feathered arms to warm itself. This Doji Yasuyo was indeed worthy of the task set before her. If she could endure the constant peril and remain composed enough to find the shrine, then he and his kind could give her the tools she needed to complete her quest. If anyone could test the mettle of a samurai, it was Fuhao.

The ancient kenku sensei huffed and clicked its beak in amusement. Time would tell.

The Emerald Empire of Rokugan is vast and varied, filled with a dizzying array of creatures of all types and sizes. Rokugan is a mythical, fantastic land, and the beasts found there often possess abilities beyond the understanding of mortal men. Although the Empire's society is rigid, with clearly defined roles and duties for all men, the land is wild and untamed. Wicked oni, mischievous spirits, and deadly ghosts lie around every turn. An unwary samurai can find himself facing a foe he has little hope of defeating.

Creatures of Rokugan™ is intended for use with Rokugan™, the d20 supplement to *Oriental Adventures*™ for role-playing in the world of Legend of the Five Rings. Contained within is merely a sampling of the creatures and races that populate that most enigmatic of lands.

## NEW RULES

### NEW SUBTYPES

Several of the creature subtypes introduced in this book are unique to Rokugan, or have expanded rules for use in a Rokugani campaign. Depending upon the subtype in question, these creatures may be subject to certain types of attacks, spells, or other effects.

### INCORPOREAL (VARIANT)

In Rokugan, incorporeal creatures usually exist only partially within the mortal realm, Ningen-do. As crystal and jade are "perfect" substances, existing in all realms simultaneously, they can harm these creatures normally, as if the target were corporeal, unless otherwise specified.

### DARKNESS

Also known as the Lying Darkness, Living Darkness, or Nameless Darkness, the Darkness is actually a piece of

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nothingness that survived the creation of the world and seeks to return all realms to absolute nothingness. Creatures with this subtype have either been corrupted by or are actually extensions of the Darkness. The Darkness itself is an entity of deity-like power (though at the Battle of Oblivion's Gate its power was thought to be completely destroyed). Unless otherwise specified, the damage resistance of such creatures can always be overcome by crystal weapons.

## ONI

Though all oni are evil creatures linked strongly to the realm of Jigoku, not all of them are technically outsiders. A number of oni have entered the mortal realm by physically crawling through the Festering Pit, and have subsequently adapted to life in this realm. Others arrive through other unique means (such as the creation of the Elemental Terrors by the Dark Oracles). Creatures with the oni type but without the outsider type cannot be banished or dismissed, but can be affected by other spells, items, and effects which affect oni. Unless otherwise specified, oni are always subject to the effects of crystal and jade.

**Oni Qualities (Adapted from *Oriental Adventures*):** The Oni subtype carries along with it a number of extraordinary abilities. However, oni who are not directly summoned from Jigoku have different advantages, and thus the following abilities apply only to oni who are also outsiders.

- **Immunities (Ex):** Oni are immune to poison.
- **Resistances (Ex):** Oni have cold, fire, and acid resistance 10.
- **Alternate Form (Su):** Oni can assume any humanoid form of Small to Large size as a standard action. This ability is similar to the *polymorph self* spell but allows only humanoid forms. When using this ability, oni gain a +10 circumstance bonus on Disguise checks.
- **Telepathy (Su):** Oni can communicate telepathically with any sentient creature within 100 feet that has a language.

## SHADOWLANDS

Creatures possessing the Shadowlands subtype are either individuals who have become corrupted by the Shadowlands Taint, are native creatures of that evil land, or are spirits from the realm of Jigoku. The Shadowlands subtype is specifically targeted by certain spells, nemuranai, feats and other effects.

All Shadowlands creatures have a Taint score included with their ability scores. This Taint score is equal to one-half the creature's Charisma score, plus one if it is of the undead type, plus two if it is of the outsider type.

## SPIRIT

Creatures that originate from realms beyond the mortal realm have certain advantages. Spirits gain a +4 racial bonus against all enchantment effects except those of other spirits. Spirits can sense any passages to their home realm (listed under Climate/Terrain) within one mile. Spirits are also vulnerable to certain spells and effects which affect the spirit subtype.

## VOID

Very few creatures possess the Void subtype, as it denotes a deep, spiritual connection with the Void, the sum of all elements, yet the presence of none. The Void phenomenon is poorly understood by mortal men, yet they realize that it is the defining element of humanity; the only other race with a similar connection is the Naga's group-mind, the Akasha.

Creatures of the Void are inherently attuned to the ebb and flow of the elements, often wreaking havoc with elemental magic and possessing crude precognitive instincts.

## JADE AND CRYSTAL

Many of the creatures contained within this work originate beyond the mortal realm and are therefore susceptible to the magical effects of crystal and jade, two rare resources found only sparsely throughout the Empire. Neither is fully understood by shugenja, but both possess unique properties thought to be a result of their purity and state of elemental harmony.

Jade possesses a particular purity that in some unknown way rejects and destroys the Shadowlands Taint. Scouts of the Crab Clan carry small "fingers" of jade on their incursions into the Shadowlands, as even small amounts of jade can prevent samurai from becoming Tainted for a short time. Unfortunately, even jade cannot resist the Taint forever. The longer it remains within the Shadowlands, the more corrupted it becomes, blackening and softening until it becomes useless.

In addition to its protective effects, jade also has offensive uses against those who possess the Shadowlands Taint. Tainted individuals or creatures with the Shadowlands subtype find contact with or even the presence of jade very painful. Accordingly, weapons made of or containing jade are often devastatingly effective against creatures of the Shadowlands and are often used by the Crab Clan.

Corrupted jade — sometimes referred to as "obsidian," although it is different from true obsidian, a black volcanic glass — can overcome creature damage resistance in the same manner as jade, but as a highly Tainted substance, those who carry it risk becoming infected themselves. Naturally occurring obsidian has no special properties when used against creatures with damage resistance.

Crystal, while not as potent as jade, also has a similar damaging effect on many Shadowlands creatures. Additionally, it can affect the mortal and even incorporeal forms of many spirits from other realms. This includes spirits such as the *hengeyokai* and even the primordial substance that makes up extensions of the Lying Darkness.

*For more information on jade and crystal, see page 105.*

## DAMAGE RESISTANCE (VARIANT)

Most creatures with damage resistance in Rokugan can be harmed by crystal, jade, or magic. However, the varying levels of resistance to these materials are not constant as they are with, for example, silver weapons. With this in mind, this book uses a special variant of damage resistance. If the descriptor "(jade)" is listed after a damage resistance rating, consider that damage resistance to be decreased by +2 if using a jade weapon, or by +1 if using a crystal weapon. Conversely, if the descriptor "(crystal)" is listed after a damage resistance rating, consider that damage resistance to be decreased by +2 if using a crystal weapon, or by +1 if using a jade weapon. If the damage resistance rating becomes lower than +1, then weapons do not need to be magical in any way to harm the creature if they are made from the appropriate material.

For example, "damage resistance 10/+2 (jade)" indicates that a creature ignores the first 10 points of damage from any +3 weapon, or of any +1 weapon made of crystal, or of any weapon made of jade.

Damage resistance higher than +5 is not meant to indicate that such weapons exist, but implies that only a powerful magical jade or crystal weapon is necessary to pierce the creature's damage resistance. "Damage resistance 10/+7 (crystal)," for example, could only be pierced by a +5 crystal weapon.

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# HYAKUHEI

## Medium-Size Undead (Shadowlands)

**Hit Dice:** 3d12 (19 hp)

**Initiative:** (+1 Dex, +4 Improved Initiative)

**Speed:** 30 ft.

**AC:** 18 (+1 Dex, +4 natural, +3 ashigaru armor)

**Attacks:** Katana +2 melee, or tetsubo +2 melee, or yari +2 melee

**Damage:** Katana 1d10+1, or tetsubo 1d8+1, or yari 1d8+1

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** Fear aura

**Special Qualities:** Resistances, undead

**Saves:** Fort +1, Ref +3, Will +4

**Abilities:** Str 13, Dex 12, Con —, Int 10, Wis 10, Cha 11, Taint 6

**Skills:** Climb +6, Hide +2, Jump +6, Listen +3, Ride +6, Spot +5, Swim +6

**Feats:** Improved Initiative

**Climate/Terrain:** Shadowlands

**Organization:** Platoon (6–20), company (21–40),

regiment (41–60), horde (61+)

**Challenge Rating:** 2

**Treasure:** None

**Honor:** Always 0

**Alignment:** Always lawful evil

**Advancement:** 4–6 HD (Medium-Size)

The name hyakuhei means “all evils,” a name which these creatures have earned; they are believed to be animated by a combination of all the vices known to man. These powerful zombies were once called the Horde of Fu Leng, for they served the Dark Kami faithfully for centuries. Even after his death, they retained their power and precise military organization, merely waiting for another leader to call upon them. In the present day, that leader is Daigotsu, and the hyakuhei elite zombie troops follow him with the same fervor they once devoted to Fu Leng himself.

Some Kuni believe that these undead warriors were anointed with the blood of the Dark God when they were initiated into the Horde. Since Daigotsu has taken command, he has begun creating new hyakuhei, anointing them with his own blood. The fact that these newer hyakuhei are no less powerful than Fu Leng’s original creations says much for the new Lord of the Shadowlands’ power.

At a distance the hyakuhei could be mistaken for any other kind of undead regiment. They superficially resemble a grotesque conglomeration of zombie and skeleton, with bones exposed and bits of hacked and battered armor dangling from their shoulders and hips. But there the similarity ends. Their flesh has a black, rubbery texture, and has ceased

to decay. They move with none of the shambling clumsiness of zombies and skeletons, instead with the sure and trained movements of seasoned soldiers. Hollow eye sockets burn with green fire and a vicious, brutal glee that weakens the resolve of all but the most hardened Crab veterans. They speak perfect Rokugani, as well as Oni and Bakemono.

## COMBAT

The Horde of Daigotsu are never encountered as individuals. They move together, they fight together, and they are often led by the Shadowlands’ greatest generals. They fight in highly organized fashion, forming ranks when possible; troops in the first rank use swords or tetsubo, and the second rank wields yari to attack past the first rank.

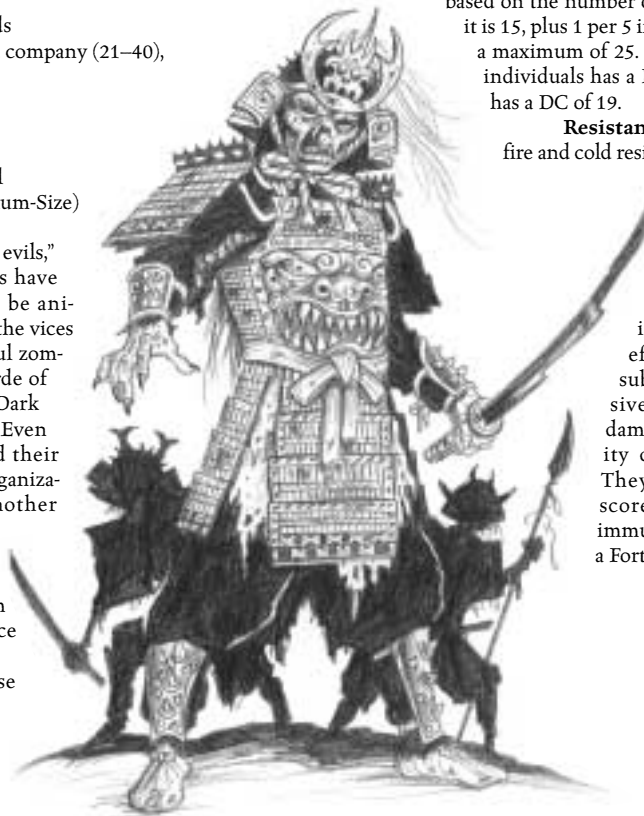
**Fear Aura (Su):** Anyone within 5 ft. of a hyakuhei is affected by the aura of fear that surrounds them. Anyone within the area of effect must make a Will save or freeze in place. Frozen characters lose any actions for one full round and suffer a –2 morale penalty to all saving throws, with a 50% chance to drop anything carried. The DC of this save is

based on the number of individuals in the unit: it is 15, plus 1 per 5 individuals within 50 ft. to a maximum of 25. For example, a unit of 10 individuals has a DC 17, while a unit of 20 has a DC of 19.

**Resistances (Ex):** Hyakuhei have fire and cold resistance 10.

**Undead (Su):**

Hyakuhei are immune to poison, sleep, paralysis, stunning, disease, death effects, and necromantic effects, and they ignore mind-influencing effects. They are also not subject to critical hits, massive damage, subdual damage, ability damage, ability drain, or energy drain. They have no Constitution scores so are therefore immune to anything requiring a Fortitude save.



Hyakuhei

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# OBAKE

## Medium-Size Monstrous Humanoid (Shadowlands)

**Hit Dice:** 4d8 (18 hp)

**Initiative:** +2 (Dex)

**Speed:** 30 ft.

**AC:** 14 (+2 Dex, +2 natural)

**Attacks:** Slam +4 melee

**Damage:** Slam 1d3

**Face/Reach:** 5 ft. by 5 ft./5 ft.

**Special Attacks:** Release swarm

**Saves:** Fort +1, Ref +5, Will +7

**Abilities:** Str 11, Dex 15, Con 10, Int 13, Wis 16, Cha 11, Taint 5

**Skills:** Bluff +6, Disguise +6, Listen +7, Spot +7, Sense Motive +9

**Feats:** Dodge, Mobility, Run

**Climate/Terrain:** Any

**Organization:** Solitary plus swarm of 2d4 x100 bees or wasps

**Challenge Rating:** 1

**Treasure:** Standard

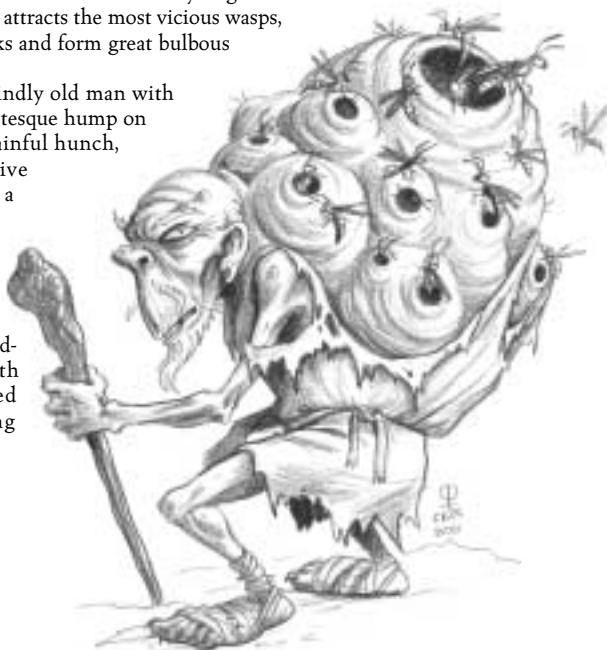
**Honor:** Always 0

**Alignment:** Usually neutral evil

**Advancement:** 5–8 HD (Medium-Size)

Some men reach ripe old age having grown wiser and more generous and loving, helped through their winter years by the support of their families and friends. Some, though, get through old age by manipulating everyone they meet, clawing their way through life by the most avaricious, spiteful, and despicable acts. They seem to live on simply to spite everyone who wishes them ill. The most vile and hateful of these men somehow manage to cheat death and continue well beyond a normal life span. These twisted old men slowly begin to change. Their flesh somehow attracts the most vicious wasps, which burrow into their backs and form great bulbous hives. These are the obake.

The obake appears as a spindly old man with ragged clothes covering a grotesque hump on his back. He walks with a painful hunch, weighed down by the massive hump, and he usually carries a cane to help him along. Close observation reveals that the hump on his back writhes and pulsates. When the hives are revealed, they look like bulbous, infected nodules, red and swollen, with dozens of small red-rimmed holes crawling with buzzing wasps.



*Obake*

The obake often demands food or money from passersby. Anyone who rebuffs him becomes the target of his wrath. He first screams and curses at them, swinging his cane, railing at them about refusing aid to a helpless old man. If this has no effect, he attacks with swarms of his "children."

## COMBAT

In spite of all the obake's foul bluster, they are actually quite cowardly. And while they appear to be frail and weak, their unnatural vitality makes them quite deft at avoiding injury. Just as in the days when they were truly human, their greatest pleasure is to cause pain and suffering wherever they travel. Their chief tactic in combat is to flee while releasing their swarms to cover their escape.

**Release Swarm (Su):** As a standard action, the obake can release a swarm of angry wasps from the massive hives on its back. The swarm can fly 60 ft. (good), and attacks the target of the obake's choice. A creature which does nothing in a round except try to fend off the swarm takes one point of damage. A creature which tries to flee the swarm or takes any other action receives 1d4+2 points of damage. Spellcasting or concentrating on spells within the swarm is impossible. The swarm deals no damage to creatures that are immune to poison, incorporeal, or have damage reduction abilities. However the swarm still prevents spellcasting and concentration. Fighting the swarm with weapons is useless, but fire and damaging area effects can combat it. When a swarm receives 2 hp of damage from these sources, it disperses. Certain area effect spells, like gust of wind, will force the swarm to disperse. The swarm follows its target for 10 rounds. The obake can use this ability up to six times per day.



# TOSHIGOKU SPIRIT

## Medium-Size Undead (Incorporeal, Spirit)

**Hit Dice:** 8d12+3 (55 hp)

**Initiative:** +5 (+1 Dex, +4 Improved Initiative)

**Speed:** 30 ft.

**AC:** 18 (+1 Dex, +7 spirit armor)

**Attacks:** Spirit blade +6 melee

**Damage:** Spirit blade 1d10+3 negative energy damage

**Face/Reach:** 5 ft. by 5 ft / 5 ft.

**Special Attacks:** Spirit blade

**Special Qualities:** Undead, incorporeal, spirit qualities, spirit armor

**Saves:** Fort +2, Ref +3, Will +5

**Abilities:** Str 15, Dex 13, Con —, Int —, Wis 8, Cha 10

**Feats:** Improved Initiative, Power Attack, Toughness

**Climate/Terrain:** Toshigoku

**Organization:** Battalion (40–60) or army (60–1000)

**Challenge Rating:** 5

**Treasure:** None

**Honor:** Always 1

**Alignment:** Always lawful evil

**Advancement:** None

The faceless spirits of Toshigoku are the final remnants of those who died thirsting for blood, revenge, and death. Even when they return to haunt the mortal world, they only partially exist here, comprehending only a fraction of what they perceive. These maddened spirits continually relive the battles in which they died, marching forth in spirit armies and perceiving any who stand in their path as a long-dead enemy.

Hantei XVI and many of those who followed him hailed from the Realm of Slaughter, but as a result of their passage through Oblivion's Gate they were restored to true life, once again able to perceive the world around them. They were no less bloodthirsty, however, as the Realm of Slaughter seems to leave its mark on all those unfortunate enough to enter it.

Toshigoku spirits speak Rokugani, as they can often be heard shouting commands to one another. They do not comprehend any words spoken to them by a creature not of their own realm.

## COMBAT

These spirits tend to march forth in huge, ordered armies re-fighting the battles in which they died. They rely upon group tactics and superior numbers to destroy their foes. When slain, Toshigoku spirits simply fade to a deeper region of the Realm of Slaughter to continue their fight.

**Incorporeal (Ex):** Can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. Can pass through solid objects at will, and its own attacks pass through armor. Always moves silently.

**Spirit Armor (Ex):** A Toshigoku spirit wears full samurai armor that is an extension of itself and thus cannot be disarmed or destroyed. It protects against both corporeal and incorporeal attacks.

**Spirit Blade (Ex):** A Toshigoku spirit wields a weapon (usually a katana) that is an extension of itself and thus cannot be disarmed or destroyed. These weapons are incorporeal, ignoring corporeal armor, negating damage reduction, and inflicting negative energy damage on their target.

**Spirit Qualities (Ex):** Toshigoku spirits are hedged out by effects which hedge out outsiders. Toshigoku spirits can sense any passages to Toshigoku within one mile.

**Undead:** Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, energy drain, or death from massive damage.

*Toshigoku Spirit*



From *Creatures of Rokugan*, published by Alderac Entertainment Group, releasing December 2001.

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