

HENGEYOKAI, FALLENLANDEN

	Dog hengeyokai, 1 st -Level Warrior	Monkey hengeyokai, 1 st -Level Warrior
	Medium Monstrous Humanoid (Shape-changer)	Small Monstrous Humanoid (Shape-changer)
Hit Dice:	1 d8+3 (7 hp)	1 d8+2 (6 hp)
Initiative:	+0	+1 (Dex)
Speed:	30 ft. (6 squares); 40 ft. in animal form	30 ft. (6 squares); climb 30 ft. in animal form
AC:	16 (+4 natural, +2 leather armor), touch 10, flat-footed 16	14 (+1 size, +1 Dex, +2 leather armor), touch 11, flat-footed 13
Base Atk./Grp.:	+1/+2	+1/-2
Attack:	+2 melee (1 d6+1, bite) or +3 melee (1 d8+1/19-20, longsword)	+3 melee (1 d4+1, bite) or +4 melee (1 d4+1/19-20, Small short sword)
Full Attack:	+2 melee (1 d6+1, bite) or +3 melee (1 d8+1/19-20, longsword)	+3 melee (1 d4+1, bite) or +4 melee (1 d4+1/19-20, Small short sword)
Space/Reach:	5 ft./ 5 ft.	5 ft./ 5 ft.
Special Attacks:	None	None
Special Qualities:	Alternate form, racial traits, scent, speak with animals	Alternate form, racial traits, speak with animals
Saves:	Fort +5, Ref +0, Will -2	Fort +4, Ref +1, Will -2
Abilities:	Str 13 (+1), Dex 11 (+0), Con 16 (+3), Int 10 (+0), Wis 7 (-2), Cha 8 (-1)	Str 13 (+1), Dex 13 (+1), Con 14 (+2), Int 10 (+0), Wis 7 (-2), Cha 8 (-1)
Skills:	Climb +3, Disguise +0*, Jump +5, Listen +0, Spot +0, Survival -1**	Balance +5, Climb +5, Disguise +1*, Jump +3, Hide +9, Listen +0, Spot +0
Feats:	Weapon Focus (longsword)	Weapon Focus (short sword)
Continent/Reg.:	The Fallenlands	The Fallenlands
Environment:	Any desert and plain	Warm forests and jungles
Organization:	Solitary, mated pair, or pack (4-12)	Solitary or troop (8-24)
Challenge Rating:	1	1
Treasure:	Standard	Standard
Alignment:	Often neutral	Often chaotic neutral
Advancement:	By character class	By character class
Level Adjustment:	+1	+1

Fallenlanden hengeyokai are only found on the continent of the same name; although, there are hengeyokai on the continent of Kanpur. Fallenlanden hengeyokai are related to these hengeyokai of the Far East in name only. Fallenlanden hengeyokai are very different than the hengeyokai of Kanpur. It is believed that the two distinct types of hengeyokai living in the Fallenlands have always been native to the continent and that they aren't related to Kanpurian hengeyokai. This is the assertion of the nagpas who are the longest lived race on the planet.

The two types of Fallenlanden hengeyokai are dog and monkey, and they rarely interact with each other. The dog hengeyokai are highly nomadic and live throughout the deserts and plains of the continent. The monkey hengeyokai are found exclusively in the forests and jungles scattered across the continent. Dog hengeyokai are common almost everywhere and are known for being friendly, while monkey hengeyokai are rare and insular. The largest population of monkey hengeyokai is in the Ong Jungle.

Hengeyokai speak their own language as well as the common language of the Fallenlands, Irgan.

DOG HENGEYOKAI

This tall, lanky, hairy humanoid has the head of a dog and moves with a savage, yet fluid, form of grace. It carries a longsword in one hand and beckons you forward to challenge it with the other. Its face shows no malevolence towards you, but its eyes speak of its intention to protect the ground it stands on. A strange, bestial smile reveals its canine-like teeth.

Combat

Dog hengeyokai are steady warriors when confronted, and they prefer to fight with manufactured weapons such as clubs, longswords, spears, and longbows. They can bite in combat as well, but they prefer to only use that attack when hard-pressed. Dog hengeyokai usually only wear leather and lighter types of armor; although, they prefer to go without armor while traveling through the wastes of the Fallenlands deserts.

Dog hengeyokai are simple tacticians that often attack their opponents en masse in small to medium-sized packs. They rarely form larger packs but have been known to form alliances with other packs from time to time for mutual protection and socialization. At other times dog hengeyokai packs often compete with each other for resources, which has led to several blood feuds.

Alternate Form (Su): Dog hengeyokai can change shape, assuming one of two possible forms, its natural form and that of a Medium-sized dog. This ability functions like the *polymorph* spell, but a hengeyokai can change form a number of times per day equal to 1 plus his character level. Thus, a 1st-level hengeyokai can switch from monstrous humanoid form to animal form and back again in a single day. Changing form is a full-round action that does provoke attacks of opportunity. Equipment the dog hengeyokai is wearing or carrying transforms to become part of the animal form, and magic items cease functioning while the hengeyokai remains in animal form.

Speak with Animals (Su): Dog hengeyokai can communicate telepathic with any dog-like animal. This is the same as a familiar's ability to *speak with animals* of its type. The hengeyokai can do this in either form.

The dog hengeyokai warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Dog Hengeyokai Society

Dog hengeyokai are wanderers by nature, so they rarely settle in one place for very long; however, a solitary dog hengeyokai or a mated pair is likely to settle down as later in life. Dog hengeyokai packs are always on the move. Regardless, dog hengeyokai prefer the wide open spaces of the Fallenlands deserts and plains. They feel confined while visiting the cities of the jann; although, they are more comfortable in the mountain cities of the nagpa.

Dog hengeyokai have good relations with just about every race as they are fun-loving and friendly as a general rule; however, they are fierce warriors by their very nature and have been known to challenge members of other races to duels. These duels are rarely to the death but they can be bloody. The nagpa have a soft spot for dog hengeyokai and they always welcome them into their mountain homes. It is important to note that dog hengeyokai and monkey hengeyokai don't like each other as members of the two races often see something in members of the other race that they don't like about themselves; however, dog hengeyokai are a little more tolerant.

Dog hengeyokai mate for life, so the death of mate is nearly unbearable to them. A dog hengeyokai that loses his or her mate either falls into a state of melancholy or commits ritual suicide. Often a family member helps perform such rituals, and the oldest sibling or child has the responsibility of making sure their kinfolk does not suffer. Dog hengeyokai couples believe that they are mated not only in life but also in the afterlife, which is why they would rather die than be alone. Dog hengeyokai are highly spiritual but they almost never become clerics or druids. Dog hengeyokai beliefs are based on ancestor worship and animism, therefore, most of their shamans are adepts.

Dog Hengeyokai as Characters

Dog hengeyokai favor the scout class; however, most dog hengeyokai encountered will be warriors. They often multiclass as fighter/rogues, fighter/savage bards, fighter/scouts, fighter/sorcerers, fighter/traders, savage bard/scouts, savage bard/traders, and scout/sorcerers.

Dog Hengeyokai Traits

Dog hengeyokai have all the racial traits listed below:

- +4 to Constitution, -2 to Wisdom.
- Medium-size. As Medium creatures, dog hengeyokai have no special bonuses or penalties due to their size.
- *Monstrous Humanoid*: Dog hengeyokai are monstrous humanoids, and are therefore immune to spells that only affect humanoids, such as *charm person*.
- *Speed*: A dog hengeyokai's base speed is 30 feet. In animal form, base speed increases to 40 feet.
- *Low-light Vision*: Dog hengeyokai have low-light vision that allows them see twice as far as a human can in starlight, moonlight, torchlight, and similar conditions of low illumination.
- *Skills*: Dog hengeyokai gain a +4 racial bonus to Jump checks. *Dog hengeyokai in animal form receive a +10 circumstance bonus to Disguise checks. **Dog hengeyokai gain a +4 bonus to Survival checks when tracking by scent.
- +4 natural armor bonus.
- *Natural Weapon*: Dog hengeyokai characters may attack with a bite attack (1d6) and are always treated as being armed when using their natural attacks.
- *Special Qualities* (see above): Alternate form, scent, speak with animals.
- *Automatic Languages*: Hengeyokai and Ignan. *Bonus Languages*: Bakemono, Jinn, Mongrelfolk, Nagw, and Sahne.
- *Favored Class*: Scout. A multiclass dog hengeyokai's scout class does not count when determining whether he suffers an XP penalty for multiclassing.

MONKEY HENGEYOKAI

This short, wiry humanoid has the head of a monkey and moves with feral intent. It carries a short sword in one hand while swinging from the branch of a tree with other. Its face shows a spiteful demeanor, and it barks venomously at you while it licks its sharp teeth.

Combat

Monkey hengeyokai are unorthodox warriors when confronted, and they prefer to fight with manufactured weapons such as bolas, short swords, spiked clubs, and shortbows. They can bite in combat as well, and they will, gleefully and viciously, when given the opportunity. Monkey hengeyokai usually only wear leather and lighter types of armor; although, they prefer to go without armor while swinging through the trees of the Fallenlands forests and jungles.

Monkey hengeyokai are chaotic combatants that prefer to attack their opponents by dropping on them from above while hooting and screeching. However, they often throw coconuts and other unmentionable things at foes from the treetops before closing into melee. Against opponents they consider a real threat, monkey hengeyokai have been known to agitate nearby simians and set them upon their foes before moving into attack.

Alternate Form (Su): Monkey hengeyokai can change shape, assuming one of two possible forms, its natural form and that of a Small-sized monkey. This ability functions like the *polymorph* spell, but a hengeyokai can change form a number of times per day equal to 1 plus his character level. Thus, a 1st-level hengeyokai can switch from monstrous humanoid form to animal form and back again in a single day. Changing form is a full-round action that does provoke attacks of opportunity. Equipment the monkey hengeyokai is wearing or carrying transforms to become part of the animal form, and magic items cease functioning while the hengeyokai remains in animal form.

Speak with Animals (Su): Monkey hengeyokai can communicate telepathic with any monkey-like animal. This is the same as a familiar's ability to *speak with animals* of its type. The hengeyokai can do this in either form.

The monkey hengeyokai warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Monkey Hengeyokai Society

Monkey hengeyokai are a moody, insular race that prefers to be left alone in their forested homes. They resent the presence of intruders in their territories and are not shy about voicing their displeasure. If an intruder is lucky, they will only hear the warnings of the monkey hengeyokai before moving on. If you see a monkey hengeyokai, it is already too late to negotiate. Note that where there is one monkey hengeyokai there is almost always more.

Monkey hengeyokai live in large troops and rarely leave the treetops. They build crude shelters out of stripped bark, fallen logs, and coarse rope made from the hair of their dead. The largest male is almost always the troop's leader; although, monkey hengeyokai greatly fear their shamans who are usually adepts but sometimes these shamans are in fact powerful sorcerers. If a monkey hengeyokai troop has a shaman then he or she leads the troop without question.

Those that do question their shaman are killed and eaten by the troop.

Monkey hengeyokai love meat almost as much as exotic fruits, and they don't mind eating other sentient beings; although, they'd much rather eat wild birds and monitor lizards. They consider humanoid meat to be unsatisfying, and they only resort to cannibalism when traditions are broken. A monkey hengeyokai that breaks with tradition and lives to flee the troop is a mean-spirited opponent if it has been forced to survive on its own for too long. This is how monkey hengeyokai become adventurers as they cannot stand isolation for long.

Monkey hengeyokai, as a rule, detest all those that aren't of their race. They really hate dog hengeyokai and the nagpa. They only dislike mongrelfolk, the jann, and the sahne. They tolerate the bakemono and the kenku. They have had little to no contact with the Cyradi or with Fallenland's minotaurs, so they don't worry too much about those races. They greatly fear thri-kreen but won't say why. They shake uncontrollably in the presence of a kreen. They run away screaming if a kreen eats in their presence.

Monkey Hengeyokai as Characters

Monkey hengeyokai favor the wilderness rogue class; however, most monkey hengeyokai encountered will be warriors. They often multiclass as barbarian/sorcerers, barbarian/wilderness rogues, fighter/sorcerers, fighter/wilderness rogues, and sorcerer/wilderness rogues.

Monkey Hengeyokai Traits

Monkey hengeyokai have all the racial traits listed below:

- +2 to Dexterity, +2 to Constitution, -2 to Wisdom.
- *Small*. As a Small creature, a monkey hengeyokai gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Hide checks, but he uses smaller weapons than humans use, and his lifting and carrying limits are three-quarters of those of a Medium character.
- *Monstrous Humanoid*: Monkey hengeyokai are monstrous humanoids, and are therefore immune to spells that only affect humanoids, such as *charm person*.
- *Speed*: A monkey hengeyokai's base speed is 30 feet. In animal form, they can also climb at a speed of 30 feet.
- *Low-light Vision*. Monkey hengeyokai have low-light vision that allows them see twice as far as a human can in starlight, moonlight, torchlight, and similar conditions of low illumination.
- *Skills*: Monkey hengeyokai gain a +4 racial bonus to Balance, Climb, and Hide checks. They can always choose to take 10 on Climb checks, even if rushed or threatened. *Monkey hengeyokai in animal form receive a +10 circumstance bonus to Disguise checks.
- *Natural Weapon*: Monkey hengeyokai characters may attack with a bite attack (1d4) and are always treated as being armed when using their natural attacks.
- *Special Qualities (see above)*: Alternate form, speak with animals.
- *Automatic Languages*: Hengeyokai and Ignan. *Bonus Languages*: Bakemono, Jinn, Mongrelfolk, Sahne, and Terran.
- *Favored Class: Wilderness Rogue*. A multiclass monkey hengeyokai's wilderness rogue class does not count when determining whether he suffers an XP penalty for multiclassing.