



ASIAN MONSTERS



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TABLE OF CONTENTS

Introduction	Harionna	Bakeneko
Creatures by Cultural Origin	Hundun	Gozu
Creatures by Type	Hyakume	Magus
Creatures by Challenge	Jinmenju	Yeren
Aoandon	Jorugumo	Orang-pendak
Ape, Colossal	Kaiju	Papinjuwari
Colossal King Ape	Masura	Penanggalan
Asura, Agahasura	Mogaru	Pipefox
Asura, Triparasura	Kami	Pisacha
Asura, Upasunda	Neak Ta	Polong
Atuikakura	Toshigami	Quyrua
Bakekujira	Zuishin	Rakshasa
Bhuta	Kappa	Ambari
Bulgasari	Kapre	Maharaja
Chang Nam	Kawa Akago	Raktavarna
Cyclops, Kabandha	Kirin	Rokurokubi
Doc Cu'o'c	Kitsune	Shinigami
Dragons, Imperial	Kmoch Pray	Srin-po
Forest Dragon	Kting Voar	Tanuki
Sea Dragon	Kyeryong	Terra-cotta Soldier
Sky Dragon	Fire Kyeryong	Terra-cotta Rider
Sovereign Dragon	Mountain Kyeryong	Tiberolith
Underworld Dragon	Snow Kyeryong	Tiddalik
Fire Monkey	Manananggal	Tsuchigumo
Gaki	Megafauna	Umibozu
Jikki Nikki	Megalania	Vampire, Jiang-shi
Shikki	Moa	Yamata-no-Orochi
Shinen	Mulyong	Yaoguai, Spawned
Garuda	Naga	Yuki-onna
Jyoti	Defiled Naga	
Gashadakuro	Flame Naga	
Guardian Beasts	River Naga	
Komainu	Warden Naga	
Stone Lion	Nagaji	
Gwishin	Nagaji Monk	
Common Gwishin	Nat	
Bulgwishin	Einsaung	
Dalgyalgwishin	Lu	
Mulgwishin	Nian	
Harionago	Oni	

AOANDON

An aoandon is an incorporeal outsider formed from the spirit of a woman who died pursuing some ill-fated relationship. An aoandon waits for her chance to seek revenge on those who wronged her in her mortal life. If that person is dead, she finds a surrogate—someone who reminds her of the wrongdoer—and acts out her delusions with unrelenting vindictiveness. These spirits can also appear as a result of mishaps with calling spells, but such instances are rare. The aoandon appears as a translucent figure of a woman that begins fading below the neck and trails off entirely below the waist into scattered motes, shapes, and symbols of blue light.

AOANDON

Medium undead, neutral evil

Armor Class 19 (natural armor)

Hit Points 210 (20d8+120)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
1 (-5)	20 (+5)	22 (+6)	12 (+1)	14 (+2)	20 (+5)

Damage Resistances acid, fire, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacks.

Damage Immunities cold, necrotic, poison

Condition Immunities exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, stunned, unconscious

Senses darkvision 60 ft., passive Perception 12

Languages Abyssal, Celestial, Common, Draconic, Giant, Infernal

Challenge 11 (7,200 XP)

Incorporeal Movement. The aoandon can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Innate Spellcasting. The aoandon's innate spellcasting ability is Charisma (spell save DC 17, +9 to hit with spell attacks). She can innately cast the following spells, requiring no material components:

At will: *darkness*

1/day: *blight, circle of death, confusion, hypnotic pattern*

ACTIONS

Multiattack. The aoandon makes 3 mote attacks.

Motes. Ranged Weapon Attack. +9 to hit, range 10 ft./30 ft. *Hit:* 14 (2d8 + 5) force damage and 14 (4d6) psychic damage.

Etherealness. The aoandon enters the Ethereal Plane from the Material Plane, or vice versa. She is visible on the Material Plane while it is in the Border Ethereal, and vice versa, yet she can't affect or be affected by anything on the other plane.



CHANG NAM

The chang nam or “water elephant” (also called a ye thin) is native to jungle streams and deltas in tropical and subtropical lands. It appears nearly identical to a typical small-eared Asiatic elephant, save for being the size of a large rat. Its tusks are sharp, and these irascible beasts are aggressive when threatened. Most creatures give it a wide berth because its very shadow contains the power of death for those that gaze upon it, should they attract the chang nam’s ire. Its tusks can bring doom as well, as the deadly energies that reside within the chang nam’s shadow flow forth with each needle-like thrust. They are potent not only when piercing flesh but even when striking into the vestige of a creature’s passage like their reflection on water or the footsteps they leave behind.

Guardian Gifts. Some cultists and temples have tried to train chang nams with some success to serve as guardians, especially when training is supplemented with magical control. They are clever beasts and enjoy shiny things, collecting them with their tiny but prehensile trunks. They can be plied with gifts to gain their favor, and some may be encountered dressed in regal finery resembling the accoutrements of royal elephants, but in miniature.

CHANG NAM

Tiny monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 20 ft., swim 20 ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	8 (-1)	15 (+2)	4 (-3)	12 (+1)	7 (-2)

Skills Athletics +1, Survival +4

Senses passive Perception 11

Languages —

Challenge 2 (450 XP)

Amphibious. The chang nam can breathe air or water.

Shadow of Death. If a creature starts its turn within 30 feet of the chang nam and can see the creature’s shadow (which requires dim light or bright light), the chang nam can force the creature to make a DC 12 Constitution saving throw if the chang nam isn’t incapacitated. The creature takes 7 (2d6) necrotic damage, or half as much on a successful save.

A creature that isn’t surprised can avert its eyes at the start of its turn to avoid seeing the chang nam’s shadow and having to make a saving throw. If it does so, it can’t see the chang nam until the start of its next turn, when it can avert its eyes again. If it looks at the chang nam in the meantime, it must immediately make the save. The chang nam’s shadow cannot be seen in darkness or when vision is heavily obscured, and creatures have advantage on their saving throws when vision is lightly obscured.

ACTIONS

Tusks. Melee Weapon Attack: +1 to hit, reach 5 ft., one target.

Hit: 1 (1d6 - 2) piercing damage plus 7 (2d6) necrotic damage. The target must succeed on a DC 10 Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the creature finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Oblique Thrust. The chang nam can thrust its tusks into the reflection of a creature rather than attacking the creature directly. It can attack any square adjacent to a creature, gaining advantage on the attack roll as if attacking a prone target. A successful hit deals damage as though the chang nam had struck the creature directly.

In addition, as an action the chang nam can attack the footprints of a creature that has traveled on the ground and can thrust its tusks into the creature’s footprint in the same manner as attacking its reflection. The creature must have moved through that space within the past 1 minute.



GWISHIN, MUL

Often the result of people who died by drowning, mulgwishins can be found around bodies of water such as ponds, lakes, rivers, or even nearby the ocean. They are constantly drenched in water, have long black hair, and wear white clothing, either a dress or pants and a shirt. The mulgwishin are especially well-known in Jeosung as they are connected to suicide and the souls of those who suffered terribly in their lifetime. There is both something terrifying and disarming about them.

MULGWISHIN

Medium undead (spirit), chaotic evil

Armor Class 12 (natural armor)

Hit Points 30 (4d8+12)

Speed 0 ft., swim 40 ft., fly 30 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	16 (+3)	9 (-1)	10 (+0)	15 (+3)

Skills Stealth +2

Saving Throws Con +5

Damage Resistances acid, fire, thunder, bludgeoning, piercing, and slashing from non-magical weapons

Damage Immunities cold, necrotic, poison

Damage Vulnerabilities lightning

Condition Immunities charmed, exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 10

Languages any languages it knew in life, spiritual lexicon

Challenge 2 (450 XP)

Dimming Aura. The mulgwishin can as a bonus action emit a dimming aura. Bright light in a 30-foot-radius around it becomes dim light and dim light becomes darkness, and creatures that start their turn within 5 feet of the aura have their speed reduced by 10 feet until the end of their turn. Until this aura ends, the mulgwishin cannot use its incorporeal movement feature. This lasts until it is reduced to 0 hit points or turns it off as a bonus action.

Incorporeal Movement. The mulgwishin can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Spiritual Sight. The mulgwishin can see 60 feet into the Spiritual Plane when it is on the Material Plane, and vice versa.

Innate Spellcasting. The mulgwishin's innate spellcasting ability is Charisma (spell save DC 12). The gwishin can innately cast the following spells, requiring no material components:

At-will: *ray of frost*, *thaumaturgy*
3/day each: *fog cloud*, *command* (approach only)

ACTIONS

Ray of Frost. Ranged Spell

Attack: +5 to hit, range 60 ft., one target. **Hit:** 9 (2d8) cold damage and the target's speed is reduced by 10 feet until the start of its next turn.

Drown. Melee Weapon Attack: +4

to hit, reach 5 ft., one target. **Hit:** 7 (2d4+2) piercing damage and the target is grappled. If the target is in knee-deep or higher water, then it must succeed on a DC 13 Strength saving throw or else fall prone and be submerged beneath the water's surface.



MANANANGGAL

Horrid undead, manananggals walk among the living by day and prey upon them at night. These creatures delight in spreading fear and distrust. By day, they tend to stay inside because of their light sensitivity. They mask this odd behavior by either living just outside villages as reclusive hermits or by obtaining roles within the community that explain away or justify their eccentricities. Manananggals pass themselves off as normal people, usually posing as mad old women, midwives, hedge witches, or mystics. This allows the undead creatures to select their prey from within the community. Manananggals particularly enjoy feeding upon pregnant women, targeting them in their sleep so the undead may feast on the blood of both mothers and the children they carry. These foul creatures drain blood via their long, black, hollow tongues. Manananggals despise the scent of garlic and strong spices like cloves and anise. As they fly through the night, manananggals make a ticking or clicking sound, leading some villagers to call the creatures “tik-tiks.” Once separated, a manananggal’s mobile torso has a 6-foot wingspan.

MANANANGGAL

Medium undead, chaotic evil

Armor Class 16 (natural armor)

Hit Points 187 (25d8+75)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	17 (+3)	16 (+3)	12 (+1)	16 (+3)	21 (+5)

Saving Throws Str +7, Wis +6

Damage Immunities poison

Condition Immunities poisoned

Skills Deception +8, Stealth +6

Senses darkvision 60 ft., passive Perception 13

Languages Abyssal, Common

Challenge 8 (3,900 XP)

Deceptive Noises A manananggal emits a clicking noise as it flies, which can be detected with a DC 10 Perception check any round that it flies at least 5 feet. However, the noises echo strangely and are highly deceptive, growing quieter the closer the manananggal is to the listener, and seeming to come from other directions. Any creature that can hear the sounds must succeed on a DC 16 Wisdom saving throw or be disoriented by the sound, believing it to be coming from a random direction, and that the source of the noise is a number of feet away equal to 200 feet minus the actual distance (so, a listener 180 feet from the manananggal would believe it was roughly 20 feet away).

Prehensile Tongue. A manananggal that is currently separated can extend an impossibly long prehensile tongue from its mouth. This tongue ends in a lamprey-like sucker, and can be extended as far as 20 feet, increasing the reach of its bite attack to that amount. This tongue is somewhat unwieldy,

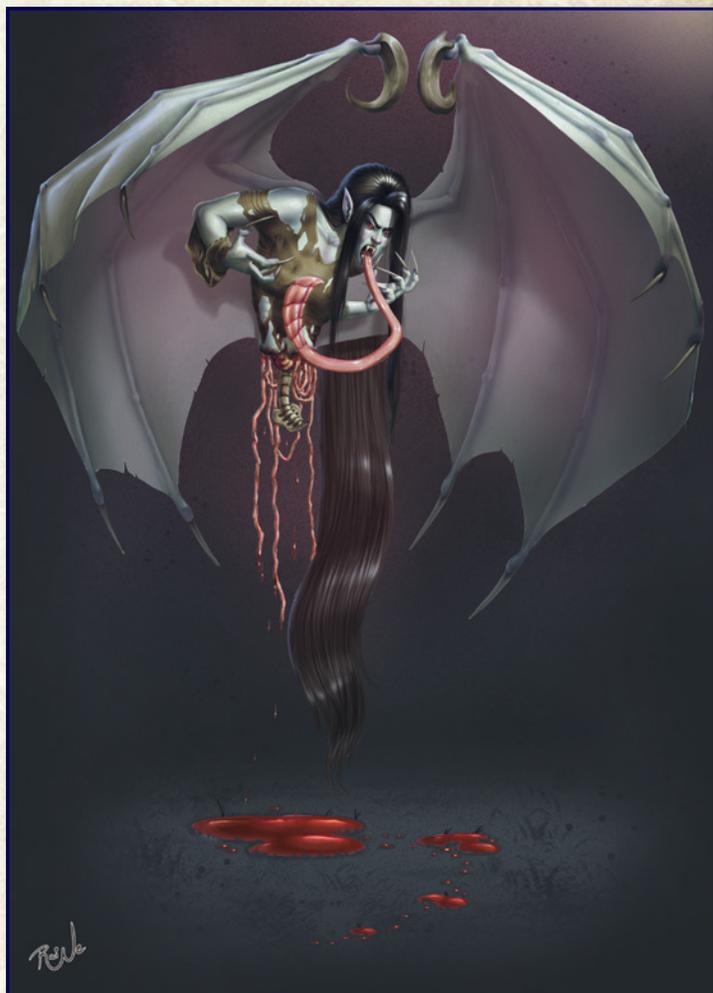
and the manananggal suffers disadvantage on attack rolls made with the tongue. Finally, the tongue can be pressed against an incapacitated or willing creature to drain blood from it, reducing its Constitution by 2 for each minute that it remains attached. Sleeping or unconscious creatures that have their blood drained in this way make a DC 10 Wisdom (Perception) ability check to be awakened by this feeding, once per minute.

ACTIONS

Multiattack. The manananggal makes two bite attacks.

Bite. *Melee Weapon Attack.* +7 to hit, reach 5 ft., one target. *Hit:* 26 (4d10 + 4) piercing damage.

Separate. During the day, a manananggal looks like a living human woman. It does not detect as undead during the day, but is still an undead creature. At night, its upper torso rips away, leaving her lower torso behind. Its lower torso is incapacitated, but its upper torso gains its fly speed and natural attacks at this time. The upper and lower portions share the same pool of hit points (despite any intervening distance), and if the incapacitated lower portion is damaged, the manananggal is immediately aware of the attack. A manananggal must return to its lower torso and reattach to it as an action before sunrise—each round a manananggal remains separated after sunrise, its hit points are reduced by 1d6 until it rejoins its lower torso or it is reduced to 0 hit points, crumbling into dust.



ONI, GO-ZU

Go-zu oni are outwardly similar to other oni, with powerfully built humanoid bodies of prodigious size, but with the heads of beasts. A typical go-zu oni is 9 to 10 feet tall and weighs between 500 and 1000 pounds. Their skin is typically orange, gray, purple, or brown, and they favor wearing fine robes and well-crafted armor to mark their perceived station as creatures of power, wisdom, and cleverness.

Most oni on the Material Plane pursue their plans for power in the mortal world, but the go-zu oni retain more of their connection to their ancient progenitors in the Outer Planes. They are often encountered near planar gateways, whether intentionally created by diabolists and death cults of all kinds or simply naturally occurring thin spaces in the planar fabric. They travel back and forth between worlds and often consider themselves guardians and guides of the paths of the dead. They may be the first creatures encountered by planar travelers venturing into the realms beyond, and if not precisely benevolent they can be impartial servants who simply assist with the spiritual journey.

Go-zu and Me-zu. While many mortals see beast-headed giants and flee in terror without bothering to learn more about them, there are a variety of different beast-headed giants that mortals all lump together as go-zu oni. In fact, the go-zu oni (also called *niutou*) specifically refer to those oni with heads like horned bulls or oxen. Their most common kin, the me-zu oni (also called *mamian*) have heads like shaggy horses. Others are reported to have heads like predatory beasts, monkeys, or even insects. Whether this indicates a specific caste or rank is unclear but go-zu and me-zu oni often work together as messengers, battle leaders, guardians, and more, and their game statistics are identical.

Soul-Stealers. Many among the go-zu oni cleave more closely to their fiendish ancestors in their hellish realms, and they look for opportunities to enslave and kidnap mortals, spiriting them away into torment and judgment in the Lower Planes.

ONI, GO-ZU

Large giant (*shapechanger*), lawful neutral

Armor Class 17 (chain mail)

Hit Points 144 (17d10 + 51)

Speed 30 ft., fly 30 ft.

STR DEX CON INT WIS CHA

19 (+4) 12 (+1) 16 (+3) 14 (+2) 12 (+1) 20 (+5)

Saving Throws Dex +7, Con +10, Str +11

Skills Deception +13, Intimidation +13, Perception +5

Senses darkvision 60 ft., passive Perception 15, *see invisibility*

Languages Common, Giant

Challenge 9 (5,000 XP)

Innate Spellcasting. The go-zu oni's spell casting ability is Charisma (spell save DC 17). It can innately cast the following spells, requiring no material components:

Constant: *see invisibility*

At will: *chromatic orb*, *invisibility*

3/day each: *fear*, *gaseous form*

1/day each: *contact other plane*, *plane shift*

Magic Weapons. The go-zu oni's weapon attacks are magical.

Regeneration. The go-zu oni regains 5 hit points at the start of its turn if it has at least 1 hit point.

ACTIONS

Multiattack. The go-zu oni makes one attack with its gore and one attack with its greataxe.

Gore (Oni Form Only). *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 9 (1d10 + 4) piercing damage.

Greataxe. *Melee Weapon Attack.* +8 to hit, 10 ft. reach, one target. *Hit:* 28 (7d6 + 4) slashing damage, or 18 (4d6 + 4) slashing damage in Small or Medium form.

Spit Copper (Recharges after Long Rest). *Ranged Spell Attack.* +7 to hit, range 10/20 ft., one target. *Hit:* 11 (2d6 + 4) bludgeoning damage and 7 (2d6) fire damage. The target must make a DC 16 Dexterity saving throw or be restrained by the molten copper as it begins to harden. The target takes 1d6 fire damage at the beginning of each of its turns until it breaks free (escape DC 16).

Change Shape. The go-zu oni magically polymorphs into a Small or Medium humanoid or beast, into a Large giant, or back into its true form. Other than its size, its statistics are the same in each form. The only equipment that is transformed is its greataxe, which shrinks so that it can be wielded in humanoid form. If the oni magus dies, it reverts to its true form, and its greatsword reverts to its normal size.



VAMPIRE, JIANG-SHI

Jiang-shis (often known as “hopping vampires”) are undead humanoid creatures that feed on the exhaled life energy of the living. A jiang-shi’s appearance is based on the state of the creature’s corpse at the time of its reanimation. Regardless of the state of decay, jiang-shis wear the clothing or armor they were buried in. Sometimes this is common clothing but for some it may be generations out of style. Additionally, each has a short parchment scroll talisman affixed to its brow by rice glue; intended in some cases to protect the body from restless spirits, in others to cause them to rise, and others where fear of them rampaging the talisman is meant to weaken or restrain them. A jiang-shi rises from the grave when an excess of necrotic yin energy builds up where the coffin is buried (or sometimes as a result of a curse), and all three parts of its soul being bound into its body at the time of death and are instead forced to fester and putrefy within. At some point during the body’s decomposition, the thing rises in its grotesque form and seeks living creatures to feed upon, though they do not create spawn the way Western vampires do.

JIANG-SHI

Medium undead, lawful evil

Armor Class 15 (natural armor)

Hit Points 110 (13d8+52)

Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
20 (+5)	20 (+5)	18 (+4)	11 (+0)	12 (+1)	14 (+2)

Saving Throws Dex +8, Str +8

Damage Resistance cold, necrotic; bludgeoning, piercing, and slashing damage from weapons not made from the wood of peach trees

Damage Immunities poison

Condition Immunities poisoned

Skills Perception +4, Stealth +8

Senses darkvision 60 ft., passive Perception 14

Languages The languages it knew in life

Challenge 7 (2,900 XP)

Hopping Vampire. The jiang-shi moves around by hopping, ignoring all difficult terrain.

Jiang-Shi Weaknesses. The jiang-shi recoils from mirrors and handbells that are rung within 10 feet of them, as well as glutinous rice. A recoiling jiang-shi must attempt a DC 15 Wisdom saving throw in order to get within 5 feet of a creature brandishing any of these items. Brandishing an

item in this manner requires an action each turn from the creature trying to keep the jiang-shi at bay.

Talisman Scroll. The scroll on the jiang-shi’s face, often inscribed with an imperial writ or divine command, makes it immune to the spells and effects of scrolls, staves, and wands. Once the jiang-shi is reduced to half its hit points, the talisman scroll is damaged and this trait no longer functions.

ACTIONS

Multiattack. The jiang-shi makes one bite attack and two claw attacks.

Bite. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 18 (3d8 + 5) piercing damage.

Claw. *Melee Weapon Attack.* +8 to hit, reach 5 ft., one target. *Hit:* 14 (2d8 + 5) slashing damage. Instead of dealing damage, the jiang-shi can grapple the target (escape DC 15).

Steal Breath. When the jiang-shi successfully grapples a creature, as a bonus action it can try to draw forth the grappled creature’s life energy through its breath. The target must succeed on a DC 15 Constitution saving throw or gain 1 level of exhaustion. If the target fails its saving throw, the jiang-shi regains 10 hit points.

