

Way of the Hengeyokai

Introduction

Hengeyokai are mysterious shape changers. While the rulebook has a distinct description, folklore in the shattered empire includes all kinds of were-creatures into this category as well. Hengeyokai are often henchmen of evil spirits but the majority of them is at least neutral. This source book describes some background material you can use to flesh out your hengeyokai characters.

Lifestyles

Hengeyokai are shapechangers that live on the fringes of human society. While a rare few make it to higher positions (mostly in the lands of the blademaster and the Jade Emperor's province), the majority lives as hermits or as wandering warbands. Hengeyokai are not trusted but feared and many superstitions surround them.

Feats

Animal Senses

The hengeyokai character has better senses while in hybrid form.

Prerequisites: hengeyokai, alertness

Benefits: a +2 competence bonus on all listen and spot checks while in hybrid form.

Animal Shape Casting

A hengeyokai with this feat can cast spells while in animal shape

Prerequisites: Still Spell, Silent Spell

Benefits: The hengeyokai spellcaster can cast spells in animal form by using animal sounds instead of the verbal component and movement patterns instead of the somatic one.



Normal: Only spells without somatic and verbal components can be cast in animal form.

Dire Shape

The hengeyokai can assume the dire form of his animal type.

Prerequisites: Toughness, Great Fortitude, Hengeyokai with an animal that has a dire type

Benefits: In addition to her normal animal shape, the character can also assume the dire variant.

Improved Animal Senses

The hengeyokai character's senses are far superior to a humans.

Prerequisites: hengeyokai, alertness, animal senses.

Benefits: While in hybrid form the character gains the scent feat (see nezumi description)

Improved Hybrid Form

The hengeyokai has an improved hybrid form.

Prerequisites: character must be a hengeyokai

Benefits: The attribute affected by the shape change is improved another +2 (+1 in the case of crab natural armour).

Related Creatures

Werecreatures: tigers, wolves, and rats are common lycantrophes that are considered hengeyokai and can make use of this feat. Wererats are often goblins in their real form and are commonly called "goblin rats". The oriental setting also includes werehorses.

Araneas: Called spider demons, these creatures are commonly associated with hengeyokai and often can take human form.

Improved Movement

The hegeyokai has improved movement while in hybrid form.

Prerequisites: character must be a hengeyokai

Benefits: When in hybrid form, the hengeyokai can use the movement modes of his animal form if they are better than the ones he normally has.

Spells

Many hengeyokai are wu jen and therefore it is only sensible to assume that they might have developed special spells that benefit their nature. On the other hand there are those who loath shapechangers and thus have developed special spells against them.

12 Monkeys

Illusion

Level: Wu Jen 1

Components: V, S

Casting Time: 1 action

Range: self

Duration: 1 minute/level

Saving Throw: no

Spell Resistance: no

When changing to animal form the next time, the monkey hengeyokai caster gains all the benefits of *mirror image* but with a time limit and 1d12 mirror images. When changing to another form, the mirror images stay in monkey form and disappear when struck or when the spell ends.

Agony of Permutation

Transmutation

Level: Wu Jen 4, Shaman 4

Components: V, S

Casting Time: 1 action

Range: close (25 ft. + 5 per 2 levels)

Duration: 1 round / level

Saving Throw: Will

Spell Resistance: yes

The target of this spell must be a single shapechanger with at least 2 predefined

forms (e.g. a doppelganger would be unaffected by this spell). Each round while the spell lasts, the shapechanger transforms wildly between his various shapes, taking 1d6 damage and taking a penalty of -4 on all attack rolls, AC, and skill checks. Spellcasting requires a concentration check vs. DC 17 + damage taken this round. Also, the DM randomly determines the current form for each round, which might further limit the possible actions.

Ape Form

Transmutation

Level: Wu Jen 2

Components: V, S

Casting Time: 1 action

Range: touch

Duration: 1 round / level

Saving Throw: Will (harmless)

Spell Resistance: no

The target of this spell must be a monkey hengeyokai. While under this spell, the character assumes the form of an ape, but under the same rule as a normal shape change (i.e. only the values as seen in table 1-3 of the OA rulebook are changed). This spell does not count towards the daily limit of shape changes but may be ended prematurely by a shape change.

Detect Hengeyokai

Divination

Level: Wu Jen 1, Shaman 1

Components: V, S, M

Casting Time: 1 action

Range: short (25 ft. + 5 ft./2 levels)

Duration: concentration

Saving Throw: none

Spell Resistance: no

This spell works exactly like *detect undead*, but works on hengeyokai and related races instead. The spell *hide true nature* counters this spell.

Material Component: a pinch of salt.



Dire Shape

Transmutation

Level: Wu Jen 1

Components: V, S

Casting Time: 1 action

Range: touch

Duration: 1 round / level

Saving Throw: Will (harmless)

Spell Resistance: no

The target of this spell must be a hengeyokai with an animal form that has a dire variant. While under this spell, the character assumes the form of a dire animal of his type, but under the same rule as a normal shape change. This spell does not count towards the daily limit of shape changes but may be ended prematurely by a shape change.

Fiendish Ape Form

Transmutation [Evil]

Level: Wu Jen 4

Components: V, S

Casting Time: 1 action

Range: touch

Duration: 1 round / level

Saving Throw: Will (harmless)

Spell Resistance: no

The target of this spell must be a monkey hengeyokai. While under this spell, the character assumes the form of a fiendish



ape, but under the same rule as a normal shape change (i.e. only the values as seen in table 1-3 of the OA rulebook are changed). This spell does not count towards the daily limit of shape changes but may be ended prematurely by a shape change.

Half-Fiend Ape Form

Transmutation [Evil]

Level: Wu Jen 6

Components: V, S

Casting Time: 1 action

Range: touch

Duration: 1 round / level

Saving Throw: Will (harmless)

Spell Resistance: no

The target of this spell must be a monkey hengeyokai. While under this spell, the character assumes the form of an ape with the half-fiend template applied, but under the same rule as a normal shape change (i.e. only the values as seen in table 1-3 of the OA rulebook are changed). This spell does not count towards the daily limit of shape changes but may be ended prematurely by a shape change.

Hide True Nature

Abjuration

Level: Wu Jen 3

Components: V, S

Casting Time: 1 action

Range: self

Duration: 1 hour / level

Saving Throw: none

Spell Resistance: no

This spell protects the affected creature from spells that detect its creature type, such as detect undead, detect hengeyokai etc. To break this protection, the character using the detection spell must make a caster level check vs. DC 13 + caster level of the character who cast *hide true nature*.

Ranma Curse

Transmutation

The Ranma Cursed

This template can be added to any hengeyokai, most likely as the result of a curse or magical wells.

Special Qualities: *Involuntary change (su):* When exposed to certain conditions, an involuntary shape change is triggered, if the daily limit of changes is not exhausted, counting against said limit. Examples for possible conditions are cold water, hot water, certain spices, the presence of a certain creature type within 30 feet etc.

CR: same as base creature

Level: Wu Jen 3

Components: V, S, M

Casting Time: 1 minute

Range: 20 miles

Target: One shapechanger

Duration: 1 month / level

Saving Throw: will

Spell Resistance: yes

The creature targeted by this spell becomes a *ranma cursed*, see sidebar for the template. The trigger condition is chosen by the caster. If it is too generic (DM's call) the spell fails automatically.

Material Component: a lock of hair from the creature to be affected.

Shape Trap

Transmutation

Level: Wu Jen 3, Shaman 3

Components: V, S

Casting Time: 1 action

Range: close (25 ft. + 5 feet/2 levels)

Duration: 1 minute / level

Saving Throw: Will

Spell Resistance: no

This spell traps one shapechanger in the form he currently wears, unless the creature makes a will save. Other than this, there are no special effects. It is a really useful spell when fighting against werereatures and those who encounter them often are likely to know this, somewhat specialised, spell.



Prestige Classes

Coming soon...