

# THE PACIFIC MYTHOS

## INTRODUCTION

For reasons which may be linked culturally, the Pacific peoples share the concept of the avatar with the Vedic civilizations of the Indian subcontinent. Gods existed simultaneously in many forms, though no avatar was as powerful as the god in its true form. These avatars could function independently of each other, even to the point of coming into conflict. They could take any form, animate or inanimate, although when in nonrational form, they had awareness and power which effected the gods' purposes. The mode of their existence transcended sexuality, and they would appear in either earthly sex as suited the occasion.

The Pacific peoples enjoyed a happy unity with nature, which nurtured and supported their civilizations with sunny skies, rich fishing grounds and productive soil. Interruptions of the cycle of fishing, hunting and gathering, eating, sleeping and celebrating caused great consternation. The rulers of the affected island group would desire to placate the disturbed spirit that might be inflicting punishment, which was usually attributed to some error in etiquette. These interruptions usually took the form of inclement weather such as typhoons or hurricanes (typhoons occur in the western area of the Pacific Ocean).

Although they were intimate with nature, the Pacific islanders usually did not worship natural objects as such, like the sun. Gods were worshipped in human form. A particular deity, such as the powerful Ku, manifested himself in many forms, such Ku-Makua, a god of trees, or Ku-Ula-Kai, a sea god.

Pacific peoples lived a very simple life with regard to material possessions. This proved deceptive to outsiders when they visited the islands initially, for although their lifestyle seemed universal, actually it was behavior that was strictly circumscribed by the taboo system. The islanders were surprisingly tolerant of the outsiders, who naturally were ignorant of the taboos; however, no such latitude was allowed the island-born. Not even a chief's son could escape the consequences of violating a taboo, even because of ignorance. The best his sorrowing family could hope to do was to retrieve his body.

Many Pacific groups had home shrines, called *heiau* in Hawaiian, in which the family god of choice was worshipped. Larger heiau were constructed by village chiefs for community services. At times, heiau were reserved for the worship of *aumakua*, or guardian spirits. If, for example, a boat were struck by a storm at sea the occupant saved by a friendly dolphin who towed the occupant to the nearest shore, the family would adopt dolphins as their *aumakua*. Many creatures, even sharks, were considered *aumakua*.

When gods intervened in human affairs and produced children, these were known as *kupua*, the Hawaiian word for demigod. Kupua children had powers such as shape-changing, giant size, unerring accuracy with weapons, and always influence with their parent deities. Their presence encouraged the islanders to maintain a respectful attitude towards the gods at all times.

The village shamans were known as *suru-hanas* (herb doctors) and *makanas* (witch doctors). The islanders were oblique in their dealings with these, avoiding direct acknowledgement of their profession and speaking of their needs or problems in a roundabout way. The shamans, for their part, were quick to pick up the nuances of the conversational drift.

The Pacific gods were known to give enchanted weapons to those who pleased them: a perfect spear, for example, or slingstones that never missed. They were closely bound to their owners, and only an outright gift could transfer the power, or *mana*, along with the weapon.

Hawaiian chiefs wore a token of office made of a large hook, carved from the tooth of a sperm whale, mounted on a necklace of plaited human hair. These were exceedingly precious to their owners, being associated with the taboo laws relating to head and hair. In Samoa, ritual dancers wore a headpiece adorned with their ancestors' hair, which passed down the generations acquiring more hair additions and, thus, more and more mana.

The concept of mana refers to personal spiritual power. Every individual had his or her mana, which could pass between individuals by various means of contact, as in touching, spitting or through sexual intercourse. A sacred valley or cave also possessed mana, which could be imparted to receptive persons. Mana was subject to strict taboo laws. Strong or weak mana would be commented upon; the mana of an outsider would be studied and analyzed.

Unaware of the taboo system structuring the outwardly-simple lifestyle of the Pacific islanders, outsiders were totally unprepared for the intricacies of daily life there. Religious ceremonies ran the gamut from simple family prayers to regional festivals lasting for weeks, to human sacrifices.

Life in the islands offered as much as it demanded. Nevertheless, a sojourn in paradise was no simple matter. The lovely flower children, as perceived by the first to encounter the islands in their global travels, were never as ingenuous as they appeared.

## THE PACIFIC DEITIES

**KU** (Father of All)

Greater God

AC	-10
Move	Infinite
HP	400
# of attacks	Special
Damage per attack	See below
Special attack	Finger of Death
Special defense	See below
Magic resistance	95%
Size	L to gigantic
Alignment	LG
Worshippers' alignment	Any good
Symbol	Sun
Plane	Seven Heavens
C/D	25 <sup>th</sup> level Cleric
F	20 <sup>th</sup> level Paladin
M/I	nil
T/A	nil
M/B	18 <sup>th</sup> level Bard
Psionic ability	VI

S 25; I 25; W 25; D 25; Co 25; Ch 25; Com 30

Ku always appears a huge, beautiful human male clad in the red feather cloak of royalty, splendidly tattooed, in which form he embodies the highest expression of the masculine force. The majesty and glory of Ku are such that his mere presence will cause irreparable, permanent damage to any evil being less than a demigod, who must flee within 1-6 rounds or begin to take 1d6 damage per round that they remain in his presence (ST applicable).

Ku created the material universe and watches over it in many forms. The rising sun and the forenoon are his, and his worshippers pray to the east. The priesthood of Ku is the strictest order among Pacific faiths. A threat to the community, such as a drought, will be met with an elaborate ten-day ceremony in which he will be invoked. Only a ruling chief may build the special heiau to receive the extravagant sacrifices offered. Nevertheless, it is rare for Ku to appear on the Prime Material Plane.

Ku cannot be attacked successfully by any creature subject to his *awe* power (ST applicable). He wears no armor, carries no weapons, and will use *Finger of Death* at his clerical level as his first defense. If severely provoked, he will animate such objects as waves and rocks against his opponents. In no case will he lower himself to attack directly. He very rarely speaks.

**HINA** (Mother of All)

Greater Goddess

AC	-10
Move	Infinite
HP	400
# of attacks	See below
Damage per attack	See below
Special attack	See below
Special defense	See below
Magic resistance	95%
Size	L to gigantic
Alignment	LG
Worshippers' alignment	Any good
Symbol	Moon
Plane	Seven Heavens
C/D	23 <sup>rd</sup> level Cleric
F	nil
M/I	20 <sup>th</sup> level MU
T/A	nil
M/B	25 <sup>th</sup> level Bard
Psionic Ability	II

S 22; I 24; W 25; D 23; Co 23; Cha 25; Com 30

Hina is Ku's wife and female counterpart. She embodies the ideal of all aspects of femininity and womanhood. She is the mother of gods and perfectly united with the earth.

In the rare instances when she appears on the Prime Material Plane, Hina will be an exquisitely beautiful woman with long black hair, surrounded by a rosy glow. She is clothed in fragrant living flowers, which she may present to her worshippers. Such a flower will cure any wound or disease.

The touch of Hina's hand will mend broken bones or restore fertility to a barren creature. Birds will take flight when she approaches, to escort her. It is almost impossible to attack her because any creature hostile to her will, in her presence, experience an inconsolable longing for his or her mother, (save vs. W at -4).

Hina seldom speaks and never carries a weapon. If she is attacked openly, she will generally teleport away. If she calls, her war dog, Ku-Ilio-Loa, an avatar of Ku, can be *Gated* to her. Ku-Ilio-Loa will fight to the death (no morale check). If he wins against his adversary, he will devour the body, and the adversary will be permanently destroyed.

If absolutely necessary, Hina can summon 1-8 maximum HD earth or water elementals to fight for her. Once in a lifetime, Hina may raise one of her worshippers' ability scores by one point (DM's option).

**KANE** (Son of Ku and Hina)

## Greater God

AC	-10
Move	Infinite
HP	400
# of attacks	2
Damage per attack	See below
Special attack	See below
Special defense	See below
Magic resistance	90%
Size	L
Alignment	LG
Worshippers' alignment	Any good
Symbol	Albatross
Plane	Seven Heavens
C/D	20 <sup>th</sup> level Cleric
F	20 <sup>th</sup> level Rangers
M/I	25 <sup>th</sup> level MU
T/A	nil
M/B	20 <sup>th</sup> level Bard

S 24; I 25; W 25; D 21; Co 24; Cha 25; Com 29

Kane is the son of Ku and Hina. He made human beings from the earth and gave them the land of Kalana, an earthly paradise the location of which is now unknown. He put the sun, moon and stars in place and fashioned habitable islands throughout the Pacific region. He is worshipped in dozens of avatars all over the islands.

Kane rules from the elemental plane of air. A gesture of his arm produces gales and hurricanes. He can raise any dead body in his presence, or regenerate any living thing. He will do this by fashioning a replica of the severed or destroyed member, joining it to the body and bringing the clay to life. Some of his mana will pass into any being so regenerated, causing him or her to give allegiance to Kane from that time forward, with any necessary alignment change.

Kane is the archenemy of Tangaloa. Where the squid god is hideous and terrifying, Kane is possessed of a dark, commanding visage and a perfect, beautiful body. Like all the gods, he can sing, dance and chant; he can make anything of a non-technological nature. He enjoys teaching crafts to people, along with the healing arts. He is very approachable and involves himself in human affairs.

Kane can be distinguished from other male gods by his dark skin and the fact that his skin is not tattooed.

## LONO (Lord of the Heavens)

### Greater God

AC	-10
Move	Infinite
HP	400
# of attacks	Variable
Damage per attack	By weapon type
Special attack	See below
Special defense	See below
Magic resistance	90%
Size	L
Alignment	LG
Worshippers' alignment	Any good
Symbol	Rainbow
Plane	Seven Heavens
C/D	20 <sup>th</sup> C, 20 <sup>th</sup> D
F	20 <sup>th</sup> level Ranger
M/I	20 <sup>th</sup> level MU
T/A	20 <sup>th</sup> T, 20 <sup>th</sup> A
M/B	20 <sup>th</sup> level Bard
Psionic ability	nil
S 20; I 25; W 22; D 24; Co 22; Cha 24; Com 27	

Lono is the third member of the triumvirate of Polynesia's most powerful gods. Along with the mighty Ku and Kane, Lono participated in the creation of heaven, earth and mankind. However, it is Lono's special province to oversee the orderly passage of the seasons. His principal festival is held in the rainy season, symbolizing his outpouring of abundance on the islands.

Lono inhabits the sky, moving about on or in the clouds. He is observable in cloud formations that resemble a man, which indicate that he is nearby. It is he who descends on the Pacific rainbow bridge, surrounded by sparkling motes of multicolored light. Feasts and dances honor Lono, who appreciates grace, beauty and skill in the dance.

If provoked, Lono will *call lightning* to defend himself, with maximum results. He has the innate ability to use *shocking grasp*, employing it at will. His temper is quick but he is also devious; he may exact vengeance at a later date, as Druids will. This may be accomplished by the sudden onset of a natural disaster, particularly a hurricane accompanied by deafening thunder.

## TANGALOA (God of Death)

### Greater God

AC		-10
Move		20
HP		400
# of attacks		Special
Damage per attack		See below
Special attack		Energy Drain
Special defense	+5 or better weapon	
	to hit	
Magic resistance		75%
Size		L
Alignment		CE
Worshippers' alignment		Any neutral or evil
Symbol		Squid
Plane		Abyss
C/D		20 <sup>th</sup> level Cleric
F		20 <sup>th</sup> level Fighter
M/I		20/20
T/A		20 <sup>th</sup> level Assassin
M/B		nil
Psionic ability		nil

S 20; I 25; W 25; D 20; Co 18; Cha -10; Com -20

Tangaloa is the dreadful monster god of sorcery and black magic. He is in rebellion against the gods' order, and has been banished to the caves under the depths of the ocean. There he rules over dead and undead things.

He sends disease to the earth through ki'i, tokens which bind spirit creatures to the service of those who work harm. Tangaloa gives ki'I through his clerics. The passing of these spirits of harm can be detected, it is said, in the swift meteorites of the night sky; a comet signals an especially bad sending. Ki'I must contain some physical relic of the person to whom they are directed.

Tangaloa is the patron of all drugs, especially addictive ones, and of all poisons.

Kane is somehow connected with Tangaloo, although no one knows how. He appears as a well-built man with a squid's head. On land he can summon large or giant spiders, one per round, and at sea he commands all mollusk types up to the Arcituthus. He *causes disease* at will (ST applicable). He will not be without his *Staff of Withering* and his touch *drains energy* as a *Spectre*. Clerics of Tangaloo are sorcerers, magic users and/or assassins. They will involve themselves in harmful activities and political meddling, and will be particularly hostile to outsiders who may threaten their influence, such as clerics.

### **KAMA-PUA'A (The Boar)**

Lesser God

Move	24, 36 in jungle
HP	300
# of attacks	3
Damage per attack	3-30/3-30/4-40\
Special attack	See below
Special defense	Cause Fear
Magic Resistance	50%
Size	Variable
Alignment	N (G)
Worshippers' alignment	L, N
Symbol	Wild boar
Plane	Arcadia
C/D	15 <sup>th</sup> C/15 <sup>th</sup> D
F	20 <sup>th</sup> level Fighter
M/I	20 <sup>th</sup> level Illusionist
T/A	nil
M/B	20 <sup>th</sup> level Bard
Psionic ability	V

S 25; I 18; W 18; D 25; Co 24; Ch 20; Com 25

Kama-Pua'a can appear in three forms. In human form he has a large, powerful body that is surprisingly graceful, as when he dances. His hair crests over his head and partially down his back. In this form he can punch with his fists for 3d10 points of damage.

Kama-Pua'a can *shape change* into a *shotaur*, or a man with a boar's head. In this form he can punch with his fists and slash with boar's tusks, which inflict 4d10 damage. Anyone observing the change from man to shotaur will be affected as by a *fear* spell.



Clerics of Kama-Pua'a wear a bracelet made of the curled tusk of the wild boar, which are imbued with various powers.

If he chooses, Kama-Pua'a can assume the form of a maximum HD wild boar. In any shape he can summon 2d10 wild pigs to his aid, of which 60% will be maximum HD.

When approached respectfully, he can be a delightful companion. He has an insatiable appetite for food, drink and carousing. He dislikes confrontation and turns it aside with humor.

He can be found in his sacred valley on the island of Oahu, known as Kaliu-Wa'a. Those who enter may sense his mana and realize that a divine presence is near (save vs. Wisdom).

Kama-Pua'a is handsome, with sparkling dark eyes. He can *pass without trace* through any plant growth, imparting this ability to anyone with him. He loves contests, both of wit and physical prowess, and a pretty woman who crosses his path is likely to interest him.

### LAKA (God of the Dance)

Lesser God/Goddess

AC	-10
Move	36
HP	300
# of attacks	Special
Damage per attack	Special
Special attack	See below
Special defense	See below
Magic Resistance	75%
Size	M
Alignment	CN (G)
Worshippers' alignment	Any
Symbol	Lehua blossom
Plane	Gadsheim
C/D	15 <sup>th</sup> level Cleric
F	nil
M/I	20 <sup>th</sup> M/20 <sup>th</sup> I
T/A	nil
Psionic ability	I

S 22; I 25; W 25; D 25; Co 25; Cha 25; Com 30

Laka is the patron of Pacific dance, particularly the hula. This god's true gender is unknown; male and female forms of dance differ in the Pacific, hence Laka will take male or female form as it suits the occasion.

When female, Laka will be incredibly beautiful, delicate and graceful. Anyone

who sees her will be *charmed* by her Charisma (ST applicable). She will inspire dancers to their utmost achievement if they dance for her, in her presence.

When male, Laka will embody the perfect combination of grace, masculinity and beauty. His singing and dancing will act as *charm* spell on everyone present (ST applicable).

If threatened, Laka will heighten the excitement of the festal gathering to the point of hysteria (save vs. Wisdom), and then withdraw. The movements of his or her body can also create a *hypnotic pattern*.

Laka may reward performers by giving them her exceptionally beautiful flower lei, along with the traditional kiss. This will raise the recipient's Dexterity or Charisma permanently by one point (DM's choice).

Laka can create a *Horn of Blasting* from a large conch shell and may give such to one s/he finds pleasing.

## MAUI (God of the Sea)

Lesser God

AC	-10
Move	24
HP	300
# of attacks	1
Damage per attack	See below
Special attack	See below
Special defense	See below
Magic Resistance	75%
Size	M
Alignment	CN
Worshippers' alignment	Any
Symbol	Fishhook, lasso
Plane	Arcadia
C/D	20 <sup>th</sup> level Cleric
F	15 <sup>th</sup> level Fighter
M/I	12/15
T/A	20/15
M/B	20 <sup>th</sup> level Bard
Psionic ability	II

S 25; I 25; W 20; D 25; Con 20; Cha 25; Com 25

Maui is an inquisitive god who wants to know everything. He assisted and watched when humankind was created, and took it upon himself to see what could improve human life. One legend tells that Maui raised the height of the sky when it was too low, and when dark clouds lower over the islands, Maui may summon winds to drive them away.

Maui possesses an unerring lasso with which he once roped the sun, lengthening the days by slowing it down. He also discovered the uses of fire and taught them to humanity. He attempted to learn the secret of eternal life from an ogre goddess, but he was unsuccessful and death still exists.

He appears in human form as the epitome of pre-contact Pacific manhood. His perfect body magnificently tattooed with mystical symbols from his neck to his ankles. He has an insatiable curiosity and shows particular interest in weapons or equipment that he has never seen before. He may resort to trickery to obtain such an item, but he seldom uses violence. Technology fascinates him.

Maui can use any weapon with instant proficiency. He carries a hook and line with which he can catch anything in the sea. He is intensely interested in magic.

## **PELE** (Sacred Woman of the Fire)

Greater Goddess

AC	-10
Move	24
HP	300
# of attacks	Special
Special attacks	See below
Special defense	See below
Magic resistance	75%
Size	M
Alignment	CN
Symbol	Volcano, fire
Plane	Elemental, Fire
C/D	15 <sup>th</sup> C, 15 <sup>th</sup> D
F	20 <sup>th</sup> level Fighter
M/I	20/20
T/A	15 <sup>th</sup> level Assassin

M/B  
Psionic ability

20<sup>th</sup> level Bard  
III

S 20; I 20; W 20; D 20; Co 25; Cha 25; Com 25

The fear and awe generated by Pele, the Sacred Woman, are unique in the Pacific. She is said to have arrived in the Hawaiian Islands with her brothers and sisters, one of whom is Laka, but she surpasses them all.

The Sacred Woman is insatiable in her desires and titanic in her passions. Anger from Pele will result in lava flows indicating her displeasure; failure to heed this warning will provoke earthquakes. A full-blown volcanic eruption will ensue if Pele is not placated.

She appears as an extremely beautiful woman, with long reddish-brown hair that streams around her as if in a constant wind. She has *fiery eyes* per the Oriental spell, which she employs at will. She hurls maximum-dice *fireballs*, and if advanced upon, will generate a *volcanic circle* around herself.

If Pele is pleased with someone, she will be passionately loving and possessive. Only descendants of Pele may become her clerics. Many of these also trace their ancestry to Kama-Pua'a, who somehow won her love for a time.

If Pele wishes, she will *Gate* to herself an adult Red Dragon with full spell abilities to do her bidding. If it is ordered to aid adventurers, its nature is such that it will resent such orders and try to subvert them when it seems safe.

## **BUKIKO-MANOMANO (The Guardian)**

Demigod

AC	-10
Move	36
HP	200
# of attacks	1
Damage per attack	2d10
Special attack	See below
Special defense	See below
Magic resistance	Standard
Size	M
Alignment	NG
Worshippers' alignment	Any G or N

Symbol	Reclining dog
C/D	nil
F/R/P	20 <sup>th</sup> level Fighter
M/I	nil
T/A	nil
M/B	nil
Psionic ability	VI

S 20; I 18; W 19; D 20; Co 20; Cha 18; Com 18

Bukiko-Manomano is a guardian spirit in the form of a huge dog. He will warn the inhabitants of the island where he lives if they are threatened, such as by an approaching storm or an invasion force.

His primary manifestation is an eerie howl, which will generate *fear* or *awe* as appropriate (ST applicable). Islanders claim to hear his howling over long distances, even when they are at sea, calling them home.

If he appears, it will be in dog form. He can attack by biting for 2d10 of damage if he is provoked or threatened. For game purposes he should be run as a maximum-ability *Spectral Hound*.

Bukiko-Manomano lives in a mountain that resembles a huge dog that is sitting with its forepaws outstretched in front of it, rather like a Sphinx. If approached in this elemental form, he may communicate telepathically, asking riddles and bargaining with adventurers if they ask for his aid. His mountain is riddled with caves that produce eerie sounds when the wind blows through them. Secret communities may be found in these caves, but Bukiko-Manomano is not worshipped as such. Rather, he is revered as a friend and guardian of the islanders. No islander will lift a finger in opposition to Bukiko-Manomano.

### **KU-ILIO-LOA (The Great Dog of Hina)**

Demigod

AC	-10
Move	36
HP	300 (200 in dog form)
# of attacks	1-3
Damage per attack	2d10/2d10/3d10
Special attacks	nil

Special defense	nil
Magic resistance	Standard
Alignment	LN
Plane	Seven Heavens

S 20; I 18; W 18; D 20; Con 20; Ch 18; Com 18 (human form)

Ku-Ilio-Loa is Hina's protector, a shape-shifting *weredog*. In his human form he retains a dog's tail and teeth abnormally sharp for a man. In this form he can punch with either fist for 2d10 points of damage and bite for 2d10 points. When in dog form he loses the use of his hands but inflicts 3d10+5 with his bite.

In dog form Ku-Ilio-Loa resembles the wild native dogs of the Pacific, but he stands 4 feet at the shoulder. His coat is a shining golden brown. No canine will attack him and there is a 75% chance that 3-30 canines in the area will stop whatever they are doing to join him and attack his enemies.

If Ku-Ilio-Loa finds Hina in distress, he will go berserk until either he is dead or he has killed *and devoured* the person responsible for endangering her.

Ku-Ilio-Loa watches over dogs in the form of a cloud. At night he may appear as a misty fog, bringing forth loud barking by nearby dogs, followed by deathly silence. He is the *aumakua* of all who feel a special kinship with dogs.

## ETAO (The Wanderer)

Demigod

AC	-10
Move	24
HP	300

# of attacks	1
Damage per attack	Variable
Special attack	nil
Special defense	nil
Magic resistance	Standard
Size	M
Alignment	CN
Worshippers' alignment	Any non-lawful
Symbol	Sea turtle
Plane	Limbo
C/D	nil
F	15 <sup>th</sup> level Fighter
M/I	15 <sup>th</sup> level Illusionist
T/A	20 <sup>th</sup> level Thief
M/B	nil
Psionic ability	nil

S 22; I 20; W 18; D 25; Co 20; Ch 20; Com 25

Etao is a deity originally from the Marshall Islands who excelled in thievery, but only to further his personal goals. He possesses a sailing canoe of the type known as Flying Proa, which can outdistance any pursuing craft that is not motorized. He stole it, which caused much conflict in his homeland. That incident is also the reason why he wanders perpetually through the islands.

Etao will engage in thievery only if the prize appeals to him or if he has decided to help someone, but not through greed. He is very curious and will be interested in gear he has never seen before. He is also piqued if he learns news that he was not aware of; thus information and useful articles will win his friendship if tactfully offered.

Etao would not like to think that some situation had been brewing that he did not know all about, for he is rather egotistical. He does not mind in the least if he makes people look foolish—a rude quality among islanders.

A sea goddess who spends most of her time in sea turtle form is his mother, and she also acts as his *aumakua*.

## **GADAO (The Great Chief)**

Hero

AC	-10
Move	24
HP	200
# of attacks	1
Damage per attack	As weapon type +5
Special attack	See below
Special defense	See below
Magic resistance	Standard
Size	M
Alignment	NN
C/D	20 <sup>th</sup> level Druid
F	20 <sup>th</sup> level Fighter
M/I	nil
T/A	nil
M/B	nil
Psionic ability	nil

S 20; I 18; W 18; D 20; Co 20; Cha 20; Com 20

Gadao is one of the two legendary chiefs who had a friendly rivalry (most of the time) in their island archipelago. Gadao was not the more physically impressive of the two, but still was capable of uprooting a coconut tree with nothing more than his bare hands.

On one occasion when the rivalry became less than friendly, Taga, rival of Gadao, leaped from island to island to escape his wrath, leaving a footprint *in the rock* where he jumped.

Gadao will always choose to settle disputes either by physical combat or by tests of strength. He will try to intimidate rivals, preferring that to open combat, but this is only because he is so powerful that his opponent is at a great disadvantage and he knows it. With an aggressive opponent, however, he will not hesitate to attack.

He is quick to anger and will use mocking and sarcasm to ridicule his rivals, always pushing the limits of their endurance so that they will start the fight. Thus he seeks to deny his aggressive nature and seem like the good guy.



## HAWAII-LOA (The Great Navigator)

Hero

AC	0
Move	Variable
HP	200
# of attacks	By weapon type
Special attacks	nil
Special defense	nil
Magic resistance	Standard
Size	M
Alignment	NG
Symbol	Sailing canoe
C/D	15 <sup>th</sup> level Cleric
F	20 <sup>th</sup> level Ranger
M/I	nil
T/A	nil
M/B	15 <sup>th</sup> level Bard
Psionic ability	nil

S 20; I 20; W 20; D 20; Co 20; Ch 18; Com 18

Hawaii-Loa is the legendary navigator who commanded the canoe expedition that discovered the Hawaiian Islands. This was accomplished without the aid of fixed stars for navigation, since the islands of Bora Bora, from whence the expedition came, and Hawaii, lie too far south to sight the Pole Star.

He is a peerless master builder of sailing craft, always eager to learn more about ships. He can repair any kind of sea craft that is not made of metal. Hawaii-Loa will be encountered sailing the seas, usually at the head of a fleet. He will give aid to mariners gladly as long as they do not attempt to intimidate him. His *aumakua*, the humpbacked whale, is always nearby and will come to his aid if necessary. However, he and his seamen are highly skilled in the use of slings and spears, with which they will be well-supplied.

Hawaii-Loa may also be encountered on an island, which he will be in the process of civilizing after its discovery. If approached in a friendly and respectful way, he will place his knowledge and skills at the disposal of lost explorers.

## TAGA (The Giant)

Hero

AC		-10
Move		48
HP		200
# of attacks	2	
Damage per attack	3d10/3d10	
Special attack	Strangulation	
Special defense	nil	
Magic resistance	Standard	
Size	M-L	
Alignment	NN (E)	
C/D	15 <sup>th</sup> level Druid	
F	20 <sup>th</sup> level Fighter	
	20 <sup>th</sup> level	
M/I	nil	
T/A	15 <sup>th</sup> level	
M/B	nil	
Psionic ability	nil	

S 25; I 18; W 18; D 20; Co 25; Ch 18; Com 18

Taga is a powerful giant human who will be encountered as the king-chief of a small Pacific island. He is known for his strength, comparable to a Storm Giant, and can, like Gadao, uproot a coconut tree with his bare hands. He is extremely jealous of others who demonstrate prowess anything like his own. Like all Pacific islanders, Taga is not accustomed to sarcasm or rudeness and such treatment will provoke him very easily. He will take umbrage at the slightest perceived insult.

Taga will not make any effort to help anyone who cannot impress him with physical achievement. In such a case, if the individual is diplomatic, Taga may consider him or her worthy of consideration.

He is somewhat of an outcast, which is why his present whereabouts are unknown. He was considered dangerous by his fellows because of his volcanic temper,

and it not known if he ever overcame their fear and distrust. In any case, tales of his legendary feats of strength—such as leaping from one island to another—have lasted.

Taga erected a huge mansion by himself, built on the foundation stones known as *Latte* in the Marianas Islands. Some say that his dwelling can be recognized by the presence of latte stones as foundations, which Taga hewed from solid rock.

## **CHELIDS (Elves)**

### Spirit People

AC	0
Move	24
HP	Variable
# of attacks	As weapon type
Damage per attack	As weapon type
Special attack	See below
Special defense	See below
Magic resistance	75%
Size	S
Alignment	NG

Chelids are the elves that inhabit the Pacific islands. Long before outsiders appeared with their fairy tales, chelids were said to live in the trees and use magic. They favor distance weapons like slings and javelins, and will use spears at closer quarters.

They are very beautiful, slim, smooth and graceful, with the dark coloring of other Pacific islanders. They never seek out human company, but can be hospitable if encountered. Like other elven races, they have their own concerns.

When encountered, chelids will be unaware that there are other elven races. It will delight them to learn of their brethren from elsewhere.

## MENEHUNES (Brownies, Fairies)

### Spirit People

AC	0
Move	24
HP	Variable
# of attacks	1
Damage per attack	By weapon type
Special attack	See below
Special defense	See below
Magic resistance	75%
Size	S
Alignment	NG

Menehunes, or Duendes, comprise several groups of “little people” that are found in the Pacific. True menehunes are small, slender and smooth; they live in hidden places. Like Chelids, with whom they have some kinship, they have their own concerns. At times they have been known to act as a sort of “shoemaker’s elves,” finishing someone else’s project they have deemed worthy.

Very few people have encountered a Menehune stronghold, so few details are known about them. They seemed friendly to humanity in previous generations, but have not lived near people lately. They are said to be archenemies of an even more obscure wild people called Navao, whom they have wars with and may have exterminated. Many human families take Menehunes as their *aumakua* after some act of kindness on their part. In that case, the humans will leave offerings of food and small, useful items in their heiau for the Menehunes’ taking.

One tale has it that the Menehunes and Navao were banished from human habitation; taking their crafts, their music, games, magic and arts, they went away. No

one knows where they went, or if all of them went.

### **Navao (Dwarves)**

#### Spirit People

AC	0
Move	24
HP	Variable
# of attacks	Variable
Damage per attack	As weapon type
Special attack	nil
Special defense	nil
Magic resistance	Standard
Size	S
Alignment	NN

Navao, or Mu-Ai-Maia, comprise the dwarven folk of the islands. Like their counterparts elsewhere, they like to live in caves or underground. Therefore it might be expected that they would be encountered in the shoreline caves of the island where they live, but instead, they prefer to withdraw into the hills where they are well hidden from human eyes.

They are a short, stocky, hairy and bearded people, and do not seek to mingle with any other race. They are peerless craftsmen, though, and will barter to be left alone with items that they produce, such as weapons.

Not having the use of metal, they were the original inventors of the spear or axe fortified with sharks' teeth. The introduction of metal objects into their culture would be

of enormous significance, since they have no fear of living near volcanoes.

### **TAO-TAO MO'NA** (Spirits of the Night)

#### Spirit People

AC	Unknown
Move	Special
# of attacks	1
Damage per attack	See below
Special attack	Cause Fear
Special defense	Invisibility
Magic resistance	Standard
Size	M
Alignment	NE (N)

Tao-tao Mo'na are completely mysterious beings, mostly malevolent. They are seldom seen clearly, as they are usually active at night. At times they haunt a certain locale, such as a large banyan tree. They will take umbrage if their territory is disturbed in any way.

Tao-tao Mo'na always seeks first to inflict fear upon those who fall afoul of its territory. They use magical and illusionist tactics, of which they have complete mastery. Their presence is felt first when a deathly silence falls on the immediate area. At

that point, usually a weird, terrifying incident occurs; perhaps a spirit will materialize, such as a headless being or a child with no face. A stampede of jungle animals may occur suddenly, or strange sensations of cold or choking will afflict those present.

Tao-tao Mo'na may be the spirits of those who died violently, which may account for their usual behavior. However, to complicate the situation, they have been known to perform kindly and even heroic acts, although this is very rare. Such acts are generally done indirectly.

Tao-tao Mo'na manifest themselves in any form they choose. They exercise powers that indicate that they may indeed be undead, but they also use illusionist and magical tactics intelligently. There have also been tales of Tao-tao Mo'na fathering kupua children, so they have demonstrated passing interest in human society from time to time.

They are the most enigmatic, unpredictable and unnerving beings in the Mythos. Naturally, the islanders associate them with Tangaloa, but this is by no means likely to be true at all times.

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