

In the civilized island chains to the East, jikininki are believed to be demons who eat dead human bodies. These demons are often the spirits of dead men or women whose greed prevented their souls from entering a more peaceful existence after death. A particular myth tells of a strong-willed priest who once kept watch near the body of a deceased person. Suddenly a jikininki arrived to devour it, but the priest's prayers liberated the demon's soul.

Jikininki appear much like a cross between zombies and ghouls. They retain the same basic outward appearance they had in life, only now very much decomposed, with a hunchbacked, feral posture and ragged fangs and claws. The undying greed of these corpse-eaters is manifest in their practice of wearing funerary finery, some of which went to the grave with them and some of which they have taken from corpses. Jikininki speak the languages they spoke in life.

Jikininki favor bursting up from shallow graves or leaping from behind tombstones, but are cunning enough to use whatever natural features provide them the best advantage against the living. They bite first in an attempt to afflict the living with their rotting curse, before flailing about with their ragged claws.

ADVENTURE SEEDS

1 — The PCs are determined to see to it that a recently deceased comrade, associate, relative, etc. makes a peaceful transition from this world to the next, and so they take turns keeping watch over the body. After a number of uneventful evenings, a jikininki appears to devour the corpse, but the PCs give battle in an effort to provide their friend safe passage and to free the soul of the jikininki so that it may finally rest, as well.



JIKININKI

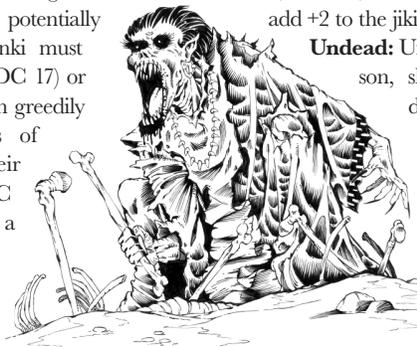
	Medium-size Undead
Hit Dice:	2d12+3 (16 hp)
Initiative:	+1 (Dex)
Speed:	30 ft., burrow 10 ft.
AC:	13 (+1 Dex, +2 natural)
Attacks:	Bite +2 melee, and 2 claws –3 melee
Damage:	Bite 1d6+1 plus Minor Rot, claws 1d4 each
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attacks:	Minor Rot
Special Qualities:	+2 Turn Resistance, Darkvision 60 ft., Eat Corpse, Immunities
Saves:	Fort +0, Ref +1, Will +4
Abilities:	Str 13, Dex 13, Con —, Int 13, Wis 13, Cha 13
Skills:	Appraise +6, Hide +6, Intimidate +6, Intuit Direction +2, Jump +6, Listen +6, Move Silently +6, Search +6, Spot +6, Tumble +3
Feats:	Toughness
Climates/Terrain:	Any land and underground
Organization:	Solitary or gang (2–5)
Challenge Rating:	2
Treasure:	Double art (jewelry only)
Alignment:	Always chaotic evil
Advancement:	3 HD (Medium-size)



Eat Corpse: One disgusting aspect of jikininki nature can actually work against them in combat. Due to their ever-ravenous hunger, corpse-eaters are prone to falling upon any fresh corpse they encounter, including those of their fallen comrades, becoming momentarily oblivious to their surroundings while they feed. To avoid this potentially suicidal behavior, jikininki must succeed at a Will save (DC 17) or spend a full-round action greedily gulping down chunks of flesh, thus losing their Dexterity bonus to AC and granting opponents a +4 to their attack rolls.

Minor Rot (Su):

The bite of a jikininki exposes its target to the supernatural disease *minor rot* on a successful attack. A Fortitude save (DC 16) must be made to avoid contracting the disease. On a failure, after the incubation period 1 day, the victim takes 1 point of temporary Constitution score damage each day. Two successful saving throws in a row means the victim recovers naturally, otherwise the victim recovers naturally in 2d3 days if not reduced to 0 Constitution, and thus killed. Any



disease-curing or curse-removing effect will heal *minor rot*.

Skills: Jikininki receive a +2 synergy bonus to Tumble checks. This is included in the above skills.

Turn Resistance (Ex): When resolving a Turn, Rebuke, Command, or Bolster attempt, add +2 to the jikininki's Hit Dice total.

Undead: Undead are immune to poison, sleep, paralysis, stunning, disease, death effects, necromantic effects, and mind-influencing effects. Undead are not subject to critical hits, subdual damage, ability damage or drain, or energy drain. They have

no Constitution scores and are therefore immune to any effect requiring a Fortitude save (unless it affects objects). Undead have Darkvision with a range of 60 feet. Negative energy can heal undead creatures. An undead creature is not at risk of death from massive damage, but when reduced to 0 hit points or less it is immediately destroyed. Undead cannot be *raised*. *Resurrection* can affect them, but generally fails because they're unwilling to return to life.



KANERSHEE

Medium-sized Magical Beast	
Hit Dice:	5d10+10 (37 hp)
Initiative:	+9 (+5 Dex, +4 Improved Initiative)
Speed:	40 ft.
AC:	19 (+5 Dex, +4 natural)
Attacks:	Bite +7 melee
Damage:	Bite 1d8+3
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Qualities:	Blink, Damage Reduction 5/+1, Darkvision 60 ft., Detect Evil, Detect Lycanthrope, Low-light Vision, Revealing Howl, Scent
Saves:	Fort +6, Ref +9, Will +1
Abilities:	Str 15, Dex 21, Con 14, Int 12, Wis 10, Cha 11
Skills:	Hide +10, Listen +10, Move Silently +12, Spot +10
Feats:	Alertness, Endurance, Improved Initiative
Climate/Terrain:	Forest, hills, or plains
Organization:	Solitary, pair, or pack (7–16)
Challenge Rating:	4
Treasure:	None
Alignment:	Always neutral good
Advancement:	6–7 HD (Medium-size), 8–12 HD (Large)



Blink (Su): A kanershee can *blink* at will as per the spell cast by an 8th-level sorcerer, and can evoke or end the effect as a free action.

Damage Reduction (Su): A kanershee ignores 5 hit points from most weapons and natural attacks. A +1 weapon or better negates the ability.

Detect Evil (Su): At will, kanershee can *detect evil* as per the spell.

Detect Lycanthrope (Su): Kanershee have the supernatural ability to detect any lycanthropes within 60 feet of them. This ability reveals the type of lycanthrope, as well.

Magical Beast: Magical beasts have Darkvision with a range of 60 feet and Low-light Vision.

Revealing Howl (Su): All lycanthropes within a 100-foot radius of a kanershee that hear its Revealing Howl must make a Will save (DC 17) or revert to animal or hybrid form; there is a fifty percent chance of changing to either if the lycanthrope has a hybrid form.

Scent (Ex): Creatures with Scent can detect opponents within 30 feet by sense of smell, and can pinpoint the source of a scent if it is within 5 feet. They can follow tracks by

smell, making a Wisdom check DC 10 + 2 per hour that the trail is cold.

KANERSHEE AS MOUNTS

Kanershee make excellent special mounts for halfling and gnome paladins. Kanershee can only carry mounts of Small size (not dwarves), and have the same carrying capacity as a riding dog. A kanershee can fight while carrying a rider, but the rider cannot also attack unless he succeeds at a Ride check. Riders take no damage when they fall from a kanershee. If trained for war, kanershee can make trip attacks just as wolves do.



Training a kanershee as a mount requires a Handle Animal check (DC 25 for a young creature, or DC 30 for an adult) and that the kanershee be willing. Kanershee pups are worth 2,000 gp each on the open market. Professional trainers charge 500 gp to rear or train a kanershee, and kanershee can wear any saddle suitable to a riding dog.

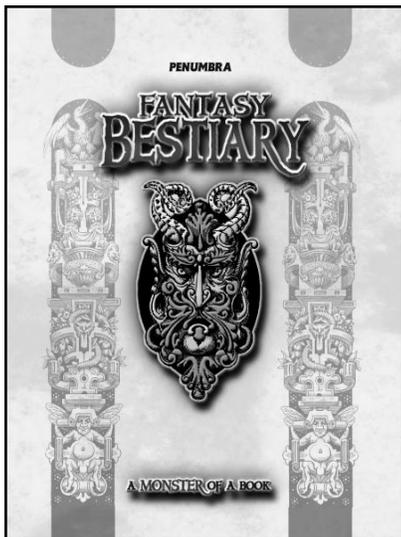
Kanershee are intelligent, powerful Lycanthrope hunters, originally bred from blink dog stock. These omnivorous canines stand three and a half feet at the shoulder, and weigh over 100 pounds. Their fur is the yellow-brown of their blink dog heritage. Kanershee mate for life, and they are very protective of their pups, which many races value as trainable guard dogs. Even when bred with normal dogs, the resulting pups retain the ability to sense lycanthropes, but possess no other kanershee abilities.

Kanershee actively keep a five-mile radius around their den free of evil. Because of this protection, druids and fey creatures consider such areas safe havens. While kanershee hate all evil, they particularly abhor werewolves, wererats, and other evil lycanthropes. Their hatred for these creatures is so strong that they have been known to track them relentlessly, even following them into cities and towns. Unless provoked, they do not normally attack neutral or good lycanthropes such as werebears and wereboars.

Like blink dogs, kanershee prefer to hunt in packs and are generally brave, tireless fighters.

ADVENTURE SEEDS

1 — While the PCs are enjoying themselves at a tavern, a large, badly wounded kanershee wanders in and sniffs the air. Just as the barkeep yells at a patron to remove the mangy dog from his establishment, the kanershee lets out a bone-chilling howl. When he does so, a group of five men seated at a table in front of the PCs rise and transform into hybrid wererats. The lycanthropes killed the kanershee's mate and left him for dead. Bent on exacting his revenge, he has been following them for days. If the PCs aid him in this fight or heal him, the kanershee befriends them, possibly becoming a useful group member.



THE PENUMBRA FANTASY BESTIARY

is coming in the winter of 2003!

**More than 200 monsters and templates. More than 360 pages.
One monster of a book.**

To get your copy of the Penumbra Fantasy Bestiary, visit your local retailer.
Print out this sheet and take it with you for ordering purposes.

Stock Number: AG3218

ISBN: 1-58978-030-2

Price: \$44.95



www.atlas-games.com

Atlas Games
PO Box 131233
Roseville, MN 55113
info@atlas-games.com

This free preview is published under the terms of the Open Game License (below). All text and game mechanics printed in the white spaces on the previous two pages are Open Game Content, as is the Open Game License itself. Other text, illustrations and design elements in this book may not be reproduced without the publisher's express permission.

"d20 System" and the "d20 System" logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System Trademark License. A copy of this license can be found at www.wizards.com. Dungeons & Dragons® and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, used with permission.

Penumbra is a trademark of Trident, Inc. d/b/a Atlas Games. Atlas Games and "Charting New Realms of Imagination" are trademarks of John Nephew, used under license. The Atlas Games logo is a trademark of John Nephew and Trident, Inc. d/b/a Atlas Games.

Copyright © 2003 Trident, Inc. d/b/a Atlas Games.

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must

affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content You Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any autho-

rized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2001, Wizards of the Coast, Inc.

D20 System Rules & Content Copyright 2000 Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by Dave Arneson and E. Gary Gygax.

"Jikiniki," an excerpt from *The Penumbra Fantasy Bestiary*, Copyright 2003, Trident Inc. d/b/a Atlas Games; author Chad Brouillard.

"Kannershee," an excerpt from *The Penumbra Fantasy Bestiary*, Copyright 2003, Trident Inc. d/b/a Atlas Games; author Christina Stiles.

Requires the use of the Dungeons & Dragons® Player's Handbook, Third Edition, published by Wizards of the Coast.®