

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

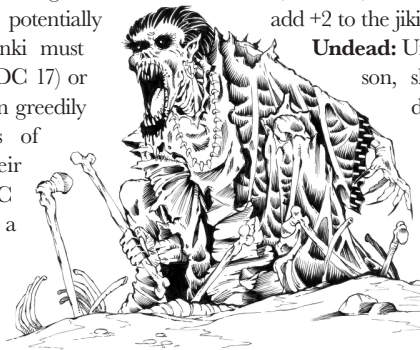
	<b>Medium-size Undead</b>
<b>Hit Dice:</b>	2d12+3 (16 hp)
<b>Initiative:</b>	+1 (Dex)
<b>Speed:</b>	30 ft., burrow 10 ft.
<b>AC:</b>	13 (+1 Dex, +2 natural)
<b>Attacks:</b>	Bite +2 melee, and 2 claws –3 melee
<b>Damage:</b>	Bite 1d6+1 plus Minor Rot, claws 1d4 each
<b>Face/Reach:</b>	5 ft. x 5 ft./5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

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



**Blink (Su):** A kanershee can *blink* at will as per the spell cast by an 8<sup>th</sup>-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.

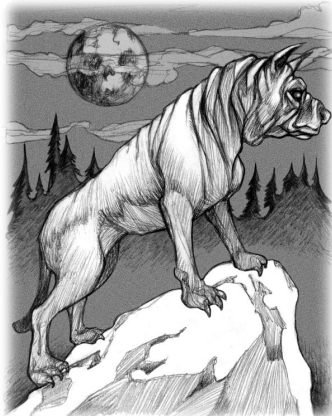
**Revealing Howl (Su):** All lycanthropes within a 100-foot radius of a kanershee that hear its Revealing Howl must make a Will save (DC 17) or revert to animal or hybrid form; there is a fifty percent chance of changing to either if the lycanthrope has a hybrid form.

**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.

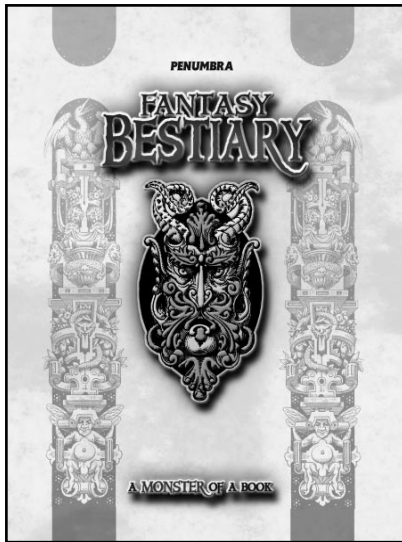
Kanershee are intelligent, powerful Lycanthrope hunters, originally bred from blink dog stock. These omnivorous canines stand three and a half feet at the shoulder, and weigh over 100 pounds. Their fur is the yellow-brown of their blink dog heritage. Kanershee mate for life, and they are very protective 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.



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