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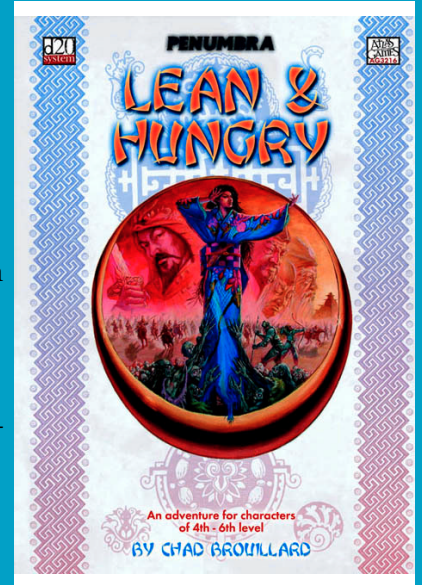
Lean and Hungry

by Chad Brouillard

Hungry for something exciting? This Japanese-flavored fantasy adventure presents all-new exotic challenges to heroes from any setting. The samples herein are just a taste of the courses between your PCs and the epic conclusion to this feast of thrills. This is your recipe for excitement!

Lean and Hungry is 64 pages of immortalizing brews, grave-robbers, unnatural armies and new NPC classes for any campaign.

A **d20 System** adventure for characters of 4th to 6th level.



New Spell: Ward of Ravenous Hunger

Abjuration

Level: Clr 5, Sor/Wiz 3

Components: V, S, M

Casting Time: 10 minutes

Range: Touch

Target: Up to 5 sq. ft./level

Duration: Until discharged*

Saving Throw: See text

Spell Resistance: Yes (object)

Many legends tell of the dire fate that awaits those who would despoil tombs and sacred sites. Wards like this, granted by the gods, help fuel these legends. The unfortunates afflicted by this curse are slowly driven in to an all-consuming hunger that cannot be fully sated, no matter how much the victim eats. Those who trigger the ward may not notice more than a slight peckishness at first, as the curse takes time to onset. Succeeding a Will save (DC 25) on exposure to the ward negates the effect, which otherwise progresses as follows:

Onset — Afflicted characters feel slightly nauseous, as if they have an upset stomach.

Hour One — The hunger begins. Each afflicted character starts feeling slightly hungry, as if they should eat soon.

Hour Two — The hunger grows. The characters grow so hungry that they must make a Will save (DC 20) every fifteen minutes to keep from rummaging through their packs and devouring any foodstuffs they carry. No matter how much they eat, their appetite doesn't cease. Those with no food become

obsessed with finding stores of supplies. Their faces and bodies become unnaturally emaciated, and their skin takes on a slight greenish tinge.

Hour Three — The pain starts. Each afflicted is racked with excruciating hunger pangs every fifteen minutes. The fits nauseate those who fail a Fortitude save (DC 25) for 1d4 minutes; nauseated characters are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. Those who fail a save thereafter are shaken until they either become a jikininki in the next stage of the curse or are cured of the curse, suffering a –2 morale penalty on attack rolls, weapon damage rolls, and saving throws. After the first fit, whether they succeed or fail the save, the characters find themselves willing to take other people's food by force.

Hour Four — The hunger takes control. The unthinkable now becomes possible to all but the most strong-willed. In the absence of food, a character now finds himself able to murder or eat anything to survive. The hunger pangs subside but any characters who are shaken remain so, and unless the characters make Will saves (DC 25) every hour, they resort to cannibalism to assuage the fire gnawing at their bellies. Eating the flesh of another sentient humanoid causes the sufferer to immediately become a hideous jikininki; use the stats given on page 26 for the new monster.

Material Component: The powdered thighbone of a human, which is painted over the ward's glyph.

Jikininki

Hit Dice:	2d12 (13 hp)
Initiative:	+1 (Dex)
Speed:	30 ft., burrow 10 ft.
AC:	13 (+1 Dex, +2 natural)
Attac ks:	Bite +1 melee and 2 claws –1 melee
Damage:	Bite 1d6+1 and <i>minor rot</i> , or claw 1d3 each
Face/Reach:	5 ft. x 5 ft./5 ft.
Special Attac ks:	Minor Rot
Special Qualities:	Darkvision 60 ft., Dormancy, Eat Corpse, Tremorsense 60 ft., Turn Resistance +2
Saves:	Fort +0, Ref +1, Will +4
Abilities:	Str 13, Dex 13, Con —, Int 13, Wis 13, Cha 13
Skills:	Intuit Direction +2, Listen +6, Move Silently +6, Spot +6
Feats:	Multiattack
Climate/Ter rain:	Any land and underground
Organization:	Solitary, gang (2–3), or infestation (10 or more)
Challenge Rating:	2
Treasure:	Double art (jewelry only); one in every 6 creatures has a <i>ring of sustenance</i> worth 2,500 gp in its stomach (roll 1d6)
Alignment :	Always chaotic evil
Advancement R ange:	3–4 HD (Medium-size)

Jikininki are undead flesh-eaters adorned with ancient jewelry, including gold and jade necklaces or rings. Jikininki hoard valuables in testament to their insatiable greed. Should the PCs fell any jikininki upon the Kadaichi hills, they find ancient jewelry from the days of the Alchemist. Anyone from this Eastern culture immediately recognizes the relics as finds from days long gone.

Jikininki usually hunt in groups of two or three, avoiding bright light and using their tunnels as an escape route. They prefer the flesh of rotting humanoid corpses.

Dormancy (Ex): Should a jikininki not be able to eat flesh for more than a week, it enters a state of dormancy, much like the spell *temporal stasis*. It can remain in this state indefinitely, until the smell of a humanoid or a humanoid corpse within 100 feet of it rouses the creature.

Eat Corpse (Ex): One disgusting aspect of jikininki nature can actually work against them in combat. Due to their ever-ravenous hunger, these corpse-eaters are prone to falling upon any fresh body 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 dead flesh, thus losing their Dexterity bonus to AC and granting opponents a +4 to their attack rolls.

Minor Rot (Su): This supernatural disease is transmitted on a successful hit by the jikininki's bite attack: Fortitude save (DC 16), incubation period 1 day; damage 1 point temporary Constitution score. Two successful saving throws in a row means the victim recovers naturally, otherwise the victim recovers naturally at a rate of 1 point of damage per day. Any disease-curing or curse-removing spell will heal *minor rot*.

Tremorsense (Ex): By feeling vibrations in the earth, the creature automatically senses the location of anything that is in contact with the ground, moving, and within 60 ft.

Turn Resistance (Ex): When resolving a Turn, Rebuke, Command, or Bolster attempt, add +2 to the creature'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.





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Lean and Hungry Ordering Information

To get your copy of *Lean and Hungry*, visit your local retailer. These are the "vital statistics" your retailer may need to order the book. (Usually, bookstores need the ISBN and game stores need the Stock Number.)

Released: October, 2002

Stock Number: AG3216

ISBN: 1-58978-026-4

Price: \$12.95

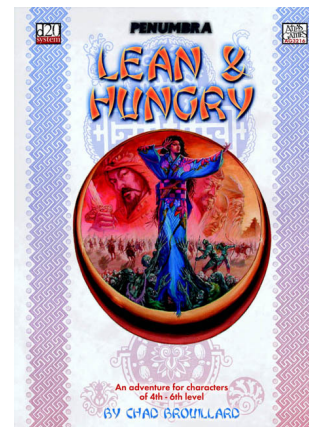
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