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[What better way to honor the upcoming Thanksgiving holiday with a monster of pure gluttony? The jikininki is kind of redundant from multiple angles, as both ghouls and gaki already exist in PFRPG. These were sort of designed with an eye towards replacing the 3.x ghast, which was a CR 3 undead with separate stats, as opposed to being just a templated ghoul.]

Jikininki

This pot-bellied, gray skinned humanoid reeks of death. Its muscular arms end in thick claws and tusks protrude from its mouth.

The undead known as jikininki are grotesque carrion feeders, obsessed with consuming fresh human corpses. Although they frequently lurk in graveyards, battlefields and other places where such are forthcoming, jikininki feel no compunctions about creating their own corpses through murder and mayhem.

Jikininki are created from the bodies of cruel and petty humanoids that enriched themselves at the expense of others. This metaphorical feeding becomes a literal feeding after death, and the jikininki feels continuous hunger, even when well fed. Although they are somewhat stupid, jikininki possess a low cunning which they supplement with their magical abilities to disguise themselves as the living. Many jikininki use this ability to lull victims into a false sense of security before striking.

Bearing some similarities to ghouls and gaki, jikininki find themselves unable to work with or among these undead. Ghouls despise the strong but dim-witted jikininki, using them as cannon fodder at best and assaulting them en masse at worst. Gaki are typically too obsessed with their own hunger to pay jikininki much mind, although some gaki become fixated on eating other flesh-eating undead—a situation which usually ends poorly for the jikininki. Jikininki are typically solitary, but some do find solace in cooperating with others of their own kind—some remote cemeteries are run by whole families of jikininki masquerading as morticians in order to prey on corpses and mourners alike.

Jikininki vary in size as humans do, although all bear thin limbs and swollen bellies as if profoundly malnourished.

Jikininki **CR 3**

XP 800

LE Medium undead

Init +4; **Senses** darkvision 60 ft., Perception +6, scent

Defense

AC 15, touch 10, flat-footed 15 (+5 natural)

hp 26 (4d8+8)

Fort +3, **Ref** +3, **Will** +5

DR 5/magic

Immune undead traits

Offense

Speed 30 ft., burrow 15 ft.

Melee 2 claws +6 (1d6+3), bite +6 (1d6+3)

Special Attacks carrion breath

Spell-like Abilities CL 4th, concentration +6

3/day—*alter self*

1/day—*gaseous form*

Statistics

Str 16, **Dex** 11, **Con** -, **Int** 9, **Wis** 13, **Cha** 14

Base Atk +3; **CMB** +6; **CMD** 16

Feats Improved Initiative, Step Up

Skills Bluff +6, Disguise +7, Perception +6, Stealth +11; **Racial Modifiers** +4 Stealth

Languages Common

SQ iron claws

Ecology

Environment any land or urban

Organization solitary, pair or mourning party (3-8)

Treasure standard

Special Abilities

Carrion Breath (Su) As a standard action, a jikininki can breathe a 15 foot cone of noxious fumes. Any creature in the cone must succeed a DC 14 Fortitude save or be sickened for 1d4+1 rounds and take 1d4 points of Strength damage. A successful save reduces the sickened effect to 1 round and negates the Strength damage. A jikininki can use its carrion breath three times a day, but must wait 1d4 rounds between uses. The save DC is Charisma based.

Iron Claws (Ex) The claws of a jikininki ignore the first 5 points of hardness an object possesses. It can also use its burrow speed to dig through stone, although it treats this as difficult terrain.