



### CONNOISSEURS OF THOUGHTS

Rhu-chaliks lack both mouths and digestive systems. Instead they gain sustenance from the thoughts and emotions of sentient beings. Each emotion has a distinctive flavor to rhu-chaliks and, as this feeding doesn't harm the food source, rhu-chaliks often dine repeatedly upon their favorite minds. Some rhu-chaliks even incite various emotions in their prey to elicit new tastes for their mental banquets.

## RHU-CHALIK

The alien entities known as rhu-chaliks serve as scouts for a conglomeration of deep-space conquerors called the Dominion of the Black. Their masters use them as spies, tasking them with harvesting the thoughts and memories of sentient creatures into a vast repository of knowledge designed to eventually unravel every secret of existence.

Also called void wanderers, rhu-chaliks can survive the depths of space indefinitely. They are extremely long-lived and capable of traversing the vastness of space between worlds. Rhu-chaliks prefer to work alone in order to reduce potential overlap in their mind predations. The furtive beings are calculating and infinitely patient, seeking only the most exceptional minds to cast beyond the stars to their masters.

### RHU-CHALIK

### CREATURE 6

UNCOMMON CE SMALL ABERRATION

**Perception** +17; greater darkvision

**Languages** Aklo; telepathy 100 feet (page 306)

**Skills** Athletics +13, Deception +13, Diplomacy +13, Intimidation +13, Stealth +15

**Str** +3, **Dex** +3, **Con** +4, **Int** +2, **Wis** +5, **Cha** +3

**AC** 23, all-around vision (page 304); **Fort** +14, **Ref** +11, **Will** +17

**HP** 95

**No Breath** A rhu-chalik doesn't breathe and is immune to effects that require breathing (such as inhaled poisons).

**Speed** 5 feet, fly 35 feet

**Melee** ♦ tendril +15 (agile), **Damage** 2d4+6 bludgeoning plus 1d6 mental and excruciating enzyme

**Occult Innate Spells** DC 23; **5th** *mind probe*; **4th** *modify memory*; **3rd** *invisibility* (self only; at will), *mind reading* (at will)

**Excruciating Enzyme** (occult, poison) A rhu-chalik's tendrils secrete an enzyme that causes intense pain. A living creature hit by a tendril Strike must succeed at a DC 24 Fortitude save or become sickened 1 from the pain.

**Project Terror** ♦♦ (emotion, enchantment, fear, mental, occult)

**Requirements** The rhu-chalik has successfully affected the target with *mind probe*, *mind reading*, or Project Terror in the last minute;

**Effect** The rhu-chalik creates nightmarish visions in the target's mind. The target must attempt a DC 24 Will save.

**Critical Success** The target creature is unaffected and temporarily immune to Project Terror for 1 minute.

**Success** The target is unaffected.

**Failure** The target becomes frightened 2. Failing additional saves against this effect increases the frightened condition value by 2; if this would increase the target's frightened value beyond frightened 4, the target is fleeing for 1 round and frightened 4.

**Critical Failure** As failure, but the target becomes unconscious for 30 minutes instead of fleeing.

**Void Transmission** (concentrate, enchantment, exploration, mental, occult) **Requirements** The rhu-chalik is adjacent to an unconscious creature; **Effect** The rhu-chalik spends 10 minutes copying the creature's entire consciousness and mentally sends this copied consciousness through the void of space to their waiting masters. The target creature is deeply disoriented by this procedure, becoming stupefied 2 for 1 day afterward. If the creature is revived or moved away from the rhu-chalik during the process, Void Transmission fails and the target is unaffected.



## ROILING INCANT

Though many spellcasters can harness the forces of magic in a consistent manner, such power can't always be controlled, especially in the hands of reckless researchers, megalomaniacal villains, or untested novices. When magical accidents result in large-scale property damage and the loss of life, these forces sometimes take on lives of their own, forming a dangerous amalgamation of ongoing magical energy known as a roiling incant.

A roiling incant's appearance depends on the type of magic it sprang forth from, though it always carries with it an echo of the destruction it has caused. A fiery evocation roiling incant might look like a storm of burning ashes echoing with the sounds of crackling timber, while a necromancy roiling incant could be mistaken for ghostly tendrils puppeteering shambling corpses. No matter what it looks like, a roiling incant roams mindlessly, attacking everything it encounters, heedless of further carnage it causes.

### ROILING INCANT VARIATIONS

Each roiling incant is tied to a magic tradition as well as to a school of magic, and thus each has the traits of that tradition and school. Its innate spells must come from that tradition and school of magic, and they are usually related to the accident that caused the roiling incant's creation. The additional damage from their Engulf ability also changes based on their innate cantrip. Variant roiling incants usually have one 4th-level spell, one 3rd-level spell, one 2nd-level spell, and a cantrip, just like the example roiling incant presented below. Evocation roiling incants are the most common, as that school of magic is often the most destructive.

### ROILING INCANT

### CREATURE 9

UNCOMMON N LARGE ARCANE EVOCATION MINDLESS

**Perception** +15

**Skills** Acrobatics +19

**Str** +4, **Dex** +4, **Con** +6, **Int** -5, **Wis** +0, **Cha** -5

**AC** 25; **Fort** +19, **Ref** +17, **Will** +15

**HP** 155; **Immunities** bleed, death effects, disease, doomed, drained, evocation, fatigued, healing, mental, necromancy, negative, nonlethal attacks, paralyzed, poison, sickened, unconscious

**Absorb Evocation** A roiling incant is made of evocation energy. Any time it would be affected by another creature's non-cantrip evocation spell, after applying its immunity, it also regains 5 Hit Points.

**Speed** fly 40 feet

**Melee** ♦ arcane tendril +19 (arcane, evocation, magical, reach 10 feet), **Damage** 2d12+10 force

**Ranged** ♦ arcane bolt +19 (arcane, evocation, magic, range increment 30 feet), **Damage** 2d10+10 force

**Arcane Innate Spells** DC 30, attack +20; **4th** *wall of fire* (at will; see Unstable Magic); **3rd** *fireball* (at will; see Unstable Magic); **2nd** *flaming sphere* (at will; see Unstable Magic);

**Cantrips (4th)** *produce flame*

**Engulf** ♦♦ DC 28, 2d8 force plus 4d4 fire, Escape DC 28, Rupture 20 (page 305)

**Unstable Magic** A roiling incant is as much a mass of unstable magic as it is a creature. It isn't living or undead, nor is it even a construct. It can't be healed or Repaired and is destroyed at 0 Hit Points, though it naturally recovers a number of Hit Points equal to its level × its Constitution modifier (54 for most roiling incants) each day. Each time a roiling incant casts one of its non-cantrip spells, it drains its own magic to do so, taking 5 force damage.



### ROILING INCANT ORIGINS

A roiling incant is a curiosity among scholars. It is neither living nor dead, nor is it a construct. Instead, it is magic of its tradition and school manifesting as a mindless entity, a magical force of nature. While some particularly vile spellcasters have attempted to create these beings intentionally and unleash them on an enemy's home, thus far no one has determined a reliable method to do so.

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#### APPENDIX





### LONG NECKS, LONG TALES

While an encounter with a real rokurokubi is terrifying, many are familiar with them in a less chilling form as the subject of ghost stories and plays, often told by a wandering storyteller at the side of a road or at a festival. An especially common performance involves two performers against a black curtain—one with a black hood covering their head, the other covered in black tights from the neck down—portraying one creature, with a length of cloth or string between the two giving the illusion of an extending neck.



## ROKUROKUBI

Rokurokubi come into being when mortals are cursed for some misdeed, though often the one who bears the curse is not the one who committed the offense, but instead their child or spouse. The curse slowly transforms the individual into a rokurokubi as they sleep. At first, their neck extends, or even detaches altogether, to let their head roam freely and engage in simple mischief like scaring neighbors or animals. The sleeper may awaken the next morning from a hazy dream of drinking the oil from nearby lanterns, only to find them indeed empty.

Over time, the bizarre acts progress to increasingly mischievous or even violent crimes. There's only a brief period during which the nascent rokurokubi might still be saved by dispelling the curse, but before long, they are fully consumed, never to sleep again.

Most rokurokubi despair at their state, seeking to drown their sorrows in drink or simply stay out of sight. A nefarious few rokurokubi embrace their fate and seek to enhance their power by completely giving in to the curse. This grants them the ability to cast potent occult spells but inevitably twists them even more toward evil.

### ROKUROKUBI

### CREATURE 2

**N** **MEDIUM** **HUMANOID**

**Perception** +9; darkvision

**Languages** Common

**Skills** Athletics +7, Deception +8, Diplomacy +8, Intimidation +8 (+10 to Demoralize with Threatening Lunge), Society +6, Stealth +8

**Str** +3, **Dex** +4, **Con** +3, **Int** +2, **Wis** +3, **Cha** +4

**AC** 18; **Fort** +7, **Ref** +8, **Will** +9

**HP** 30; **Immunities** sleep

**Attack of Opportunity**  $\curvearrowright$  Jaws only (page 304)

**Drink Oil**  $\curvearrowright$  **Trigger** The rokurokubi is the target of an alchemical bomb Strike; **Requirements** The rokurokubi is aware of the attack, not flat-footed against it, and doesn't have a creature grabbed with their jaws; **Effect** The rokurokubi attempts to catch the flung bomb in their mouth. They gain a +4 circumstance bonus to AC against the triggering attack. If the attack misses, they catch the bomb in their mouth and harmlessly drink its contents down, regaining Hit Points equal to the bomb's item level.

**Speed** 25 feet

**Melee**  $\blacklozenge$  jaws +10 (finesse, reach 10 feet), **Damage** 1d8+3 piercing plus 1d6 persistent bleed

**Melee**  $\blacklozenge$  claw +10 (agile, finesse), **Damage** 1d8+3 slashing

**Extend Neck**  $\blacklozenge$  The rokurokubi extends their neck, increasing the reach of their jaws Strike from 10 feet to 20 feet until the end of their next turn.

**Threatening Lunge**  $\blacklozenge\blacklozenge$  **Requirements**

The rokurokubi's neck is not currently extended; **Effect** The rokurokubi's head comes within an inch of their target's face before striking. They Extend their Neck, attempt to Demoralize one opponent within 20 feet, and then make a jaws Strike against that opponent. Their Demoralize check is a visual rather than auditory effect, and they don't take a penalty if the target doesn't understand their language.

## SABOSAN

Sabosans are intelligent, bat-like humanoids who live in warm forests and drink the blood of other creatures, particularly people. They have thin, emaciated torsos and broad, leathery wings that can reach a span of almost 20 feet. Sabosans' heads, necks, shoulders, and upper chests are covered with red or dark-brown fur that obscures their stretched-thin flesh. Though their ears are large and pointed like a bat's and they can echolocate as bats do, their vision is also quite strong, enough so that they can use it to easily track quarry in low light.

Some naturalist scholars believe that sabosans are distant descendants of humans who were afflicted with vampirism but managed to avoid succumbing to undeath. Others posit they were once a cult of demon worshippers whose dark rites transformed them into their current forms. No matter their true origins, sabosans have infamous reputations among towns and cities south of Golarion's equator. Even mere rumors of sabosans in an area are enough to set off city-wide hunts, and the truly superstitious aren't above setting fires near every grotto, nook, and foxhole they come across in order to smoke out the nocturnal creatures.

Sabosans hunt during the twilight hours or just after dark, when their echolocation gives them an edge over sleeping prey. They are capable hunters but indiscriminating when it comes to food sources; their rapid metabolisms means sabosans must eat nearly 20 pounds of meat and fruit per day, supplemented, of course, with copious amounts of blood.

Sabosans' obscure faith reveres two deities: the slain Demon Lord Vyriavaxus, Lord of Shadows, and the nearly forgotten sun god Easivra. Vyriavaxus has an obvious link with the creatures, with his appearance as a giant bat, but their connection to the sun god hints at a complex depth in sabosan beliefs.



### THE SABOSAN KINGDOM

Sabosans were not always so confined to the edges of the wilderness. Once, many of their kind occupied the stone metropolis of Jaytirian in the heart of the Mwangi Jungle and defended it against the bestial forces of the dread Gorilla King. However, over the last few hundred years, some unknown force drove the sabosans out, and now they roam the Mwangi Expanse in dwindling numbers, searching for a new home.

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## SABOSAN

## CREATURE 5

NE MEDIUM HUMANOID

**Perception** +10; echolocation 20 feet, low-light vision, scent (imprecise) 30 feet

**Languages** Abyssal, Mwangi

**Skills** Acrobatics +16, Athletics +11, Stealth +16

**Str** +4, **Dex** +5, **Con** +2, **Int** -1, **Wis** +1, **Cha** +0

**Items** spear

**Echolocation** A sabosan can use their hearing as a precise sense at the listed range.

**AC** 22; **Fort** +11, **Ref** +14, **Will** +10

**HP** 78

**Speed** 25 feet, fly 25 feet

**Melee** ✦ jaws +15 (finesse), **Damage** 2d10+4 piercing plus 1 persistent bleed

**Melee** ✦ claw +15 (agile, finesse), **Damage** 2d8+4 slashing plus Grab (page 305)

**Melee** ✦ spear +15, **Damage** 1d6+7 piercing

**Ranged** ✦ spear +16 (thrown 20 feet), **Damage** 1d6+7 piercing

**Drain Blood** ✦ **Requirement** The sabosan has a creature grabbed; **Effect** The sabosan drains blood from the creature. The creature must succeed at a DC 23 Fortitude save or become drained 1. The sabosan gains a number of temporary Hit Points equal to the number of Hit Points lost by the creature.

**Fell Shriek** ✦✦ (auditory) The sabosan emits a deafening cry in a 30-foot cone. Non-sabosan creatures in this area must each succeed at a DC 23 Fortitude save or be deafened for 1 minute.

**Powerful Charge** ✦✦ The sabosan Strides up to double their Speed and then makes a claw Strike. If the sabosan moved at least 20 feet, they deal an additional 1d6 damage on a hit.





### CHECK WITH FRIENDS

Sahkils are creatures of fear and terror. Roleplaying encounters with sahkils could be troubling to some players, and delving deep into the kinds of traumas sahkils relish in unleashing could have unintentional effects on your game and your friends. Before introducing sahkils into your game, talk with your players to learn about any particular phobias or limits to determine what content you bring to the table, and consider that on your own behalf as well. Some specific elements to be aware of are the ximal's abilities around sensory deprivation and social isolation, as well as the kimenhul's trauma-related abilities and themes.

## SAHKIL

Ages ago, when this cycle of the multiverse was still adolescent, a cabal of psychopomps who already felt bored and restrained in their role of ushering souls to their ultimate resting place rebelled against their station. It was this corruption of the cycle of souls that spawned the first sahkils.

Ambivalent to the prescribed order of the multiverse and spiteful of mortals, sahkils delight in spreading fear and unease to all beings, clogging up the metaphysical cycle with anxiety-ridden mortals too scared to achieve their potential. These fiends have drastically changed from their dedicated psychopomp predecessors. They are creatures of spite and torment, fear and disgust. They exploit the most common and rare fears for their own perverse satisfaction, and they want nothing more than to frighten mortals and make them question their reason for existence.

Most sahkils lurk on the Ethereal Plane, but they frequently invade the Material Plane to torment mortals and spread terror. They use their innate ability to slip between the veils of the Ethereal and Material effortlessly, often stalking their targets for days or weeks before enacting their devious plots.

## ESIPIL

Among the least of the sahkils, esipils delight in spreading fears and uncertainty among people who live with animals that could turn on them. They generally appear to their prey as some benign creature such as a domesticated dog or cat, but once they gain trust and get their victims close, they transform into a terrifying creature that looks part dog and part worm with tendrils of viscera that the creature uses as both a tongue and a weapon.

Of all the sahkils, esipils are most likely to ingratiate themselves with mortals, sometimes serving powerful spellcasters and other times simply living among unsuspecting victims, biding their time until they strike.

## ESIPIL

## CREATURE 1

NE TINY FIEND SAHKIL

Perception +7; darkvision

**Languages** Abyssal, Celestial, Infernal, Requian; telepathy (touch; page 306)

**Skills** Acrobatics +7, Intimidation +7, Stealth +7

**Str** +0, **Dex** +4, **Con** +2, **Int** +1, **Wis** +2, **Cha** +2

**Easy to Call** A sahkil's level is considered 2 lower for the purpose of being conjured by the *planar binding* ritual (and potentially other rituals, at the GM's discretion), but it is always free to attack or leave instead of negotiate unless the primary caster's check is a critical success.

**AC** 17; **Fort** +7, **Ref** +9, **Will** +5

**HP** 16; **Immunities** fear; **Weaknesses** good 2

**Speed** 30 feet

**Melee** ♦ jaws +9 (finesse, versatile P), **Damage** 1d8 slashing plus 1d4 evil and Grab (page 305)

**Melee** ♦ claw +9 (agile, finesse), **Damage** 1d6 slashing plus 1d4 evil

**Divine Innate Spells** DC 15; **3rd** *fear*; **2nd** *mirror image*; **1st** *fear* (at will); **Cantrips (1st)** *mage hand*

**Change Shape** ♦ (concentrate, divine, polymorph, transmutation)

The esipil transforms into a Tiny cat, dog, or other unassuming domestic animal (page 304). This doesn't affect the esipil's statistics, but it could change the damage type of its Strikes.



**Skip Between** ◆ (conjunction, divine, teleportation) The sahkil moves from the Material Plane to the Ethereal Plane or vice-versa, with the effects of *ethereal jaunt* except that the effect has an unlimited duration and can be Dismissed. A summoned sahkil can't use Skip Between.

## NUCOL

Representing the fear of parasites and affliction, nucols appear as violent, pestilence-ridden boars. They pollute their victim's body and mind, spreading not only fear but a mind-altering affliction that exacerbates feelings of self-doubt.

Though very aggressive, the fiends are capable of cunning manipulation. After they infect a victim with potent insecurity, they'll offer to remove the affliction for a price. Many of these deals are esoteric in nature, driving the victim into despair and forcing them to give up things they cherish. The sinister nocol may even reinfect its victim after completing the bargain, but a canny negotiator may be able to turn the tables on the fiend and free themselves from its grasp.

## NUCOL

## CREATURE 4

NE MEDIUM FIEND SAHKIL

**Perception** +11; darkvision, scent (imprecise) 100 feet

**Languages** Abyssal, Celestial, Infernal, Requian; telepathy 60 feet (page 306)

**Skills** Athletics +12, Deception +10, Intimidation +12, Stealth +10

**Str** +4, **Dex** +2, **Con** +3, **Int** +0, **Wis** +3, **Cha** +2

**Easy to Call** As esipil.

**AC** 20; **Fort** +13, **Ref** +10, **Will** +11

**HP** 75; **Immunities** disease, fear; **Weaknesses** good 5; **Resistances** poison 5

**Speed** 30 feet

**Melee** ◆ tusk +12 (deadly d10), **Damage** 2d8+6 piercing plus 1d4 evil and nervous consumption

**Divine Innate Spells** DC 20; **3rd** *fear* (at will), *remove disease*; **1st** *grease* (×3); **Cantrips (2nd)** *detect magic*, *mage hand*

**Nervous Consumption** (disease, divine, emotion, enchantment, mental) **Saving Throw** DC 21 Fortitude; **Onset** 1 minute; **Stage 1** sickened 1 and stupefied 1 (1 day); **Stage 2** clumsy 1 and stupefied 2 (1 day); **Stage 3** clumsy 2 and stupefied 3 (1 day)

**Skip Between** ◆ As esipil.

**Spray Pus** ◆ The nocol flexes one of its infected wounds, releasing a spray of pus in a 15-foot cone or targeting an individual creature within 30 feet. A creature targeted or in the area is exposed to nervous consumption.

## WIHSAAK

These gaunt and insectile sahkils torment their foes by focusing on a widespread fear of insects and creeping, crawling vermin. Unlike their more subtle cousins, wihsaaks don't lurk in the periphery and instead directly engage their targets, using their unnerving buzzing to disorient and terrify. When encountering multiple foes,



## FEEDING ON FEAR

Sahkils are immortal planar beings and don't require material sustenance, but they do seem to gain some semblance of nourishment from the fear they spread. Whether this is psychological or biological remains to be seen, but their obsession with frightening other creatures is clear. Sahkils recognize that they are already feared, so it may be that they are simply fulfilling what they believe is their ultimate purpose.

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**WAR AGAINST HOPE**

Sahkils and couatls (page 56) are eternal enemies. The creatures each vie for the hearts of mortals, but from different sides of a single ideological coin. Sahkils wish to instill only fear into mortal hearts, trying to reduce them into useless piles of flesh who accomplish little.

Couatls work to light the fires of hope, inspiring mortals to rise up and achieve their potential.

wihsaaks attempt to spread fear to everyone before slashing at them with their devastating claws.

**WIHSAAK**

**CREATURE 6**

NE MEDIUM FIEND SAHKIL

**Perception** +14; darkvision

**Languages** Abyssal, Celestial, Infernal, Requian; telepathy 100 feet (page 306)

**Skills** Acrobatics +13, Deception +15, Intimidation +15, Stealth +15

**Str** +4, **Dex** +5, **Con** +4, **Int** +1, **Wis** +2, **Cha** +3

**Easy to Call** As esipil.

**AC** 24; **Fort** +14, **Ref** +15, **Will** +14

**HP** 105; **Immunities** fear; **Weaknesses** good 5

**Swarmwalker** Swarms of animals and other unintelligent creatures instinctively leave a wihsaak alone. A wihsaak is immune to the damage from and effects of swarms with an Intelligence of -5.

**Speed** 30 feet, fly 40 feet

**Melee** ♦ claw +17 (finesse), **Damage** 2d10+7 slashing plus 1d4 evil

**Divine Innate Spells** DC 23; **4th** suggestion; **3rd** fear, vomit swarm<sup>APG</sup>; **2nd** blur, see invisibility; **Cantrips (3rd)** detect magic

**Droning Distraction** ♦ (auditory, divine, evocation, incapacitation, mental) **Effect**

The wihsaak beats its wings rapidly, creating a buzzing drone that numbs creatures' minds. Each creature within 100 feet must attempt a DC 23 Will save. They are then temporarily immune for 1 minute.

**Success** The creature is unaffected.

**Failure** The creature is confused and stupefied 1 for 1 round.

**Critical Failure** The creature is confused for 1 round and stupefied 2 for 1 minute.

**Skip Between** ♦ As esipil.

**PAKALCHI**

Pakalchis strive to intensify their preys' inherent insecurity over personal and emotional bonds, playing on the threat of those relationships falling into ruin. These sahkils are among the most manipulative of their kind, pulling strings both literal and figurative on their victims over stretched-out periods of time, exhilarating in the despair and fear for as long as possible.

**PAKALCHI**

**CREATURE 9**

NE MEDIUM FIEND SAHKIL

**Perception** +18; darkvision, true seeing

**Languages** Abyssal, Celestial, Infernal, Requian; telepathy 100 feet (page 306), tongues

**Skills** Acrobatics +18, Deception +21, Diplomacy +21, Intimidation +21, Stealth +18

**Str** +4, **Dex** +5, **Con** +4, **Int** +2, **Wis** +3, **Cha** +6

**Easy to Call** As esipil.

**AC** 26; **Fort** +17, **Ref** +18, **Will** +20

**HP** 140; **Immunities** fear, poison; **Weaknesses** good 5

**Entangling Train** ↻ **Trigger** A creature moves adjacent to the pakalchi; **Effect** Writhing, pitch-black vines wrap around the creature. The creature takes 1d6 slashing damage and takes a -15-foot circumstance penalty to its Speeds until the end of its next turn.

**Speed** 30 feet

**Melee** ♦ vine +18 (finesse, reach, versatile P), **Damage** 2d10+6 slashing plus 1d6 evil, 1d6 persistent bleed, and betrayal toxin

**Melee** ♦ claw +18 (agile, finesse), **Damage** 2d10+6 slashing plus 1d6 evil



**Ranged** ♦ thorn +18 (agile, range increment 50 feet), **Damage** 2d4+6 piercing plus 1d6 evil, 1d6 persistent bleed, and betrayal toxin

**Divine Innate Spells** DC 30; **7th** *mask of terror* (self only); **6th** *dominate*; **5th** *charm*, *calm emotions*, *suggestion* (at will); **Cantrips (5th)** *detect magic*; **Constant (6th)** *tongues*, *true seeing*

**Betrayal Toxin** (divine, enchantment, mental, poison) A creature affected by betrayal toxin hears whispers of incessant doubt in their head and can't treat any creature as their ally; **Saving Throw** DC 28 Fortitude; **Maximum Duration** 6 rounds; **Stage 1** stupefied 1 (1 round); **Stage 2** stupefied 2 (1 round)

**Skip Between** ♦ As *esipil*.

## XIMTAL

The struggles of loneliness and the anxiety that accompanies that feeling plague many creatures, and ximtals delight in exploiting this fear for their own perverse gain. Appearing as hybrids of rats and crabs with grasping tentacles, these scheming fiends manipulate their victims over long spans of time, like *pakalchis*, to savor the most fear they can. Ximtals use subtlety to entrap their prey and often don't directly engage their targets. They use insecurities as a tool and force poor behavior in mortals they set their sights on. They prefer to focus their machinations on strong-willed and well-intentioned mortals, hoping to erode their pride and self-worth and ultimately lead them eschew altruistic efforts.

Rather than focusing on a single victim, a ximtal might instead seek out a particular cause of interest to the *sahkil's* appetites. These creatures often wander the multiverse seeking to sabotage societal crusades or suppress divergent ideologies.

While most ximtals work alone, they sometimes enlist the assistance of *pakalchis*, who share similar tastes in mortal fear. Together and focused, these two types of fiends can dissolve individual self-worth, relationships, and even entire organizations.

## XIMTAL

## CREATURE 17

NE LARGE FIEND SAHKIL

**Perception** +30; *darkvision*, *true seeing*

**Languages** Abyssal, Celestial, Infernal, Requian; *telepathy* 100 feet (page 306)

**Skills** Arcana +27, Deception +33, Intimidation +33, Occultism +27, Religion +30, Stealth +28

**Str** +9, **Dex** +3, **Con** +9, **Int** +2, **Wis** +5, **Cha** +8

**Easy to Call** As *esipil*.

**AC** 39; **Fort** +32, **Ref** +26, **Will** +28

**HP** 380; **Immunities** fear; **Weaknesses** good 10

**Despoiler** (aura, divine, necromancy) 1,000 feet. Creatures within the aura take a -2 circumstance penalty to all saving throws against poisons, diseases, and drugs.

**Speed** 40 feet, climb 20 feet, fly 40 feet

**Melee** ♦ jaws +34 (magical, reach 10 feet), **Damage** 3d12+17 piercing plus 2d6 evil and sensory fever (page 222)

**Melee** ♦ claw +34 (agile, magical, reach 15 feet), **Damage** 3d8+17 slashing plus 2d6 evil and sensory fever (page 222)

**Divine Innate Spells** DC 38; **8th** *fear* (at will), *horrid wilting* (x3),



## PLANAR RELATIONS

*Sahkils* collaborate with *divs* (page 68) to corrupt and corrode mortals. *Velstracs*, who appreciate *sahkils'* depredations, sometimes work with these fiends to enact terrible horror on their victims. Nihilistic and disaffected, *daemons* tolerate *sahkils* but tend to view them as useless provocateurs.





### SAHKIL TORMENTORS

The most powerful among sahkils are the sahkil tormentors. These deific beings rule over sahkils as a whole, and many personally direct the actions of their lesser cousins. Others fall into ambivalent routines, focusing more on their own personal acts of torment rather than launching widespread, ambitious depredations upon unsuspecting mortals.

maze (×3), suggestion (at will); **Cantrips (9th)** detect magic; **Constant (9th)** fly, true seeing

**Isolate Foes** ♦♦ (curse, divine, emotion, enchantment, incapacitation, mental)

**Frequency** once per day; **Effect** The ximtal attempts to isolate its enemy's companions, forcing an impression that each creature's friends and allies have vanished and they are all alone against an insurmountable threat. The ximtal chooses up to four creatures, each of whom must be adjacent to one other target. Each target must attempt a DC 38 Will save. On a failure, a target becomes out of phase with all allies. The affected creatures can't perceive their allies or interact with them in any way, and they can move into allies' spaces as if their allies simply weren't there. Allies similarly can't perceive or interact with the affected creatures with one exception: an ally can target an effected creature with *remove curse* to remove the effects. Every 24 hours, an affected creature can attempt a new saving throw to end this effect.

**Sensory Fever** (disease) A ximtal's withering attacks cause a debilitating disease targeting the senses; **Saving Throw** DC 36 Fortitude; **Stage 1** creature loses one sense determined randomly: taste, smell, hearing, or sight (1 day); **Stage 2** creature loses an additional sense from the stage 1 list (1 day); **Stage 3** creature loses an additional sense from the stage 1 list (1 day); **Stage 4** creature loses the last sense from the stage 1 list and any special senses, such as tremorsense or lifesense (1 day); **Stage 5** all lost senses are permanent unless restored via *restore senses* or a similar effect

**Skip Between** ♦ As esipil.

### KIMENHUL

Among the strongest of their kind aside from the sahkil tormentors, kimenhuls work their craft to foment despair in those who fear failure, forming cycles of self-loathing. These powerful sahkils focus their attention on mortals who are seemingly at the peak of their ability yet harbor secret fears of inadequacy. A kimenhul's predations can leave an indelible mark on its victims. The kimenhul whispers threats and sends fears of crushing failure to its prey, seemingly originating from their own minds, a trauma that can be difficult to bear without help. These sahkils torment their prey as long as the hapless victims live, using their Eternal Fear ability every day to psychically remind their previous victims of their failings.

Some unique kimenhuls find themselves in a position of leadership in Xibalba (see the sidebar on page 223), where they carve out their own small kingdoms and direct groups of sahkils to help them find mortals to torment. They rule these nightmare kingdoms through terror, often delighting in tormenting new petitioners or scheming ways to work against their immortal foes.

### KIMENHUL

### CREATURE 20

NE HUGE FIEND SAHKIL

**Perception** +35; darkvision, true seeing

**Languages** Abyssal, Celestial, Infernal, Requian; telepathy 100 feet (page 306)

**Skills** Acrobatics +36, Arcana +33, Athletics +38, Deception +38, Occultism +33, Religion +35, Stealth +36

**Str** +10, **Dex** +8, **Con** +9, **Int** +5, **Wis** +7, **Cha** +7

**Easy to Call** As esipil.

**AC** 45, all-around vision (page 304); **Fort** +33, **Ref** +32, **Will** +35

**HP** 425; **Immunities** death effects, fear;

**Weaknesses** good 20



**Feed on Fear** The kimenhul regains 30 Hit Points at the start of its turn as long as any frightened creature is within 100 feet of it.

**Attack of Opportunity** ☞ If the triggering creature is subject to an effect with the fear trait, the kimenhul can make two claw Strikes against the creature instead of one Strike (page 304).

**Speed** 45 feet, climb 25 feet

**Melee** ✦ jaws +38 (magical, reach 15 feet), **Damage** 4d12+18 piercing plus 3d6 evil

**Melee** ✦ claw +38 (agile, magical, reach 15 feet), **Damage** 4d8+18 slashing plus 3d6 evil and Improved Grab (page 305)

**Divine Innate Spells** DC 42; **9th** *confusion*, *dispel magic* (at will), *fear* (at will), *mask of terror* (at will), *phantasmal calamity*, *suggestion* (at will), *warp mind*, *weird*; **Cantrips (10th)** *detect magic*; **Constant (9th)** *mind blank*, *true seeing*

**Eternal Fear** ✦✦ (divine, emotion, enchantment, fear, incapacitation, mental) The kimenhul contorts its faces and presents itself to its enemies in a terrifying and traumatic display that causes lingering fear. Each creature within 100 feet that can observe the kimenhul must make a DC 42 Will save. They are then temporarily immune for 10 minutes.

**Critical Success** The target is unaffected.

**Success** The target becomes frightened 3.

**Failure** The target becomes frightened 3 and is fleeing as long as it's frightened. Even after recovering from the initial experience, the trauma is lodged in the target's mind for 1 year.

Once per day, the kimenhul can communicate telepathically with the target for 1 minute as long as both creatures are on the same plane. Any time a creature under the effect of Eternal Fear is in a stressful situation (such as combat or intense social pressure), they must succeed at a DC 11 flat check or become frightened 2. While Eternal Fear lasts, the target always becomes fleeing as long as it's frightened, regardless of the source of the fear. The target can attempt a new saving throw each week to remove these effects, but they can otherwise be removed only by powerful magic such as *wish*.

**Critical Failure** As failure, but the effects are permanent and the target doesn't get to attempt a weekly save to end the effect.

**Frightening Flurry** ✦✦ The kimenhul makes one jaws Strike and two claw Strikes against a single target, in any order. The target becomes frightened with a condition value equal to the number of Strikes that hit it, to a maximum of frightened 3 if all three Strikes hit.

**Rend** ✦ claw (page 306)

**Skip Between** ✦ As esipil.

**Snatch Between** When using Skip Between, the kimenhul can bring along any creatures it has grabbed.

**Unsettled Mind** Any creature affected by any of a kimenhul's mental spells or abilities becomes stupefied 3 for the duration of that effect and for 1d4 rounds thereafter.



## XIBALBA

Within the ghostly realm of the Ethereal Plane, sahkils inhabit a terrifying realm known as Xibalba. The Land of Dread is a realm of nightmares made manifest. At the center of this demiplane is a tiered pyramid known as the Black Pyramid, where the sahkil tormentors rule their brethren and sow fear through the mortal realm.





### THE ETERNAL CYCLE

Samsarans rarely bear children, and they often send their offspring to be raised in human society, where they live lives much like their adopted kin. These offspring occasionally reincarnate as samsarans themselves. This influx of new souls balances out those who, after leading a perfected existence, finally pass on to the River of Souls.

## SAMSARAN

A unique connection to the cycle of life and death defines the mortal lives of samsarans. With a tendency toward reclusiveness, samsarans have delicate builds, enigmatic and pupilless eyes, and blood as clear as water. When a samsaran dies, their body vanishes and their soul instantly reincarnates into a newborn child elsewhere on the same plane: usually another samsaran, but occasionally a humanoid of a different ancestry.

Though all samsarans have an innate understanding of their nature, they consciously remember little from their former lives. Some, however, are occasionally struck by disjointed memories or flashes of *déjà vu* linked to a previous existence that can earn them a reputation for preternatural wisdom and insight. Most samsarans prefer to lead studious lives filled with moments of deep reflection. Their sights remain set on the eternal and on enlightenment, reducing the appeal of the short-term material gains one can achieve in just one lifetime. A samsaran ceases their cycle of reincarnation only upon reaching perfect state of enlightenment—or falling so far from harmony that they proceed to a doomed afterlife.

The ancestral home of the samsarans lies in Zi Ha, a remote mountain nation in Tian Xia. These treacherous mountains help ensure the solitude most samsarans prefer, and they're further protected by misguiding illusions, defensive wards, and secure fortifications.

### SAMSARAN ANCHORITE

### CREATURE 1

UNCOMMON N MEDIUM HUMANOID SAMSARAN

**Perception** +9; low-light vision

**Languages** Celestial, Common, Samsaran

**Skills** Medicine +6, Occultism +6, Religion +7, Society +4

**Str** +0, **Dex** +2, **Con** +0, **Int** +1, **Wis** +4, **Cha** +2

**Items** spear, sling (10 bullets)

**Cryptomnesia** A samsaran anchorite subconsciously retains bits of knowledge from their innumerable former lives, granting them a +1 circumstance bonus to skill checks that aren't listed in their skills above, and allowing them to attempt all skill actions that normally require the user to be trained.

**AC** 15; **Fort** +3, **Ref** +7, **Will** +9

**HP** 16

**All This Has Happened Before** ⤴ (divination, occult) **Frequency** once per day; **Trigger**

The samsaran anchorite is about to roll initiative; **Effect** The anchorite experiences a flash of recognition from a previous existence, gaining a +4 circumstance bonus to the triggering roll. If this causes the anchorite to be the first creature to act, they also become quickened for 1 round, but they can use the extra action only to Recall Knowledge or Step.

**All This Will Happen Again** ⤴ (fortune, emotion, mental) **Frequency** once per

day; **Trigger** The samsaran anchorite fails or critically fails a Will save against an emotion effect; **Effect** Even in the face of overwhelming tribulation, the anchorite finds solace in the notion that all things are merely part of a never-ending cycle. They reroll the saving throw with a +1 status bonus; they must use the second result.

**Speed** 25 feet

**Melee** ✦ spear +5, **Damage** 1d6+2 piercing

**Ranged** ✦ sling +7 (range increment 50 feet, reload 1),

**Damage** 1d4+2 bludgeoning

**Divine Prepared Spells** DC 17; **1st** *command*, *heal*, *sanctuary*;

**Cantrips (1st)** *guidance*, *light*



## SASQUATCH

The elusive sasquatches dwell in the deepest, most remote and secluded tracts of wilderness. They avoid confrontations with humanoids unless drawn out by curiosity. In such cases, glimpses through the underbrush are typically the best an onlooker can hope for, as sasquatches are perfectly content to live their lives in peace hidden in the deep thickets of the wild.

Despite their considerable bulk, sasquatches are capable of moving through forests with surprising grace and efficiency. Often, their distinctively pungent odor or the discovery of a few sets of unusually oversized footprints are the only signs of their presence. These footprints have helped to engender a popular nickname, “bigfoot,” for these mysterious creatures.

While normally nonconfrontational, a sasquatch can be driven to violence when startled or when their homeland is threatened, be it by the expansion of pioneers or the intrusion of fell supernatural influences. Usually, a sasquatch’s attack lasts as long as it takes to frighten away a foe; they rarely pursue those who flee from their displays of dominance.

Sasquatches speak their own language, which mixes sounds easily mistaken for ambient wildlife calls and knocking—most often by striking a solid surface (such as a tree) with a branch or a stone—allowing a whole family of sasquatches to carry on conversations without alerting nearby humanoids. Even in death they avoid leaving traces behind, for when a sasquatch dies, their kin take pains to bury the body deep and hide the grave site well to protect the remains from scavengers and evil spirits alike.



### SIMILARLY HIDDEN

Creatures similar to the forest-dwelling sasquatches can be found throughout the world. The most infamous are mountain-dwelling yetis, but other regions hide even more elusive creatures, such as the orang pendek, yowie, almas, and yeren. Just as yetis and sasquatches have significantly different traits and abilities, it’s likely these other creatures each possess their own unique abilities to help them remain in isolation.

## SASQUATCH

## CREATURE 2

UNCOMMON N MEDIUM HUMANOID

**Perception** +8; low-light vision, scent (imprecise)  
30 feet

**Languages** Sasquatch

**Skills** Athletics +9, Intimidation +5, Stealth +9 (+11 in forests), Survival +6

**Str** +5, **Dex** +1, **Con** +3, **Int** -1, **Wis** +2, **Cha** +1

**AC** 17; **Fort** +11, **Ref** +7, **Will** +6

**HP** 36

**Catch Rock** ⤴ (page 304)

**Emerge From Undergrowth** ⬠ **Trigger** The sasquatch is in forest terrain and rolls Stealth for Initiative; **Effect** The sasquatch Strides up to half their Speed, after which they attempt to Demoralize a single creature within 15 feet.

**Speed** 30 feet

**Melee** ⬠ fist +11, **Damage** 1d10+5 bludgeoning

**Ranged** ⬠ rock +9 (brutal, range increment 30 feet), **Damage** 1d6+5 bludgeoning

**Brutal Blows** On a critical hit with a fist Strike, the target is knocked prone by the blow.

**Forest Stride** The sasquatch ignores difficult terrain in forests.

**Pungent** The sasquatch’s odor is quite powerful and can be detected at twice the normal distance by scent.

**Threatening Visage** The sasquatch doesn’t take a penalty to Demoralize a creature that doesn’t understand their language.

**Throw Rock** ⬠ (page 306)



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### SCALEScribe ASSISTANTS

Due to their scribing capabilities, scalescribes are highly sought after as assistants for wizards and other scholarly spellcasters. Though rarely deigning to become true familiars, scalescribes keenly work with those they deem “clever,” as long as their friend helps them discover new words.

## SCALEScribe

Often seen at the sides of spellcasters, scalescribes are tiny, snakelike creatures with numerous hands that usually hold a multitude of fountain pens in various ink colors. The words scrawled across their bodies shift depending on what texts they’ve encountered recently. Scalescribes have a fondness for language, especially magical language, and make their homes in libraries or other places of learning.

### SCALEScribe

### CREATURE 3

**N** **TINY** **ABERRATION**

**Perception** +11; darkvision

**Languages** Aklo, Common, Draconic

**Skills** Arcana +11, Library Lore +11, Occultism +9, Scribing Lore +11, Stealth +8

**Str** -2, **Dex** +3, **Con** +1, **Int** +4, **Wis** +4, **Cha** +0

**Mage Bond** After performing a 1-hour ritual, a scalescribe can bond with one willing creature capable of Casting Spells. The scalescribe can Aid their bonded caster in Crafting a scroll, and they can make their Transcribed spell available to the caster so long as the spell is of the caster’s tradition. A bonded prepared caster can prepare the spell. A bonded spontaneous caster can add the spell to their spell repertoire during their daily preparations, and it remains as long as the Transcribed scroll exists.

**AC** 18; **Fort** +6, **Ref** +10, **Will** +11; +2 status to all saves vs. linguistic effects

**HP** 45

**Transcribe** **Trigger** Another creature targets the scalescribe with a spell requiring verbal components; **Effect** The scalescribe attempts to copy the incantation onto a scroll by attempting a counteract check (counteract level 2, counteract modifier +10) with the following effects instead of the normal effects of counteracting.

The spell still affects the scalescribe, regardless of the results of this check. The scalescribe can Cast a Spell from any scroll they Transcribe as if it were on their spell list. Transcribing a new scroll renders any previously Transcribed scroll inert.

**Critical Success** If the triggering spell’s level was no more than 3 higher than the scalescribe’s counteract level, the scalescribe captures a copy of the spell in a scroll that appears in their hand. This scroll can be used normally but fades after 24 hours if not used before then.

**Success** As critical success, but only if the spell’s level is no more than 1 higher than the scalescribe’s counteract level.

**Failure** As critical success, but only if the spell’s level is lower than the scalescribe’s counteract level.

**Critical Failure** The scalescribe fails to copy the spell.

**Speed** 20 feet

**Melee** **◆** fountain pen +10 (agile, finesse, magical), **Damage** 1d6+2 piercing plus inkstain

**Ranged** **◆** morpheme glyph +10 (evocation, magical, range 40 feet), **Damage** 3d6 force

**Arcane Innate Spells** DC 20; **3rd** *secret page*; **2nd** *comprehend language* (×3, self only), *dispel magic*; **Cantrips (2nd)** *detect magic*, *message*, *read aura*, *sigil*

**Inkstain** When the scalescribe deals damage to a creature with their fountain pen, the creature takes 1d4 persistent poison damage. When a creature taking this damage attempts to take an action with the concentrate trait, it must succeed at a DC 5 flat check or the action is disrupted.



## SEAHORSE

Giant seahorses are bear-sized, docile versions of their tiny, more common cousins. Merfolk and other underwater cultures often use them as pack animals, while some coastal cultures ride them as mounts. Earning a seahorse's trust can be rather difficult given their skittish nature, but giant seahorses can express incredible loyalty and affection once they bond with someone, even going so far as to risk their own well-beings to defend someone who has earned their trust. They don't take to combat naturally, though, and in dangerous situations, they're more likely to try and grab their rider with their strong, prehensile tails before swimming to safety, rather than staying in a fight. Like smaller seahorses, giant seahorses have bony armor plates on the outside of their bodies, covered by skin, which makes them fairly durable despite their reluctance to battle.

Though not the strongest swimmers, seahorses rely primarily on natural camouflage to survive. Chromatophores in seahorses' skin allow them to camouflage themselves. This ability is fairly rudimentary, and the size of a giant seahorse makes this tactic far less effective for them than for their smaller kin. Their colors change slowly at most times, though when in a dangerous situation, the process occurs much more rapidly for the seahorse.

Unlike regular seahorses, giant seahorses also rely on herd tactics for defense as well as their surprising physical strength. A herd of charging seahorses is just as terrifying and dangerous underwater as a herd of stampeding horses on land. Humanoids in underwater cultures learn at a young age to quickly get out of the way of a herd of stampeding seahorses.

Baby giant seahorses are too big to easily float and lack sufficient strength to swim on their own for several weeks after birth. They instead link tails with an adult and allow themselves to be ferried around. An adult seahorse can carry upwards of 20 seahorse babies hanging from them at once, though these babies might occasionally get left behind or swept away by a strong current. Caring for these helpless, wayward children is seen as a supreme act of kindness by many merfolk, who'll let these babies wrap their tails around staves and other implements and rear them into adulthood.

### GIANT SEAHORSE

### CREATURE 3

**N** **LARGE** **ANIMAL**

**Perception** +10; low-light vision

**Skills** Athletics +11, Stealth +10 (+12 in underwater vegetation)

**Str** +4, **Dex** +3, **Con** +4, **Int** -4, **Wis** +1, **Cha** +3

**Camouflage** The giant seahorse can change its coloration to match its surroundings. It doesn't need cover to attempt to Hide with a Stealth check.

**AC** 19; **Fort** +11, **Ref** +10, **Will** +6

**HP** 58

**Speed** swim 30 feet

**Melee** **◆** snout +11, **Damage** 1d12+4 bludgeoning

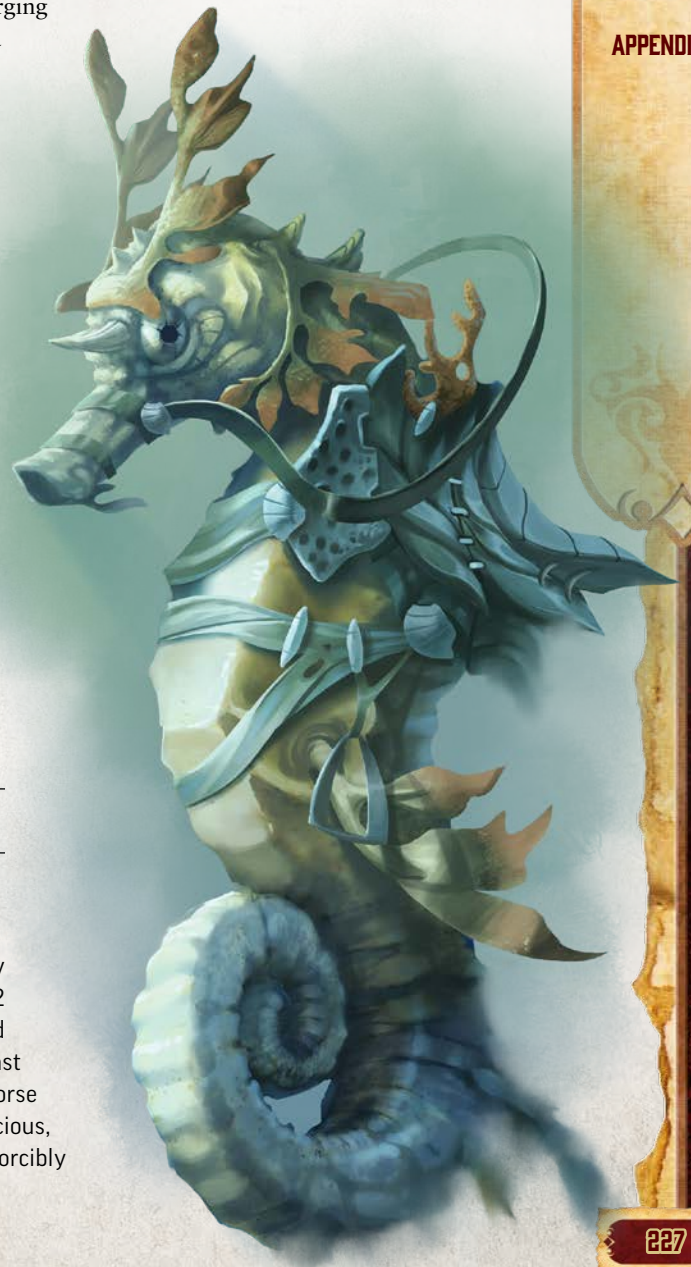
**Melee** **◆** tail +11 (agile), **Damage** 1d6+4 bludgeoning plus Grab (page 305)

**Anchor** **◆** The seahorse wraps its tail around either a stationary object or its rider. A seahorse anchored to an object gains a +2 circumstance bonus to any defense against effects that would forcibly move it. An anchored rider gains the same benefit against effects that would forcibly knock it off the seahorse. The seahorse remains anchored until it Releases its grip, is knocked unconscious, or either it's forcibly moved away from the object or its rider is forcibly moved off it.



### SEAHORSE OMENS

Many variants of seahorse mate for life, including the giant variety. In some seafaring cultures, the giant variants are revered as symbols of love and companionship. To see two giant seahorses swimming through the ocean water together supposedly signals that love is on the horizon for the viewer. On the other hand, seeing a lone giant seahorse without either its mate or its herd foretells a life of solitude or the tragic end of a relationship.



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### DIRECTED IRE

A seething spirit most dearly wants to find a host with a rage similar to their own. A spirit spawned from romantic resentment might gravitate toward a jilted lover, for example. The rage in the seething spirit is purely evil, so a spirit created from anger at persecution might seek out an innocent prisoner to turn into a murderer who'll sate the spirit's rage.

## SEETHING SPIRIT

Hatred so powerful it lives beyond the grave—this sentiment animates the ephemeral crimson apparitions known as seething spirits. Single-minded in nature, they stoke the fires of anger and hate, capable of planning and strategy, but the one thing beyond their grasp is personal growth. Though similar to ghosts, seething spirits retain much less of their former living selves. Most of their soul has moved on, and only the fury remains. There's no way to set a seething spirit to rest: only violence can destroy it.

By possessing a creature and nurturing the seeds of resentment and rage already within its mind, a seething spirit can greatly alter the host's behavior and personality. When broached about such changes, a host might claim they're just finally "telling it like it is." Because a seething spirit can't voluntarily end its possession, it's essentially one with its victim until the victim's rage results in death. A seething spirit doesn't take pleasure in this death—they rapidly move on in search of a new rageful host.

### SEETHING SPIRIT

### CREATURE 11

UNCOMMON CE MEDIUM INCORPOREAL SPIRIT UNDEAD

**Perception** +15; darkvision, tastes anger (imprecise) 1 mile

**Languages** Common, Dwarven, Jotun; *tongues*

**Skills** Acrobatics +21, Deception +20, Diplomacy -5, Intimidation +24, Stealth +21

**Str** -5, **Dex** +6, **Con** +0, **Int** +2, **Wis** -2, **Cha** +7

**Taste Anger** (detection, divination, occult) The spirit can taste anger and hatred from creatures experiencing those emotions within 1 mile (imprecise).

**AC** 29; **Fort** +17, **Ref** +23, **Will** +21

**HP** 145, negative healing (page 305); **Immunities** death effects, disease, paralyzed, poison, precision, unconscious; **Weaknesses** emotion

12; **Resistances** all damage 10 (except emotion, force, *ghost touch*, mental, or positive; double resistance vs. non-magical)

**Pulse of Rage** (aura, emotion, enchantment, mental, occult) 20 feet. This aura emanates from any creature possessed by the seething spirit, and it's inactive while the spirit isn't possessing anyone. Any creature in the aura, including a creature possessed by the spirit, takes a -1 status penalty to AC, can't perform actions with the concentrate trait except for the Seek action and actions with the rage trait, and gains a +2 status bonus to melee damage rolls against the spirit's enemies.

A creature can attempt a DC 30 Will save when it enters the aura to avoid the effect. If the creature would need to attempt a save against the aura again within 24 hours, it automatically uses the same save result rather than attempting a new save.

**Vulnerable to Calm Emotions** A seething spirit can't attempt to possess a creature affected by *calm emotions*. If creature possessed by a seething spirit fails a saving throw against *calm emotions*, the spirit is forced out. If the spirit isn't possessing a creature and is targeted with *calm emotions*, the spirit takes 12 mental damage per level of the spell instead of the normal spell effects.

**Speed** fly 40 feet

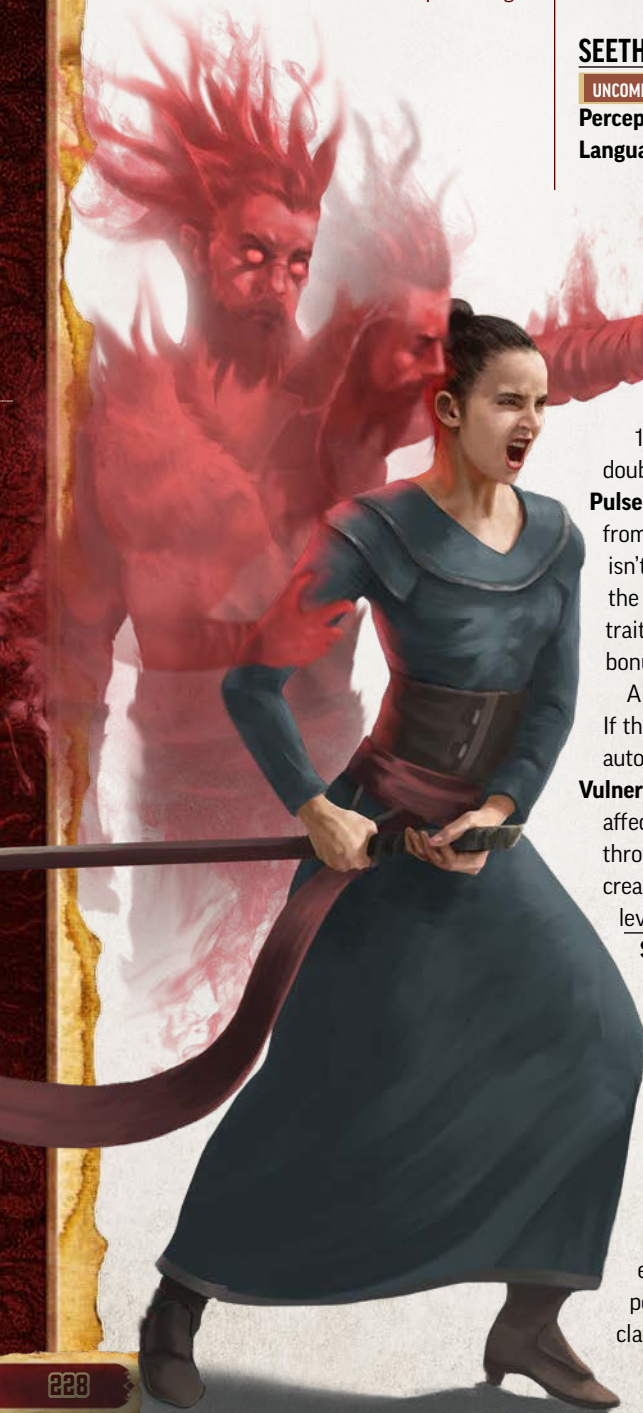
**Melee** ♦ ephemeral claw +22 (evocation, occult), **Damage** 3d12+7 slashing

**Occult Innate Spells** DC 32; **6th** *paranoia*, *remove fear*, *suggestion* (×3); **3rd** *mind reading* (at will); **2nd** *invisibility* (at will, self-only), *ventriloquism* (at will);

**Constant (6th)** *tongues*

**Furious Possession** ♦♦ The seething spirit attempts to possess an adjacent corporeal creature. This has the same effect as a *possession* spell (DC 30), except since the spirit doesn't have a physical body, they're not unconscious and paralyzed when the effect ends. The spirit can't Dismiss the possession.

The creature gains 12 temporary Hit Points that are lost when the possession ends. During the possession, the creature has the pulse of rage aura. Each time the possessed creature makes a melee Strike, the spirit can substitute their ephemeral claw attack modifier, damage amount, or both in place of the creature's own statistics.



## SHABTI

Cobbled together from broken bits of mortal souls, shabti are facsimiles of wealthy or powerful mortals seeking to escape punishment for their sins upon death. Those rulers and nobles afraid of Pharasma's judgment use the shabti to receive cosmic punishment in their stead. Unaware that they're copies of another soul, shabti endure this fate for some time before being discovered by Pharasma's psychopomps, who reveal the truth to the shabti and strive to met out the avoided punishment to the shabti's creator, using whatever information available. In this case, the shabti is liberated and left to wander Golarion on their own.

Freed but without purpose, many shabti try to recreate the lives that they think they were supposed to lead, replaying out the themes and situations from false memories that fill their heads. Others find themselves tormented for ages by the fact they were solely created to endure punishment for sins committed by another. Some shabti revel in the freedom of their new endless existence, traveling the world in search of sensation and meaning.

A rare few shabti find purpose in aiding Pharasma. They seek to do justice in the god's name and preserve the natural order. Some follow this path as repayment for being freed, while others want to ensure that others don't suffer in their creators' stead.

### SHABTI REDEEMER

### CREATURE 4

RARE NG MEDIUM HUMANOID SHABTI

**Perception** +8; darkvision

**Languages** Celestial, Common

**Skills** Arcana +8, Athletics +12, Diplomacy +10, Medicine +12, Religion +10

**Str** +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +0, **Cha** +3

**Items** dagger, scale mail, staff

**Blade Ally** The shabti's staff gains the benefits of the *disrupting rune* while they wield it.

**AC** 24; **Fort** +14, **Ref** +8, **Will** +11

**HP** 75; **Immunities** drained

**Aura of Courage** 15 feet. When the shabti becomes frightened, reduce the frightened value they would gain by 1. At the end of their turn, they reduce the frightened value of all allies in the aura by 1.

**Glimpse of Redemption** **Trigger** An enemy damages the shabti's ally, and both the enemy and ally are within 15 feet of the shabti; **Effect** The shabti's foe hesitates under the weight of sin as visions of redemption play in their mind's eye. The foe must choose one of the following options:

- The ally is unharmed by the triggering damage.
- The ally gains resistance 6 to the triggering damage. After the damaging effect is applied, the enemy becomes enfeebled 2 until the end of its next turn.

**Immortal** Shabti don't age naturally and can't die of old age. Spells and effects that cause aging still affect a shabti as normal. They also can't be turned into undead.

**Speed** 25 feet

**Melee** **◆** *disrupting staff* (two-hand d8) +14, **Damage** 1d4+7 bludgeoning

**Melee** **◆** dagger (agile, finesse, versatile S) +14, **Damage** 1d4+7 piercing

**Ranged** **◆** dagger (agile, thrown 10 feet, versatile S) +11, **Damage** 1d4+7 piercing

**Divine Innate Spells** DC 19; **1st** *charm*

**Champion Devotion Spells** DC 19; **2nd** (2 Focus Points) *lay on hands* (Core Rulebook 387)



### SOVEREIGN SHABTI

Royals of Ancient Osirion bound their souls to hollow figurines called *sovereign shabti* to create a shabti. This act ensured that upon the royal's death, the *sovereign shabti* sped up their judgment in the afterlife and created a shabti to suffer their punishment, after which the figurine would crumble.



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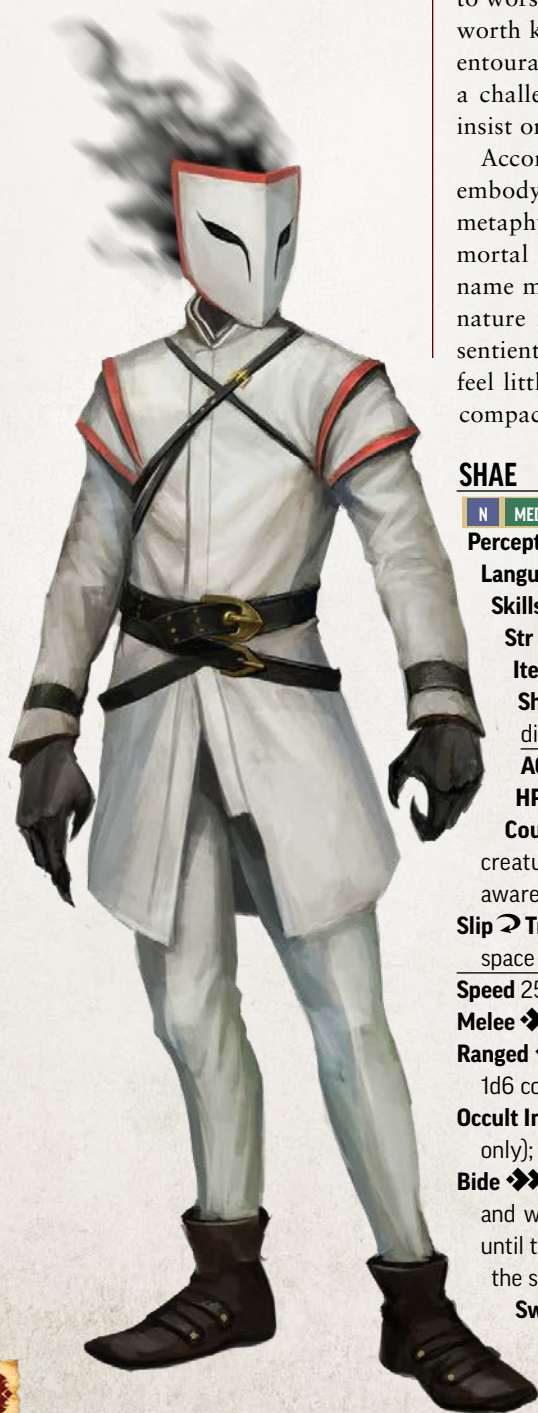
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### CHILDREN OF SHADOWS

Though rare, shae occasionally engage in relationships with mortals, resulting in children born as fetchlings. Though shae maintain a cool superiority over their mortal children, fetchlings who join a shae's cult are placed in positions of authority over other mortals and receive blatantly preferential treatment.



## SHAE

Shae are wispy, tenebrous creatures native to the Plane of Shadow. Their amorphous bodies appear in constant states of flux. They cast no shadows of their own, instead gaining and losing umbral energy to nearby shadows that shrink and grow alongside them.

Most shae wear clothing spun from shadows that shift with them, though diplomats sometimes don more conventional garments while entertaining outsiders. Their most distinctive apparel are their white stone masks, which shae don only when they must put on a discernible “face” for interacting with humanoids and similar creatures. They do so begrudgingly, as they consider themselves superior to humanoids, but donning their masks allows them to be more easily understood and thus keeps their interactions with their lessers as brief as possible.

The dynamic between a shae and humanoids shifts when humanoids come to worship a shae, however. A mortal who shows a shae their due deference is worth keeping around, so many shae collect cults of personality or expansive entourages. Even getting a meeting with such a self-important shae can present a challenge that requires one to deal with many layers of hangers-on who insist on vetting the newcomer before wasting the shae's precious time.

According to shae lore, they've transcended the material world and now embody a cosmological equilibrium of reality and illusion. Their claims to metaphysical ascendance and knowledge of the secrets of shadows entice many mortal supplicants to join shae courts and cults. In the shae language, their name means “unbound,” in accordance with their belief that their ephemeral nature makes them free of the moral and social strictures that bind other sentient creatures, and they essentially make a virtue of capriciousness. Shae feel little obligation to follow through with oaths or obey laws, so sealing a compact with a mortal means little to them.

### SHAE

### CREATURE 4

N MEDIUM SHADOW

**Perception** +10; darkvision

**Languages** Aklo, Auran, Common, Shae, Undercommon

**Skills** Acrobatics +13, Deception +9, Occultism +11, Shadow Plane Lore +11, Stealth +13

**Str** +3, **Dex** +5, **Con** +1, **Int** +3, **Wis** +2, **Cha** +3

**Items** dagger (5)

**Shadow Shift** Being made partially of shadow themselves, shae are concealed in dim light or darkness even to creatures that can see clearly in those light levels.

**AC** 21; **Fort** +9, **Ref** +11, **Will** +10

**HP** 45; **Immunities** precision; **Resistances** cold 5, negative 5

**Counterattack** **Trigger** The shae is targeted by an attack from an adjacent creature that misses due to the shae being concealed; **Requirements** The shae is aware of the attack; **Effect** The shae makes a Strike against the attacker.

**Slip** **Trigger** A creature moves adjacent to the shae; **Effect** The shae teleports to a clear space adjacent to another creature they can see within 30 feet.

**Speed** 25 feet, fly 35 feet; swift steps, tenebral form

**Melee** **◆** dagger +13 (agile, finesse, versatile S), **Damage** 1d4+5 piercing and 1d6 cold

**Ranged** **◆** dagger +13 (agile, thrown 10 feet, versatile S), **Damage** 1d4+5 piercing and 1d6 cold

**Occult Innate Spells** DC 21; **7th** *plane shift* (self only; to Shadow Plane or Material Plane only); **4th** *gaseous form* (at will); **Cantrips (2nd)** *chill touch*, *detect magic*

**Bide** **◆◆** The shae prepares to take action against their foes, watching their opponent and waiting for the right opportunity to respond. The shae gains a second reaction until the start of their next turn, though they still can't use more than one reaction on the same triggering action.

**Swift Steps** The shae's movement doesn't trigger reactions.

**Tenebral Form** The shae can Fly at full Speed in *gaseous form*.

## SHANTAK

The imposing shantaks are far more intelligent than their bestial appearance would suggest. They can speak, though their voices sound like glass grinding on stone, and they can't converse in any language besides Aklo.

Shantaks' ability to travel through the gulfs of outer space at supernatural speed allows them to nest on numerous worlds, yet despite this mobility, most shantaks are reluctant to seek out new homes unless faced with no other option. Instead, they roost in discarded ruins or asteroids adrift in space, only emerging and landing upon planets in their chosen stellar system when the urge to feed compels them.

Despite not being native to the Dimension of Dreams, they're commonly found in that realm. Their ability to fly through space affords them swift travel between Leng and more hospitable reaches of the Dreamlands, making them particularly sought after as mounts for those who have business in the far reaches of the dreaming plane.

Convincing a shantak to become a mount is notoriously difficult. They refuse any sort of training, and even if one is convinced to ferry a humanoid on their back, they can be obstinate and fickle. Anyone relying on a shantak mount should have a backup plan ready in case the shantak strands their passenger on an asteroid or strange planet after some disagreement.

Although a shantak is nearly the size of an elephant, many possess irrational fears of certain creatures. In particular, nightgaunts (page 186) terrify them, but other shantaks have been observed fleeing from harpies and gargoyles. Though these ancestries all share the same trait, shantaks don't fear every type of winged humanoid, which makes the origin of their phobia all the more mysterious. Shantaks on Golarion typically hide themselves away in remote places since several of the creatures they fear appear on the planet in abundance.

### SHANTAK CREATURE 8

UNCOMMON CE HUGE BEAST

**Perception** +18; darkvision

**Languages** Aklo

**Skills** Acrobatics +17, Athletics +18

**Str** +6, **Dex** +3, **Con** +4, **Int** -1, **Wis** +4, **Cha** +0

**AC** 27; **Fort** +18, **Ref** +13, **Will** +16

**HP** 115; **Immunities** disease; **Resistances** cold 10

**No Breath** The shantak doesn't breathe and is immune to effects that require breathing (such as an inhaled poison).

**Slippery** The shantak's scales are covered in slippery slime, so the shantak gains a +3 circumstance bonus to Escape. A creature mounted on a shantak takes double the normal circumstance penalty to Reflex saves (-4 instead of -2 in most cases) while mounted.

**Speed** 20 feet, fly 60 feet

**Melee** ♦ jaws +20, **Damage** 2d12+9 piercing

**Melee** ♦ claw +20 (agile), **Damage** 2d8+9 slashing

**Flying Strafe** ♦♦ The shantak Flies up to their fly speed and makes two claw Strikes at any point during that movement. Each Strike must target a different creature. The attacks take the normal multiple attack penalty.

**Share Defenses** ♦ (abjuration, occult) **Requirements** A creature is riding the shantak; **Effect** The shantak extends their no breath ability and cold resistance to a single creature riding them. They can withdraw this protection as a free action.



### RIDING SHANTAKS

Those who seek to travel to other worlds might consider using a shantak as a mount for their speed and Share Defense ability, yet riding them is a risky endeavor. Far more intelligent than animals, shantaks have strong, mercurial personalities and often require bribes from their riders. Even when they receive a gift they particularly enjoy, a shantak could still decide to drop off their passenger at an amusing (to them) remote location.

