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Medium fiend (sahkil), neutral evil Armor Class 18 (natural armor)Hit Points 110 (13d8 + 52)Speed 50 ft., climb 50 ft. STR DEX CON INT WIS CHA 20 (+5) 11 (+0) 19 (+4) 12 (+1) 10 (+0) 15 (+2) Skills Intimidation +6, Perception +4, Stealth +4Damage Resistances cold, lightning, thunder; bludgeoning, piercing, and slashing from nonmagical attacksCondition Immunities poisonedSenses darkvision 60 ft., passive Perception 14Languages Abyssal, Celestial, Infernal, Telepathy 100 ft.Challenge 9 (5,000 XP) Innate Spellcasting. The zohanih's innate spellcasting ability is Charisma. The zohani can innately cast the following spells, requiring no material components: Fear Gaze. When a creature that can see the zohani's eyes starts its turn within 30 feet of the zohanih, the zohanih can force it to make a DC 14 Wisdom saving throw if the zohanih isn't incapacitated and can see the creature. If the saving throw fails the target is frightened while in the presence of the zohani. The target may repeat the saving throw at the end of its turn, and on a success, is immune to this particular zohanih's fear gaze for the next 24 hours. Magic Resistance. The zohanih has advantage on saving throws against spells and other magical effects. Magic Weapons. The zohanih's weapon attacks are magical. Multiattack. The zohanih makes one bite and two talon attacks, or it makes one melee attack and teleports before or after the attack. Bite. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 12 (2d6 + 5) slashing damage. If the target is a creature, it must succeed on a DC 18 Constitution saving throw or become poisoned for 1 minute. While poisoned it takes 5 (2d4) poison damage at the start of each of its turns due to the fiendish poison. Each time the zohanih hits the wounded target with this attack, the damage dealt by the wound increases by 5 (2d4). The fiendish poison is cured if the target receives magical healing. A creature that fails this saving throw by more than 5 has its reflexes deadened and has disadvantage on Dexterity and Wisdom saving throws and ability checks while poisoned. Talon. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 15 (3d6 + 5) piercing damage. Teleport. The zohanih magically teleports, along with any equipment it is wearing or carrying, up to 60 feet to an unoccupied space it can see. Section 15: Copyright Notice: Legendary Planet Adventure Path (5E) © 2020, Legendary Games; Authors: Authors: Matt Goodall, Jim Groves, Steven T. Helt, Tim Hitchcock, Jason Nolsen, Richard Pett, Tom Phillips, Mike Shel, Neil Spicer, Mike D. Welham. This is not the complete license attribution - see the full license for this page Psychopomps oversee one of the most fundamental functions of the multiverse: the progress of mortal souls. Through this infinite cycle of lives, deaths, and rebirths, the forces of the planes calibrate and evolve. Psychopomps serve as caretakers of this process, yet no matter their might or influence, they all know their place, their duty, and a shared secret: that the order of the planes is not perfect, and that one distant day it will end. For most psychopomps, this burdensome truth reinforces the great need for their diligence in fending off the decay of all things. For others, it is an onrushing nihilistic destiny. And for the most brazen, selfish psychopomps, it is a reason to rebel. Those psychopomps that dissent are known as sahklis. Not content to serve as clerks in an endlessly deteriorating cycle of meaningless lives, these former psychopomps abandoned their duties. Escaping the strictures of their previous brethren, they flee to the empty places of reality—most congregating in the misty Ethereal Plane. There, where the great procession of newly departed souls endlessly marches toward judgment, death's rebels remake themselves. Embracing the dread with which mortals already view them, they restyle themselves as tyrants of terror. No longer servants to souls, they would become their terrifying masters. Reality's days might be numbered, but for those finite eons, sahklis resolve to rule. Sahklis bear little resemblance to the psychopomps they once were. Although some embrace the morbidity of their former brethren, most sahkl forms are inspired by common or particularly potent mortal fears. Unnatural fusions, insectile limbs, and bloody phantasmagorias abound among sahkl shapes, each designed and destined to terrify. The least sahklis have the most recognizable forms—familiar limbs seemingly twisted by unimaginable excruciations. The greatest of their kind, though, are near-indescribable horrors, obscene in both shape and proportions. Yet sahklis share the single drive to give all creatures reason to fear. From the Ethereal Plane, sahklis watch. They slip tenuous tendrils into the dark and abandoned places of the world, infusing the mundane with dread and giving fangs to mortal imaginations. When they trespass upon the Material Plane, most sahklis prefer to remain veiled, corrupting nature and turning people into monsters. They revel in the awe associated with terror and hear praises in every scream. When finally their victims have been sapped, drained of their capacities to hope and to fear, the sahkl feed. Not willing to let their playthings escape to feed the cycle they once served, sahklis delight in nothing more than tearing mortal souls apart or giving rise to blasphemous undead. The most dangerous sahklis rise to dominate their brethren as nightmare warlords. These sahkl tormentors form vast, sanity-bending realms from which only tortured sounds escape. Unique in form and objectives, these demigods gather legions of sahkl servitors, uniting them in campaigns targeting vulnerable souls, entire mortal worlds, or even rival tormentors. Regardless of their goals, sahkl tormentors are the most secretive members of the race, cloaking themselves to preserve the terror of their true faces, or sometimes to hide the beings they once were. As sahklis viciously impede the multiverse's workings, these gluttons of fear are widely loathed. Nearly every celestial and lawful race opposes their selfish desires, hunting them as dangerous beasts and metaphysical brigands. Psychopomps most actively oppose sahkl interference with the progress of souls, yet rarely display racial malice against the traitors. Additionally, manasaputras violently resent sahkl schemes, as sahkl predation actively impedes the development of mortal souls. This often results in dutiful manasaputras or their agents defending vulnerable spirits or leading quests to liberate worthy souls before they're destroyed. The sahkl are not without allies, though. Divs, in their campaigns to spread misfortune and ruin among mortals, respect the motivations of sahklis and sometimes work with them to spread fear. Equally nihilistic, the end-seeking daemons delight in sahkl destruction of mortal souls and their hastening of the end times. Kytons, too, have a distant admiration for the avant-garde masterpieces of insanity and terror that sahklis work upon mortal minds. Sahkl Tormentors A fractious group of godlike warlords dominate vast numbers of sahkl. They have been the most effective in the goals of their race, amassing power and worship through terror. From their nether-realms upon the Ethereal Plane, these sahkl tormentors sow new horrors among mortal worlds and minds. Some of the most dreadful tormentors include the following. Anshashe, The Skin That Walks on Teeth Chamiahlool, Skull Staff Chary, The Typhon Wheel Dacherzul, The Darkness Behind You Ugerret, She Who Was Lost Hataam, River Eater Nameless, Upon an Empty Throne Ozranvial, Despair's Smile Shawnari, The One Out of Place Velgaas, Minds in the Dark The Vermillion Mother Xiquirapt, Flying Scab Zipacna, The Mountain Below This creature's stout canine torso tops a slimy mass resembling an earthworm. Disgusting vines dangle from its face. Espilcr 3R 2 XP 600 NE Tiny outsider (evil, extraplanar, sahkl) Init +7; Senses darkvision 60 ft., low-light vision; Perception +7 Defense AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size) hp 37 (3d10+3) Fort +4, Ref +4, Will +4 DR 5/good; Immune death effects, disease, fear effects, poison; Resist cold 20, electricity 10, sonic 20; SR 31 Offense Speed 50 ft., climb 50 ft. Melee 3 bites +35 (2d8+11 plus grab), 4 claws +35 (1d8+11/19-20 plus 1d3 Charisma bleed) Space 15 ft.; Reach 15 ft. Special Attacks bewildering assault, grab (Intimidate), look of fear (30 ft., DC 14), spirit touch Spell-Like Abilities (CL 3rd; concentration +4) At will—cause fear (DC 14), mage hand (DC 14), mirror image 1/week—contact other plane Statistics Str 8, Dex 16, Con 13, Int 9, Wis 12, Cha 12 Base Atk +3; CMB +4; CMD 13 Feats Improved Initiative, Skill Focus (Intimidate) Skills Acrobatics +9, Intimidate +10, Knowledge (planes) +5, Perception +7, Stealth +17 Languages Abyssal, Celestial, Common, Infernal; telepathy (touch) 3/day—shape space (tiny cat or dog; beast shape II) easy to call, emotional focus Ecology Environment any (Ethereal Plane) Organization solitary or pack (2-12) Treasure standard Special Abilities Bewildering Assault (Su) If an espilcr makes a successful critical hit with one of its natural attacks, the target is confused for 1 round. Look of Fear (Su) A creature affected by an espilcr's gaze is shaken for 1 round. Espilcs prey upon the unease that comes from living among beasts. The civilized world has domesticated animals, but those creatures are just a step away from wild animals, and espilcs are sure that humans who live around them remember that. They ingratiate themselves with humanoid spellcasters who might take them on as familiars) by acting like loving pets. They then delight in aggressive episodes, barking and snapping and giving fangs to mortal imaginations. When they trespass upon the Material Plane, most sahklis prefer to remain veiled, corrupting nature and turning people into monsters. They revel in the awe associated with terror and hear praises in every scream. When finally their victims have been sapped, drained of their capacities to hope and to fear, the sahkl feed. Not willing to let their playthings escape to feed the cycle they once served, sahklis delight in nothing more than tearing mortal souls apart or giving rise to blasphemous undead. 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