Continue

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 ability is Charisma. The zohanil's innate spellcasting ability is Charisma. that can see the zohanil's eyes starts its turn within 30 feet of the zohanil can force it to make a DC 14 Wisdom saving throw at the end of its turn, and on a success, is immune to this particular zohanil's fear gaze for the next 24 hours. Magic Resistance. The zohanil has advantage on saving throws against spells and other magical. Multiattack. The zohanil 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 zohanil 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 throws and ability checks while poisoned. Talon. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 15 (3d6 + 5) piercing damage. 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 Nelson, 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 sahkils. 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, sahkils resolve to rule. Sahkils bear little resemblance to the psychopomps they once were. Although some embrace the morbidity of their former brethren, most sahkil forms are inspired by common or particularly potent mortal fears. Unnatural fusions, insectile limbs, and bloody phantasmagorias abound among sahkil shapes, each designed and destined to terrify. The least sahkils 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 sahkils watch. They slip tenuous tendrils into the dark and abandoned places of the world, infusing the mundane with dread and giving fangs to mortal imaginings. When they trespass upon the Material Plane, most sahkils 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 sahkil feed. Not willing to let their playthings escape to feed the cycle they once served, sahkils rise to dominate their brethren as nightmare warlords. These sahkil tormentors form vast, sanity-bending realms from which only tortured sounds escape. Unique in form and objectives, these demigods gather legions of sahkil servitors, uniting them in campaigns targeting vulnerable souls, entire mortal worlds, or even rival tormentors. Regardless of their goals, sahkil 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 sahkils 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 sahkil interference with the progress of souls, yet rarely display racial malice against the traitors. Additionally, manasaputras or their agents defending vulnerable spirits or leading quests to liberate worthy souls before they're destroyed. The sahkil are not without allies, though. Divs, in their campaigns to spread fear. Equally nihilistic, the end-seeking daemons delight in sahkil 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 sahkils work upon mortal minds. Sahkil Tormentors A fractious group of godlike warlords dominate vast numbers of sahkil. 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 sahkil tormentors sow new horrors among mortal worlds and minds. Some of the most dreadful tormentors include the following. Ananshea, The Skin That Walks on Teeth Chamiaholom, Skull Staff Charg, The Typhon Wheel Dachzerul, The Darkness Behind You Iggeret, 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 Xiquiripat, Flying Scab Zipacna, The Mountain Below This creature's stout canine torso tops a slimy mass resembling an earthworm. Disgusting veins dangle from its face. Esipil CR 2 XP 600 NE Tiny outsider (evil, extraplanar, sahkil) 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 19 (3d10+3) Fort +4, Ref +4, Will +4 DR 5/good; Immune death effects, disease, fear effects, poison; Resist cold 10, electricity 10, sonic 10 Offense Speed 30 ft. Melee bite +4 (1d4-1 plus grab), 2 claws +4 (1d3-1) Special Attacks bewildering assault, grab (Small), look of fear (30 ft., DC 14), spirit touch Spell-Like Abilities (CL 3rd; concentration +4) At will—cause fear (DC 14), mage hand 3/day—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) SQ change shape (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 esipil makes a successful critical hit with one of its natural attacks, the target is confused for 1 round. Esipils 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 esipils make sure that humanoids who live around them remember that. They ingratiate themselves with humanoids (particularly neutral evil spellcasters who might take them on as familiars) by acting like loving pets. They then delight in aggressive episodes, barking and snapping until called down by their masters. They return to a fawning obedience for a time—until the next inevitable outburst. Instead of gnashing jaws, an esipil's bite involves a lashing mass of fleshy veins and viscera that can grasp at its opponent. Esipils use this attack to distract their opponents, savaging entangled victims with their vicious claw attacks until their masters pull them away. Although an esipil's ability to frighten its victims is potent, it relies on its cause fear spell-like ability only when grossly outnumbered, outmatched, or greatly injured. Esipils like to fight and scrap with nearly anything, and prefer that their victims not simply flee in terror, as they wish to savor the fear. Esipils use their telepathic abilities to harass would-be opponents into attacking them first, flinging mental taunts that are vulgar and disconcerting. Once they engage, they are resilient and dogged fighters. An esipil weighs around 13 pounds. Though they make unruly companions, esipils actually enjoy serving those mightier than themselves, taking pride in their masters' power, even if they continue to snap and snarl when given commands. A neutral evil spellcaster of at least 7th level who takes the Improved Familiar feat can select an esipil as a familiar. Three monstrous, misshapen skulls top a twisted trunk balanced on three leglike splinters of flesh and bone. Kimenhul CR 20 XP 307,200 NE Huge outsider (evil, extraplanar, sahkil) Init +9; Senses darkvision 60 ft., low-light vision, true seeing; Perception +37 Defense AC 37, touch 17, flat-footed 28 (+9 Dex, +20 natural, -2 size) hp 362 (25d10+225); fast healing 20 Fort +23, Ref +17, Will +23; +8 vs. mind-affecting effects Defensive Abilities all-around vision, mind blank; Immune death effects, disease, fear effects, poison; DR 15/good; Resist cold 20, electricity 20, 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 bleed (1d3 Charisma), eternal fear, look of fear (120 ft., DC 32), Snatch between, spirit touch, Trample (2d8+16, DC 33), unsettled mind Spell-Like Abilities (CL 20th; concentration +28) Constant—detect thoughts (DC 20), mind blank, true seeing At will—air walk, enervation, greater teleport (self plus 50 lbs. of objects only), magic circle against good, tongues 3/day—blasphemy (DC 25), crushing despair (DC 24), dispel magic, fear (DC 24), malicious spite (DC 24), suggestion (DC 21) 1/day—antipathy (DC 28), eyebite (DC 26), summon (level 9, any one CR 19 or lower sahkil 100%), symbol of fear (DC 26), weird (DC 26), weird (DC 27), crushing despair (DC 24), malicious spite (DC 24), suggestion (DC 26), summon (level 9, any one CR 19 or lower sahkil 100%), symbol of fear (DC 26), weird (DC 26), weird (DC 27), crushing despair (DC 28), summon (level 9, any one CR 19 or lower sahkil 100%), symbol of fear (DC 26), summon (level 9, any one CR 19 or lower sahkil 100%), symbol of fear (DC 26), summon (level 9, any one CR 19 or lower sahkil 100%), symbol of fear (DC 26), summon (level 9, any one CR 19 or lower sahkil 100%), symbol of fear (DC 26), summon (level 9, any one CR 19 or lower sahkil 100%), symbol of fear (DC 26), summon (level 9, any one CR 19 or lower sahkil 100%), symbol of fear (DC 26), summon (level 9, any one CR 19 or lower sahkil 100%), symbol of fear (DC 26), summon (level 9, any one CR 19 or lower sahkil 100%), symbol of fear (DC 26), summon (level 9, any one CR 19 or lower sahkil 100%), symbol of fear (DC 26), symbol of fe CMB +38 (+42 trip); CMD 57 (61 vs. trip) Feats Combat Reflexes, Critical Focus, Dazing Assault, Dazzling Display, Greater Trip, Improved Critical, Stunning Critical, Weapon Focus (claw) Skills Acrobatics +26, Bluff +36, Climb +37, Diplomacy +36, Intimidate +36, Knowledge (arcana, religion) +20, Knowledge (dungeoneering, nature, nobility) +10, Knowledge (local, planes) +23, Perception +37, Sense Motive +38, Knowledge (arcana, religion) +20, Knowledge (local, planes) +23, Perception +37, Sense Motive +38, Celestial, Infernal; telepathy 300 ft. SQ easy to call, emotional focus, skip between Ecology Environment any (Ethereal Plane) Organization solitary Treasure standard Special Abilities Eternal Fear (Su) As a standard action, a kimenhul can present itself in a terrifying manner to all creatures within 300 feet that can perceive it. Other sahkils are immune to this effect. All creatures within range must succeed at a DC 32 Will save or forever hold the kimenhul in the darkest corners of their minds. Once per day as a free action, a kimenhul can telepathically communicate with a creature remains affected by this ability for 1 minute as long as both creature finds itself in a stressful situation (such as combat), it has a 50% chance of being shaken for 1 minute as it recalls the horror of its encounter with the kimenhul. This effect is instantaneous and can be removed only via a wish or miracle. This is a mind-affecting fear effect. The save DC is Charisma-based and includes the +2 bonus from the sahkil's emotional focus ability. Look of Fear (Su) A creature affected by a kimenhul's gaze is paralyzed with fear for 1d4 rounds as the victim imagines its body being warped and transformed. Even on a successful save, a creature is shaken for 1 minute, and creatures immune to paralysis that fail the save gain the cowering condition for 1d4 rounds instead. While paralyzed, the victim appears to those viewing it to transform into a terrifying creature as ghostly appendages of bone and gore randomly sprout from its body. Any creature as ghostly appendages are an illusion (glamer) effect. Spells that provide immunity to fear, such as greater heroism, are automatically dispelled if they come within range of a kimenhul can bring along any creatures grappling it or grappled by it, with no saving throw. A kimenhul can use skip between as either a swift or a move action. Unsettled Mind (Su) Any creature affected by a kimenhul's spell, spell-like ability, or other effect on a successful save) takes a -4 penalty on caster level checks, concentration checks, Will saves, and skill and ability checks based Ethereal Plane. Aside from the sahkil tormentors, kimenhuls are the eldest of all sahkils, and some particularly powerful kimenhuls that achieve long-term control are outliers among their kind, however, as the hierarchy among sahkils is more mutable and fluctuating than the rigid order of devils or kytons, or psychopomps' strict adherence to the planar order. A kimenhul appears as three enormous, fused humanoid skulls with mouths full of jagged fangs, sitting atop an ever-shifting mass of limbs and faces. These latter manifestations constantly try to pull free of the kimenhul's bulk, shrieking and wailing in fear. Sometimes a creature gazing into this fluctuating horror sees a face all too familiar—a scolding parent, an old bully, or a lost lover. This may or may not be real, as the terrifying forms stretching out from a kimenhul's body incorporate both images from the viewer's mind and those creatures that have fallen prey to the kimenhul's eternal fear ability. A typical kimenhul stands 25 feet tall and weighs roughly 10,000 pounds. When a kimenhul telepathically communicates with those marked by its eternal fear, it constantly reminds them that they will never be good enough, and that they are utter failures in everything they do. These sahkils derive a perverse amount self-destruction seems the only thing that can keep it at bay. Kimenhuls don't bother with those they consider "lesser" minds, unless their intention is to cause havoc or rampant violence. They instead focus on instilling fear in the best and brightest they can find. Kimenhuls appreciate a challenge and even dedicate themselves to breaking down other and any allied sahkils, bragging about the reduction of once-proud warriors to twitchy, frightened children who jump at the slightest noise. In combat, kimenhuls combine the use of their spell-like abilities and their physical might. Enemies out of reach fall victim to a host of different effects meant to frighten or weaken, while those nearby are at risk of being trampled or snatched up by one of the kimenhul's fanged mouths. Kimenhuls bring their victims to their lairs, where they and their sahkil allies Ethereal Plane where a mortal peering into that realm might briefly glance upon their horrific visages. Most viewer sonly catch a terrifying, half-remembered glimpse of the sahkil and go on their ways, shaken but unscathed. Yet if the viewer looks too long into that hazy realm, a kimenhul doesn't hesitate to expose the creature to its look of fear or eternal fear abilities, or to attempt to drag the victim back to its lair for a proper dose of terror. Thorny vines with tiny red flowers grow from this emaciated woman and flow like a train behind her. Pakalchi CR 9 XP 6,400 NE Medium outsider (evil, extraplanar, sahkil) Init +10; Senses darkvision 60 ft., low-light vision, true seeing; Perception +13 plus bleed and poison) Special Attacks bleed (1d4), entangling train, look of fear (30 ft., DC 22), spirit touch, sudden strike, thorns Spell-Like Abilities (CL 12th; concentration +17) Constant—true seeing At will—charm person (DC 16), detect magic, detect good, greater teleport (self plus 50 lbs. of objects only), protection from good 3/day—blink, calm emotions (DC 19), fly 1/day—dominate person (DC 20), summon (level 6, 1 wihsaak 40%) Statistics Str 22, Dex 23, Con 20, Int 15, Wis 16, Cha 21 Base Atk +11; CMB +17; CMD 33 Feats Blind-Fight, Combat Reflexes, Great Fortitude, Improved Critical (claws), Improved Initiative, Multiattack Skills Acrobatics +15, Bluff +15, Climb +16, Diplomacy Abilities Entangling Train (Su) Creatures adjacent to a pakalchi must succeed at a DC 20 Reflex save or become entangled in its vines for 1 round, and count as tethered. Entangled if the pakalchi moves away. The save DC is Constitution-based Look of Fear (Su) A creature affected by a pakalchi's gaze is panicked for 1 round and shaken for 1d4 rounds; effect is only shaken for 1d4 rounds; effect 1d3 Wis damage; cure 2 consecutive saves. A creature with Wisdom damage from a pakalchi's poison hears paranoid whispers warning of betrayal. It can't treat any other creature as an ally or be a willing target for a spell or effect. This is an emotion effect. Sudden Strike (Ex) Once per round, a pakalchi can extend the reach of one claw or thorned vine by 5 feet as part of a single attack. It can use this ability to threaten additional squares to cause an enemy to provoke an attack of opportunity. Thorns (Ex) A pakalchi can fling a volley of poisonous thorns as a standard action (make an attack roll for each thorn). This attack has a range of 100 feet with no range increment. Pakalchis feed on the fear and insecurity of failing relationships. They delight in seeing social bonds shatter, as they know that mortals broken or set adrift by such conflicts are more susceptible to their malign influence. Consummate puppetmasters, pakalchis use their powers of domination to turn friends and lovers against each other, relishing how even a single word can cause an avalanche of destruction as panicked victims make their situations worse. Pakalchis then draw the despondent mortals to their sides, playing cat-and-mouse games and slowly increasing physical and psychological pressure until their quarry breaks. While they may sometimes work though intermediaries, these creatures prefer to personally witness the anxiety they cause. Pakalchis stand 7 feet tall and weigh 160 pounds. Terrible jaws ringed with clawed arms open atop this towering mass of flesh. A probing tongue flops from another orifice. Qolok CR 16 XP 76,800 NE Large outsider (evil, extraplanar, sahkil) Init +8; Senses darkvision 60 ft., low-light vision, true seeing; Perception +27 Defense AC 31, touch 13, flat-footed 27 (+4 Dex, +18 natural, -1 size) hp 243 (18d10+144); fast healing 5 Fort +16, Ref +17, Will +17; +8 vs. mind-affecting effects DR 10/good; Immune death effects, disease, divinations, fear effects, poison; Resist cold 10, electricity 10, sonic 10; SR 27 Offense Speed 40 ft. Melee 2 slams +26 (1d8+9), tongue +26 (2d6+9 plus grab), bite +26 (1d8+9), 2 claws +26 (1d6+9) Space 10 ft.; Reach 10 ft. (15 ft. with tongue, 5 ft. with bite) Special Attacks instill phobia, look of fear (30 ft., DC 26), spirit touch, swallow whole (16d6 bludgeoning damage and frightened, AC 19, 24 hp), tongue Spell-Like Abilities (CL 18th; concentration +23) Constant—mind blank, true seeing At will—air walk calm emotions (DC 19), detect magic, detect good, greater teleport (self plus 50 lbs. of objects only), magic circle against good, suggestion (DC 21), nondetection 1/day—mind blank, plane shift (DC 22), summon (level 7, 1d3 pakalchis 40%) Statistics Str 28, Dex 19, Con 27, Int 16, Wis 22, Cha 21 Base Atk +18; CMB +28 (+32 trip); CMD 42 (44 vs. trip) Feats Combat Reflexes, Great Fortitude, Greater Trip, Improved Initiative, Improved Trip, Intimidating Prowess, Lightning Reflexes, Power Attack Skills Bluff +26, Diplomacy +26, Intimidate +35, Knowledge (arcana) +12, Knowledge (planes) +24, Knowledge (religion) +15, Perception +27, Sense Motive +27, Abilities Instill Phobia (Su) A creature swallowed by a golok for 2 or more rounds must succeed at a DC 26 Will save or gain a phobia. The subject of the affected creature swallowed by a golok for 2 or more rounds must succeed at a DC 26 Will save or gain a phobia. The subject of the affected creature swallowed by a golok for 2 or more rounds must succeed at a DC 26 Will save or gain a phobia. from the golok's emotional focus ability. Look of Fear (Su) A creature affected by a golok's gaze is panicked for 1 minute on a successful save. A golok gains a number of temporary hit points equal to the number of rounds the target is panicked, which stack with each other to a maximum equal to double the qolok's number of HD. Tongue (Ex) A qolok's tongue attack is a primary natural weapon that deals slashing and bludgeoning damage. Qoloks prey on the fear of not having enough, urging mortals to overindulge in every way possible. Buzzing wings hold this gaunt creature just above the ground. A grasshopper serves as the creature's head. Wihsaak CR 6 XP 2,400 NE Medium outsider (evil, extraplanar, sahkil) Init +7; Senses darkvision 60 ft., low-light vision; Perception +12 Defense AC 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natural) hp 68 (8d10+24) Fort +5, Ref +9, Will +7 DR 10/good; Immune death effects, disease, fear effects, poison; Resist cold 10, electricity 10, sonic 10; SR 17 Offense Speed 50 ft., fly 80 ft. (perfect) Melee 4 claws +12 (1d6+3) Special Attacks droning madness, look of fear (30 ft., DC 18), spirit touch Spell-Like Abilities (CL 8th; concentration +10) At will—blur, detect magic, greater teleport (self plus 50 lbs. of objects only), vomit swarm 1/day—see invisibility, suggestion (DC 15), unholy blight (DC 16) Statistics Str 16, Dex 17, Con 16, Int 11, Wis 12, Cha 14 Base Atk +8; CMB +11; CMD 25 Feats Combat Reflexes, Dodge, Improved Initiative, Weapon Focus (claw) Skills Acrobatics +10, Bluff +10, Fly +15, Intimidate +11, Knowledge (planes) +7, Perception +12, Sense Motive +12, Stealth +14 Languages Abyssal, Celestial, Infernal; telepathy 100 ft. SQ easy to call, emotional focus, skip between, swarmwalking Ecology Environment any (Ethereal Plane) Organization solitary or swarm (2-12) Treasure standard Special Abilities Droning Madness (Ex) As a standard action, a wihsaak can beat its wings in a way that creates a maddening creature affected by a wihsaak's gaze is shaken for 1d4 rounds. Swarmwalking (Su) A wihsaak is immune to damage or distraction effects caused by swarms. Wihsaaks prey on the fear of creeping, crawling, and buzzing insects. Instead of whispering from the shadows, wihsaaks blatantly present their unnerving insectile forms to frighten and demoralize humanoid mortals. Wihsaaks use their suggestion spell-like ability to coerce victims into terrifying circumstances and make them believe that their horrific actions are their suggestion spell-like ability to coerce victims into terrifying circumstances and make them believe that their horrific actions are their suggestion spell-like ability to coerce victims into terrifying circumstances and make them believe that their horrific actions are their suggestion spell-like ability to coerce victims into terrifying circumstances and make them believe that their horrific actions are their suggestion spell-like ability to coerce victims into terrifying circumstances and make them believe that their horrific actions are their suggestion spell-like ability to coerce victims into terrifying circumstances and make them believe that their horrific actions are their suggestion spell-like ability to coerce victims into terrifying circumstances and make them believe that their horrific actions are their suggestion spell-like ability to coerce victims into terrifying circumstances and make them believe that their horrific actions are their suggestion spell-like ability to coerce victims into terrifying circumstances and make them believe that their horrific actions are their suggestion spell-like ability to coerce victims are the suggestion of the suggestion of the suggestion spell-like ability to coerce victims are the suggestion of their fear effects, and instead try to frighten all possible enemies before delivering the killing blows so as to properly season their prey in terror. When these sahkils do finally attack, their claws rip and tear flesh as easily as paper. Wihsaaks stand 7 feet tall, have a 5-foot wingspan, and weigh around 170 pounds. Thorny vines with tiny red flowers grow from this emaciated woman and flow like a train behind her. XP 6,400NE Medium outsider (evil, extraplanar, sahkil)Init +10; Senses darkvision 60 ft., low-light vision, true seeing; Perception +13 DEFENSE AC 22, touch 16, flat-footed 16 (+6 Dex, +6 natural)hp 115 (11d10+55)Fort +10, Ref +13, Will +10DR 10/good; Immune death effects disease, fear effects, poison; Resist cold 10, electricity 10, sonic 10; SR 20 OFFENSE Speed 30 ft. Melee 2 claws +17 (1d6+6/19-20), 4 vines +15 (1d4+3 plus 1d4 bleed and poison)Ranged 4 thorns +17 (1d4 plus bleed and poison)Ranged 4 thorns +17 (1d4 plus bleed and poison)Ranged 4 thorns +17 (1d4+3 plus 1d4 bleed and poison)Ranged 4 thorns +17 (1d4 plus bleed Abilities (CL 12th; concentration +17) Constant—true seeingAt will—charm person (DC 16), detect magic, detect good, greater teleport (self plus 50 lbs. of objects only), protection from good3/day—blink, calm emotions (DC 19), fly1/day—dominate person (DC 20), summon (level 6, 1 wihsaak 40%) STATISTICS Str 22, Dex 23, Con 20, Int 15, Wis 16 Cha 21Base Atk +11; CMB +17; CMD 33Feats Blind-Fight, Combat Reflexes, Great Fortitude, Improved Critical (claws), Improved Initiative, MultiattackSkills Acrobatics +15, Bluff +15, Climb +16, Diplomacy +15, Intimidate +15, Knowledge (planes, religion) +13, Perception +13, Sense Motive +15, Spellcraft +10, Stealth +20Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.SQ easy to call, emotional focus, skip between SPECIAL ABILITIES Entangled in its vines for 1 round, and count as tethered. Entangled creatures take vine damage automatically each round they're entangled. Creatures are no longer entangled if the pakalchi moves away. The save DC is Constitution-based. Look of Fear (Su) A creature affected by a pakalchi moves against this effect is only shaken for 1 round. The save DC is Charisma-based. Poison (Ex) Thorns—injury; save Fort DC 22; frequency 1/round for 6 rounds; effect 1d3 Wis damage; cure 2 consecutive saves. A creature with Wisdom damage from a pakalchi's poison hears paranoid whispers warning of betrayal. It can't treat any other creature as an ally or be a willing target for a spell or effect. Sudden Strike (Ex) Once per round, a pakalchi can extend the reach of one claw or thorned vine by 5 feet as part of a single attack. It can use this ability to threaten additional squares to cause an enemy to provoke an attack roll for each thorn). This attack has a range of 100 feet with no range increment. ECOLOGY Environment any (Ethereal Plane)Organization solitary, pair, or plot (3-7)Treasure standard Pakalchis feed on the fear and insecurity of failing relationships. They delight in seeing social bonds shatter, as they know that mortals broken or set adrift by such conflicts are more susceptible to their malign influence. Consummate puppetmasters, pakalchis use their powers of domination to turn friends and lovers against each other, relishing how even a single word can cause an avalanche of destruction as panicked victims make their situations worse. Pakalchis then draw the despondent mortals to their sides, playing cat-and mouse games and slowly increasing physical and psychological pressure until their quarry breaks. While they may sometimes work though intermediaries, these creatures prefer to personally witness the anxiety they cause. Pakalchis stand 7 feet tall and weigh 160 pounds. Section 15: Copyright Notice Pathfinder Roleplaying Game Bestiary 5 © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, John Bennett, Logan Bonner, Creighton Broadhurst, Robert Brookes, Benjamin Bruck, Jason Nelson, Thom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, Wes Schneider, David Schwartz, Mark Seifter, Mike Shel, James L. Sutter, and Linda Zayas-Palmer. Sahkils are former psychopomps who rebel against their role as soul shepherds for the River of Souls. Their knowledge of multiversal entropy drives them away from their service to reform themselves into dominating horrors of the Ethereal Plane.1 Appearance Sahkils most often take on forms of mortal fears and are designed to induce the fear that they embody. There are many types of sahkil, some more powerful than others, and the greater sahkils revel in fear that they embody. There are many types of sahkil has its own abilities, all sahkils revel in fear that they embody. extending their influence into dark corners of the Universe, where they inspire fear and superstition. When they cross into the Universe to feed, they frighten the will from their prey's souls into undead creations. 1 Ecology Sahkils have no other needs to distract them from their pursuit of fear. Instead of quick bursts of panic, sahkils prefer to slowly build their victim's terror over time, which makes it sweeter for them. Since sahkils mask their true forms to keep victims at bay (at first), breaking free of one is difficult, requiring an acceptance and awareness of fear that few possess. If they can elicit but screams of terror, sahkils shred their victims' souls or arrange for their return as undead. Once a victim dies, the sahkil loses interest, as the dead can no longer feel fear. Due to their myriad fears which age with them. Sahkils often trade victims with each other, knowing that a sahkil with the right speciality can elicit the maximum amount of misery. Sahkils who own large collections of victims, or have proven their capacity to break those that others of their kind cannot, command great authority. Species A nucol sahkil. Each species of sahkil has its own powers. These species include: A handful of sahkil species, such as esipils, submit to being summoned by spellcasters. The most powerful sahkils lead their kin as sahkil tormentors: secretive demigods with nightmare realms. Habitat Xibalba serves as the domain of the sahkils on the Ethereal Plane, though in practice, few consider it a true home, often being absent from it for many lifetimes. Instead, they hide in the mists of the Ethereal Plane, from which they slip easily to the Universe; the most powerful sahkils are rare, except in the largest cities. 3 History The first sahkils were psychopomps frustrated with their endless duties and began to see a horrid beauty in the slow degradation of mortality. In a great rebellion, they broke from their roles, deciding that they would no longer serve souls thanklessly, but instead would force souls to cower in fear. In doing so, these psychopomps warped into something entirely new: sahkils. At the same time, their ranks were established: the weakest ones obtained dominion over basic fears, more powerful ones chose esoteric ones, while those who engineered the rebellion became sahkil tormentors, the demigods who rule over the sahkils, who do not concern themselves with individual fears but craft terror on large scales. Fleeing the Boneyard, they raised their realm of Xibalba in the mists of the Ethereal Plane, where they could have easy access to the Universe. 23 Society A vanth psychopomp fights a wihsaak sahkil to protect the souls of the dead. Sahkils generally do not get long with each other, but are also rarely in direct competition. Infighting is rare, and usually limited to sahkils of the same type, and even then, most of the time the weaker sahkil prefers to depart to hunt elsewhere. Most disputes are claims that a sahkil's scheme was ruined or co-opted by another of equal standing (if the power dissonance is too large, the greater sahkil simply eliminates its lesser rival). In a mockery of the psychopomps' learn about their fears and concerns.18 Their perversion of psychopomp duties and disruption of the metaphysical order make them enemies of almost all other extraplanar creatures. Manasaputras in particular will escort valuable souls or stage daring raids against sahkils to liberate captured souls.1 Unsurprisingly, their former psychopomp kin are sahkils' sworn enemies, since sahkils are effective in disrupting the flow of souls. Psychopomp strike teams often raid sahkil holdings and free victims, and have even attacked Xibalba a few times. 18 Likewise, sahkils find that divs and daemons—all of whom also spread fear and destroy mortal souls—are willing to work with them, and velstracs respect their work as abstract manifestations of terror.1 The demigoddess Mahathallah holds a special kinship with sahkils for sharing their knowledge of the end of all things, and for her living among them for eons.1920 She also hosts scholarly sahkils in her temple of Adyton.21 Inhabitants See also: Category:Sahkil/Inhabitants Few sahkils are known by name to mortals, though the more powerful among them are known to other divine entities across the Great Beyond. References For additional as-yet unincorporated sources about this subject, see the Meta page. 1.0 1.1 1.2 1.3 1.4 1.5 Jason Bulmahn, et al. "Monsters A to Z" in Bestiary 5, 212. Paizo Inc., 2015 1 2.0 2.1 John S. Roberts. "Ecology of the Sahkils" in Ruins of the Radiant Siege, 61. Paizo Inc., 2020 ↑ 3.0 3.1 3.2 3.3 3.4 John S. Roberts. "Ecology of the Sahkils" in Ruins of the Radiant Siege, 62. Paizo Inc., 2021 ↑ 5.0 5.1 Jason Bulmahn, et al. "Monsters A to Z" in Bestiary 5, 213. Paizo Inc., 2015 ↑ Ben Wootten et al. "Monsters A to Z" in Bestiary 6, 243. Paizo Inc., 2017 ↑ Eren Ahn, et al. "Bestiary" in Tian Xia World Guide, 297. Paizo Inc., 2024 ↑ Jason Bulmahn, et al. "Creatures" in Ruins of the Radiant Siege, 85-86. Paizo Inc., 2020 ↑ John Compton, et al. "Chapter 4: Fiendish Bestiary" in Book of the Damned, 253. Paizo Inc., 2017 1 Jason Bulmahn, et al. "Monsters A to Z" in Bestiary 5, 216. Paizo Inc., 2020 1 Jason Bulmahn, et al. "Monsters A to Z" in Bestiary 5, 217. 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"Mahathallah, Dowager of Illusions" in Dance of the Damned, 74. Paizo Inc., 2015 ↑ E. Wesley Schneider. "Mahathallah, Dowager of Illusions" in Dance of the Damned, 75. Paizo Inc., 2015 ↑ E. Wesley Schneider. "Mahathallah, Dowag Inc., 2015 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 sahkils. 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, sahkils resolve to rule. Sahkils bear little resemblance to the psychopomps they once were. Although some embrace the morbidity of their former brethren, most sahkil forms are inspired by common or particularly potent mortal fears. Unnatural fusions, insectile limbs, and bloody phantasmagorias abound among sahkil shapes, each designed and destined to terrify. The least sahkils 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 sahkils share the single drive to give all creatures reason to fear. From the Ethereal Plane, sahkils watch. They slip tenuous tendrils into the dark and abandoned places of the world, infusing the mundane with dread and giving fangs to mortal imaginings. When they trespass upon the Material Plane, most sahkils 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 sahkils rise to dominate their brethren as nightmare warlords. These sahkil tormentors form vast, sanity-bending realms from which only tortured sounds escape. Unique in form and objectives, these demigods gather legions of sahkil servitors, uniting them in campaigns targeting vulnerable souls, entire mortal worlds, or even rival tormentors. Regardless of their goals, sahkil 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 sahkils 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 sahkil interference with the progress of souls, yet rarely display racial malice against the traitors. Additionally, manasaputras violently resent sahkil 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 sahkil are not without allies, though. Divs, in their campaigns to spread misfortune and ruin among mortals, respect the motivations of sahkils and sometimes work with them to spread fear. Equally nihilistic, the end-seeking daemons delight in sahkil 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 sahkils work upon mortal minds. Sahkil Tormentors A fractious group of godlike warlords dominate vast numbers of sahkil. 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 sahkil tormentors include the following. The Skin That Walks on Teeth Skull Staff The Typhon Wheel The Darkness Behind You She Who Was Lost River Eater Upon an Empty Throne Despair's Smile The One Out of Place Minds in the Dark The Wermillion Mother Flying Scab The Mountain Below The powerful sahkil tormentors to be demigods. 1 Known sahkil tormentors to be demigods. 1 Known sahkil tormentors to be demigods. 2 Known sahkil tormentors to be demigods. 3 Known sahkil tormentors to be demigods. 3 Known sahkil tormentors to be demigods. 3 Known sahkil tormentors to be demigods. 4 Known sahkil tormentors to be are some of the most powerful sahkil tormentors that reside in their Ethereal nether-realms, sowing new horrors among mortal worlds and minds. References For additional as-yet unincorporated sources about this subject, see the Meta page.

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