



“Skeksis Portrait” © deviantArt user “GeniusFetus”, accessed at his gallery [here](#)

[Commissioned by [@menaceomysterio](#). I’ve been idly contemplating how to stat up a Skeksis for about as long as I’ve been making monsters. The trick is, they don’t have a lot of inherent abilities. Their power comes from their social position and the Dark Crystal itself, and the various magitech that they’ve built around it. So I decided to make them a playable race. Like the [yaddithian in Bestiary 6](#), since they’re few in number and ancient, I gave the sample a fair amount of levels.]

Skeksis

CR 9 NE Outsider (native)

This humanoid creature combines the most repulsive features of avians and reptiles. It has a bald head with a few patches of ratty feathers, a hooked beak with small sharp teeth, and small clutching hands. Despite its hideousness, it carries itself with the bearing of a king, and is clad in finery. It has a penetrating stare.

The skeksis are a race of manipulators and tyrants. Although they are few in number, they have an outsized influence on the world around them, as they are adept at wheedling into the workings of society. They often claim to have godlike power and responsibility, but are ultimately petty and venal. Their bodies are literally falling apart, and they disguise their frailty with elaborate and ostentatious clothing and ornaments. Skeksis have a set of wings, but these are almost useless. Most skeksis use them to support their equipment and vestments, seeing them as an unpleasant reminder

of their origins.

The origins of the skeksis are in conflict and division. Once they were a race of angelic four armed humanoids known as urSkeks, who descended to the Material World to learn how mortal life conducted itself. Some of these urSkeks went native and fell in love with worldly pleasures. When the portal to return them home was reopened, the renegades used its energy to instead rid themselves of their higher restraint and become creatures of passion and desire. This physically tore the urSkeks apart; the contemplative and peaceful side became known as the uRu, and the passionate aspect the skeksis. For every skeksis, there is an uRu, but the skeksis cannot truly rid themselves of the memory of their enlightenment—if one of the dyad is slain, the other dies.

Skeksis culture is dedicated entirely to self enrichment and empowerment. They live in palaces, not homes, and have feasts, not meals. Skeksis tend to cooperate with one another, but this is fraught with conflict and political maneuvering. Failure is punished with humiliation and exile. Skeksis are slavers, and if their slaves do not obey naturally, they will be forced to through magical compulsions or fleshwarped into more pleasing or useful forms. Skeksis are master fleshwarpers, and several horrible species are their creations. All skeksis fear death with a dedication achieving mania, and they will literally kill an entire world to protect themselves.

Skeksis as Player Characters

Skeksis do not have racial hit dice, and advance by character class. A skeksis character has the following traits

Outsider (native) A skeksis is immune to spells and effects that target humanoids only

+2 Str, +2 Cha, -2 Con Skeksis have strong muscles and personalities, but are in frail health

Medium size A skeksis gains no benefit and suffers no penalty for its size

Darkvision 60 ft.

Slow and Steady A skeksis has a movement speed of 20 feet, but is not slowed down by encumbrance or armor

Spurn Death A skeksis gains resistance 5 to negative energy. It does not lose hit points when suffering from a negative level. A skeksis gains a +2 racial bonus on saving throws against death effects, energy drain, negative energy or spells and spell-like abilities of the necromancy school.

Focused Study At 1st, 8th and 16th level, a skeksis gains Skill Focus in a skill of its choosing.

Bite A skeksis gains a bite attack as a primary natural weapon that deals 1d3 points of damage.

Vestigial Wings Although a skeksis cannot fly, it gains a +4 racial bonus to all Fly checks if they can fly with some other method

Languages A skeksis begins play speaking Common and urSkek. A skeksis with an Intelligence bonus can choose between the following bonus languages: Abyssal, Celestial, Draconic, Goblin, Halfling, Infernal, Undercommon

Sample Skeksis

Skeksis [mesmerist](#) 10 CR 9

XP 6,400

NE Medium outsider (native)

Init +5; **Senses** darkvision 60 ft., Perception +10

Defense

AC 17, touch 12, flat-footed 15 (+1 Dex, +1 dodge, +5 armor)

hp 58 (10d8+10)

Fort +5, **Ref** +10, **Will** +15; +2 vs. death effects, energy drain, necromancy, negative levels

Defensive Abilities towering ego (+5); **Resist** negative energy 5

Offense

Speed 20 ft.

Melee masterwork quarterstaff +8/+3 (1d6), bite +2 (1d3)

Ranged masterwork light crossbow +9 (1d8/19-20)

Special Attacks bold stare (disorientation, susceptibility), hypnotic stare (-3), mental potency (+2 HD), painful stare (+5/+3d6)

Spells CL 10th, concentration +18

4th (2/day)—[envious urge](#) (DC 20), *enervation*

3rd (4/day)—*charm monster* (DC 19), *crushing despair* (DC 19), [synaptic pulse](#) (DC 19), *vampiric touch*

2nd (5/day)—[anticipate thoughts](#) (DC 17), *blur*, *hold person* (DC 18), *mirror image*, *suggestion* (DC 18)

1st (7/day)—[burst of adrenaline](#), *command* (DC 17), *hideous laughter* (DC 17), [paranoia](#) (DC 17), *ray of enfeeblement* (DC 16)

0th—*bleed* (DC 15), *detect magic*, *ghost sound* (DC 15), *mage hand*, *prestidigitation*, *read magic*
Statistics

Str 10, **Dex** 12, **Con** 11, **Int** 14, **Wis** 12, **Cha** 21

Base Atk +7; **CMB** +8; **CMD** 20

Feats Craft Wondrous Item, Dodge, Improved Initiative, [Intimidating Glance](#), Spell Focus (enchantment), Skill Focus (Bluff, Intimidate)

Skills Bluff +32, Diplomacy +17, Disguise +17, Fly +4, Intimidate +27, Knowledge (arcana) +11, Knowledge (local) +11, Knowledge (history) +11, Knowledge (nobility) +11, Perception +10, Sense Motive +10, Spellcraft +11, Stealth +9; **Racial Modifiers** +4 Fly

Languages Common, Halfling, Undercommon, urSkek

SQ manifold tricks (3), touch treatment 8/day (minor, moderate or major), tricks (compel alacrity, false flanker, meek façade, misdirection, psychosomatic surge, shadow splinter)

Gear *circlet of persuasion*, *headband of charisma* +2, *cloak of resistance* +2, +2 studded leather armor, 2 potions of *cure moderate wounds*, masterwork quarterstaff, masterwork light crossbow, 20 bolts, royal outfit, jewelry worth 250 gp, 300 gp