



“Yakman” by Arnie Swekel (?), © TSR. Accessed at Monstrous Manual [here](#)

[The yak folk are the first of several entries that could be dedicated to [@canwefixitnoitsfucked](#), a long-time player of mine. He wanted to play one pretty much in every game, and I never allowed him. Being able to summon janni was too much for the ECL, even by the weird broken standards of that system. I did research into their original 2e incarnation for this entry and borrowed the stuff about the Forgotten God and their ability to merely command genies, not summon them. They’re also rather a higher CR than the 3.0 version, since possession and genie control are some fairly powerful abilities.]

Yikaria (Yak Folk)

This shaggy-furred humanoid is the size of an ogre, wearing fine robes and decorated with jewelry. Its head is that of a horned bovine, and it bears a sullen expression.

The yikaria are sinister bovines native to remote mountain valleys that demand obedience from other species. They are master slavers, keeping their chattel in line by occasionally possessing their bodies and walking among them to spy and put down revolts. As such, slaves of the yak folk typically are distrustful and fractious, with some of them cooperating with their captors in the hopes of receiving privileges and favorable jobs. Even the weakest yikaria can magically command genies, and enslaved genies are often found in yikaria enclaves.

The yikaria are vain creatures, favoring fine clothing and jewelry, and covet magic items. Magical staves are particularly prized, with leaders of their kind invariably possessing one or more of these powerful items. Yikaria society is theocratic, with the power being held by priests of the Forgotten God, their patron deity. Due to their body plans, many sages believe the yak folk to be descendents or offshoots of minotaurs, but the yikaria consider such rumors slanderous.

The yikaria are relatively small for a Large creature, standing eight feet tall and weighing about 400 pounds. They live for three hundred years or more.

The Forgotten God

Alignment neutral evil

Concerns manipulation, slavery, stone

Domains Artifice, Earth, Evil, Luck, Trickery

Subdomains Curse, Deception, [Greed](#), [Slavery*](#), Toil

Worshippers evil shaitans, yikaria

Minions elementals, genies, constructs

Holy Symbol a faceless head viewed from the front, with bovine horns

Favored Weapon quarterstaff

*clerics of The Forgotten God can take the Slavery subdomain as a modification to the Evil domain

The Forgotten God has a real name, but it is known only to his worshippers and verboten to share with outsiders. This entity was once a powerful and wicked shaitan who ascended to divinity by deceiving the other powers of elemental earth, and who still demands the obedience of genie-kind. Sacrifices of intelligent creatures are an important part of worship of the Forgotten God, with holy days being marked by the Manner Elemental, in which four sacrifices are made, one to each of the four elements. Air is honored by flinging a sacrifice off a tower or cliff, fire through burning alive, water by drowning and lastly earth through being buried alive.

Yikaria CR 7

XP 3,200

NE Large monstrous humanoid

Init +2; **Senses** darkvision 60 ft., Perception +13

Defense

AC 19, touch 11, flat-footed 17 (-1 size, +2 Dex, +7 natural, +1 shield)

hp 85 (10d10+30)

Fort +6, **Ref** +9, **Will** +11

SR 18

Offense

Speed 40 ft.

Melee masterwork quarterstaff +12/+12/+7 (1d8+4), gore +8 (1d10+2) or gore +13 (1d10+6)

Space 10 ft.; **Reach** 10 ft.

Special Attacks body meld, command genie

Statistics

Str 18, **Dex** 15, **Con** 17, **Int** 14, **Wis** 14, **Cha** 15

Base Atk +10; **CMB** +15; **CMD** 27

Feats Double Slice, Iron Will, Nimble Moves, Two-Weapon Defense, Two-Weapon Fighting

Skills Bluff +10, Climb +8, Disguise +10, Intimidate +13, Perception +13, Sense Motive +10, Survival +13, Spellcraft +10

Languages Common, one elemental language of choice, Yikaria

SQ item use

Ecology

Environment any mountains

Organization solitary, cabal (2-8) or tribe (20-200)

Treasure double standard (masterwork quarterstaff, other treasure)

Special Abilities

Body Meld (Su) By remaining in contact with a humanoid creature for 1 minute, a yikaria may enter and control its body. This functions as a [greater possession](#) spell of unlimited duration, except that the yikaria may access all of the host body's memories. An unwilling subject may resist this ability with a DC 17 Will save; if it succeeds, it cannot be affected by the body meld of that yikaria for 24 hours. The yikaria may leave the melded body as a full round action, whereupon it appears in a square adjacent to its former host. The save DC is Charisma based.

Command Genie (Su) A yikaria may give a command to a genie at will, as per a *suggestion* spell, as a standard action. The genie can resist this ability with a successful DC 17 Will save. Genies with the earth subtype receive a -4 penalty to this save. This is a mind-influencing effect and the save DC is Charisma based.

Item Use (Ex) A yikaria can use all spell trigger and spell completion magic items as if it were a spellcaster with that spell on its list. It does not need to make caster level checks to use any magic item, regardless of its caster level.