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[Commissioned by [@razzelmire](#). Betobeto-san is a relatively famous yokai, but like many such creatures, it's not a monster to be fought so much as a physical embodiment of a spooky occurrence. That didn't stop Paizo from making statistics for a regional variation, the [bisha ga tsuku](#) in Pathfinder 1e, and Betobeto-san himself in 2e. The 2e version has mechanics I don't particularly like—it's incorporeal, but they clearly walk, not fly, and wear physical sandals. The flavor text is also somewhat confused about whether they intentionally cause fear for nutrition purposes, or if their fear effects are an unintended side effect. I suspect another editing pass would have cleared this up.]

Betobeto-San

CR 12 N Outsider (extraplanar)

This creature looks like a blob of shadow, with strong arms, skinny legs and a wide toothy grin splitting it along the midsection. Incongruously, it wears a pair of wooden sandals.

Despite their monstrous appearances, the creatures known as betobeto-san are simply aimless travelers with a strong sense of politeness. They seek company, and walk behind people on the road at night. As they are invisible, and their footsteps laden with supernatural fear, this usually results in the person panicking and running at top speed away—the betobeto-san may then run to catch up, to escalating hysterical results. If a person is calm, they can get the betobeto-san to leave them alone as simply as by allowing them to pass; the creature keeps going, thankful for the courtesy.

A betobeto-san will not engage in combat unless it is attacked first, which happens relatively often, due to their frightening effects. They are intangible, but their teeth and claws are well and truly

solid. Many betobeto-sans don't know their own strength, and they can theoretically kill a mundane person in a single bite, as much from mental trauma as the physical wound. If they do so, they are intensely apologetic, but will continue to defend themselves. They prefer to retreat from combat without killing opponents if possible, using their *mislead* ability to back off to a safe distance, and then *shadow walking* away, grumbling all the while.

The betobeto-san are the results of strong emotions leaving an impact on the Shadow Plane, similar to a phantom in the Ethereal Plane. They are spirits created by the ripples of *shadow walk* spells when mortals rush through the Shadow Plane to reach the side of a distant loved one. As the Shadow Plane itself has little room for sentiment, the betobeto-san are created as a grim inversion of these journeys—someone heard coming but never seen, whose presence drives creatures away and has no friends or family. A creature that can conquer its fear and engage a betobeto-san in conversation is seen as a boon companion by the monster, and it may accompany them for some time. Betobeto-sans know many things about the regions in which they travel, and can be a source of information. They rarely carry treasure, but may know rumors of the location of interesting items.

Betobeto-san CR 12

XP 19,200

N Medium outsider (extraplanar)

Init +11; **Senses** darkvision 120 ft., fearsight 60 ft., Perception +21, see in darkness

Aura ominous footsteps (60 ft., DC 22)

Defense

AC 27, touch 23, flat-footed 19 (+7 Dex, +1 dodge, +5 deflection, +4 natural)

hp 147 (14d10+70)

Fort +14, **Ref** +16, **Will** +10

Immune cold, disease, fear, poison

Defensive Abilities amorphous, intangible, natural invisibility

Offense

Speed 40 ft.

Melee bite +21 (3d6+4 plus assault mind), 2 claws +21 (1d8+4)

Special Attacks assault mind

Spell-like Abilities CL 12th, concentration +17

1/day—*mislead* (DC 21), *plane shift* (Material and Shadow Planes only, DC 22), *shadow walk*

Statistics

Str 18, **Dex** 25, **Con** 20, **Int** 18, **Wis** 18, **Cha** 21

Base Atk +14; **CMB** -; **CMD** 36

Feats Combat Expertise, Dodge, Improved Feint, Improved Initiative, Iron Will, Persuasive, Weapon Finesse

Skills Bluff +22, Diplomacy +26, Intimidate +26, Knowledge (geography, local, planes) +21, Perception +21, Sense Motive +21, Stealth +24, Survival +18

Languages Common, Shadowtongue, Shae, Undercommon

SQ ghost touch

Ecology

Environment any land

Organization solitary

Treasure incidental

Special Abilities

Assault Mind (Su) A betobeto-san's attacks damage the psyche as well as the flesh. Any creature that is struck by a betobeto-san's bite attack takes 5d6 points of damage (Will DC 22 half). This damage is a mind-influencing effect, and is treated as a *mind thrust I* spell for the purposes of spell

interactions. The save DC is Charisma based.

Fearsight (Su) A betobeto-san gains blindsight 60 feet to detect the presence and location of any creature suffering from a fear effect.

Ghost Touch (Su) A betobeto-san can strike incorporeal creatures as if its natural weapons were *ghost touch* weapons.

Intangible (Ex) Although a betobeto-san is not incorporeal, it is almost so. It is immune to damage from non-magical weapons, takes half damage from magical weapons and spells, and full damage from *ghost touch* weapons and force effects as if it were incorporeal. It gains its Charisma modifier as a deflection bonus to Armor Class and CMD. It cannot fly or pass through solid objects, and is not automatically silent in motion. Its natural attacks do not resolve as touch attacks.

Natural Invisibility (Ex) A betobeto-san is invisible in all light conditions except for bright light.

Ominous Footsteps (Su) Whenever a creature cannot see, but can hear, a betobeto-san within 60 feet, they must succeed a DC 22 Will save or become panicked for 1 minute. A creature that succeeds the save is shaken for 1 round, and then immune to the ominous footsteps of that betobeto-san for the next 24 hours. The save DC is Charisma based.