

YANGETHE

CREATURE 9

CE**LARGE****ABERRATION**

Perception +21; darkvision, mindsense (precise) 120 feet

Languages Aklo; telepathy 60 feet

Skills Athletics +20, Nature +18, Occultism +18

Str +6, **Dex** +3, **Con** +4, **Int** +3, **Wis** +6, **Cha** +3

AC 28; **Fort** +18, **Ref** +18, **Will** +23

HP 194; **Immunities** cold, mental, prone; **Resistances** bludgeoning 10

No Breath A yangethe doesn't breathe and is immune to effects that require breathing (such as inhaled poisons).

Speed 40 feet

Melee ♦ claw +16 (agile, finesse), **Damage** 2d8+11 slashing

Melee ♦ tendril +19 (reach 10 feet), **Damage** 2d6+9 bludgeoning plus Grab

Occult Spells DC 32, attack +24 ; **10th** *teleport* (1/year); **5th** *telekinetic haul*; **3rd** *fear* (×3);

2nd *darkness* (at will), *telekinetic maneuver* (at will); **1st** *command*, *sure strike* (×3);

False Tree ♦ (concentrate) Until the yangethe acts, it appears to be a twisted, dead tree. It has an automatic result of 40 on Deception checks and DCs to pass as a dead tree.

Feeding Tentacles ♦ (mental, occult); **Requirements** A grabbed, paralyzed, restrained, unconscious, or willing creature is within the yangethe's reach; **Effect** The yangethe wraps its mouth tentacles around the creature and siphons away the creature's mind. This requires a successful Athletics check against the victim's Fortitude DC if the victim is grabbed and is automatic for any of the other conditions. The victim becomes stupefied 1. The yangethe regains 20 Hit Points, gaining any excess HP as temporary Hit Points that last for 1 hour. Feeding from a creature that's already stupefied doesn't restore any Hit Points to the yangethe but increases the victim's stupefied value by 1, killing the victim when it reaches stupefied 5. If the victim attempts to sleep while it has the stupefied condition from this ability, it is affected by a nightmare spell, as it relives the experience of being fed upon.

Psychic Blast ♦♦ (mental, occult); **Frequency** once per day. **Effect** The yangethe lets loose a blast of mental force that deals 10d6 mental damage (DC 32 basic Will save) in a 30-foot burst. A creature that fails its save is also confused.

This six-eyed horror is vaguely shaped like a dead tree, but one with claws and tentacles and spidery legs.