

# ALRAUNE

An attractive green-skinned woman sits in the depths of this enormous, sweet-smelling flower.

## ALRAUNE

CR 13



XP 25,600

NE Large plant

Init +5; Senses low-light vision; Perception +17

Aura calming fragrance (60 ft., DC 24)

### DEFENSE

AC 27, touch 10, flat-footed 26 (+1 Dex, +17 natural, -1 size)

hp 199 (19d8+114)

Fort +17, Ref +9, Will +11

Immune plant traits; SR 24

### OFFENSE

Speed 40 ft.

Melee 4 vines +20 (1d10+7 plus grab and bleed)

Space 10 ft.; Reach 10 ft.

Special Attacks bleed (2d6), constrict (1d10+10), feed

Spell-Like Abilities (CL 13th; concentration +18)

At will—*charm monster* (DC 18), *detect thoughts* (DC 17),  
*suggestion* (DC 18)

3/day—*quicken glitterdust* (DC 17), *hold monster* (DC 20)

1/day—*commune with nature*, *mind fog*, *wall of thorns*

### STATISTICS

Str 24, Dex 13, Con 22, Int 10, Wis 17, Cha 21

Base Atk +14; CMB +22 (+26 grapple); CMD 33 (can't be tripped)

Feats Alertness, Cleave, Deceitful, Great Cleave, Improved

Initiative, Iron Will, Lightning Reflexes, Power Attack,

Quicken Spell-Like Ability (*glitterdust*), Vital Strike

Skills Bluff +16, Disguise +9, Knowledge (nature) +9,

Perception +17, Sense Motive +14

Languages Aklo, Common, Elven, Sylvan

### ECOLOGY

Environment temperate forests

Organization solitary

Treasure standard

### SPECIAL ABILITIES

**Calming Fragrance (Su)** A supernaturally sweet perfume that calms the nerves and blunts aggression constantly surrounds an alraune to a radius of 60 feet. Any creature in this area of effect must make a DC 24 Will save at the start of its turn to avoid falling under the effects of *calm emotions* for 1 round. Creatures that could be attracted to the alraune's current apparent gender take a -2 penalty on this Will save, while all other creatures gain a +2 bonus on the save. This is a mind-affecting effect. The save DC is Charisma-based.

**Feed (Ex)** An alraune's roots can feed on a helpless or willing target. At the end of an hour of feeding, the victim takes 1d6 points of both

Constitution and Intelligence drain, and the alraune heals 3d6 points of damage.

An alraune relies on its supernaturally soothing odor to render enemies incapable of making hostile acts against it—even if the alraune attacks a foe, its calming scent can wipe away any thoughts of violence from its prey. At rest, an alraune appears to be merely a large thorny plant with a single enormous and brightly colored flower at its center.

When an alraune attacks, its thorny vines lash out and its flower blooms, revealing an attractive, green-skinned humanoid form within. An alraune's apparent gender can vary even from encounter to encounter, for the plant can reshape its humanoid portions as it desires to increase the likelihood of setting its victims at ease. Regardless of the plant's apparent gender, it is itself asexual and reproduces (typically once or twice per decade) by budding a single offspring over the course of a spring season.

Despite their appearance, alraunes are quite mobile (capable of walking almost like a spider upon their numerous long roots and thorny vines). They hunt by using *commune with nature* to locate potential prey, preferring humanoid flesh over all others. When an alraune needs prey, it uses its mind-affecting abilities to convince foes to dig their own graves and bury themselves—once a foe is helplessly buried in the soil, the alraune can feed from it via its flesh-burrowing roots, converting the victim's blood and memories into the strange nutrients it so craves.



Illustration by Carolina Eade

# HUNGRY FOG

Horrid shapes form within this cloying green mist, which pulses sporadically and with seeming voracity.

## HUNGRY FOG

CR 6



XP 2,400

N Huge ooze

Init -3; Senses Perception -5

Aura bewitching brume (10 ft., DC 8)

### DEFENSE

AC 5, touch 5, flat-footed 5 (-3 Dex, -2 size)

hp 59 (7d8+28)

Fort +6, Ref -1, Will -3

**Defensive Abilities** gaseous, negative energy affinity; **DR** 10/magic; **Immune** acid, electricity, ooze traits, sonic; **Resist** cold 10

**Weaknesses** vulnerable to wind

### OFFENSE

**Speed** fly 15 ft. (perfect)

**Melee** +5 touch (6d6 negative energy)

**Space** 15 ft.; **Reach** 15 ft.

### Special Attacks

enveloping mists (DC 17, 3d6 negative energy and staggered)

### STATISTICS

**Str** —, **Dex** 4, **Con** 18, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +5; **CMB** +5; **CMD** 12 (can't be tripped)

### ECOLOGY

**Environment** any temperate

**Organization** solitary, pair, or bank (3-10)

**Treasure** none

### SPECIAL ABILITIES

**Bewitching Brume (Su)** Any creature within 10 feet of a hungry fog or currently being affected by its enveloping mists must succeed on a DC 8 Will save at the start of that creature's turn or become shaken for 1 round at the half-glimpsed shapes of phantoms floating within the fog. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Enveloping Mists (Ex)** A hungry fog can engulf foes (see Universal Monster Rules in the Appendices). A creature engulfed by a hungry fog does not gain the pinned condition and may move normally—such a creature is not in danger of suffocating, but as long as it begins its turn engulfed, it is

staggered in addition to the damage the attack causes. The save DC to avoid the enveloping mists is Constitution-based.

**Gaseous (Ex)** A hungry fog has a body composed of eerie mist. It can pass through small holes or narrow openings, even mere cracks, but cannot enter water or other liquid. It has no Strength score, and cannot manipulate objects as a result.

**Vulnerable to Wind (Ex)** A hungry fog is treated as a Tiny creature for the purposes of determining the effects high wind has upon it (see page 439 of the *Core Rulebook*).

This eerie, vaporous ooze slips silently through the air, a roiling cloud of green fog within which dance the indistinct shapes of twisted, spooky ghosts.

Despite its haunting appearance, and despite the fact that hungry fogs often dwell in old graveyards or hunt battlefields, a hungry fog is not an undead creature. Rather, it is a form of gaseous ooze infused with negative energy.

Thus, while a hungry fog is not an undead creature, undead gain considerable boons by fighting within a hungry fog, for its mists heal them as surely as they drain vitality from the living creatures caught within.

Within a hungry fog, the ooze's mists interact strangely with fragments of those it has consumed, creating eerie phantasms of its past victims. Periodically, one of these shapes might flash with light as if momentarily holding a lantern aloft, but as soon as the figure is approached, it fades away into the surrounding mists, often giving the observer a quick and unsettling glimpse of a skull-like countenance. These shapes, like the fog itself, are not truly undead, but the fact that a hungry fog is hurt by positive energy as surely as if it were helps to blur the distinction and spread even more confusion about its actual nature.

A hungry fog is instinctively drawn to areas where negative energy is strong. These nocturnal creatures are particularly fond of sites that are haunted, such as old houses, abandoned graveyards, or shipwrecks along shorelines—although their vulnerability to high winds means that they are rarely encountered in areas where storms are common.

# TROLL, JOTUND

*This immense green-skinned brute wields a tree branch for a club and has nine heads, each filled with jutting teeth and tusks.*

## JOTUND TROLL

CR 15



XP 51,200

CE Huge humanoid (giant)

**Init** +3; **Senses** all-around vision, low-light vision, scent; Perception +26

### DEFENSE

**AC** 30, touch 7, flat-footed 30 (–1 Dex, +23 natural, –2 size)

**hp** 216 (16d8+144); regeneration 10 (acid or fire)

**Fort** +16, **Ref** +6, **Will** +13 (+17 vs. mind-affecting effects)

**Defensive Abilities** multiple minds; **Immune** confusion and insanity effects

### OFFENSE

**Speed** 30 ft.

**Melee** club +20/+15/+10 (2d6+10/19–20), bite +15 (2d6+5 plus grab), claw +15 (1d8+5 plus grab)

**Ranged** rock +10 (2d8+15)

**Space** 15 ft.; **Reach** 15 ft.

**Special Attacks** all-seeing attacks, cacophonous roar, fast swallow, rock throwing (120 ft.), swallow whole (4d6+15 bludgeoning, AC 21, 21 hp)

### STATISTICS

**Str** 31, **Dex** 8, **Con** 29, **Int** 10, **Wis** 17, **Cha** 6

**Base Atk** +12; **CMB** +24 (+28 grapple); **CMD** 33

**Feats** Awesome Blow, Great Fortitude, Improved Bull Rush, Improved Critical (club), Improved Initiative, Lightning Reflexes, Power Attack, Vital Strike

**Skills** Climb +29, Perception +26; **Racial Modifiers** +4 Perception

**Languages** Giant

### ECOLOGY

**Environment** cold hills or mountains

**Organization** solitary or war party (1 jotund troll plus 2–5 hill giants or 3–12 ogres)

**Treasure** standard (club, other treasure)

### SPECIAL ABILITIES

**All-Seeing Attacks (Ex)** A jotund troll can make nine additional attacks of opportunity in a round, one for each head, although no more than a single attack for any given opportunity.

**Cacophonous Roar (Su)** Once every 1d4 rounds as a standard action, a jotund troll can emit a cacophonous roar from its nine heads. All creatures within a 60-foot spread of the troll must make a DC 19 Will save or become confused for 1d4 rounds. This is a mind-affecting effect. The save DC is Charisma-based.

**Multiple Minds (Ex)** A jotund troll has nine different minds that are in constant communication with each other. The resulting jumble of tangled thoughts grants the troll a

+4 racial bonus on all Will saving throws against mind-affecting effects. In addition, whenever a jotund troll must make a Will save, it can roll the saving throw twice and take the better of the two results as its actual saving throw.

Jotund trolls are gigantic, nine-headed horrors. Prowling frigid moors and marshes, these rapacious creatures have the same insatiable appetites of common trolls but require much more sustenance because of their excessive size. Jotund trolls stand 30 feet tall and weigh roughly 25,000 pounds. They can live for up to 100 years.

The jotund troll's nine heads each have their own brains and senses, but they share, after a fashion, the same mind. Despite this, a jotund troll's heads often argue and bicker, particularly over which head gets to eat. The fact that all nine maws lead to the same shared stomach makes little difference in such culinary disagreements.

Jotund trolls spawn with either their own kind or with other trolls. In the latter case, there is only a 5% chance the offspring will be a jotund troll. Apart from brief mating periods, jotund trolls are solitary, although some cull together bands of other giants into devastating war parties that can lay waste to entire regions.



Illustrations by Scott Purdy

# YITHIAN

This bizarre creature has a conical body topped with four tentacles tipped with pincers, tubes, and a tentacled, spherical head.

## YITHIAN

CR 9



XP 6,400

LN Large aberration

**Init** +1; **Senses** all-around vision, blindsense 60 ft., darkvision 60 ft.; **Perception** +25

### DEFENSE

**AC** 23, touch 10, flat-footed 22 (+1 Dex, +13 natural, -1 size)

**hp** 105 (14d8+42); fast healing 5

**Fort** +9, **Ref** +5, **Will** +15

**DR** 10/magic; **Resist** acid 10, cold 10, fire 10

### OFFENSE

**Speed** 20 ft., climb 10 ft.

**Melee** 2 pincers +15 (2d8+9/x3)

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

**Special Attacks** amnesia, deadly pincers, mind swap

**Spell-Like Abilities** (CL 15th; concentration +19)

At will—*astral projection* (self only), *detect thoughts* (DC 16), *hold monster* (DC 19), *modify memory* (DC 18)

### STATISTICS

**Str** 22, **Dex** 13, **Con** 17, **Int** 24,

**Wis** 19, **Cha** 18

**Base Atk** +10; **CMB** +17; **CMD** 28

**Feats** Alertness, Combat

Expertise, Great Fortitude, Improved Great Fortitude, Improved Iron Will, Iron Will, Vital Strike

**Skills** Climb +14, Diplomacy +18, Heal +18, Knowledge (arcana, engineering, geography, history, planes) +24, Linguistics +24, Perception +25, Sense Motive +22, Use Magic Device +18

**Languages** Aklo, Common, Yithian, 20 other languages; telepathy 100 ft.

**SQ** scholar

### ECOLOGY

**Environment** Any

**Organization**

solitary, pair, band (3–9), or enclave (10–100)

**Treasure** standard

### SPECIAL ABILITIES

**Amnesia (Su)** Once per day as a standard action, a yithian can attempt to inflict amnesia on a target it is able to communicate telepathically with. A target can resist this

attack with a DC 21 Will save. If the target fails its save, it takes a permanent -4 penalty on Will saving throws and all skill checks, and loses all memories save for those the yithian chooses to leave intact. This effect can be cured by *heal* or *greater restoration*. This is a mind-affecting insanity effect. The save DC is Charisma-based.

**Deadly Pincers (Ex)** A yithian always applies 1-1/2 times its Strength modifier to damage dealt by its pincer attacks, and deals triple damage on a critical hit. Pincers are primary attacks for yithians.

**Mind Swap (Su)** As a full-round action, a yithian can trade minds with another living creature it is able to communicate telepathically with. This functions as *magic jar*, except the two minds trade bodies. An unwilling target can resist the mind swap with a DC 21 Will save, after which that particular yithian cannot attempt to swap minds with that creature again for 24 hours. The yithian can end the effect of this mind swap at any time and over any distance as a full-round action, instantly returning both minds to the proper bodies—if the yithian wishes, it may attempt to use its amnesia power on the other mind as a free action when it ends the mind swap in this way. This is a mind-affecting effect. The save DC is Charisma-based.

**Scholar (Ex)** Yithians treat all knowledge skills as class skills.

Untold eons ago, the yithians inhabited a dying world. To escape their doomed planet, they cast their minds through time and space, eventually coming to rest in the strange, alien bodies they possess today. While these strange beings now reside in a distant galaxy, the yithians make use of their ability to astrally project to explore other planets, eager to find new worlds to explore.

When a yithian arrives upon a new world, it often swaps minds with the creatures it encounters there so as to experience that world as if it were a native. Those who spend time in a yithian's body rarely tell of the strange times they have experienced, for yithians guard themselves well, and leave those they use in this manner amnesiacs who remember the truth only as fragmentary nightmares.

