



MYTHIC MONSTERS CONSTRUCTS



Pathfinder
ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS



MYTHIC MONSTERS

CONSTRUCTS

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NOTE: THE FOLLOWING NOTATIONS ARE USED IN THE STAT BLOCKS CONTAINED IN THIS PRODUCT:

MF = MYTHIC FEAT

MA = MYTHIC ABILITY

MMA = MAJOR MYTHIC ABILITY (COUNTING AS TWO ABILITIES)

UNDERLINED TEXT INDICATES A RULES ELEMENT THAT IS DESCRIBED IN PATHFINDER ROLEPLAYING GAME MYTHIC ADVENTURES.



WELCOME TO ULTIMATE PLUG-INS: MYTHIC MONSTERS!

THIS SUPPLEMENT IS JUST ONE PART OF A LARGER RESOURCE FOR EVERY GAM-
emaster who would like to try out the new mythic rules but might feel a bit intimidated
by the huge amount of conversion work. The *Pathfinder Roleplaying Game Mythic Adventures*
hardback contains a wealth of new rules, but in one book there cannot be room for everything,
especially when it comes to monsters. That book contains some of the iconic monsters of myth
and legend and RPG history, transformed into a mythic rules format. The published monsters
demonstrate that a “mythic monster” does not need to be an ultra-powerful death machine -
you can have mythic monsters from CR 1 to CR 30 and all points in between - but there are
less than 50 monsters in the book. They are all classics, to be sure, but the game has evolved
and there are so many more. That is where the *Mythic Monsters* series from Legendary Games
comes in.

What you won't find inside this product are individual monster illustrations. You already
have them. Fantastic, glorious illustrations for every monster in every bestiary. You also won't
find descriptive text for these monsters. You already have that too. Every mythic monster could
be an elder of its kind, specially blessed or cursed by the gods, a noble lord or powerful cham-
pion, the last remnant of a mightier primeval race, a singular being unto itself, or perhaps a
newly evolved master race looking to supplant the ordinary beings of its ilk that came before.
To repeat these narratives for every monster, with slight variations, would be redundant. You
can create the perfect origin story and background for mythic versions of ordinary monsters
that fits precisely with your world. What you need are the stats, 100% crunch, and that is what
Mythic Monsters delivers.

The *Mythic Monsters* series contains updated mythic stat blocks for every creature com-
bined with innovative, exciting, and cinematic mythic abilities that clearly set these mon-
sters apart from the ordinary. Monsters that leave your players saying “What was THAT?”
Monsters that leave them feeling like mythic heroes when they triumph, whatever their level.
Every issue brings you mythic versions of 12 monsters you already know and love, all tied
together by a creature type or theme, plus one all-new mythic monster you've never seen
before! All brought to you by expert designers who know the mythic monster rules like no
one else because they are the same authors that created the mythic monsters in *Pathfinder*
Roleplaying Game Mythic Adventures.



SPECIAL ELECTRONIC FEATURES

We've hyperlinked this product internally from the Table of Contents and externally with links to the official Pathfinder Reference Document as well as d20PFSRD. If it is in the core rulebook, we generally didn't link to it unless the rule is an obscure one. The point is not to supersede the game books, but rather to help support you, the player, in accessing the rules, especially those from newer books or that you may not have memorized.

ABOUT LEGENDARY GAMES

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WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: CONSTRUCTS

An often overlooked brand of monster that nevertheless has deep roots in the worlds of fantasy and fiction is the construct, the monster that is not born but made. Some are the products of fiendish plotting by mad scientists, others crafted through ancient eldritch rituals, the gifting of the gods for guardians that would never slumber nor falter in their duties, or whatever mystical animism bound vital spirit into inert matter and made it come alive. Constructs have a great affinity for horror tropes, as deadly weapons come to life or strange creations that inevitably turn on their masters. Many such horror-themed constructs can be found in the *Construct Codex* from Legendary Games, but the lore of constructs goes back to the middle ages for the clay "Golem of Prague" that coined the term "golem" and at least as far as Greek mythology with the great metal giant, Talos, and they have been a part of RPGs since the earliest days. With the mythic flesh golem already in the official rules, we round out the traditional RPG golems here with the mucky embrace of the **clay golem**, the pulverizing pounding of the **stone golem**, and the shattering fists of the **iron golem**, the latter two gifted with the hint of an awakened mind and presented with statistics for giant versions as well as their standard varieties. The evolution of RPGs has seen a great expansion of the golem ranks, however, especially with lower-level constructs appearing, and in that vein we present the frigid yet fierce **ice golem** and the lumbering **wood golem**. Constructs go far beyond golems, however, and this book brings you a pair of pitiless and tireless hunters in the tiny **iron cobra** and the titanic **retriever**, each relentless and deadly in its own way, though such semi-mechanical marvels are dwarfed by the colossal **clockwork goliath**. The beautiful **caryatid column** is perfect in its form and in its fighting, while the **scarecrow** is barely held together yet possessed of a malign and fearsome will that brings a transfixing terror to those who must face it. A construct need not be entirely lifeless, as a **homunculus** is brought into being from a spellcaster's own blood and spirit. Some constructs, however, take on more of a life of their own, being worshiped at times as idols or becoming fonts of sacrifice, like the towering and terrible **wickerman**. To this collection of constructs CR 2 to 23, we present the weirdling wheeled **phantasmagoria wagon**, a living construct borne of the fey realms and carrying a universe of psychedelic horror and reality-warping strangeness wherever it roams. As if this were not enough, we also bring you mythic spells and rules for mastering mythic constructs of your very own!

The *Mythic Monsters* series from Legendary Games sets aside the rich story and background that is our trademark, because it is focused on absolute crunch, and there it absolutely lives up our highest standards of innovative layout, beautiful aesthetics, and excellence in design that is second to none. We hope you enjoy using it as much as we enjoyed making it. Game on!



- Jason Nelson

CREATING A MYTHIC CONSTRUCT

As created creatures, the existence of mythic constructs presupposes a process of creating them. Mythic constructs can be considered eldritch relics of some ancient creator race or otherwise the products of elder magics unknown by modern mages. In a world where mythic creatures exist in the present day, however, it strains credulity to assume that all methods of creating such constructs have been lost. What follows are a set of rules for creating or enhancing mythic constructs, some for use by players in trying to build their own beasts, and even more for GMs to tailor their mythic constructs into something truly special.

BUILDING A MYTHIC CONSTRUCT

The creation process for a mythic construct follows the details provided in the non-mythic construct entry regarding the materials required and the total cost for its creation, with the following additional requirements:

1. The creator must have a mythic rank or tier equal to or greater than the mythic rank or tier of the construct created;
2. The creator must expend a number of uses of mythic power equal to the mythic construct's mythic rank each day of the creation process; and,
3. If any of the following spells are required by the construction process, the mythic version of the spell must be employed instead: *animate objects*, *limited wish*, *miracle*, *wish*.

The market price of a mythic golem with more Hit Dice than the typical mythic golem described in each entry is increased by 10,000 gp for each additional Hit Die it possesses beyond the standard for its kind, and increases by an additional 100,000 gp if the mythic golem's size increases. Building a mythic golem with the advanced simple template increases its cost by 30,000 gp.

MYTHIC SHIELD GUARDIANS

Just as true golems can be created to serve their masters as shield guardians, so can mythic golems be created as mythic shield guardians. A mythic shield guardian is akin to its non-mythic counterpart in all respects save as follows:

Mythic Fast Healing (Ex) A mythic shield guardian has fast healing equal to 5 plus its mythic rank.

Mythic Shield Other (Sp) The wearer of a mythic shield guardian's amulet can activate this defensive ability as a standard action if within 400 feet of the mythic shield guardian. Just as the spell of the same name, this ability transfers to the mythic shield guardian half the damage that would be dealt to the amulet wearer. Damage transferred in this manner bypasses any defensive abilities (such as immunity or damage reduction) the mythic shield guardian possesses, but it is reduced by the mythic shield guardian's mythic rank.

Construction: A mythic shield guardian's base materials cost an additional 40,000 gp above the base golem's cost. The creature's master may assemble the body or hire someone else to do the job. The Craft check required to make the body is 6 higher than normal for the base mythic golem's kind. The keyed amulet is fashioned at the same time—it costs 30,000 gp above and beyond the mythic shield guardian's total cost. After the body is sculpted, the mythic shield guardian is animated through an extended magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory and costing 1,000 gp to establish. If the creator is personally constructing the creature's body, the building and the ritual can be performed together. The creator must have a minimum caster level of 2 higher than the base mythic golem's minimum required caster level. In addition, the following spells are added to the base mythic golem's requirements: *discern location* and *mythic shield other*.

MYTHIC CONSTRUCT SPELLS

CALL CONSTRUCT

The cost of the material component for this spell is reduced by 100 gp times your mythic tier. In addition, you can call the bonded construct to you even while you or the construct is subject to a non-mythic effect that blocks teleportation or summoning, such as *antimagic field*, *dimensional anchor*, *dimensional lock*, or *forbiddance*, with a successful caster level check against a DC of 15 plus the caster level of the effect, adding your mythic tier as a bonus to the check.

Augmented: If you expend two uses of your mythic power, you can cast this spell even if the material component is not in your possession (though it still shatters when you cast the spell).

CONTROL CONSTRUCT

You add your mythic tier on your Spellcraft check made to control the target construct, and if you successfully control a non-mythic construct you can give it a simple command, which it will follow for a number of rounds equal to your mythic tier after you stop concentrating. If the target is a mythic construct, the DC of the check is increased by an amount equal to your mythic rank, and you must check each round to maintain control. If the construct's creator or master is a mythic creature and is present and trying to control the construct, she adds her mythic rank or tier to her Spellcraft check to oppose your attempts to control the construct.

MALFUNCTION

This functions as *mythic confusion*, as described in *Pathfinder Roleplaying Game Mythic Adventures*, except it only affects constructs, and instead of babbling incoherently the construct takes no actions on its turn and takes a -4 penalty on its Armor Class until its next turn, though it may still make attacks of opportunity.

RAPID REPAIR

The targeted construct gains fast healing equal to 5 plus one-half your mythic tier. This does not stack with any fast healing the construct already has. Fast healing has no effect on a construct that has been brought to 0 hit points or destroyed; however, if you cast this spell on a construct that has been reduced to 0 hit points since the end of your last turn, you restore it to functionality with a number of hit points equal to your mythic tier, and its fast healing begins functioning on its next turn.

SOOTHE CONSTRUCT

You add your mythic tier to the reduction you cause in its chance of going berserk. If the construct is already berserk and you are its master, you apply this reduction first and then roll d% twice, choosing the better result, to end its berserk state, return it to normal functioning, and reset its berserk chance to 0%.

UNBREAKABLE CONSTRUCT

You increase the target's damage reduction (of any kind, not only DR/adamantine) and/or its hardness by 5 plus one-half your mythic tier.

Augmented: If you expend two uses of your mythic power, the target construct has a 25% chance to ignore critical hits and precision-based damage, as if wearing light fortification armor.

Augmented (3rd): If you expend two uses of your mythic power, the target construct has a 50% chance to ignore critical hits and precision-based damage, as if wearing medium fortification armor.

Augmented (6th): If you expend three uses of your mythic power, the target construct becomes immune to critical hits and precision-based damage.

MYTHIC CARYATID COLUMN**CR 4/MR 1**

XP 1,200

Pathfinder Roleplaying Game Bestiary 3

N Medium construct (mythic)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +0**DEFENSE****AC** 15, touch 9, flat-footed 15 (-1 Dex, +6 natural)**hp** 46 (3d10+30)**Fort** +1, **Ref** +0, **Will** +1**DR** 5/—; **Immune** construct traits, magic**Defensive Abilities** block attacks^{MA}, perfect parry^{MA}, shatter weapons**OFFENSE****Speed** 20 ft.**Melee** mwk longsword +8 (1d8+4/19–20)**Special Attacks** mythic power (3/day, surge +1d6)**STATISTICS****Str** 18, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +3; **CMB** +7; **CMD** 16 (cannot be disarmed)**Feats** Extra Mythic Power^{MF}**SQ** statue**ECOLOGY****Environment** any**Organization** solitary, pair, or colonnade (6–11)**Treasure** standard (masterwork longsword, other treasure)**SPECIAL ABILITIES**

Immunity to Magic (Ex) A caryatid column is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A *transmute rock to mud* spell deals 1d6 points of damage per caster level to a caryatid column, with no saving throw. *Transmute mud to rock* immediately heals any and all damage currently suffered by a caryatid column. A *stone to flesh* spell does not actually change the column's structure but negates its damage reduction and immunity to magic for 1 round.

Perfect Parry (Su) When a mythic caryatid column uses its block attacks ability, it can expend one use of its mythic power to treat the result of its attack roll as a natural 20. Alternatively, if it is targeted with a magical effect that would overcome its immunity to magic, it expend one use of its mythic power to its block attacks ability to negate that effect by making an attack roll against a DC equal to 11 plus the caster level (or Hit Dice for a supernatural effect) of the effect. It cannot use this ability against effects that affect an area.

Shatter Weapons (Ex) Whenever a character strikes a caryatid column with a weapon (magical or nonmagical), the weapon takes 3d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken quality.

Statue (Ex) A caryatid column can stand perfectly still, emulating a statue (usually one that is holding up the ceiling, like a carved column). An observer must succeed at a DC 20 Perception check to notice the caryatid column is alive. If a caryatid column initiates combat from this pose, it gains a +6 bonus on its initiative check.

CONSTRUCTION

A caryatid column's body is carved from a single 2,000-pound block of stone, such as granite or marble. The stone must be of exceptional quality, and costs 2,000 gp.

CARYATID COLUMN**CL** 9th; **Price** 12,000 gp**CONSTRUCTION**

Requirements Craft Construct, *lesser geas*, *polymorph*, *shatter*, caster must be at least 9th level; **Skill** Craft (sculpting) or Craft (stonemasonry) **DC** 15; **Cost** 7,000 gp

MYTHIC CLOCKWORK GOLIATH CR 23/MR 9

XP 204,800

Pathfinder Roleplaying Game Bestiary 3

N Gargantuan construct (clockwork)

Init +18^{MF}; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 44, touch 13, flat-footed 37 (+5 Dex, +2 dodge, +31 natural, -4 size)

hp 360 (28d10+146)

Fort +9, **Ref** +16, **Will** +9

Defensive Abilities electrical dampeners^{MA}, **fortification**^{MA} (50%), orichalum alloy^{MA}; **DR** 15/adamantine and epic;

Immune acid, construct traits, fire

Weaknesses vulnerable to electricity

OFFENSE

Speed 40 ft.

Melee 4 slams +45 (3d6+21)

Ranged cannon +29/+24/+19/+14 (6d6/×4)

Space 20 ft.; **Reach** 20 ft.

Special Attacks adamant auger^{MA}, augmented critical^{MA}, buzzsaw blade^{MA}, **mythic power** (9/day, surge +1d10+1, Lucky Surge), pneumatic hammer^{MA}, self-destruction, trample (3d6+31, DC 45)

STATISTICS

Str 53, **Dex** 20, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +28; **CMB** +53; **CMD** 70

Feats Improved Initiative^{B, MF}, Lightning Reflexes^{B, MF}, Lucky Surge^{MF}, Potent Surge^{MF}, Toughness^{B, MF}

SQ mindless toughness^{MA}, perpetual motion^{MA}, swift reactions, winding

ECOLOGY

Environment any

Organization solitary, pair, or siege (3–6)

Treasure none

SPECIAL ABILITIES

Adamant Auger (Ex) One of a goliath's arms ends in an adamantine drill, which it may use for one of its four slam attacks, or it can use it as an attack that deals piercing damage, and if the target has a natural armor bonus to AC it must succeed on a DC 45 Fortitude save or lose 1d4 points of its natural armor bonus (3d4 points on a critical hit). Lost points of natural armor are regained at a rate of 1 point per day (or per round if a creature has regeneration). A *regenerate* spell immediately restores all lost points of natural armor.

Attacks with its adamant auger are treated as if the mythic clockwork goliath had the Improved Sunder and Greater Sunder feats, and it may expend one use of its mythic power to gain the mythic version of Improved Sunder as a bonus feat for 1 minute; this feat applies only

to attacks made with its adamant auger.

Augmented Critical (Ex) When a mythic clockwork goliath uses its adamant auger, buzzsaw blade, or pneumatic hammer to attack, it has a critical threat range of 18–20 and deals ×3 damage on a critical hit.

Buzzsaw Blade (Ex) One of a goliath's arms ends in an adamantine rotary saw blade, which it may use for one of its four slam attacks, or it can cause the blade to spin with deadly speed, dealing slashing damage plus 1d6 points of bleed damage and forcing the target to succeed on a DC 45 Fortitude save or take 1 point of Constitution bleed.

Attacks with its buzzsaw blade are treated as if the mythic clockwork goliath had the Bleeding Critical feat, and it may expend one use of its mythic power to gain the mythic version of Bleeding Critical as a bonus feat for 1 minute; this feat applies only to attacks made with its buzzsaw blade. The save DC is Strength-based.

Cannon (Ex) One of a goliath's arms ends in a cannon. The goliath may use this as one of its four slam attacks, or it can use it to fire cannonballs. A cannon has a range increment of 100 feet, and deals 6d6 points of bludgeoning and piercing damage on a hit with a ×4 critical modifier. A clockwork goliath's cannon can hold up to 12 cannonballs—reloading a single cannonball is a standard action.

Electrical Dampeners (Ex) A mythic clockwork goliath gains SR 34 against non-mythic electricity effects that allow spell resistance, and its vulnerability to electricity applies only to mythic electricity effects. In addition, when a mythic clockwork goliath would be affected by an effect that deals 10 points of electricity damage, it may expend one use of its mythic power as a free action to suppress its vulnerability to electricity and gain electricity resistance 10 (20 against non-mythic electricity effects) until the beginning of its next turn.

Mindless Toughness (Ex) A mythic clockwork goliath gains Toughness as a bonus feat, even though it is mindless.

Orichalum Alloy (Ex) Mythic clockwork goliaths were mostly constructed by ancient builder races and are constructed of strange metal alloys little known in the modern world. Their metallic parts are not subject to rust or corrosion, nor are they subject to magical manipulation. A mythic clockwork goliath is immune to acid and also gains immunity to magic like a golem, ignoring the effects of any spell or spell-like ability that allows spell resistance, except for fire and electricity effects. A clockwork goliath is vulnerable to electricity damage. Heat energy, on the other hand, is absorbed to power their ionic thermal engines, even tapping into minute

variations in the ambient environment to replenish its stores. A mythic clockwork goliath targeted with a fire effect heals 1 point of damage for every 3 points of damage the attack would normally have dealt.

Perpetual Motion (Ex) A mythic clockwork goliath never needs winding and adds its mythic tier to its CMD against grapple combat maneuvers and on saving throws against effects that would cause it to become entangled or staggered.

Pneumatic Hammer (Ex) One of a goliath's arms ends in a massive double-headed adamantine hammer, which it may use for one of its four slam attacks, or it use the pneumatic hammer to perform an awesome blow combat maneuver in place of one of its slam attacks (rather than as a standard action), as if it had the Awesome Blow feat.

Attacks with its pneumatic hammer are treated as if the mythic clockwork goliath had the Staggering Critical feat, and it may expend one use of its mythic power to gain Stunning Critical as a bonus feat for 1 minute; this feat applies only to attacks made with its adamant auger.

Self-Destruction (Su) When a goliath's hit points are reduced to 10% its total (30 hp for most mythic clockwork goliaths) or less but still above 0, it self-destructs on its next turn, bursting in an explosion of metal scraps and steam that deals 12d6 points of slashing damage plus 12d6 points of fire damage to all creatures within a 20-foot-radius burst. A successful DC 24 Reflex save halves the damage. The save is Constitution-based.

CONSTRUCTION

The clockwork goliath is one of the most difficult of its kind to create. The creator must start with crafted clockwork pieces worth 20,000 gp.

CLOCKWORK GOLIATH

CL 18th; Price 300,000 gp

CONSTRUCTION

Requirements Craft Construct, Gunsmithing (*Ultimate Combat*), *animate objects*, *geas/quest*, and *limited wish*, creator must be at least caster level 18th; **Skill** Craft (clockwork) DC 25; **Cost** 160,000 gp

MYTHIC GOLEM, CLAY

CR 12/MR 5

XP 19,200

Pathfinder Roleplaying Game Bestiary

N Large construct (mythic)

Init +8; **Senses** darkvision 60 ft., low-light vision, tremorsense^{MA} 60 ft.; **Perception** +13

DEFENSE

AC 29, touch 8, flat-footed 29 (–1 Dex, +21 natural, –1 size)

hp 151 (13d10+80)

Fort +4, **Ref** +3, **Will** +4

Defensive Abilities trap weapon^{MA}; **DR** 10/adamantine, bludgeoning, and epic; **Immune** construct traits, magic

OFFENSE

Speed 40 ft.

Melee 2 slams +22 (2d10+13/19-20/×3 plus cursed wound)

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

Special Attacks haste^{MA}, mythic power (5/day, surge +1d8)

STATISTICS

Str 28, **Dex** 9, **Con** —, **Int** 6, **Wis** 11, **Cha** 1

Base Atk +13; **CMB** +21; **CMD** 30

Feats Blind-Fight, Critical Focus, Improved Critical (slam)^{MF}, Improved Initiative^{MF}, Power Attack^{MF}, Staggering Critical, Weapon Focus (slam)

Skills Perception +13

Languages Common (cannot speak)

SQ awakened construct^{MA}, powerful blows^{MA} (slam), statue^{MA}

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Awakened Construct (Ex) A mythic clay golem is a sentient being, awakened by the powerful life-giving magics employed in its creation. It has an Intelligence score of 6, can understand the language of its creator, and gains the feats and skill ranks denied to its mindless counterparts. An awakened mythic clay golem loses the berserk special attack.

Cursed Wound (Ex) The damage a mythic clay golem deals doesn't heal naturally and resists magical healing. A character attempting to use magical healing on a creature damaged by a mythic clay golem must succeed on a DC 33 caster level check (or DC 28 if mythic magical healing is being employed), or the healing has no effect on the injured creature.

Haste (Su) A mythic clay golem has a base land speed of 40 feet. As a free action, a mythic clay golem can *haste* itself for up to a number of rounds equal to 3 plus its mythic rank (8 rounds for most mythic clay golems) per day. The *haste* effect's duration need not be consecutive

rounds. If a mythic clay golem spends one use of its mythic power when activating its *haste* ability, it gains the effects of *mythic haste* for as long as it maintains the effect, or until the total duration in rounds has elapsed.

Immunity to Magic (Ex) A mythic clay golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *mythic move earth* spell drives the golem back 120 feet and deals 3d12 points of damage to it (no save). A non-mythic *move earth* spell has the same effect but the golem is treated as though it has an SR of 26 against the effect that the caster must first overcome.

A *mythic disintegrate* spell slows the golem (as the *slow* spell) for 1d6 rounds and deals 1d12 points of damage (no save). A non-mythic *disintegrate* spell has the same effect but the golem is treated as though it has an SR of 26 against the effect that the caster must first overcome.

A *mythic earthquake* spell cast directly at a clay golem stops it from moving on its next turn and deals 5d10 points of damage (no save). A non-mythic *earthquake* spell has the same effect but the golem is treated as though it has an SR of 26 against the effect that the caster must first overcome. Any magical attack against a clay golem that deals acid damage heals 1 point of damage for every 3 points of damage it would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A clay golem gets no saving throw against magical attacks that deal acid damage.

Statue (Ex) A mythic clay golem can stand perfectly still, emulating a statue. An observer who takes time to examine the golem must succeed at a DC 20 Perception check to notice it is alive. If a mythic clay golem initiates combat from this pose, it gains a +6 bonus on its initiative check.

Trap Weapon (Ex) A mythic clay golem's body can trap manufactured weapons that damage it. A manufactured weapon that deals piercing or slashing damage to the golem (after subtracting its DR) is stuck fast unless the wielder succeeds at a DC 25 Reflex save. A creature can spend a standard action to attempt a DC 25 Strength check to remove a stuck weapon. Weapons that deal only bludgeoning damage are immune to this ability. The golem can release any number of stuck weapons as a free action. The save DC is Strength-based.

MYTHIC GOLEM, ICE**CR 6/MR 2**

XP 2,400

Pathfinder Roleplaying Game Bestiary

N Medium construct (cold)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +0**Aura** chill aura^{MA}**DEFENSE****AC** 20, touch 10, flat-footed 20 (+10 natural)**hp** 73 (6d10+40)**Fort** +2, **Ref** +2, **Will** +2**Defensive Abilities** fireproof^{MA}, immunity to magic; **DR** 5/adamantine and epic; **Immune** construct traits, cold, magic**Weaknesses** vulnerability to fire**OFFENSE****Speed** 30 ft.**Melee** 2 slams +9 (1d6+3 plus 1d6 cold)**Special Attacks** breath weapon (20-ft. cone, 3d6 cold damage, Reflex DC 13 half, usable once every 1d4 rounds), cold (1d6), icy destruction, mythic power (4/day, surge +1d6), polar cloud^{MA}**STATISTICS****Str** 16, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +6; **CMB** +9; **CMD** 19**Feats** Extra Mythic Power^{MF}**ECOLOGY****Environment** any cold**Organization** solitary or gang (2–4)**Treasure** none**SPECIAL ABILITIES**

Cold (Ex) An ice golem's body generates intense cold, dealing 1d6 points of damage with its touch. Creatures attacking an ice golem with unarmed strikes or natural weapons take this same cold damage each time one of their attacks hits.

Chill Aura (Ex) Metal equipment within 5 feet of a mythic ice golem is affected as the spell *chill metal*. Equipment that spends more than 5 rounds within that radius stays at *chill metal*'s highest severity level. If the equipment leaves this aura, the effect diminishes by one severity level per round.

Fireproof (Ex) A mythic ice golem gains SR 17 against non-mythic fire effects that allow spell resistance, and its vulnerability to fire applies only to mythic fire effects. In addition, when a mythic ice golem would be affected by an effect that deals 10 points of fire damage, it may expend one use of its mythic power as a free action to suppress its vulnerability to fire and gain fire resistance 10 (20 against non-mythic fire effects) until the beginning of its next turn.

Icy Destruction (Ex) When reduced to 0 hit points, an ice golem shatters in an explosion of jagged shards of ice. All creatures within a 10-foot burst take 3d6 points of slashing damage and 2d6 points of cold damage; a DC 13 Reflex save halves the damage. The save DC is Constitution-based.

Immunity to Magic (Ex) An ice golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

A magical attack that deals electricity damage slows an ice golem (as the *slow* spell) for 2d6 rounds, with no saving throw.

A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. An ice golem gets no saving throw against cold effects.

Polar Cloud (Ex) As a move action, a mythic ice golem may expend 1 use of mythic power to shake a 10 ft. radius cloud of ice crystals off of its body. Creatures within the cloud must succeed on a DC 13 Fortitude save or be blinded for a number of rounds equal to the mythic ice golem's mythic tier. The mythic ice golem gains concealment against all ranged attacks for 1 round.

CONSTRUCTION

An ice golem's body must be constructed from a single block of ice weighing at least 1,000 pounds. The ice is treated with magical powders and unguents worth at least 500 gp.

ICE GOLEM**CL** 12th; **Price** 18,500 gp**CONSTRUCTION**

Requirements Craft Construct, *chill touch*, *cone of cold*, *geas/quest*, *ice storm*, *resist energy* (cold), creator must be caster level 12th; **Skill** Craft (sculptures) DC 17; **Cost** 9,500 gp

MYTHIC GOLEM, IRON

CR 16/MR 6

XP 76,800

Pathfinder Roleplaying Game Bestiary

N Large construct (mythic)

Init -1; **Senses** darkvision 60 ft., low-light vision, *mistsight*^{MA}; Perception +18

DEFENSE

AC 34, touch 8, flat-footed 34 (-1 Dex, +26 natural, -1 size)

hp 189 (18d10+90)

Fort +6, **Ref** +5, **Will** +6

Defensive Abilities invincible guardian^{MA}; **DR** 15/adamantine and epic; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +31 (2d10+21/17-20/×3)

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

Special Attacks breath weapon^{MA}, destroyer^{MA}, *mythic power* (6/day, surge +1d8), powerful blows, sweeping strike^{MA}

STATISTICS

Str 38, **Dex** 9, **Con** —, **Int** 6, **Wis** 11, **Cha** 1

Base Atk +18; **CMB** +33 (+37 sunder); **CMD** 42 (44 vs. sunder)

Feats Critical Focus^{MF}, Greater Sunder, Improved Critical (slam)^{MF}, Improved Sunder, Power Attack^{MF}, Sundering Strike, Staggering Critical, Stunning Critical

Skills Perception +18

Languages Common (cannot speak)

SQ awakened construct^{MA}, statue^{MA}

ECOLOGY

Environment any

Organization solitary or gang (2-4)

Treasure none

SPECIAL ABILITIES

Awakened Construct (Ex) A mythic iron golem is a sentient being, awakened by the powerful life-giving magics employed in its creation. It has an Intelligence score of 6, can understand the language of its creator, and gains the feats and skill ranks denied to its mindless counterparts.

Breath Weapon (Su) As a free action once every 1d3 rounds, a mythic iron golem can exhale a 20-foot radius cloud of poisonous gas that obscures vision as *fog cloud*. This gas cloud persists for 1 round; any creature within the area when the golem creates it (as well as any creature that passes through the cloud during the remainder of that round) is exposed to the cloud's poisonous effects. These vapors automatically kill any living creature with 3 or fewer HD (no save). A living creature with 4 or 5 HD is slain unless it succeeds on a DC 21 Fortitude save (in which case it takes 1d4 points of Constitution damage). A living creature with 6 or more HD takes 1d4 points of Constitution damage (a successful Fortitude save halves this

damage). Holding one's breath doesn't help, but creatures immune to poison are unaffected. This poison is magically created each time the golem uses this power. The save DC is Constitution-based and includes a +2 racial bonus.

Destroyer (Ex) Whenever a mythic iron golem attacks an object, including a held or worn item, it ignores any Hardness the object might possess. This includes spell effects such as *wall of force*, but not objects that are also creatures, such as animated objects.

Immunity to Magic (Ex) An iron golem is immune to spells or spell-like abilities that allow spell resistance. Certain spells and effects function differently against it, as noted below.

A mythic magical attack that deals electricity damage slows a mythic iron golem (as the *slow* spell) for 3 rounds, with no saving throw. A non-mythic magical attack that deals electricity damage has the same effect but the golem is treated as though it has an SR of 30 against the effect that the caster must first overcome.

A magical attack that deals fire damage breaks any *slow* effect on the golem and heals 1 point of damage for each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A mythic iron golem gets no saving throw against fire effects.

A mythic iron golem is affected normally by mythic rust attacks, such as those of a mythic rust monster or a *mythic rusting grasp* (*Mythic Magic: Core Spells* by Legendary Games) spell. A non-mythic rust attack has the same effect but the golem is treated as though it has an SR of 30 against the effect that must first be overcome. Creatures that employ rust attacks that are not spells use their HD in place of their level when making the caster level check.

Invincible Guardian (Su) A mythic iron golem can expend one use of its mythic power as a swift action to make itself nearly invincible for a short period of time. The mythic iron golem's existing DR doubles to DR 30/adamantine and epic, and it gains DR 15/— for a number of rounds equal to its mythic rank.

Powerful Blows (Ex) An iron golem inflicts one and a half times its Strength modifier and threatens a critical hit on a 19-20 with its slam attacks.

Statue (Ex) A mythic iron golem can stand perfectly still, emulating a statue. An observer who takes time to examine the golem must succeed at a DC 20 Perception check to notice it is alive. If a mythic iron golem initiates combat from this pose, it gains a +6 bonus on its initiative check.

Sweeping Strike (Su) Whenever a mythic iron golem could make a full attack, it may instead make a single attack at its highest attack bonus and apply the results to all opponents within its reach. Roll damage once and apply it to all opponents hit by the attack. If the attack roll is a critical threat, the mythic iron golem chooses one target hit by its sweeping strike and attempts to confirm the critical against that target.

GIANT MYTHIC IRON GOLEM CR 17/MR 6

XP 102,400

With the giant simple template, a mythic iron golem's stats are as follows:

CR 16/MR

XP 102,400

Size Huge; **Init** -2

AC 35, touch 6, flat-footed 35

hp 199 (18d10+100)

Ref +4;

Melee 2 slams +32 (4d8+24/17-20/x3)

Space 15 ft., **Reach** 15 ft.; **Str** 42, **Dex** 7

CMB +36 (+40 sunder); **CMD** 44 (46 vs. sunder).

MYTHIC GOLEM, STONE

CR 13/MR 5

XP 25,600

Pathfinder Roleplaying Game Bestiary

N Large construct (mythic)

Init -1; **Senses** darkvision 60 ft., low-light vision, tremorsense^{MA}; **Perception** +0

DEFENSE

AC 31, touch 8, flat-footed 31 (-1 Dex, +23 natural, -1 size)

hp 157 (14d10+80)

Fort +4, **Ref** +3, **Will** +4

Defensive Abilities shatter weapons^{MA}; **DR** 10/adamantine and epic; **Immune** construct traits, magic

OFFENSE

Speed 20 ft.

Melee 2 slams +24 (2d10+16)

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

Special Attacks *mythic power* (5/day, surge +1d8), slow^{MA}

STATISTICS

Str 32, **Dex** 9, **Con** —, **Int** 6, **Wis** 11, **Cha** 1

Base Atk +14; **CMB** +26; **CMD** 35 (37 vs. bull rush)

Feats Awesome Blow^{MF}, Bull Rush Strike, Critical Focus, Improved Bull Rush, Improved Critical (slam), Power Attack^{MF}, Quick Awesome Blow^{MF}, Staggering Critical

Skills Perception +14

Languages Common (cannot speak)

SQ awakened construct^{MA}, powerful blows^{MA} (slam), statue^{MA}

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Awakened Construct (Ex) A mythic stone golem is a sentient being, awakened by the powerful life-giving magics employed in its creation. It has an Intelligence score of 6, can understand the language of its creator, and gains the feats and skill ranks denied to its mindless counterparts.

Immunity to Magic (Ex) A mythic stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below. A *mythic transmute rock to mud* spell (*Mythic Magic: Core Spells* by Legendary Games) slows a mythic stone golem (as the *slow* spell) for 2d6 rounds, with no saving throw. A non-mythic *transmute rock to mud* spell has the same effect but the golem is treated as though it has an SR of 27 against the effect that the caster must first overcome. A *transmute mud to rock* spell heals a mythic stone golem all of its lost hit points. A *mythic stone to flesh* spell (*Mythic Magic: Core Spells* by Legendary Games) does not actually change the golem's

structure but negates its damage reduction and immunity to magic for 1 full round. A non-mythic *stone to flesh* spell has the same effect but the golem is treated as though it has an SR of 27 against the effect that the caster must first overcome.

Shatter Weapons (Ex) Whenever a character strikes a mythic stone golem with a weapon (magical or nonmagical), the weapon takes 3d6 points of damage. Apply the weapon's hardness normally. Weapons that take any amount of damage in excess of their hardness gain the broken quality.

Slow (Su) A stone golem can use a *slow* effect, as the spell, as a free action once every 2 rounds. The effect affects all creatures within a 20-ft. radius burst centered on the golem, has a duration in rounds equal to 7 plus the golem's mythic rank, and requires a DC 19 Will save to negate. The save DC is Constitution-based and includes a +2 racial bonus. If a mythic stone golem spends one use of its mythic power when activating its slow ability, the effect becomes as per *mythic slow* instead, and nonmythic creatures within the burst must roll their saving throws twice and take the lowest result.

Statue (Ex) A mythic stone golem can stand perfectly still, emulating a statue. An observer who takes time to examine the golem must succeed at a DC 20 Perception check to notice it is alive. If a mythic stone golem initiates combat from this pose, it gains a +6 bonus on its initiative check.

GIANT MYTHIC STONE GOLEM CR 14/MR 5

XP 38,400

With the giant simple template, a mythic stone golem's stats are as follows:

CR 14/MR 5

XP 38,400

Size Huge; Init -2

AC 32, touch 6, flat-footed 32

hp 167 (14d10+90)

Ref +2

Melee 2 slams +25 (4d8+19)

Space 15 ft., Reach 15 ft.

Str 36, Dex 7; CMB +29; CMD 37 (39 vs. bull rush).

The following mythic feats first appeared in *Mythic Minis 1: Monster Feats* (Awesome Blow) and *Mythic Monsters: Giants* (Quick Awesome Blow) from Legendary Games and are reprinted here for ease of reference.

AWESOME BLOW (MYTHIC)

This creature's powerful blows can launch opponents into the air and render them senseless.

Prerequisites: Str 29, Awesome Blow, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: If the creature's Awesome Blow combat maneuver succeeds against a corporeal opponent of its size or smaller, its opponent takes damage (typically slam damage) plus twice the creature's Strength modifier, is knocked flying 20 feet in a direction of the attacking creature's choice, and falls prone. Additionally, the opponent must succeed on a Fortitude save (DC 10 + 1/2 attacking creature's HD + attacking creature's Strength modifier) or they are rendered stunned for 1 round. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 2d6 points of damage, the opponent is knocked prone in a space adjacent to the obstacle, and must succeed on a Fortitude save (same DC as above) or be stunned for 1 round. Finally, the attacking creature can expend one use of mythic power as a swift action to extend the duration of the stunned effect an additional round.

QUICK AWESOME BLOW (COMBAT, MYTHIC)

You can send foes flying with careless ease.

Prerequisite: Awesome Blow, base attack bonus +11.

Benefit: On your turn, you can perform a single awesome blow combat maneuver in place of one of your melee attacks. You must choose the melee attack with the highest base attack bonus to make the awesome blow.

Normal: An awesome blow combat maneuver is a standard action.

MYTHIC GOLEM, WOOD**CR 7/MR 3**

XP 3,200

Pathfinder Roleplaying Game Bestiary

N Medium-construct

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +0**DEFENSE****AC** 23, touch 14, flat-footed 19 (+4 Dex, +9 natural)**hp** 94 (8d10+50)**Fort** +2, **Ref** +6, **Will** +5**Defensive Abilities** fireproof^{MA}, immunity to magic; **DR** 5/adamantine and epic; **Immune** construct traits, magic**Weaknesses** vulnerable to fire**OFFENSE****Speed** 30 ft.**Melee** 2 slams +12 (2d6+4)**Special Attacks** mythic power (3/day, surge +1d6), splintering**STATISTICS****Str** 18, **Dex** 18, **Con** —, **Int** —, **Wis** 17, **Cha** 1**Base Atk** +8; **CMB** +12; **CMD** 26**Feats** Cleave^M, Power Attack^M**ECOLOGY****Environment** any**Organization** solitary or gang (2–4)**Treasure** none**SPECIAL ABILITIES**

Fireproof (Ex) A mythic wood golem gains SR 18 against non-mythic fire effects that allow spell resistance, and its vulnerability to fire applies only to mythic fire effects. In addition, when a mythic wood golem would be affected by an effect that deals 10 points of fire damage, it may expend one use of its mythic power as a free action to suppress its vulnerability to fire and gain fire resistance 10 (20 against non-mythic fire effects) until the beginning of its next turn.

Immunity to Magic (Ex) A wood golem is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below. *Warp wood* or *wood shape* slows a wood golem (as the *slow* spell) for 2d6 rounds (no save). *Repel wood* drives the golem back 60 feet and deals 2d12 points of damage to it (no save). A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A wood golem gets no saving throw against attacks that deal cold damage.

Mindless Cleave^{MA} (Ex) A mythic wood golem gains the benefit of Cleave.

Mindless Power Attack^{MA} (Ex) A mythic wood golem gains the benefit of Power Attack.

Frantic Splintering^{MA} (Su) As a full round action, a mythic wood golem may expend 2 uses of mythic power to launch two extra splinter barrages. These barrages function as the mythic wood golem's splintering ability, but it need not wait 1d4+1 rounds between uses of this ability.

Splintering (Su) As a free action once every 1d4+1 rounds, a wood golem can launch a barrage of razor-sharp wooden splinters from its body in a 20-foot-radius burst. All creatures caught within this area take 6d6 points of slashing damage (Reflex DC 14 halves). The save DC is Constitution-based.

CONSTRUCTION

The pieces of a wood golem are assembled from blocks of fine wood and sprinkled with rare powders and crushed herbs worth at least 300 gp.

WOOD GOLEM**CL** 7th; **Price** 19,300 gp**CONSTRUCTION**

Requirements Craft Construct, *alarm*, *animate objects*, *cat's grace*, *geas/quest*, *limited wish*, creator must be caster level 12th; **Skill** Craft (carpentry) DC 17; **Cost** 8,800 gp

MYTHIC HOMUNCULUS

CR 2/MR 1

XP 600

Pathfinder Roleplaying Game Bestiary

Any alignment (same as creator) Tiny construct

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +3

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)

hp 21 (2d10+10)

Fort +0, **Ref** +4, **Will** +1

Defensive Abilities construct traits, evasion^{MA}

OFFENSE

Speed 20 ft., fly 50 ft. (good)

Melee 1 bite +3 (1d4–1 plus poison)

Space 2-1/2 ft.; **Reach** 0 ft.

STATISTICS

Str 8, **Dex** 15, **Con** —, **Int** 10, **Wis** 12, **Cha** 7

Base Atk +2; **CMB** +2; **CMD** 11

Feats Lightning Reflexes^{MF}

Skills Fly +10, **Perception** +3, **Stealth** +12

Languages Common (cannot speak); telepathic link

SQ spell storer^{MA}

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Evasion (Ex) A mythic homunculus gains the evasion ability.

In addition, it can expend one use of its mythic power as a swift or immediate action to gain improved evasion for 1 minute.

Poison (Ex) Bite—injury; *save* Fort DC 13; *frequency* 1/minute for 60 minutes; *effect* sleep for 1 minute; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

Spell Storer (Su) A spellcaster with the mythic Improved Familiar feat can create a mythic homunculus and bind it as a familiar. If this is done, the mythic homunculus' master can store one or more spells which he can cast within the homunculus. This functions similarly to *imbue with spell ability*, but you can imbue a total number of spell levels equal to your mythic tier, though the level of the stored spell(s) cannot exceed one-third your mythic tier (minimum 1st). Its master can store spells of any school or spellcasting class. The mythic homunculus can use the stored spells in several ways:

Attack: A mythic homunculus gains a luck bonus on attack rolls with its bite equal to the highest level of spell it has stored. In addition, when it makes a successful bite attack it can discharge a stored spell into the target, as if it were using a weapon with the spell storing property.

Casting: A mythic homunculus can cast a stored spell as normal for a creature using *imbue with spell ability*.

Defense: A mythic homunculus gains a luck bonus on saving throws equal to the highest level of spell it has stored. In addition, whenever it takes damage from an attack it can expend a stored spell as an immediate action to gain 1d10 temporary hit points per level of the expended spell. These temporary hit points last for 1 hour or until expended and do not stack.

Telepathic Link (Su) A homunculus cannot speak, but the process of creating one links it telepathically with its creator. A homunculus knows what its master knows and can convey to him or her everything it sees and hears, out to a distance of 1,500 feet.

CONSTRUCTION

A homunculus is shaped from a mixture of clay, ash, mandrake root, spring water, and one pint of the creator's own blood. These materials cost 50 gp. After the body is sculpted, it is animated through an extended magical ritual that requires a specially prepared laboratory or workroom, similar to an alchemist's laboratory, and costing an additional 1,000 gp to supply. If the creator is personally constructing the creature's body, the building and ritual can be performed together. A homunculus with more than 2 Hit Dice can be created, but each additional Hit Die adds +2,000 gp to the cost to create.

The person whose blood is used to form a homunculus's body becomes its master; it is possible for one person to give blood for the creation, another to sculpt the base material, and another to magically animate it as a minion for the one who provided the blood.

HOMUNCULUS

CL 7th; **Price** 2,050 gp

CONSTRUCTION

Requirements Craft Construct, *arcane eye*, *mirror image*, *mending*; **Skill** Craft (leather) or Craft (sculptures) DC 12; **Cost** 1,050 gp.

MYTHIC IRON COBRA**CR 2/MR 1**

XP 600

Pathfinder Roleplaying Game Bestiary

N Small construct

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +0**DEFENSE****AC** 21, touch 13, flat-footed 19 (+2 Dex, +8 natural, +1 size)**hp** 25 (1d10+20)**Fort** +0, **Ref** +2, **Will** +0**DR** 5/—; **Immune** construct traits; **SR** 13**OFFENSE****Speed** 40 ft.**Melee** bite +3 (1d6+1 plus poison)**Special Attacks** mythic power (3/day, surge +1d6)**STATISTICS****Str** 12, **Dex** 15, **Con** —, **Int** —, **Wis** 11, **Cha** 1**Base Atk** +1; **CMB** +1; **CMD** 13 (can't be tripped)**Feats** Extra Mythic Power^{MF}**Skills** Stealth +12, Survival +0 (+10 to track); **Racial Modifiers** +6 Stealth, +10 Survival (to track)**SQ** bottomless reservoir^{MA}, find target, inexorable tracker^{MA}**ECOLOGY****Environment** any**Organization** solitary, pair, or nest (3–10)**Treasure** none**SPECIAL ABILITIES**

Bottomless Reservoir (Su) When poison is placed into a mythic iron cobra's reservoir, it can produce enough venom for two successful bite attacks for each dose that is it is given. In addition, if its reservoir is exhausted, it can expend one use of its mythic power as a swift action to refill itself with one dose of the same kind of poison it formerly contained.

Find Target (Su) Once per day, an iron cobra's creator can order it to find and kill a specific creature within 1 mile, which it does as if guided by *discern location*. The creator must have seen or be holding an item from the specified creature for this order to function.

Inexorable Tracker (Ex) A mythic iron cobra gains a +10 racial bonus on Survival checks made to track, and when tracking the creature selected for its find target ability it also gains the benefits of the quarry ranger class feature against that creature. If a mythic iron cobra fails a Survival check to track that creature, it can expend one use of its mythic power to treat the result as a natural 20.

Poison (Ex) An iron cobra's bite injects poison from a hidden reservoir within its body. Because it is a construct, the cobra does not naturally produce this poison, and its creator must refill this reservoir manually. The reservoir holds enough poison for 3 successful bite attacks, after which the creature merely deals bite damage. Refilling the reservoir takes 5 rounds and provokes attacks of opportunity. The creator can fill the reservoir with any injury poison (typically black adder venom), though acid, alchemical substances, and even stranger liquids have been used. *Black Adder Venom:* Bite—injury; *save* Fort DC 11; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 1 save.

Adamantine Cobra (+1 CR): This cobra is more solidly built than others. Its natural armor bonus increases to +12, it gains +5 hp per HD, and it gains DR 10/—.

Cold Iron Cobra (+0 CR): This cobra's natural attacks count as cold iron for the purpose of bypassing damage reduction.

Darkwood Cobra (+0 CR): This cobra is more mobile; it gains a swim speed of 30 ft. and a climb speed of 20 ft.

Mithral Cobra (+1 CR): This cobra is much swifter. Its Dexterity increases by +4 and its speed to 70 ft., and it can make 2 bite attacks per round as a full attack action.

CONSTRUCTION

An iron cobra's body is built from 100 pounds of magically treated materials (typically iron).

IRON COBRA

CL 7th; **Price** 4,000 gp (iron); 20,000 gp (adamantine), 8,000 gp (cold iron), 5,000 (darkwood), or 10,000 gp (mithral)

CONSTRUCTION

Requirements Craft Construct, *animate object*, *discern location*, *geas/quest*; **Skill** Craft (armor), Craft (blacksmithing), Craft (carpentry [for darkwood cobras only]), or Craft (weapons) DC 15; **Cost** 2,000 gp (iron); 10,000 gp (adamantine); 4,000 gp (cold iron), 2,500 gp (darkwood); 5,000 gp (mithral)



MYTHIC RETRIEVER**CR 13/MR 5**

XP 25,600

CE Huge construct (extraplanar, mythic)

Init +12^{MF}; **Senses** darkvision 60 ft., low-light vision, Perception +15**DEFENSE****AC** 30, touch 11, flat-footed 27 (+3 Dex, +19 natural, -2 size)**hp** 187 (15d10+105); fast healing 5**Fort** +7, **Ref** +10, **Will** +5**Defensive Abilities** construct traits, *freedom of movement*; **DR** 10/epic; **SR** 24**OFFENSE****Speed** 50 ft.**Melee** bite +21 (1d8+8 plus grab), 4 claws +21 (2d6+8/19-20/x3)**Space** 15 ft.; **Reach** 15 ft.**Special Attacks** eye rays^{MA} (+16 ranged touch), mythic power (5/day, surge +1d8)**Spell-Like Abilities** (CL 20th)3/day—*greater teleport*At will—*discern location***STATISTICS****Str** 26, **Dex** 16, **Con** —, **Int** 3, **Wis** 11, **Cha** 1**Base Atk** +15; **CMB** +25 (+27 bull rush, +29 grapple); **CMD** 38 (40 vs. bull rush, 42 vs. trip)**Feats** Cleave, Improved Bull Rush, Great Fortitude, Improved Critical (claw)^{MF}, Improved Initiative^{MF}, Lightning Reflexes, Power Attack^{MF}, Toughness**Skills** Perception +15**Languages** Abyssal (cannot speak)**SQ** relentless^{MA}**ECOLOGY****Environment** any (Abyss)**Organization** solitary**Treasure** none**SPECIAL ABILITIES**

Eye Rays (Su) A mythic retriever's eyes can produce eight different magical rays, each with a range of 100 feet. Each round, it can fire two rays as a free action. A particular ray is usable only once every 4 rounds, unless a mythic retriever spends mythic power in the process of activating it. A mythic retriever can fire an eye ray in the same round that it makes physical attacks—firing an eye ray does not provoke attacks of opportunity. The save DC for eye rays is 19—the save DC is Constitution-based, and includes a +2 racial bonus. The eye ray effects are as follows:

Acid: Deals 15d6 acid damage (Reflex half)*Cold:* Deals 15d6 cold damage (Reflex half)*Dimensional Anchor:* Target is affected as per *dimensional anchor* for 15 minutes*Electricity:* Deals 15d6 electricity damage (Reflex half)*Fire:* Deals 15d6 fire damage (Reflex half)*Petrification:* Target must succeed on a Fortitude save or turn to stone permanently*Poison:* Frequency 1/round for 6 rounds; *initial effect* unconsciousness for 1d4 minutes; *secondary effect* death; cure 2 consecutive Fortitude saves*Sonic:* Deals 15d6 sonic damage (Reflex half).**Relentless (Su)** A mythic retriever is constantly under the effects of *freedom of movement*, *spider climb* and *water walk*; these abilities cannot be dispelled.**Trace Teleport (Su)** At will, a mythic retriever can sense the exact location within a 100-ft. radius at which any teleportation effects have been used during the last minute. If a mythic retriever uses this ability at the exact location a teleportation effect was used within the last minute, it knows the direction and distance the individuals traveled using the effect. It does not learn any information regarding the destination other than mental coordinates sufficient to teleport there itself.

MYTHIC SCARECROW

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary 2

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 natural)

hp 67 (5d10+40)

Fort +1, **Ref** +1, **Will** +2

Immune cold, construct traits

Weaknesses vulnerability to fire

OFFENSE

Speed 20 ft.

Melee 2 slams +8 (1d8+3 plus contagious fear^{MA})

Special Attacks animate allies^{MA}, fascinating gaze, mythic power (4/day, surge +1d6), sudden start^{MA}

STATISTICS

Str 16, **Dex** 10, **Con** —, **Int** —, **Wis** 12, **Cha** 14

Base Atk +5; **CMB** +8; **CMD** 18

Feats Extra Mythic Power^{MF}

SQ freeze

ECOLOGY

Environment any land

Organization solitary, pair, or gang (3–6)

Treasure none

SPECIAL ABILITIES

Animate Allies (Sp) A mythic scarecrow may expend 1 use of mythic power to animate a number of inanimate scarecrows, effigies, dolls, or similar objects crafted in humanoid form. This functions as *animate objects* (caster level 5th). If the mythic scarecrow expends two uses of its mythic power, it can increase its caster level to 10th for this ability. These animated objects attack whomever the mythic scarecrow attacks or any creature that attacks them or the scarecrow.

Contagious Fear (Su) A mythic scarecrow's touch infuses its target with overwhelming waves of fear which can spill over into its allies. A successful DC 14 Will save leaves the target shaken for 1 rounds. If the victim fails her save, she begins cowering and can take no actions but may attempt a new save each round at the end of her turn to end the effect. Allies within 30 feet with line of sight to the scarecrow and the target when she begins cowering become shaken (DC 14 Will negates) for 1d4 rounds. Creatures adjacent to the victim or the scarecrow become frightened as long as they remain adjacent to either; creatures adjacent to both a cowering victim and the scarecrow become panicked instead. This is a mind-affecting fear effect. The save DC is Charisma-based.

Fascinating Gaze (Su) Target is fascinated, 30 feet, Will DC

14-negates. Fascination lasts as long as the scarecrow remains within 300 feet of the fascinated creature. The approach or animation of the scarecrow does not count as an obvious threat to the victim of this particular fascination effect (although the scarecrow's attack does count as an obvious threat and ends the fascination immediately). This is a mind-affecting effect. The save DC is Charisma-based.

Sudden Start (Su) Even creatures aware of a mythic scarecrow's true nature may be taken off guard when it attacks. If a mythic scarecrow makes an attack without having moved previously during the combat, it may expend 1 use of mythic power to gain surprise, treating its opponents as if they were unaware of it.

CONSTRUCTION

Scarecrows are constructed of a variety of materials, but usually include a frame of wood bound by rope or twine, covered in cloth or ragged garments, then stuffed with grass or straw. Some have simple heads made from bags stuffed with straw, with two holes cut for eyes, while others have more elaborate pumpkin or gourd heads carved with grotesque faces. Once the basic body has been constructed, unguents and special powders worth 500 gp are also required.

SCARECROW

CL 6th; Price 15,500 gp

CONSTRUCTION

Requirements Craft Construct, *command*, *fear*, *geas/quest*, *hypnotic pattern*, creator must be caster level 6th; **Skill** Craft (carpentry), Craft (sculptures), or Profession (farmer) DC 12; **Cost** 8,000 gp

MYTHIC WICKERMAN**CR 16/MR 6**

XP 76,800

Pathfinder Roleplaying Game Bestiary 4

NE Colossal construct (fire, mythic)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +14**DEFENSE****AC** 26, touch 5, flat-footed 23 (+3 Dex, +21 natural, -8 size)**hp** 217 (14d10+140); fast healing 1**Fort** +4, **Ref** +7, **Will** +4**Defensive Abilities** fire healing, hardness 5; **DR** 10/epic; **Immune** construct traits, fire**Weaknesses** vulnerable to cold**OFFENSE****Speed** 30 ft.**Melee** 2 slams +23 (2d8+16 plus burn and grab)**Ranged** 2 burning brands^{MA} +9 touch (4d6+16 plus burn)**Space** 30 ft.; **Reach** 30 ft.**Special Attacks** burn (1d6 fire, DC 17), cagespaw^{MA}, conflagration^{MA}, mythic power (6/day, surge +1d8), trample^{MA} (2d8+24 plus burn, DC 33), wicker cage^{MA}**STATISTICS****Str** 43, **Dex** 16, **Con** —, **Int** 6, **Wis** 10, **Cha** 7**Base Atk** +14; **CMB** +38 (+42 grapple); **CMD** 51**Feats** Cleave^{MF}, Combat Reflexes, Great Cleave, Improved Vital Strike, Power Attack^{MF}, Vital Strike^{MF}, Weapon Focus (slam)**Skills** Perception +14**Languages** Common (cannot speak)**SQ** awakened construct^{MA}, constant blaze**ECOLOGY****Environment** any land**Organization** solitary**Treasure** none**SPECIAL ABILITIES**

Awakened Construct (Ex) A mythic wickerman is a sentient being, awakened by the powerful life-giving magics employed in its creation. It has an Intelligence score of 6, can understand the language of its creator, and gains the feats and skill ranks denied to its mindless counterparts.

Burning Brands (Ex) A mythic wickerman can draw forth pieces of its own body and throw them as ranged touch attacks with a range increment of 60 feet.

Cagespaw (Sp) If a single Large or 4 Medium creatures are burnt to death in a mythic wickerman's wicker cage, the mythic wickerman can spend one use of its mythic power within a minute of their deaths to conjure an advanced Large fire elemental into its cage which it can then release. The elemental remains in existence for 24 hours or until slain. This is a conjuration (calling) effect and is equivalent to a 6th-level spell.

Conflagration (Su) Once every 1d4 rounds, a mythic wickerman can create a burst of flames that surrounds it to a radius of 30 feet. All targets in this area take 20d6 fire damage and catch on fire [see *Pathfinder RPG Core Rulebook*]. A target that makes a successful DC 19 Reflex save takes half damage and avoids catching fire. The save DC is Constitution-based and includes a +2 racial bonus.

Constant Blaze (Su) A wickerman constantly burns but is never consumed. Its flames are magical. Immersion in water only suppresses the flames, and only for as long as the wickerman is immersed. While its flames are suppressed, the wickerman loses its burn ability, and its wicker cage ability doesn't deal fire damage or cause creatures to catch on fire.

Fire Healing (Ex) A magical attack that deals fire damage heals the wickerman 1 point of damage for every 3 points of damage the attack would otherwise deal.

Wicker Cage (Su) If a wickerman successfully grapples a creature, as a swift action it can shove the grabbed creature into the cage built into its chest. This works like swallow whole (8d6 fire damage plus the target automatically catches on fire [see *Pathfinder RPG Core Rulebook*], AC 20, 21 hp) but the cage is large enough to fit 1 Large creature or up to 4 Medium creatures. The DC to put out this fire is 19. If a creature cuts its way free, the cage reforms allowing the wickerman to use this ability again in 1d4 rounds. The save DC is Constitution-based and includes a +2 racial bonus.

If the mythic wickerman spends one use of mythic power as a free action, the fire in its wicker cage ignores up to 30 points of fire resistance, and drains an additional 30 points of fire protection per round, for 1 minute.

This ramshackle peddler's wagon is covered with strangely carved doors and cupboards, with eerie light leaking through the cracks. A hooded figure drives a lonely, bedraggled steed before it, but a glowing mist seeps out of doors left ajar to form a spectral staircase leading up to an eldritch portal filled with kaleidoscopic lights and jangling, discordant music that is equal parts disturbing and enchanting.

PHANTASMAGORIA WAGON

CR 10/MR 4

XP 9,600

NE Large construct (mythic)

Init +8^{MF}; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 26, touch 12, flat-footed 26 (+3 deflection, +14 natural, -1 size)

hp 148 (12d10+82)

Fort +4, **Ref** +4, **Will** +5

Defensive Abilities hardness 5; **DR** 10/epic; **Immune** construct traits; **SR** 21

OFFENSE

Speed 40 ft.

Melee slam +17 (1d6+9)

Space 10 ft.; **Reach** 5 ft.

Special Attacks bedraggled bondage^{MA}, grim coachman, mysterious music^{MA} (bardic performance, 30 rounds, DC 22, countersong, distraction, fascinate, suggestion, dirge of doom, inspire greatness), mythic power (4/day, surge 1d8), phantom zone^{MA}, trample (1d6+9, DC 22)

Spell-Like Abilities (CL 12th; concentration +18 (+22 to cast defensively))

Constant—*tongues*

3/day—*blight*, *control winds*, *major creation*, *mirage arcana* (DC 22), *obscuring mist*, *veil* (self or bound creature only)

1/day—*control weather*, *mind fog* (DC 21)

STATISTICS

Str 22, **Dex** 11, **Con** —, **Int** 15, **Wis** 12, **Cha** 23

Base Atk +12; **CMB** +19; **CMD** 32 (can't be tripped)

Feats Combat Casting, Improved Initiative^{MF}, Intimidating Prowess, Lingering Performance^{APG}, Skill Focus (Intimidate), Toughness^{MF}

Skills Bluff +10, Diplomacy +10, Intimidate +33, Knowledge (geography) +10, Knowledge (local) +10, Knowledge (nature) +10, Knowledge (planes) +10, Perform (keyboard instruments) +10, Perform (percussion) +10, Sense Motive +10

Languages Common

SQ feed on fear, weird weather^{MA}, world wheeler^{MA} ecology

Environment any land

Organization solitary

Treasure standard

SPECIAL ABILITIES

Bedraggled Bondage (Su) As a standard action, a phantasmagoria wagon can attempt to entice a creature to pull it. This functions as *charm monster* (DC 22 will negates), but quadrupedal animals and magical beasts take a -4 on their saving throw. If the save succeeds, it is immune to this ability for 24 hours. If the save is failed, the creature willingly takes up the wagon's traces and pulls it along wherever the wagon (through its grim coachman) commands. Once harnessed to the wagon, the creature gains great strength and speed, as if affected by simultaneous *ant haul* and *longstrider* spells, and the wagon can alter the creature's appearance with its *veil* spell-like ability. If the creature's enhanced speed is greater than the phantasmagoria wagon's, it can move at that speed instead of its own. The bound creature is stricken with *crushing despair* (no save) as long as it remains bound, though it does not question the need to continue pulling the wagon. The creature gains the grappled condition while bound to the wagon, though its speed is not reduced. If the charm effect is broken, it can attempt to escape the grapple normally and the wagon must maintain the grapple to keep the creature bound. A creature taking an attack of opportunity against the phantasmagoria wagon when it is using its trample attack may choose to attack the wagon or the bound creature but not both. The save DC is Charisma-based.

Feed on Fear (Su) Anytime a phantasmagoria wagon is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5. This includes creatures trapped within the wagon's phantom zone.

Grim Coachman (Su) A phantasmagoria wagon is able to move on its own, but to help facilitate its interaction with mortals each one is also able to create a grim coachman, usually masked or hooded but able to take on any kind of appearance or form of dress. The grim coachman, often shortened to "groach" or "The Groach," is typically believed to be the real fey menace and the wagon simply a magical conveyance that he uses in his travels, but in reality he is an illusion (shadow) effect that only appears to drive the cart and to converse with others. The groach functions like a *project image* spell (caster level 12th), and any of the wagon's spell-like or supernatural abilities can originate either from the wagon itself or from the groach's location. The groach cannot be damaged, and if dispelled the wagon can create a new groach as a full-round action, appearing on the drover's board.

Mysterious Music (Su) A phantasmagoria wagon has the bardic performance ability of a 12th-level bard, able to use fascinate, suggestion, inspire greatness, and dirge of doom. It can use up to 30 rounds of bardic performance per day, and it can begin a performance as a move action. The save DC against any of its performances is 22. If the wagon expends one use of its mythic power, it can activate its bardic performance as a swift action rather than a move action for 1 minute, and during this time it can play a frightening tune or inspire greatness or inspire heroics as if it were a 15th-level bard.

Phantom Zone (Su) A phantasmagoria wagon contains a pocket dimension inside itself that is filled with bizarre and ever-shifting landscapes and phantasmal beings of frightful aspect. This pocket dimension can be accessed through any of the wagon's many doors, appearing as a swirling vortex of light, and the phantom substance within often pours out like a vaporous ladder that beckons passersby. The wagon may use its fascinate and suggestion ability to invite a creature to enter the phantom zone. Any creature venturing inside the wagon becomes trapped as the *maze* spell. Each round a creature remains within the phantom zone, it must succeed at a DC 22 Will save or become shaken for as long as it remains within it. Each subsequent failed save causes the target's fear to increase in severity by one step, first to frightened, then panicked, then cowering. A cowering creature that fails its save takes 1 point of Wisdom damage for each failed save. Once a creature escapes the phantom zone, it can attempt a new saving throw each round at the end of its turn to cause the fear to abate by one step for each successful save.

A phantasmagoria wagon may suppress the psychedelia within its phantom zone and instead make its phantom prison more secure, adding its mythic rank to the Intelligence check DC to escape. When it does so, however, a mythic creature trapped within may add its own mythic rank or tier on checks made to escape the *maze*. It can also extend the maximum duration of imprisonment within the *maze* to 1 hour by expending one use of its mythic power or 1 day by expending two uses of its mythic power. It can spend mythic power on successive days to prolong the maximum duration.

Multiple creatures may be trapped within the phantom zone simultaneously, though trapped creatures cannot perceive or interact with other trapped creatures.

Weird Weather (Sp) A phantasmagoria wagon gains *control weather*, *control winds*, and *obscuring mist* as spell-like abilities. In addition, it can expend uses of its mythic power to use augmented versions of these spells as if it were

a 4th-tier mythic caster. Animals become shaken (DC 22 Will negates) and their initial attitude is one step worse than normal as long as they remain within the area of a weather effect created by the phantasmagoria wagon and for 1 hour thereafter. As a standard action, the wagon can cause all shaken animals within 30 feet to become confused for 1 minute (DC 22 Will negates); this does not end the shaken condition regardless of the result of the saving throw. A successful save grants an animal immunity to this effect for 24 hours.

World Wheeler (Ex) A phantasmagoria wagon roams through lands of every kind and even between worlds and picks up bits of lore wherever it roams, learning the social customs and best ways to interact with people of every kind. It treats Bluff, Diplomacy, Intimidate, Knowledge (geography), Knowledge (local), Knowledge (nature), Knowledge (planes), and Sense Motive as class skills. It can expend one use of its mythic power to shift itself and any creatures riding on it into the misty borderlands of the realms of the fey. This functions identically to the *shadow walk* spell but traverses the Fey Realms rather than the Plane of Shadow.

A phantasmagoria wagon is a sentient construct that contains a bizarre and even psychedelic pocket dimension within its doors and drawers. Phantasmagoria wagons originated in the Fey Realms, though whether they were purposefully created or spontaneously came into being is unclear. Whatever their origins, each phantasmagoria wagon carries with it a distillate of the pervasive strangeness of the Fey Realms, a physical and psychic residue that takes tangible form within the null-space inside the wagon in the form of inhuman phantoms and kaleidoscopic cascades of shifting reality. A phantasmagoria wagon is 10 feet long and 8 feet high and weighs 3000 pounds.

HABITAT AND SOCIETY

As constructs, phantasmagoria wagons have no true society. They are solitary nonesuches, existing only to test, torment, or terrify according to no particular strategy. They do respond to the commands of the eldest and the Tane that rule the Fey Realms, lending support to the claims that they were purpose-built for spreading mayhem and mystery, though they also rumble across the verges between worlds and into the Material Plane on no particular errand but their own. Phantasmagoria wagons acting under the direction of the fey rulers may be sent to recover creatures that have escaped from their fey masters, or to seek out mortals to entice into the pleasure of the fey. Some creatures they entice may be made to serve as beasts of burden, shrouded in illusion as simple drover's animals, or as impossibly tiny creatures to pull an entire wagon, or as mythic or supernatural beasts from unicorns to nightmares. Others are swallowed up within the phantom zone that lies within every phantasmagoria wagon, disgorged only when their minds are reduced to rubble.

Phantasmagoria wagons sometimes are sent simply to intrude upon the crass normality in which denizens of the Material Plane often live their lives, reminding them in dramatic fashion of the unknowable mysteries that exist beyond the veil of the spirit world. The eldest fey that think of themselves as at least semi-divine dispatch phantasmagoria wagons now and again into the world to keep their names forever on the lips of mortals below. They wish to remind mortals that some nights are nights to fear and to hide from the wild things that live in the world beyond, while at the same time tempting the most daring or curious to look where others dread and thus winnow out those whose fortitude or foolishness might reveal them as interesting prospects for a later visit in the flesh. Phantasmagoria wagons are thus strange ambassadors between fey and mortal society, practicing a sort of discordian diplomacy that confounds conventional mortal rationality but satisfies the strange impulses of faerie passions.

Phantasmagoria wagons acting independently may act in similar fashion, sometimes luring in new captives and bearing them away into the Fey Realms, either out of sheer whimsy or because they wish to barter the lives and freedom of their captives with other denizens of that plane. Some phantasmagoria wagons are entirely nomadic, wandering wherever their mood takes them, while others keep a regular schedule of places they visit. This may coincide with a mortal calendar or holiday, or it may be on an entirely different regimen or sequence, but they visit the same places often enough to have their advent fill the locals with dread, barricading themselves inside and huddling together in fear and peeking out just enough to know when the phantasmagoria wagon has come at last. Some localities hold a lottery to proffer one of their own as a propitiation to the wagon, sometimes chaining the unlucky soul in the village square or to a lonely tree on the edge of town in the hope the wagon will take the victim and depart. A rare villager will offer themselves as tribute, often in exchange for privileges for their family such as exemption from future lotteries. Whatever their motivation, few that go unto the wagon are ever seen again.

ECOLOGY

A phantasmagoria wagon has no metabolism or physiology, but its lack of consumption does not mean it has no effect on the surrounding ecology. Quite to the contrary, the onset of a phantasmagoria wagon is highly disturbing to the natural patterns of wind and weather, disrupting the natural activity cycles of diurnal and nocturnal animals and inspiring choruses of yowling, chattering, and fits of erratic behavior, overwhelmingly intense and always on the edge (if not over it) of going out of control. The phantasmagoria wagon may chase small or weak creatures not with any intention of killing them, but for the simple purpose of inspiring fear or drawing other creatures into the chase or into destructive rampages of their own.



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Battle**

By JASON NELSON
WITH THE LEGENDARY GAMES DESIGN TEAM
PATHFINDER
ROLEPLAYING GAME COMPATIBLE
ULTIMATE PLUG-INS





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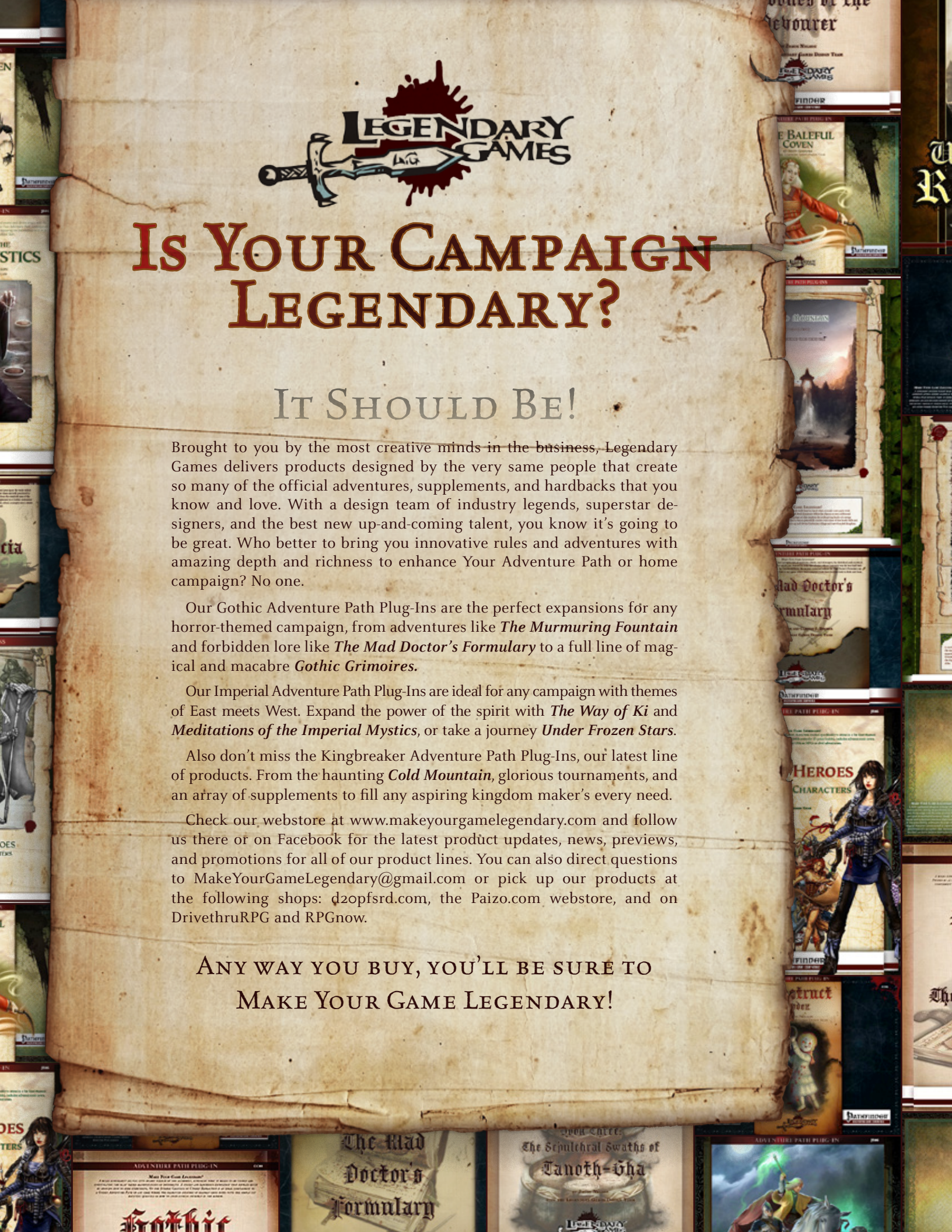
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MYTHIC MONSTERS

CONSTRUCTS

SOME OF THE MONSTERS AREN'T BORN... THEY'RE MADE!

The *Mythic Monsters* series from Legendary Games brings you dynamic and exciting mechanics alongside evocative and cinematic new abilities that really help creatures live up to their flavor text, whether they are creatures of real-world myth and legend or creatures born out of the RPG tradition itself. **These creatures work just as well in a non-mythic campaign as they do in one that incorporates the full mythic rules**, as you can throw them at your jaded players who think they've seen it all or know the standard monster stats as well as you do. That look of surprise and "What was THAT?" will warm any GM's heart.

Mythic Monsters: Constructs brings you a dozen and one manufactured monsters, from classical foes like the clerical **clay golem** to the statuesque **stone golem** and the invincible **iron golem**, as well as natural constructs like frigidice golem and the lumbering **wood golem**. Constructs go far beyond golems, however, and this book brings you a pair of pitiless and tireless hunters in the tiny **iron cobra** and the titanic **retriever**, each relentless and deadly in its own way, though these mechanical marvels are dwarfed by the colossal **clockwork goliath**. The beautiful **caryatid column** is perfect in its form and in its fighting, while the **scarecrow** is barely held together yet possessed of a malign and fearsome will that brings a transfixing terror to those who must face it. A construct need not be entirely lifeless, as a **homunculus** is brought into being from a spellcaster's own blood and spirit. Some constructs, however, take on more of a life of their own, being worshiped at times as idols or becoming fountains of sacrifice, like the towering and terrible **wickerman**. To this collection of constructs CR 2 to 23, we present the weirdling wheeled **phantasmagoria wagon**, a living construct borne of the fey realms and carrying a universe of psychedelic horror and reality-warping strangeness wherever it roams. As if this were not enough, we also bring you mythic spells, feats, and rules for making mythic constructs of your very own!



This product is a rules and adventure supplement for the Pathfinder Roleplaying Game and requires the use of the *Pathfinder Roleplaying Game Core Rulebook* and *Pathfinder Roleplaying Game Mythic Adventures* from Paizo, Inc., or the free online rules for the game available in the Pathfinder Reference Document (paizo.com/PRD/) and equivalent third-party online resources such as d20pfsrd.com.

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