

MYTHIC

MONSTER MANUAL 2



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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

MYTHIC

MONSTER MANUAL 2



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Welcome to the *Mythic Monster Manual II*!

This supplement is just an amazing resource for every gamemaster who would like to try out the mythic rules but might feel a bit intimidated by the huge amount of work of conversion. 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. All classics, to be sure, but as the game has evolved there are so many more. That is where the *Mythic Monsters* series from Legendary Games has come in, with over dozens of volumes containing mythic monsters new and old, plus bonus content in every issue.

That series of products has been great, but this book represents something more: the culmination of the MYTHIC MANIA Kickstarter in which Legendary Games, Kobold Press, Rogue Genius Games, and Dreamscarred Press came together in an unprecedented 3rd-party publisher team-up to create an encyclopedic resource for mythic gameplay in Pathfinder. No one book can possibly contain every monster created for Pathfinder, but this book brings you an indispensable core of classic favorites dialed up to 11, plus dozens of “featured creatures” with fully developed ecologies and backgrounds that will have you itching to use them. Well over 200 monsters in all inhabit these pages, along with dozens of mythic monster feats and universal monster abilities in the appendices. If you are playing Pathfinder with the mythic rules, you need to grab this book.

But here’s a little secret: This book is an amazing resource for you even if you’re NOT using the mythic rules. The mythic rules are a terrific toolbox for making monsters more challenging and, even better, more *interesting*, in a regular Pathfinder campaign. When your players think they’ve seen it all, when the start rattling off a monster’s stats as soon as they see it, the mythic rules give you a great opportunity to tilt the playing field in ways they never expected. The mythic rules aren’t just about bigger numbers (though it has those, too); it’s about innovative, exciting, and cinematic mythic abilities that clearly set these

monsters apart from the ordinary. We reach back to mythological origins and classical traditions to bring monsters to life as never before. These mythic monsters will leave your Pathfinder players shaking their heads and saying “What was THAT?” These are monsters that leave them feeling like epic heroes when they triumph, whatever their level, and they are brought to you by expert designers who know the mythic monster rules like no one else because they are the same authors that helped create the mythic monsters in *Pathfinder Roleplaying Game Mythic Adventures*.

What is a “mythic” monster?

Mythic monsters are more powerful versions of the monsters your characters usually meet, but their origin can be anything you want it to be for your campaign. Each mythic monster could be an elder of its kind, specially blessed or cursed by the gods, a noble lord or powerful champion, 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. Aside from the brand-new featured creatures within, the monsters in this book do not come with descriptive text, because 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 designed by people who know mythic monster design like no one else, and that is what the *Mythic Monster Manual II* delivers.

What do I need to use this book?

The *Mythic Monster Manual II* is a supplement for the Pathfinder Roleplaying Game, and it requires the use of the *Pathfinder Roleplaying Game Core Rulebook* and *Pathfinder Roleplaying Game Mythic Adventures*, or equivalent online resources. The electronic version of this book is extensively hyperlinked to the official [Pathfinder Reference Document](#) as well as [d20pfsrd.com](#), where the core rules for the Pathfinder Roleplaying Game can be accessed online. 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.

Most rules references to the above two books are not directly hyperlinked, unless the rules reference is an obscure one; however, references to Universal Monster Abilities found in *Pathfinder Roleplaying Game Mythic*



Adventures are underlined. However, every monster that is not unique to this book is hyperlinked to the statistics for its non-mythic version in one of the above online resources. References to other Pathfinder books are hyperlinked and, in most cases, called out with a superscript to indicate the title of that reference, as noted below:

The *Mythic Monster Manual II* is a companion volume to the *Mythic Hero's Handbook* and *Mythic Spell Compendium*, but with few exceptions does not require their use. However, they are an excellent supporting resource for helping you get the most out of this book and your mythic Pathfinder experience.

What about stat block format?

The *Mythic Monster Manual II* follows the stat block format established in the *Pathfinder Roleplaying Game Bestiary* and its sequels, and all notations and descriptions you'll find in those volumes apply here as well. However, there are some notations unique to this volume. Underlined text indicates a rules element that is described in either the Universal Monster Rules section in Appendix 1 of this volume or in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*. In addition, we call out the places where a given creature

has a bonus feat, a mythic feat, or a mythic ability, including "major" mythic abilities that count for two of its allotment. Since mythic monsters have a limited number of mythic feats and abilities, and since the mythic rules lend themselves very well to exchanging feats or abilities for others, or borrowing mythic abilities from a monster you see in this volume and adding it to a monster that does not appear here, we use the following notations to help you know which feats and abilities are mythic.

^B = Bonus feat

^{MF} = Mythic feat

^{MS} = Mythic spell (A creature must expend mythic power to cast a spell as a mythic spell.)

^{MA} = Mythic ability

^{MMA} = Major mythic ability (This ability counts as two mythic abilities.)

Otherwise, this book follows the standard bestiary format of monster name and CR; XP award for its defeat; race, class, and level where appropriate for creatures with class levels; alignment, size, and type;

^{AP#} = *Pathfinder Adventure Path*, including the relevant issue number ([see OGL](#)).

^{ACG} = *Pathfinder Roleplaying Game Advanced Class Guide*

^{AG} = *Pathfinder Roleplaying Game Adventurer's Guide*

^{APG} = *Pathfinder Roleplaying Game Advanced Player's Guide*

^{ARG} = *Pathfinder Roleplaying Game Advanced Race Guide*

^{B1} = *Pathfinder Roleplaying Game Bestiary*

^{B2} = *Pathfinder Roleplaying Game Bestiary 2*

^{B3} = *Pathfinder Roleplaying Game Bestiary 3*

^{B4} = *Pathfinder Roleplaying Game Bestiary 4*

^{B5} = *Pathfinder Roleplaying Game Bestiary 5*

^{B6} = *Pathfinder Roleplaying Game Bestiary 6*

^{BoTD} = *Pathfinder Roleplaying Game Book of the Damned*

^{CRB} = *Pathfinder Roleplaying Game Core Rulebook*

^{DTT} = Softcover companion about dirty tactics.

^{GMG} = *Pathfinder Roleplaying Game GameMastery Guide*

^{HA} = *Pathfinder Roleplaying Game Horror Adventures*

^{ISB} = *Pathfinder Roleplaying Game* campaign setting bestiary.

^{ISM} = Softcover campaign setting guide to magic of the Inland Sea.

^{DTT} = Softcover companion about magic tactics.

^{MC} = *Pathfinder Roleplaying Game Monster Codex*

^{MTT} = Softcover companion about melee tactics.

^{OA} = *Pathfinder Roleplaying Game Occult Adventures*

^{PA} = *Pathfinder Roleplaying Game Planar Adventures*

^{TOHC} = *Tome of Horrors Complete* by Frog God Games.

^{UC} = *Pathfinder Roleplaying Game Ultimate Combat*

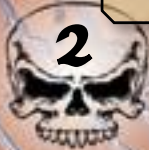
^{UE} = *Pathfinder Roleplaying Game Ultimate Equipment*

^{UW} = *Pathfinder Roleplaying Game Ultimate Intrigue*

^{UM} = *Pathfinder Roleplaying Game Ultimate Magic*

^{UW} = *Pathfinder Roleplaying Game Ultimate Wilderness*

^{VC} = *Pathfinder Roleplaying Game Villain Codex*



initiative and senses; aura; AC; hp; saving throws; defensive abilities, DR, immunities, resistances, and SR; weaknesses; speed, melee attacks; ranged attacks; space and reach (if something different than 5 ft./5 ft.); special attacks; spell-like abilities; spells known/prepared; ability scores; base attack bonus, CMB, and CMD; feats; skills; languages (including special forms of communication); special qualities; the environment in which it is found; organization of creatures of its type; treasure; and descriptions of its special abilities. In most cases, the ecological information about a monster, namely its environment, organization, and treasure, are identical to those of non-mythic versions of the creature. While in some campaigns mythic monsters may be rarities or unique creatures, in other campaigns they may simply be an elite caste or superior variety of monster and no less common than their non-mythic kin. This book makes no assumptions about the

specifics of how you will implement mythic monsters in your campaign, but you should always feel free to tailor encounters with mythic monsters in whatever way best suits your game.

About Legendary Games

Legendary Games is an all-star team of authors and designers, founded by Clark Peterson of Necromancer Games, Inc. and run by Jason Nelson. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. Check us out, and Make Your Game Legendary!

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Achaierai

This bird-like beast is mostly head, lunging forward on four scaly legs. Wisps of noxious black vapor trail from its hooked beak.

Mythic Achaierai

CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary 2

LE Large outsider (evil, extraplanar, lawful, mythic)

Init +1; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 22, touch 11, flat-footed 20 (+1 Dex, +1 dodge, +11 natural, -1 size)

hp 79 (7d10+41)

Fort +8, **Ref** +6, **Will** +4

Defensive Abilities iron stilts^{MA}; **DR** 5/epic; **SR** 22

OFFENSE

Speed 50 ft.

Melee bite +10 (2d6+4), 2 claws +10 (1d6+4)

Space 10 ft.; **Reach** 5 ft. (10 ft. with claw)

Special Attacks black cloud, flocking fling^{MA}, mythic power (2/day, surge +1d6), taloned trample^{MA}

STATISTICS

Str 19, **Dex** 13, **Con** 16, **Int** 11, **Wis** 14, **Cha** 16

Base Atk +7; **CMB** +12; **CMD** 24 (28 vs. trip)

Feats Combat Reflexes^{MF}, Dodge, Mobility, Spring Attack

Skills Acrobatics +11 (+19 when jumping), Climb +14, Perception +12, Sense Motive +10, Stealth +7, Survival +11, Swim +10

Languages Infernal

ECOLOGY

Environment any land (Hell)

Organization solitary or flock (5-8)

Treasure standard

SPECIAL ABILITIES

Black Cloud (Su) An achaierai can exhale a cloud of choking, toxic smoke three times per day. All creatures within 10 feet of the achaierai immediately take 2d6 points of damage as their flesh melts and rots away. The cloud erodes sanity as well as flesh, and anyone who takes damage from the black cloud must also make a DC 16 Fortitude save or become confused. Every round, the victim may attempt another DC 16 Fortitude save to recover from the confusion; otherwise it persists, lasting indefinitely

until the condition is removed or the victim eventually makes her saving throw. The confusion element of a black cloud is a mind-affecting effect. The save DC is Constitution-based. This is a poison effect. Achaierais are immune to this ability.

Flocking Fling (Ex) When a mythic achaierai hits a Medium or smaller corporeal creature with its bite attack, it can attempt a special combat maneuver check against the target. If successful, the target is thrown 10 feet in a straight line in any direction and falls prone. If an obstacle prevents the creature's movement, both the creature tossed and the object or creature struck take 1d6 points of damage, and the creature falls prone in the nearest adjacent square. A mythic achaierai can also toss an opponent 10 feet up into the air, causing the target to fall prone in its original square and take 1d6 points of falling damage. If a mythic achaierai flings the target into a square adjacent to another mythic achaierai, the second achaierai can make a bite attack against the flung target as an immediate action, gaining a +4 bonus on its attack roll as if the target was prone, and can fling the target again on a successful bite attack and combat maneuver check.

Iron Stilts (Ex) The scaly legs of a mythic achaierai are as strong as steel. It gains hardness 10 that applies to any effect that specifically affects its legs or feet, such as caltrops, spike growth, or walking through acid or lava. In addition, it carries its bulbous body more than 10 feet off the ground, gaining DR 10/adamantine against melee attacks by Medium or smaller creatures on the ground unless they are using reach weapons or are mounted on Large or larger creatures. Medium or smaller creatures can also bypass this damage reduction by reading an attack against a mythic achaierai making a bite attack against a Medium or smaller creature on the ground, as it must stoop down to make such an attack.

Taloned Trample (Ex) A mythic achaierai gains trample (1d6+6, DC 17), but in addition creatures failing (or forgoing) their save take 1d4 points of bleed damage.





Adaro

This hybrid of human and shark holds its spear menacingly, thick, glistening saliva dripping from its razor-sharp teeth.

Mythic Adaro

CR 4/MR 2

XP 1,200

Pathfinder Roleplaying Game Bestiary 3

NE Medium monstrous humanoid (aquatic, mythic)

Init +3; **Senses** blindsense 30 ft., darkvision 60 ft.
low-light vision, keen scent; Perception +8

DEFENSE

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)
hp 50 (4d10+28)

Fort +3, **Ref** +7, **Will** +5

OFFENSE

Speed 10 ft., swim 50 ft.

Melee spear +9 (1d8+6/x3 plus poison), bite +3 (1d6+2)

Ranged spear +9 (1d8+4/x3 plus poison)

Special Attacks mythic power (1/day, surge +1d6),
rain frenzy^{MA}

STATISTICS

Str 18, **Dex** 17, **Con** 14, **Int** 10, **Wis** 13, **Cha** 13

Base Atk +4; **CMB** +8; **CMD** 21**Feats** Deadly Aim^{MF},
Weapon Focus (spear)

Skills Intimidate +8, Perception +8, Stealth +10,
Swim +19

Languages Aquan, Common; speak with sharks

SQ amphibious, create waterspout^{MA}, poison use

ECOLOGY

Environment warm oceans

Organization solitary, hunting party (1 mythic adaro
plus 2–6 non-mythic adaros), or tribe (1–3 mythic
adaros plus 7–12 non-mythic adaros)

Treasure standard (3 spears, other treasure)

SPECIAL ABILITIES

Create Waterspout (Su) As a standard action, a mythic adaro can expend one use of mythic power to cause a swirling cyclone of water to rise up out of any body of water it is currently in. The water rises beneath the mythic adaro, lifting it up and providing it with a semi-stable platform of water to stand upon. The mythic adaro can raise or lower the waterspout by up to 20 feet per round as a move action, and riding the waterspout functions

identically to benefitting from the *levitate* spell, except that the mythic adaro can also move the waterspout horizontally up to 20 feet as a move action. Any creature whose space the waterspout passes through, or that enters the area of the waterspout, suffers 2d6 points of bludgeoning damage and must succeed on a DC 20 Swim check or be flung 1d4 x 5 feet in a random direction. The waterspout does not extend beneath the surface of the water. Once created, the waterspout lasts for 1 minute.

Poison (Ex) Mythic Adaros favor a paralytic toxin secreted by the flying nettlefin pufferfish—a sticky venom that doesn't wash away in water.

Nettlefin Toxin: Spear—injury; save Fort DC 15; frequency 1/minute for 4 minutes; effect paralyzed for 1 minute; cure 2 consecutive saves.

Poison Use (Ex) Mythic adaros are skilled in the use of poison and never risk accidentally poisoning themselves.

Rain Frenzy (Su) Mythic adaros revere storms, and their lust for blood is amplified exponentially while it is raining. While fighting in the rain or during other stormy weather, mythic adaros act as though affected by the *rage* spell. A mythic adaro gains this benefit even if it is underwater, but only as long as it remains within a move action away from the water's surface (50 feet for most adaros). Additionally, as a swift action, while in the rain, a mythic adaro can expend one use of mythic power to grant itself the benefits of the *haste* spell for 1 minute.

Speak with Sharks (Su) A mythic adaro can communicate telepathically with sharks to a distance of 100 feet. This communication is limited to simple concepts such as "come," "defend," or "attack."





Akata

This hairless blue lion has twin tentacular tails. Dozens more thick tentacles quiver and twitch where its mane should be.

Mythic Akata

CR 1/MR 1

XP 400

Pathfinder Roleplaying Game Bestiary 2

N Medium aberration (alien, mythic)

Init +6; **Senses** darkvision 120 ft., scent; Perception +1

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

hp 23 (2d8+14)

Fort +3, **Ref** +2, **Will** +4

Immune cold, disease, poison; **Resist** fire 30

Weaknesses deaf, vulnerable to salt water

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +2 (1d6+1 plus void bite^{MA}), 2 tentacles -3 (1d3)

Special Attacks cocooning^{MA}, mythic power (3/day, surge +1d6)

STATISTICS

Str 12, **Dex** 15, **Con** 16, **Int** 3, **Wis** 12, **Cha** 12

Base Atk +1; **CMB** +2; **CMD** 14 (18 vs. trip)

Feats Improved Initiative, Extra Mythic Power^{MF}

Skills Acrobatics +6 (+10 when jumping), Climb +9, Stealth +10; **Racial Modifiers** +4 Stealth

SQ hibernation, no breath

ECOLOGY

Environment any

Organization solitary, pair, or pack (3–30)

Treasure standard

SPECIAL ABILITIES

Cocooning (Ex) A mythic akata can cocoon itself or another Medium or smaller creature rapidly by excreting tangling fibers from its mouth that entwine the target and harden rapidly. If the target is unwilling, the akata must succeed on a melee touch attack to entwine the target. The akata can spend a full-round action to create a cocoon with hardness 1 and 6 hit points, but once the cocoon is begun it can continue adding 1 point of hardness and 6 hit points to the cocoon as a standard action in subsequent rounds. As long as the cocoon has at least 1 hit point, the cocooned creature is entangled. A partially formed cocoon provides cover

if it has at least 20 hit points and improved cover if it has at least 40 hit points, though the cover bonus to AC does not apply against touch attacks made by mythic akatas to cocoon the target.

Once a cocoon reaches 60 hit points, it hardens and seals, providing total cover that applies until the cocoon is completely destroyed. A creature trapped within a cocoon can cut its way free, and the cocoon's hardness is halved against attacks from inside it. It cannot be broken with a Strength check. A sealed akata cocoon is airtight and contains only 1d4 minutes of breathable air; a creature unable to escape before this time elapses begins to suffocate^{CRB}. An akata can produce up to 100 hit points of cocoon fibers per day. When an akata seals a cocoon, it can expend one use of its mythic power to infest the cocoon with its larval young, exposing a creature trapped within to void death (see below).

Deaf (Ex) Akatas cannot hear. They are immune to spells and effects that rely on hearing to function, but they also cannot make Perception checks to listen.

Hibernation (Ex) Akatas can enter a state of hibernation for an indefinite period of time when food is scarce. When an akata wishes to enter hibernation, it seeks out a den and surrounds itself in a layer of fibrous material excreted from its mouth—these fibers quickly harden into a dense, almost metallic cocoon. While hibernating, an akata does not need to drink or eat. The cocoon has hardness 10 and 60 hit points and is immune to fire and bludgeoning (including falling) damage. As long as the cocoon remains intact, the akata within remains unharmed. The akata remains in a state of hibernation until it senses another living creature within 10 feet or is exposed to extreme heat, at which point it claws its way to freedom in 1d4 minutes as its cocoon degrades to fragments of strange metal.

Salt Water Vulnerability (Ex) Salt water acts as an extremely strong acid to akatas. A splash of salt water deals 1d6 points of damage to an akata, and full immersion in salt water deals 4d6 points of damage per round.

Void Bite (Ex) Akatas hold hundreds of invisibly small larval young within their mouths, spreading these parasitic creatures to hosts through their bite. Only humanoids make suitable hosts for akata young—all other creature types are immune to this parasitic infection. The disease itself is known as void death. A mythic akata can expend one use of its mythic power when it infects a creature with void death to accelerate the frequency of the disease from 1/day to 1/hour.

Disease (Ex) Void Death: Bite—injury; *save* Fort DC 12; *onset* immediate; *frequency* 1/day; *effect* 1d2 Dex and 1d2 Con damage; an infected creature who dies rises as a void zombie 2d4 hours later (see below); *cure* 2 consecutive saves.

Void Zombie

CR 1+

A humanoid killed by void death becomes a void zombie. A void zombie is a fast zombie^{B1} that gains a secondary “tongue” attack (actually the larval akata’s feeding tendril), dealing 1d6 points of damage. A void zombie also gains the following special attack.

Blood Drain (Ex) If a void zombie hits a living creature with its tongue attack, it drains blood, dealing 2 points of Strength damage before the tongue detaches.



Allip

This malignant cloud of shadows boils in the air, its skeletal maw eerily babbling as the creature's claws manifest from the darkness.

Mythic Allip

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary 3

CE Medium undead (incorporeal)

Init +5; **Senses** darkvision 60 ft., lifesense^{MA}; Perception +7

Aura babble (60 ft., DC 15)

DEFENSE

AC 15, touch 15, flat-footed 14 (+4 deflection, +1 Dex)

hp 38 (4d8+20)

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

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

OFFENSE

Speed fly 30 ft. (perfect)

Melee incorporeal touch +4 (3d8 negative energy damage plus 1d4 Wisdom damage)

Special Attacks babble, mythic power (1/day, surge +1d6), touch of insanity^{MA}

STATISTICS

Str —, **Dex** 12, **Con** —, **Int** 11, **Wis** 11, **Cha** 16

Base Atk +3; **CMB** +4; **CMD** 18

Feats Improved Initiative, Lightning Reflexes^{MF}

Skills Fly +16, Intimidate +10, Perception +7, Stealth +8

Languages Aklo, Common

SQ madness

ECOLOGY

Environment any

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

Treasure incidental

SPECIAL ABILITIES

Babble (Su) A mythic allip constantly mutters to itself, creating a hypnotic effect. All sane creatures within 60 feet of the allip must succeed at a DC 15 Will save or be fascinated for 2d4 rounds. While a target is fascinated, the allip can approach it without breaking the effect, but an attack by the allip does end the effect. Creatures that successfully save cannot be affected by the same allip's babble for 24 hours. This is a sonic, mind-affecting compulsion effect. The save DC is Charisma-based.

Lifesense (Su) A mythic allip notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Madness (Su) Anyone targeting a mythic allip with a thought detection, mind control, or telepathic effect makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

Touch of Insanity (Su) The touch of a mythic allip deals 3d8 points of negative energy damage (this damage does not heal undead creatures) and 1d4 points of Wisdom damage. A successful critical hit causes 6d8 points of negative energy damage, 1d4 points of Wisdom damage and 1 point of Wisdom drain (instead of double Wisdom damage). With each successful attack, an allip gains 5 temporary hit points. The save DC is Charisma-based.



Ammut

This lumbering beast is a horrifying amalgam of leonine foreparts and the hindquarters of a hippopotamus, with the gaping maw of a savage crocodile. Its eyes are a dead black and a hungry, swirling darkness roils forth from its gullet when it roars a challenge.

Mythic Ammut

CR 17/MR 7

XP 102,400

NE Huge magical beast (extraplanar, mythic)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +29

Aura stench (DC 29, 1d10 minutes)

DEFENSE

AC 34, touch 9, flat-footed 33 (+4 armor, +1 Dex, +21 natural, -2 size)

hp 360 (20d10+250)

Fort +21, **Ref** +13, **Will** +12

Defensive Abilities beyond judgment^{MA}, shed skin^{MA}; **DR** 10/epic; **Immune** disease, poison, death effects, energy drain, fear, negative energy, necromantic effects

OFFENSE

Speed 30 ft., burrow 20 ft., swim 30 ft.; sprint

Melee bite +28 (4d6+10/15-20/x3 plus energy drain and grab), 2 claws +28 (1d8+10)

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

Special Attacks death roll, heart-eater^{MA}, soul devourer^{MA}, reverberating roar^{MMA}, taste of judgment^{MA}, augmented critical^{MA}, energy drain (1 level, DC 26), fast swallow, fear cone (60 ft., DC 26), swallow whole (4d6 bludgeoning and slashing damage and 2 negative levels, AC 20, 36 hp)

STATISTICS

Str 31, **Dex** 13, **Con** 28, **Int** 17, **Wis** 22, **Cha** 22

Base Atk +20; **CMB** +32; **CMD** 43 (47 vs. trip)

Feats Bleeding Critical, Cleave^{MF}, Combat Reflexes^{MF}, Critical Focus, Great Cleave, Improved Critical (bite), Inescapable Grasp^{MF}, Power Attack, Staggering Critical, Stunning Assault^{APG, MF}, Stunning Critical

Skills Climb +20, Intimidate +26, Knowledge (religion) +15, Perception +29, Sense Motive +26, Survival +26, Swim +22

Languages Abyssal, Celestial, Infernal, Pharaonic

SQ amphibious

ECOLOGY

Environment any underground (Abaddon, Abyss, or Hell)

Organization solitary

Treasure double standard

SPECIAL ABILITIES

Augmented Critical (Ex) An ammut has a critical threat range of 18-20 and a critical multiplier of x3 with its bite.

Beyond Judgment (Ex) An ammut is an instrument of divine judgment and inexorable punishment and as an agent of divine justice it is untouchable by the judgment and vengeance of mortals. Abilities or effects that depend on a creature's type or alignment have no effect on an ammut, and sacred, profane, and luck bonuses do not apply against an ammut. Whenever it is targeted with a curse or compulsion, it can expend one use of its mythic power as an immediate action to cause that effect to rebound on its creator rather than affecting the ammut. This functions as spell turning, but it can affect even area effects or effects delivered by touch. Any other targets or creatures in the area of that effect are affected normally.

Death Roll (Ex) When grappling a foe of its size or smaller, an ammut can perform a death roll upon making a successful grapple check. As it clings to its foe, it tucks in its legs and rolls rapidly, twisting and wrenching its victim. The ammut inflicts its bite damage and knocks the creature prone. If successful, the ammut maintains its grapple.

Fear Cone (Su) An ammut can trigger its fear cone as a standard action, or as a swift action immediately after it uses its reverberating roar or swallows a creature whole.

Heart eater (Ex) Whenever an ammut confirms a critical hit with its bite, it can expend one use of its mythic power to attempt to tear out the heart of a humanoid foe, killing it instantly (DC 29 Fortitude negates). The save DC is Constitution-based and the target gains a +2 bonus on this saving throw if wearing medium armor, +4 if wearing heavy armor. A creature with a natural armor bonus to AC also gains a bonus on this saving throw equal to one-half its natural armor bonus.

Whenever an ammut successfully uses this ability, or whenever it kills a creature with its bite, all living creatures within 30 feet are frightened for 1 round. A successful DC 26 Will save negates this effect for mythic creatures or reduces it to shaken for non-mythic creatures. This is a mind-affecting fear effect, and the save DC is Charisma-based.

Reverberating Roar (Su) As a standard action, an ammut can unleash a devastating roar that deals



12d8 points of sonic damage (DC 29 Fortitude half) in a 30-foot cone-shaped burst, and the deafening echoes of this sonic blast reverberate within the area for 7 rounds, dealing 2d8 points of sonic damage (DC 27 Reflex half). Creatures failing a saving throw against the ammut's roar are deafened for 1 hour. If they fail a second save, they are staggered for 7 rounds. A third or subsequent failed save causes a creature to become stunned for 1 round. An ammut must wait 1d4 rounds in between uses of its roar; however, it can expend one use of its mythic power to reduce this interval to 1 round.

Shed Skin (Ex) As a swift action, an ammut that begins its turn affected by any ongoing effect can end that effect by causing its skin to tear open and slough off in bloody shreds. This deals 2 points of Constitution damage to the ammut but ends the effect immediately and allows the ammut to make a single Intimidate check to demoralize all creatures it threatens that have line of sight to it when it sheds its skin. If the ongoing effect is a mythic effect, the ammut must expend one use of mythic power to use this ability.

Soul Devourer (Su) When an ammut reduces a target below 0 hit points, the target must succeed on a DC 29 Fortitude save or die; this is a death effect, and if the target fails its save the ammut gains the benefit of a *death knell* spell (caster level 20th). In addition, whenever an ammut kills a creature it can expend one use of its mythic power as a free action to affect the target as *rest eternal* (caster level 20th).

Sprint (Ex) Once per minute an ammut may sprint, increasing its land speed to 60 feet for 1 round.

Taste of Judgment (Su) An ammut is an instrument of divine judgment, and those it has marked for doom can escape it only with great difficulty. Whenever an ammut inflicts a negative level upon a target, it can designate that target as its quarry, as the ranger class feature. This increases the DC of saving throws to remove the negative level by 2, and any non-mythic effect that normally removes negative levels fails unless the caster succeeds at a caster level check against the same DC. If all negative levels possessed by an ammut's quarry are removed, the effects of the quarry ability are negated. An ammut can have only a single mythic quarry at a time, but it can designate up to seven non-mythic creatures as its quarry simultaneously.

chaotic, serpentine power. Their powerful reptilian mouths contain elongated teeth with jaws adorned by the shredded flesh of their victim's remains. Shadows swirl about from the hollows of its skull and capture no light or reflection. The ammut's inky black eyes are depth-less, locking their gaze upon their prey with a transfixed fierceness as it weighs every transgression of the soul. Everyone has a moral deficit to answer for and no one is pure, and when an ammut catches the scent of iniquity it can focus on nothing else. There is no escaping their demand for ultimate judgment and their ravenous for a sinner's heart, and those whose hearts are devoured by an ammut are consumed in spirit as well as in body, obliterated as if they had never been.

Through its massive, muscular torso, one can see the beating of the beast's heart; larger than it should be and so loud the noise of it collides inside the listener's skull, making it difficult to think of anything outside the pounding rhythm. Those hearing this frightful thrumming, even should they manage to escape the ammut's devouring jaws, are forever restless, with every quiet moment haunted by its dirge-like phantom pulse.

Ammuts are virtually immortal, never succumbing to old age. A fully grown ammut is over 20 feet long, and 10 feet high at the shoulder and weighs 5 tons.

ECOLOGY

Ammuts gain substance from the hearts of their victims. They are never satiated and have a relentless compulsion to prey upon those who deserve gruesome judgment. These called 'Eaters of Hearts' have no interest in mingling with their own kind and are loners by nature. All ammut are female but do not reproduce in any conventional sense, instead being created by the goddess Ma'at, the embodiment of order, balance, morality, and justice, from souls that have great spiritual yearnings unresolved from life. By the laws of *ma'at* that rule mortals and immortals alike, she could not allow these souls to cross to the afterlife so unfulfilled, and in communion with the powers of death Ma'at recognized there would be no better judgment of one's actions than from those who still yearn for retribution. Souls transformed into ravening beasts become instruments of judgment and justice, devouring the hearts of those not pure enough to warrant continued existence in life or the afterlife. Their attributes are that of the most ferocious beasts: the powerful forelimbs of a lion, the giant maw of the crocodile, and the thunderous hindquarters of the hippopotamus.

Ammuts have an unsettling grace to their movements, stalking with jarring yet fluid steps, as if all of the animal likenesses it possesses are controlled by a

HABITAT & SOCIETY

Ammuts dwell underground and are drawn to thermal locations such as volcanic activity or fiery underground lakes. They are adept at burrowing to create a sheltered den in which to hide. They are also partially aquatic, often floating with only their black eyes breaking the surface to observe their surroundings. Although they represent judgmental annihilation, ammut's are not truly evil creatures who can control their actions by choice. They are driven by an undying and unquenchable need to devour wrong-doing and to right the imbalance of actions and misdeeds unpaid. Unfortunately, no mortal is truly without blemish, and over the long millennia ammut's have heard every possible prevarication and rationalization to justify a mortal's action, to the point where few are willing to give a fair hearing to those crossing their path. Assuming all who come before them are already guilty, ammut's are all too happy to dispense with judgment and jump straight to the execution.



Amoeba, Giant

This blob of protoplasm is somewhat transparent, allowing the bones of undigested meals and a dark nucleus to be seen within.

Mythic Amoeba

CR 2/MR 1

XP 600

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N Small ooze (aquatic, mythic)

Init -5; **Senses** blindsight 30 ft.; Perception -5

DEFENSE

AC 7, touch 6, flat-footed 7 (-5 Dex, +1 natural, +1 size)

hp 23 (2d8+14)

Fort +3, **Ref** -5, **Will** -5

Immune ooze traits

OFFENSE

Speed 10 ft., climb 10 ft., swim 20 ft.

Melee slam +3 (1d3+1 plus 1d3 acid and grab)

Special Attacks constrict (1d3+1 plus 1d3 acid), mythic power (3/day, surge 1d6)

STATISTICS

Str 12, **Dex** 1, **Con** 16, **Int** —, **Wis** 1, **Cha** 1

Base Atk +1; **CMB** +1 (+5 grapple); **CMD** 6 (can't be tripped)

Feats Extra Mythic Power^{MF}

Skills Climb +9, Swim +9

SQ amphibious, fissile filth^{MA}, symbiotic grapppler^{MA}

ECOLOGY

Environment any land or underground

Organization solitary or colony (2-9)

Treasure none

SPECIAL ABILITIES

Fissile Filth (Ex) When a mythic giant amoeba takes piercing or splashing damage, or when it is killed by damage of any kind, its cellular membrane ruptures, splashing adjacent creatures with caustic filth. This deals 1d3 points of acid damage and exposes affected creatures to [filth fever](#). As a full-round action, a mythic giant amoeba can divide itself into a mythic amoeba swarm. When it divides, it can enter the squares of other creatures without provoking attacks of opportunity. Any creature sharing the swarm's space at the end of the turn in which it divides is affected by its caustic filth as described above.

Symbiotic Grapppler (Ex) When a giant amoeba is grappling another creature, half of any damage dealt to the amoeba is dealt to the grappled creature instead.



Amoeba Swarm

Thousands of tiny gelatinous clots of animate ooze swarm in a wet mound, surrounded by a cloying stink of rancid vinegar.

Mythic Amoeba Swarm

CR 2/MR 1

XP 600

Pathfinder Roleplaying Game Bestiary 2

N Fine ooze (aquatic, mythic, swarm)

Init -5; **Senses** blindsight 30 ft.; Perception -5

DEFENSE

AC 14, touch 13, flat-footed 14 (-5 Dex, +1 natural, +8 size)

hp 17 (2d8+8)

Fort +0, **Ref** -5, **Will** -5

Immune ooze and swarm traits

OFFENSE

Speed 10 ft., climb 10 ft., swim 20 ft.

Melee swarm (1d6 acid plus distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks cling^{MA}, distraction (DC 11), mythic power (3/day, surge 1d6)

STATISTICS

Str 1, **Dex** 1, **Con** 10, **Int** —, **Wis** 1, **Cha** 1

Base Atk +1; **CMB** —; **CMD** —

Feats Extra Mythic Power^{MF}

Skills Climb +3, Swim +3

SQ amphibious, fusion^{MA}

ECOLOGY

Environment any land or underground

Organization solitary or colony (2–9)

Treasure none

SPECIAL ABILITIES

Cling (Ex) If a creature leaves a mythic amoeba swarm's square, a large number of amoebas continue to cling to that creature. This deals 1d3 points of damage to the swarm; however, the target creature continues to take 1d6 points of acid damage at the end of his turn each round until the amoebas are removed. Removing the amoebas is a full-round action and a DC 13 Reflex save. An ally can use the aid another action to grant a +2 circumstance bonus to this save, though the ally takes 1 point of acid damage while doing so. The amoebas are also destroyed if the target takes any amount of damage from an area effect. The save DC is Constitution-based and includes a +2 racial modifier.

Fusion (Ex) A mythic amoeba swarm can fuse itself into a single mythic giant amoeba as a full-round action. Fusing together in this way heals it of 1d8+2 points of damage.

Angel, Planetar

Muscular, bald, and tall, this humanoid creature has emerald skin and two pairs of shining, white-feathered wings.

Mythic Planetar

CR 20/MR 8

XP 307,200

Pathfinder Roleplaying Game Bestiary

NG Large outsider (angel, extraplanar, good, mythic)

Init +16/−4^{MF}, dual initiative^{MA}; **Senses** darkvision 60 ft., *detect evil*, *detect snares and pits*, low-light vision, *true seeing*; Perception +28

Aura protective aura, righteous aura^{MA}

DEFENSE

AC 40, touch 13, flat-footed 36 (+4 Dex, +27 natural, −1 size)

hp 343 (17d10+250); regeneration 10 (evil weapons and effects)

Fort +20, **Ref** +11, **Will** +20; +4 vs. poison, +4 resistance vs. evil

Defensive Abilities fortification (50%)^{MA}, fourfold wings^{MA}; **DR** 10/epic and evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10; **SR** 31 (35 vs. spells and spell-like abilities with the evil descriptor or used by outsiders with the evil subtype)

OFFENSE

Speed 30 ft., fly 90 ft. (good)

Melee +3 *holy greatsword* +29/+24/+19/+14 (3d6+18/17−20 plus 1d6 cold) or slam +26 (1d6+10 plus 1d6 cold), 4 wings +21 (1d6+5 plus 1d6 cold)

Space 10 ft.; Reach 10 ft.

Special Attacks flurry of feathers^{MA}, master tactician^{MA}, mythic power (8/day, surge +1d10), nemesis^{MA}, touch of emerald ice^{MA}

Spell-Like Abilities (CL 16th; concentration +23)

Constant — *detect evil*, *detect snares and pits*, *discern lies* (DC 20), *true seeing*

At will — *continual flame*, *dispel magic*, *holy smite* (DC 21), *invisibility* (self only), *lesser restoration*, *remove curse*, *remove disease*, *remove fear* (DC 18), *speak with dead* (DC 20)

3/day — *blade barrier* (DC 21), *flame strike* (DC 22), *power word stun*, *raise dead*, *waves of fatigue*

1/day — *earthquake* (DC 25), *greater restoration*, *mass charm monster* (DC 25), *waves of exhaustion*

Spells Prepared (CL 16th; concentration +24)

8th — *euphoric tranquility*^{APG} (DC 26), *fire storm* (DC 26), *stormbolts*^{APG, MS} (DC 26)

7th — *ethereal jaunt*, *holy word*^{MS} (DC 25), *repulsion*, *waves of ecstasy*^{UM} (DC 25)

6th — *banishment*^{MS} (DC 24), *greater dispel magic*^{MS}, *heal*, *mass cure moderate wounds* (DC 24)

5th — *break enchantment*, *dispel evil*^{MS} (2, DC 23), *plane shift* (DC 23), *righteous might*

4th — *blessing of fervor*^{APG, MS}, *death ward*, *dismissal* (DC 22), *divine power*, *terrible remorse*^{UM} (DC 22)

3rd — *cure serious wounds* (2), *daylight*, *invisibility purge*, *summon monster III*, *wind wall*

2nd — *align weapon*, *bear's endurance* (2), *cure moderate wounds*, *delay poison*, *eagle's splendor*, *owl's wisdom*

1st — *bless* (2), *cure light wounds* (4), *shield of faith*^{MS}

0 (at will) — *detect magic*, *purify food and drink*, *stabilize*, *virtue*

STATISTICS

Str 31, **Dex** 19, **Con** 26, **Int** 22, **Wis** 27, **Cha** 24

Base Atk +17; **CMB** +28; **CMD** 42

Feats Blind-Fight, Great Fortitude, Improved Critical (greatsword), Improved Initiative^{MF}, *Intercept Charge*^{ACG, B}, Iron Will, Lightning Reflexes, Mythic Spell Lore^{MF}, Power Attack^{MF}, Sacred Spell Resistance, Toughness^{MF}

Skills Acrobatics +24, Diplomacy +24, Fly +26, Heal +25, Intimidate +24, Knowledge (history) +23, Knowledge (planes) +26, Knowledge (religion) +23, Perception +28, Profession (soldier) +25, Sense Motive +28, Stealth +20

Languages Celestial, Draconic, Infernal; truespeech

SQ change shape (*alter self*), mythic spell-like abilities^{MA}

ECOLOGY

Environment any good-aligned plane

Organization solitary or pair

Treasure double (+3 *holy greatsword*)

SPECIAL ABILITIES

Flurry of Feathers (Ex) As a standard action, a mythic planetar can unleash a flurry of flying feathers that deal 4d6 points of slashing damage (DC 25 Reflex half) to all creatures in a 10-foot-radius burst centered on the planetar. In addition, these feathers cling to evil creatures and sting their eyes, affecting them as glitterdust; a successful DC 25 Will save negates the blinding effect of this spell but not the clinging of the feathers. If the planetar expends one use of its mythic power, it can use this ability as a swift action; if it activates the ability as a standard action and expends one use of mythic power, the area of effect is increased to a 30-foot-radius burst. The save DC is Constitution-based.

Fourfold Wings (Ex) A mythic planetar gains 4 wing attacks it can use as secondary natural weapons. It can use these wings for defense rather than attacking, gaining a +1 cover bonus to AC for each wing it uses



in this fashion (this bonus stacks), and it can provide this cover bonus to itself or to any creature within its reach. A mythic planetary can use all four of its wings to provide total cover in one direction as if it were wielding a tower shield, though it cannot fly while doing so.

Master Tactician (Ex) Mythic planetars are consummate strategists, always able to come up with the ideal tactic for the situation. A mythic planetary gains one teamwork feat as a bonus feat, and three times per day as a swift action it can provide this bonus feat to all allies within 60 feet for 1 minute. By spending one use of its mythic power as a free action, a mythic planetary can exchange one teamwork feat it knows for any other teamwork feat for which it qualifies. The teamwork feat it exchanges must not be a prerequisite for any other feat. A mythic planetary always gains the benefits of teamwork feats as if its allies possessed the same teamwork feats.

Nemesis (Su) Mythic planetars study the enemies of heaven and learn how best to combat them. Each mythic planetary may choose one outsider race with evil subtype. All of its attacks deal +1d6 damage against outsiders of that type, and the planetary can detect that creature type at will as a swift action. This functions like *detect undead*, but the planetary may detect its nemesis in a 120-foot cone or a 60-foot-radius emanation centered on its self. It can detect such creatures within 30 feet as if it had blindsense. A mythic planetary can expend one use of its mythic power as a swift or immediate action to gain the benefits of uncanny dodge and improved uncanny dodge (treating its Hit Dice as its rogue level) against creatures of that subtype for 1 minute.

Righteous Aura (Su) All attacks within a mythic

planetary's protective aura are considered good-aligned for the purpose of overcoming damage reduction, and challenge, judgment, quarry, smite evil, and similar effects used by good allies against evil creatures within this aura function as though the character was 2 levels higher. A mythic planetary can expend one use of its mythic power to increase the effect of its protective aura to duplicate a mythic *minor globe of invulnerability* for 7 minutes.

Spells Planetars cast divine spells as 16th-level clerics. They do not gain access to domains or other cleric abilities.

Touch of Emerald Ice (Su) A mythic planetary's translucent pale green flesh is cold to the touch to all creatures, but it freezes the flesh of evil creatures. A planetary's natural attacks and any weapon it wields deal 1d6 points of cold damage to evil creatures, and this bypasses any cold resistance or immunity possessed by non-mythic outsiders with the evil subtype unless they also have the cold subtype. This damage also applies against any evil creature striking a mythic planetary with a natural weapon, unarmed strike, or melee touch attack. In addition, when a mythic planetary confirms a critical hit against an evil creature in melee, a shard of its icy flesh splinters into the wound (DC 26 Reflex negates) and spreads a paralyzing chill through the target, dealing 1d6 points of Dexterity damage per round. The target can remove this icy shard as a standard action with a successful DC 26 Strength check or Reflex save. A mythic planetary can expend one use of its mythic power as a swift action to use this power after any successful melee attack, even if it is not a critical hit. The save DC is Constitution-based.

Angel, Solar

This towering humanoid creature has shining topaz eyes, metallic skin, and three pairs of white wings.

Mythic Solar

CR 28/MR 10

XP 4,915,200

Pathfinder Roleplaying Game Bestiary

NG Large outsider (angel, extraplanar, good, mythic)

Init +11/−9, dual initiative^{MA}; **Senses** darkvision 60 ft., detect evil, detect snares and pits, low-light vision, true seeing; Perception +34

Aura protective aura, righteous aura^{MA}

DEFENSE

AC 56, touch 15, flat-footed 50 (+12 armor, +6 Dex, +29 natural, −1 size)

hp 485 (22d10+364); regeneration 15 (evil artifacts, effects, and spells)

Fort +27, **Ref** +16, **Will** +24; +4 vs. poison, +4 resistance vs. evil

Defensive Abilities gleaming skin^{MA}, impervious flesh^{MA}, indomitable paragon^{MA}, **DR** 20/−; **Immune** acid, blindness, cold, dazzling, gaze weapons, petrification; **Resist** electricity 10, fire 10; **SR** 39

OFFENSE

Speed 50 ft., fly 150 ft. (good)

Melee +5 dancing holy greatsword +35/+30/+25/+20 (3d6+18/19−20)

Ranged +5 holy composite longbow +33/+28/+23/+18 (2d6+14/x3)

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

Special Attacks heavenly hunter^{MA}, mythic power (10/day, surge +1d12), shafts of light^{MA}, unstoppable shot^{MA}

Spell-Like Abilities (CL 20th, concentration +27)

Constant—detect evil, detect snares and pits, discern lies (DC 21), true seeing

At Will—aid, animate objects, commune, continual flame, dimensional anchor, greater dispel magic, holy smite (DC 21), imprisonment (DC 26), invisibility (self only), lesser restoration, remove curse, remove disease, remove fear, resist energy, summon monster VII, speak with dead (DC 20), waves of fatigue

3/day—quickened blade barrier (DC 23), earthquake (DC 25), heal, mass charm monster (DC 25), permanency, resurrection, waves of exhaustion

1/day—greater restoration, power word blind, power word kill, power word stun, prismatic spray (DC 24), wish

Spells Prepared (CL 20th, concentration +29)

9th—gate, implosion^{MS} (DC 29), mass heal, miracle, storm of vengeance (DC 29)

8th—dimensional lock, fire storm^{MS} (DC 26), holy aura^{MS} (DC 26), mass cure critical wounds (2)

7th—destruction (DC 25), ethereal jaunt, holy word^{MS} (DC 25), regenerate^{MS}, repulsion^{MS}

6th—banishment (DC 26), heal, heroes' feast, undeath to death (DC 26), word of recall

5th—break enchantment^{MS}, breath of life, dispel evil (DC 25), plane shift (DC 25), righteous might, steal power^{MS}, symbol of sleep (DC 24)

4th—blessing of fervor^{APG}, cure critical wounds, death ward, deathless^{MS}, dismissal (DC 24), divine power, neutralize poison

3rd—cure serious wounds, daylight, invisibility purge, magic circle against evil, prayer, protection from energy^{MS}, wind wall

2nd—bear's endurance, bull's strength, consecrate, cure moderate wounds, eagle's splendor, owl's wisdom, resist energy

1st—bless, cure light wounds (3), divine favor, entropic shield, shield of faith

0 (at will)—detect magic, purify food and drink, stabilize, virtue

STATISTICS

Str 28, **Dex** 24, **Con** 34, **Int** 23, **Wis** 29, **Cha** 25

Base Atk +22; **CMB** +32; **CMD** 49

Feats Deadly Aim^{MF}, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Manyshot^{MF}, Mythic Spell Lore^{MF}, Point-Blank Shot, Power Attack, Quicken Spell-like Ability (blade barrier), Rapid Shot^{MF}, Spell Penetration^{MF}

Skills Acrobatics +29, Diplomacy +29, Fly +31, Knowledge (history) +28, Knowledge (nature) +28, Knowledge (planes) +31, Knowledge (religion) +28, Perception +34, Sense Motive +34, Spellcraft +28, Stealth +25, Survival +31

Languages Abyssal, Aklo, Celestial, Common, Draconic, Infernal; truespeech

SQ angelic armory^{MF}, change shape (alter self), eyes of the sun^{MF}

ECOLOGY

Environment any good-aligned plane

Organization solitary or pair

Treasure double (+3 celestial plate, +5 dancing greatsword, +5 composite longbow [+9 Str bonus])

SPECIAL ABILITIES

Angelic Armory (Su) A mythic solar wears [celestial plate armor](#), which is destroyed if the mythic solar is slain. In addition, weapons wielded by a mythic solar



gain the holy property, though they lose this property when wielded by others.

Eyes of the Sun (Su) A mythic solar cannot be blinded or dazzled and is immune to gaze weapons. In addition, the terrible radiance from its eyes functions as a gaze weapon that affects evil creatures within 30 feet as a *sunbeam* spell (DC 28 Fortitude negates blindness and halves damage). The save DC is Charisma-based.

Gleaming Skin (Ex) A mythic solar's flesh is as reflective as a polished golden mirror, reflecting ordinary light and magical energy. In bright light, non-good creatures within 50 feet are automatically dazzled (no save), and any creature beginning its

turn adjacent to the solar is blinded for 1d4 rounds (DC 28 Reflex negates). Creatures can avoid being dazzled or blinded by averting their gaze or closing their eyes, as if this were a gaze attack. The save DC is Charisma-based.

In addition to reflecting natural light, rays and magical ranged touch attacks have a 20% miss chance when targeting a mythic solar, and effects that are deflected have a 20% chance of being redirected toward another target (chosen randomly) within 50 feet; otherwise, they are simply harmlessly deflected away. As an immediate action, the solar can expend one use of its mythic power to increase its reflectiveness to 50% for 1 minute. The chance

to redirect the attack at another creature is likewise increased to 50%, and if the attack is redirected and the caster of the effect is within 50 feet the solar can choose to reflect the effect directly back at the caster rather than rolling randomly. Gaze weapons, patterns, magical effects with the light descriptor, and light-based effects such as prismatic spray and searing light have the same chance of being reflected (if targeting the solar) or simply to not affect the solar (if they affect an area) as rays. A mythic solar can expend one use of its mythic power to move through a non-mythic prismatic wall or prismatic sphere without harm.

Heavenly Hunter (Ex) A mythic solar takes no penalty on Survival checks when tracking and moving at any speed, and it can track creatures that do not leave tracks, including flying or swimming creatures or creatures moving through the void such as in the Astral or Ethereal Plane. As a standard action, a mythic solar can designate any creature it can see as its quarry, as the ranger class feature. If the creature it designates has the evil subtype, the mythic solar can expend one use of its mythic power to gain the benefits of the improved quarry class feature. Once a mythic solar has designated a creature as its quarry, it can spontaneously cast any divination spell on the cleric class spell list by sacrificing a prepared spell of the same or higher level, though such divinations can be used only to locate or otherwise gather information about the solar's designated quarry. It can also expend mythic power to use the mythic versions of such divination spells, even if it does not normally know the mythic spell in question.

Impervious Flesh (Ex) A mythic solar's damage reduction is increased to DR 20/—, and weapons or effects that would normally overcome its damage reduction no longer do so, including a paladin's smite evil or mythic effects such as a mythic champion's fleet charge or a mythic trickster's surprise strike. The solar's damage reduction applies even against spells, supernatural abilities, and other magical effects that deal bludgeoning, piercing, and slashing damage. A mythic solar also gains immunity to bleed effects, though this immunity can be bypassed on a critical hit with an epic weapon, mythic spell, or the natural weapon of a mythic creature with mythic rank 10.

Indomitable Paragon (Ex) Whenever a mythic solar would take ability damage, ability drain, temporary or permanent penalties to ability scores, or temporary negative levels, it reduces that damage, drain, penalty, or number of levels by 5. In addition, a mythic solar can expend one use of its mythic power as a free action to end any one of the following effects

currently affecting it: bleed, blinded, confused, cowering, dazed, dazzled, deafened, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, or stunned. It can use this ability at the beginning of its turn if one of the above conditions would prevent the dragon from taking actions. The dragon can also negate permanent conditions such as feeblemind, insanity, a permanent negative level, or petrification by expending two uses of its mythic power if the condition resulted from a non-mythic effect, or 3 uses of its mythic power if it was from a mythic effect.

Righteous Aura (Su) All attacks within a mythic solar's protective aura are considered good-aligned for the purpose of overcoming damage reduction, and challenge, judgment, quarry, smite evil, and similar effects used by good allies against evil creatures within this aura function as though the character was 2 levels higher. A mythic solar can expend one use of its mythic power to increase the effect of its protective aura to duplicate a mythic *minor globe of invulnerability* for 7 minutes.

Shafts of Light (Su) Arrows shot by a mythic solar glow with heavenly light as they streak toward their targets. Its ammunition gains the *limning*^{UE} property, and additionally gain the *keen* property when used against evil targets. In addition, a mythic solar can expend one use of its mythic power as a free action to grant its arrows the *brilliant energy* property for 1 minute.

Solar Flare (Su) As a swift action, a mythic solar can convert any arrow it shoots into a shaft of pure light that strikes as a ranged touch attack, affecting the target as *searing light*. It can use this ability in conjunction with its unstoppable shot special attack. When this shaft of light strikes a creature, as a free action a mythic solar may elect to forgo the normal damage from *searing light* and expend one use of mythic power to trigger a *sunburst* (DC 25) centered on the target, affecting a 20-foot-radius burst. Either spell effect has a caster level of 20th.

Unstoppable Shot (Ex) A mythic solar gains this champion mythic path ability, as described in *Pathfinder Roleplaying Game Mythic Adventures*.



Asura, Triparasura

This tiny monstrosity has a thick metallic body, a crown of frilled horns, and eyes that glow like rubies.

Mythic Triparasura

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 3

LE Tiny outsider (asura, evil, extraplanar, lawful, mythic)

Init +2; **Senses** darkvision 60 ft., *detect magic*; Perception +10

DEFENSE

AC 17, touch 16, flat-footed 14 (+2 Dex, +1 dodge, +1 insight, +1 natural, +2 size)

hp 29 (3d10+13); fast healing 2

Fort +4, **Ref** +3, **Will** +5; +2 vs. enchantments

DR 5/cold iron or good and epic; **Immune** curse effects, disease, poison; **Resist** acid 10, electricity 10

OFFENSE

Speed 20 ft.

Melee sting +7 (1d4–1 plus poison)

Special Attacks mythic power (3/day, surge +1d6)

Spell-Like Abilities (CL 6th; concentration +7)

Constant—*detect magic*

At will—*feather fall*

3/day—*levitate*, *locate object*, *spider climb*, *suggestion*^{MA} (see special abilities)

1/week—*commune* (6 questions, CL 12th)

STATISTICS

Str 8, **Dex** 14, **Con** 12, **Int** 13, **Wis** 15, **Cha** 13

Base Atk +3; **CMB** +3; **CMD** 14

Feats Dodge, [Extra Mythic Power](#)^{MF}, Weapon Finesse

Skills Acrobatics +8 (+4 when jumping), Appraise +4, Bluff +7, Escape Artist +8, Knowledge (arcana) +4, Knowledge (planes) +7, Perception +10; **Racial**

Modifiers +6 Escape Artist, +4 Perception

Languages Common, Infernal

SQ change shape (any Small humanoid; *alter self*), elusive

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or gang (3–10)

Treasure standard

SPECIAL ABILITIES

Corruptor (Sp) When in humanoid form, a mythic tripurasura can use *suggestion* as a spell-like ability 3

times per day. The tripurasura can only use this ability if the target creature is unaware of its true nature, or if it is the familiar of the target creature. The mythic tripurasura can expend a use of mythic power as an immediate action to impose a –4 penalty on the target's saving throw against this effect.

Poison (Ex) Tongue—injury; save Fort DC 14; frequency 1/round for 6 rounds; effect 1d3 Wis damage; cure 1 save.



Asura, Upasunda

This six-armed woman has three fanged faces on her head. She wears colorful robes, and her hands wield several exotic weapons.

Mythic Upasunda

CR 11/MR 4

XP 12,800

Pathfinder Roleplaying Game Bestiary 3

LE Medium outsider (asura, evil, extraplanar, lawful, mythic)

Init +8; **Senses** all-around vision, darkvision 60 ft.; Perception +23

Aura elusive (50 ft.)

DEFENSE

AC 29, touch 22, flat-footed 20 (+8 Dex, +1 dodge, +3 insight, +7 natural)

hp 154 (12d10+88); regeneration 5 (good weapons, good spells)

Fort +12, **Ref** +12, **Will** +15

Defensive Abilities exotic counter^{MA}, improved evasion; **DR** 10/epic and good; **Immune** curse effects, disease, flanking, poison; **Resist** acid 10, electricity 10; **SR** 24

OFFENSE

Speed 50 ft.

Melee +1 *ki focus longsword* +20/+15/+10 (1d8+8/19-20), +1 *ki focus spear* +20 (1d8+8/x3), +1 *ki focus kukri* +20 (1d4+8/18-20) or 6 slams +19 (1d4+7)

Special Attacks adept grapppler^{MA}, infused weapons^{MA}, meditative master^{MA}, mythic power (4/day, surge +1d8), multiweapon mastery, Stunning Fist^{MA} (12/day, DC 25)

Spell-Like Abilities (CL 9th; concentration +13)

At will—*disguise self*, *greater teleport* (self plus 50 lbs. of objects only), *feather fall*, *see invisibility*, *spider climb*

3/day—*deeper darkness*, *levitate*, *rainbow pattern* (DC 18)

1/day—*haste*, *hold monster* (DC 19), *summon* (level 4, 2 *adhukai*ts 45% or 1 *upasunda* 20%)

STATISTICS

Str 24, **Dex** 26, **Con** 19, **Int** 15, **Wis** 24, **Cha** 19

Base Atk +12; **CMB** +19 (+21 grapple); **CMD** 41 (43 vs. grapple)

Feats Combat Expertise, Combat Reflexes^B, Deflect Arrows^B, ^{MF}, Dodge, Greater Disarm, Improved Disarm, Improved Grapple^B, Mobility, Power Attack, Stunning Fist^B, ^{MF}

Skills Acrobatics +20 (+28 when jumping), Bluff +16, Diplomacy +13, Escape Artist +26, Intimidate +16, Knowledge (arcana) +8, Knowledge (planes) +14, Perception +23, Perform (dance) +16, Sense Motive +19, Stealth +20; **Racial Modifiers** +8 Acrobatics when jumping, +6 Escape Artist, +4 Perception

Languages Common, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Hell)

Organization solitary, pair, or squad (3-6)

Treasure standard (weapons listed above plus other treasure)

SPECIAL ABILITIES

Adept Grapppler (Ex) A mythic *upasunda* does not gain the grappled condition when grappling a creature her size or smaller and can maintain a grapple as a swift action. She must use at two hands to maintain a grapple on a Medium creature and one hand to maintain a grapple on a smaller creature. If she does not have a free hand and wishes to use her Deflect Arrows feat, she can release a grappled creature as a free action in order to use that feat.

Exotic Counter (Ex) When an enemy attacks a mythic *upasunda* in melee, she can expend 1 point from her *ki* pool and expend an attack of opportunity to attempt to parry that attack, making an attack roll opposed by her attacker's attack roll, with a -2 penalty per size category her opponent is larger than Medium. If her attack roll is higher, the attack automatically misses, and if her attacker is within her reach, she can make a melee attack against that creature as an immediate action.

Infused Weapons (Su) In addition to being evil and lawful, weapons an *upasunda* wields function as +1 *ki focus* weapons.

Meditative Master (Su) A mythic *upasunda* gains the *ki* pool and flurry of blows abilities of a 12th-level monk. She can expend 1 point from her pool of 13 *ki* points to make an additional attack at her highest base attack bonus when making a full attack, to increase her base speed by 20 feet for 1 round, to gain a +20 bonus on Acrobatics checks to jump (treating all jumps as having a running start), or gain a +4 dodge bonus to AC for 1 round. She treats all weapons as monk weapons for the purpose of her flurry of blows, and may use any of them to make her two additional attacks.

Multiweapon Mastery (Ex) An *upasunda* takes no penalties when fighting with multiple weapons.

Stunning Fist (Ex) A mythic *upasunda* gains the



Stunning Fist ability of a 12th-level monk. A target failing its save is either stunned 1 round, fatigued, sickened for 1 minute, or staggered for 1d6+1 rounds, as the upasunda chooses. If she expends one use of her mythic power when declaring her use of Stunning Fist, she may choose one of the following benefits:

- Add the result of her surge die to the save DC.
- Double the duration of the chosen effect.
- Cause the target to be stunned for 1 round and then suffer one of the other listed conditions thereafter. On a successful save, a non-mythic creature is not stunned but still suffers the second effect for 1d4 rounds.



Athach

This giant's maw contains a pair of dripping tusks, but it is its gangly third arm that makes its appearance truly bizarre.

Mythic Athach

CR 15/MR 6

XP 51,200

Pathfinder Roleplaying Game Bestiary 2

CE Huge humanoid (giant, mythic)

Init +1/-19, dual initiative^{MA}; **Senses** darkvision 60 ft., low-light vision; Perception +12

DEFENSE

AC 32, touch 9, flat-footed 31 (+2 armor, +1 Dex, +21 natural, -2 size)

hp 223 (14d8+160)

Fort +17, **Ref** +5, **Will** +7

Defensive Abilities claw block^{MA}; **DR** 10/epic; **Resist** cold 10

OFFENSE

Speed 50 ft.

Melee 2 slams +21 (1d8+13), bite +21 (2d6+13 plus poison) or heavy mace +21/+16 (3d6+19), bite +19 (2d6+6 plus poison)

Ranged rock +10/+5 (2d6+19)

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

Special Attacks bifurcate^{MA} (DC 30), exenterating strike^{MA} (DC 30), feral savagery (full attack)^{MA}, mythic power (6/day, surge +1d8), rock throwing (140 ft.), swift claw^{MA}

STATISTICS

Str 36, **Dex** 13, **Con** 27, **Int** 7, **Wis** 12, **Cha** 6

Base Atk +10; **CMB** +25; **CMD** 36

Feats Cleave^{MF}, Improved Iron Will, Iron Will, Lunge, Multiattack, Power Attack^{MF}, Vital Strike^{MF}

Skills Acrobatics +1 (+9 jump), Climb +22, Perception +12, Stealth -7

Languages Giant

ECOLOGY

Environment cold or temperate hills

Organization solitary, gang (1 mythic athach and 2-4 athaches), or tribe (1 mythic athach and 7-12 athaches)

Treasure double (leather armor, heavy shield, heavy mace, other treasure)

SPECIAL ABILITIES

Bifurcate (Ex) If a mythic athach pins a Large or

smaller non-mythic opponent, it can make a free swift claw attack against the pinned opponent (even if the mythic athach has already made a swift claw attack that round). If the swift claw attack hits, the mythic athach can expend two uses of mythic power to brutally rip its opponent in half and instantly kill it (DC 30 Fortitude negates). The save DC is Strength-based.

Claw Block (Ex) Once per round as a free action, when a mythic athach is hit by a melee or ranged attack, it can attempt a melee attack using its swift claw attack bonus (+21) to block the attack with a quick swipe of its powerful central claw. If this result exceeds the result from the attack against it, the mythic athach is unaffected by the attack (as if the attack had missed), and the athach can expend one use of its mythic power as a free action to attempt a disarm combat maneuver against the weapon it just blocked. When using this ability, the athach is treated as if it had the Improved Disarm feat.

Exenterating Strike (Ex) If a mythic athach achieves a successful critical hit with its swift claw attack, it can expend one use of mythic power as a free action to automatically stun its target for one round. The mythic athach's target must also succeed on a DC 30 Fortitude save or take 3d6 points of bleed damage and become exhausted as the mythic athach's powerful central claw scoops out the creature's innards with a gory flourish. The save DC is Strength-based.

Poison (Ex) Bite or Swift Claw—injury; save Fort DC 25; frequency 1/round for 6 rounds; effect 1d4 Str; cure 3 consecutive saves. The save is Constitution-based.

Swift Claw (Ex) A mythic athach can attack with its claw as a swift action, even when the creature's movement would normally restrict it to one attack. This attack is made at a +21 bonus and deals 1d10+13 points of damage plus poison, regardless of what other attacks are made on the mythic athach's turn.





Aurumvorax

This creature's fur glows like living gold while it growls to you, baring incredibly pointed teeth.

Mythic Aurumvorax

CR 13/MR 4

XP 25,600

Pathfinder Roleplaying Game Bestiary 2

N Small magical beast

Init +8; **Senses** darkvision 60 ft., *detect metal*, low-light vision, scent; Perception +13

DEFENSE

AC 27, touch 15, flat-footed 23 (+4 Dex, +12 natural, +1 size)

hp 166 (12d10+100)

Fort +15, **Ref** +12, **Will** +7

Defensive Abilities ferocity, fortification (50%); **DR** 10/piercing, slashing, and epic; **Immune** poison; **Resist** fire 10

OFFENSE

Speed 30 ft., burrow 10 ft.

Melee bite +19 (1d6+6 plus grab), 4 claws +19 (1d4+6 plus grab)

Special Attacks feral savagery (full attack), mythic power (4/day, surge +1d8), rake (4 claws +19, 1d4+6), trap jaws (1d6+6)

Spell-Like Abilities (CL 12th; concentration +12)
Constant—*detect metal*

STATISTICS

Str 23, **Dex** 18, **Con** 20, **Int** 2, **Wis** 13, **Cha** 11

Base Atk +12; **CMB** +17 (+25 grapple); **CMD** 31 (43 vs. trip, 35 vs. attempts to escape from a grapple)

Feats Bleeding Critical, Critical FocusM, Great Fortitude, Improved Initiative, Inescapable GraspM, Iron Will, Skill Focus (Perception)

Skills Perception +13, Stealth +17

SQ camouflage

ECOLOGY

Environment temperate plains, hills, or forests

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Camouflage (Ex) A mythic aurumvorax blends in with ore veins or heaps of precious metals.

Grab (Ex) An aurumvorax can grab a foe of up to one size category larger than itself (Medium size for most aurumvoraxes). It gains a +8 racial bonus on grapple attempts rather than the normal +4 racial bonus afforded by the grab ability.

Trap Jaws (Ex) A mythic aurumvorax keeps clenching its jaw tighter and tighter when grabbing an opponent. A grabbed creature suffers bite damage automatically each round.



Azata, Gancanagh

This incredibly handsome man's pointed ears and otherworldly grace betray an inhuman beauty.

Mythic Gancanagh

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary 5

CG Medium outsider (azata, chaotic, extraplanar, good, mythic)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +9

DEFENSE

AC 20, touch 16, flat-footed 14 (+6 Dex, +4 natural)
hp 62 (5d10+35)

Fort +4, **Ref** +10, **Will** +5

Defensive Abilities swashbuckler's blade^{MA}; **DR** 5/cold iron or evil, plus epic; **Immune** electricity, petrification; **Resist** cold 10, fire 10

Weaknesses vulnerable to smoke

OFFENSE

Speed 40 ft.

Melee +1 mithral rapier +12 (1d6+7/18–20)

Special Attacks fey flute^{MA}, mythic power (2/day, surge +1d6)

Spell-Like Abilities (CL 5th; concentration +10)

At will—*charm person* (DC 16), *mirror image*, *suggestion* (DC 17)

1/day—*cure moderate wounds*, *good hope*

STATISTICS

Str 12, **Dex** 23, **Con** 16, **Int** 15, **Wis** 12, **Cha** 21

Base Atk +5; **CMB** +6; **CMD** 22

Feats Combat Reflexes^{MF}, Persuasive, Weapon Finesse

Skills Bluff +13, Diplomacy +15, Disguise +13, Intimidate +15, Knowledge (planes) +6, Perception +9, Perform (wind instruments) +15, Sense Motive +7, Stealth +10, Use Magic Device +10

Languages Celestial, Infernal, Sylvan; truespeech

SQ change shape (Small or Medium humanoid; *alter self*), gancanagh's grace, invigorating passion, true love's kiss^{MA}

ECOLOGY

Environment any (Elysium)

Organization solitary

Treasure triple (+1 mithral rapier, other treasure)

SPECIAL ABILITIES

Fey Flute (Su) A mythic gancanagh can focus and

empower his magic by playing delightful and inspiring haunting melodies on its flute. When it plays, it can affect all creatures within a 60-foot radius with its *charm person*, *good hope*, or *suggestion* spell-like abilities. A creature that successfully saves against any of these effects cannot be affected by the same flute for 24 hours, but can still be affected by the gancanagh's spell-like abilities as normal. Abilities used with the gancanagh's flute do not count toward his uses per day of his spell-like abilities, and if separated from his flute he may continue to use his standard abilities. The flute is masterwork, and if lost or destroyed the gancanagh can craft a replacement with 1 week of labor. The save DC is Charisma-based.

Gancanagh's Grace (Su) A gancanagh's otherworldly grace and flowing movement allow him to add his Dexterity modifier to damage rolls with his rapier in place of his Strength modifier.

Invigorating Passion (Su) A gancanagh's passion has the power to raise those who receive it to great heights. Any creature who performs an act of passion with a gancanagh, such as a kiss, gains a +1 competence bonus on attack rolls, gains 1 bonus Hit Die (d10) with the commensurate number of temporary hit points (apply the target's Constitution modifier, if any), and takes no penalties from the fatigued or exhausted conditions. These benefits last for 1 hour. At the end of that time, the creature must succeed at a DC 17 Fortitude save or become fatigued, or exhausted if it was already fatigued. This is a mind-affecting effect. The save DC is Charisma-based.

Swashbuckler's Blade (Ex) When any creature threatened by a gancanagh makes an attack, the gancanagh can spend an attack of opportunity to interfere with the attack, causing the attacker to take a -2 penalty on its attack roll. In addition, the gancanagh can expend 1 use of mythic power as an immediate action to parry an attack made by a creature it threatens, rolling a melee attack at its highest attack bonus; if the gancanagh's attack roll exceeds the result of the attack roll that provoked its parry, the attack is spoiled and deals no damage. The gancanagh can instead choose to allow the attack to deal half damage in order to attempt a riposte, taking an attack of opportunity against the attacker.

True Love's Kiss (Su) A gancanagh's kiss or loving caress banishes unwanted mental control or influence, acting as *dispel magic* (caster level 5th) against charm and compulsion effects, though it can affect a creature only once per 24 hours with this ability. If the target has a profane gift from a [succubus](#) or similar effect affecting it, the gancanagh

can expend 1 use of its mythic power as a full-round action to attempt a caster level check against a DC equal to 11 plus the Hit Dice of the creature that struck the bargain. If successful, the profane gift is removed without harm to the target. If the gancanagh uses a mythic surge to boost this roll, it can roll its surge die twice and take the better result.

Vulnerable to Smoke (Ex) A gancanagh's lungs can't tolerate smoke. He takes a -4 penalty on all saving throws against smoke and cloud effects, such as stinking cloud and the smoke from pyrotechnics.



Bandersnatch

This six-limbed beast stalks forward with a fluid grace. Barbed quills run along its back, and its eyes glow with a blue light.

Mythic Frumious Bandersnatch CR 23/MR 9

XP 819,200

N Gargantuan magical beast (mythic)

Init +21/+1^{MA}, dual initiative; **Senses** blindsense 120 ft., darkvision 120 ft., low-light vision, scent; Perception +26

DEFENSE

AC 43, touch 14, flat-footed 356 (+8 Dex, +29 natural, -4 size)

hp 423 (23d10+297); fast healing 10, vicious tenacity^{MA}

Fort +22, **Ref** +21, **Will** +11

Defensive Abilities quick recovery, quill defense^{MA}; **DR** 10/epic; **Immune** fear, paralysis, poison, sleep; **Resist** fire 30

OFFENSE

Speed 60 ft., climb 20 ft.

Melee bite +34 (2d8+15 plus grab), 2 claws +34 (2d6+15/19-20/x3), tail slap +29 (2d8+30/x4 plus pain^{MA})

Ranged 4 quills +27 (1d10+15/19-20)

Space 20 ft.; **Reach** 15 ft. (20 ft. with tail slap)

Special Attacks bounding charge, brutal tail^{MA}, feral savagery (full attack)^{MA}, gaze^{MA}, lash out, mythic power (9/day, surge +1d102), pounce, rake (4 claws, +34, 2d6+15/19-20), rend (2 claws, 2d6+21), savage opportunist^{tMA}

STATISTICS

Str 40, **Dex** 27, **Con** 29, **Int** 2, **Wis** 15, **Cha** 18

Base Atk +25; **CMB** +44 (+48 grapple); **CMD** 62 (70 vs. trip)

Feats Bleeding Critical^{MF}, Combat Reflexes^{MF}, Critical Focus^{MF}, Critical Mastery, Exhausting Critical, Improved Critical (claws)^{MF}, Improved Critical (quills), Improved Initiative^{MF}, Improved Iron Will, Iron Will, Skill Focus (Stealth), Tiring Critical

Skills Acrobatics +20 (+32 when jumping), Climb +23, Perception +26, Stealth +19 (+27 forests), Survival +3 (+23 tracking); **Racial Modifiers** +8 Acrobatics, +10 Perception, +4 Stealth (+12 forests), +20 Survival when tracking

SQ hard to kill^{MA}, planar acclimation, relentless tracker

ECOLOGY

Environment any forests

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Bounding Charge (Ex) A mythic frumious bandersnatch can move through difficult terrain when it charges.

Brutal Tail (Ex) The quills and barbs on a mythic frumious bandersnatch's tail cause quadruple damage on a critical hit from its tail slap. A mythic frumious bandersnatch adds two times its strength bonus on damage rolls when using its tail slap. Additionally, a mythic frumious bandersnatch can expend one use of mythic power as a swift action when making a tail slap attack to make an awesome blow combat maneuver (as the Awesome Blow feat) against the same target as part of the attack.

Frumious (Ex, Su) A mythic frumious bandersnatch seethes with barely repressed rage and anger. If it misses with its bite attack or falls below half of its hit points, it succumbs to such uncontrollable fury that it bursts into flame. While engulfed in these flames, a mythic frumious bandersnatch is affected as by a *haste* spell (this effect cannot be dispelled) and causes an additional 2d6 points of fire damage with each of its melee attacks and its quill defense ability. The fury lasts for 5 rounds, after which the mythic frumious bandersnatch cannot enter a fury again for another 5 rounds. A mythic frumious bandersnatch has fire resistance 30.

Gaze (Su) Confused, range 30 feet, Fortitude DC 30 negates. A mythic frumious bandersnatch can direct its gaze attack against a single foe as a swift action. A mythic frumious bandersnatch can expend one use of mythic power as a free action to force the target of its directed gaze attack to roll two Fortitude saves and keep the lower result. This is a mind-affecting compulsion effect. The save DC is Constitution-based.

Hard to Kill (Ex) Through sheer force of will, a mythic frumious bandersnatch can revive itself from a violent death. Once per day, as long as the mythic frumious bandersnatch has at least one use of mythic power available, one round after a mythic frumious bandersnatch is killed during combat the creature gains the effects of a *breath of life*^{APG} spell. This automatically expends one use of mythic power. A mythic frumious bandersnatch does not gain a negative level when it returns to life in this manner. Additionally, for five rounds following its revival, a mythic frumious bandersnatch's fast healing is doubled to fast healing 20.

Lash Out (Ex) As a swift action, a mythic frumious



bandersnatch can make a single attack with a bite, claw, or tail slap. A mythic frumious bandersnatch cannot lash out on the same round it charges.

Pain (Ex) Whenever a creature takes damage from a mythic frumious bandersnatch's tail slap attack, quills, or quill defense, that creature must make a DC 29 Reflex save or a quill lodges in its flesh, causing the creature to become sickened and staggered until the quill is removed. Removing one quill requires a DC 20 Heal check made as a full-round action. For every 5 by which the check exceeds the DC, one additional quill can be removed. On a failed check, a quill is still removed, but the process deals 1d10+6 points of damage to the victim. Once a quill is successfully removed, the victim takes 1d6 points of bleed damage each round. The save DC is Dexterity-based.

Planar Acclimation (Ex) A mythic frumious bandersnatch is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.

Quill Defense (Ex) Any creature that strikes a mythic frumious bandersnatch with a non-reach melee weapon, unarmed strike, or natural weapon takes 1d10 points of piercing damage from the creature's quills and suffers from the creature's pain attack. A

mythic frumious bandersnatch can use a free action to expend mythic power to implant additional quills in the body of the attacking creature (one use of mythic power per additional quill).

Quick Recovery (Su) A debilitated mythic frumious bandersnatch recovers with frightening speed. If a mythic frumious bandersnatch starts its turn affected by any or all of the following conditions, these conditions end at the end of its turn: confused, dazed, dazzled, exhausted, fatigued, nauseated, sickened, and stunned. Furthermore, a mythic frumious bandersnatch affected by ability damage, ability drain, or a mind-affecting effect that allows a save receives a single additional save against the effect of its choice at the original DC at the end of its turn in order to shake off the effect.

Quills (Ex) With a snap of its tail, a mythic frumious bandersnatch can loose a volley of four quills as a standard action (make an attack roll for each spike). This attack has a range of 300 feet with no range increment. All targets must be within 30 feet of each other. Launched quills regrow in a single round, during which the mythic frumious bandersnatch's defensive abilities are unaffected. A mythic frumious



bandersnatch can expend one use of mythic power to launch a volley of four quills as a swift action, though not in the same round in which the creature has already launched a volley of quills.

Relentless Tracker (Ex) A mythic frumious bandersnatch can move at up to double its speed and still track without penalty. It gains a +10 competence bonus on Survival checks made to track creatures it has wounded.

Savage Opportunist (Ex) Whenever a mythic frumious bandersnatch makes an attack of opportunity, it gains a bonus on the attack and damage rolls equal to its mythic rank.

Vicious Tenacity (Ex) A mythic frumious bandersnatch remains conscious and can continue fighting even if its hit point total is below 0. The mythic frumious bandersnatch loses 1 hit point each round it performs a standard action and does not die until its hit point total reaches a negative amount equal to its Constitution score. A mythic frumious bandersnatch with negative hit points fights furiously, and gains a bonus on all attack and damage rolls equal to its mythic rank.



Basidirond

This strange plant consists of four spidery stalks, long green tendrils, and an inverted bell-shaped cap filled with spores.

Mythic Basidirond

CR 6/MR 2

XP 2,400

N Medium plant (mythic)

Pathfinder Roleplaying Game Bestiary

Init +1; **Senses** low-light vision, scent, tremorsense 30 ft.; Perception +0

DEFENSE

AC 20, touch 11, flat-footed 19 (+1 Dex, +9 natural)

hp 68 (7d8+37)

Fort +8, **Ref** +3, **Will** +2

DR 5/epic; **Immune** cold, plant traits

Weaknesses cold lethargy

OFFENSE

Speed 20 ft.

Melee slam +11 (1d8+9 plus spores)

Special Attacks entrap^{MA} (DC 16, 1d10 rounds, hardness 5, hp 10), mythic power (4/day, surge 1d6), hallucination cloud, spores, sweet nectar^{MA}

STATISTICS

Str 22, **Dex** 13, **Con** 16, **Int** —, **Wis** 11, **Cha** 1

Base Atk +5; **CMB** +11; **CMD** 22 (26 vs. trip)

Feats Extra Mythic Power

SQ poisonous blood^{MA} (insanity mist^{CRB})

ECOLOGY

Environment any non-cold underground

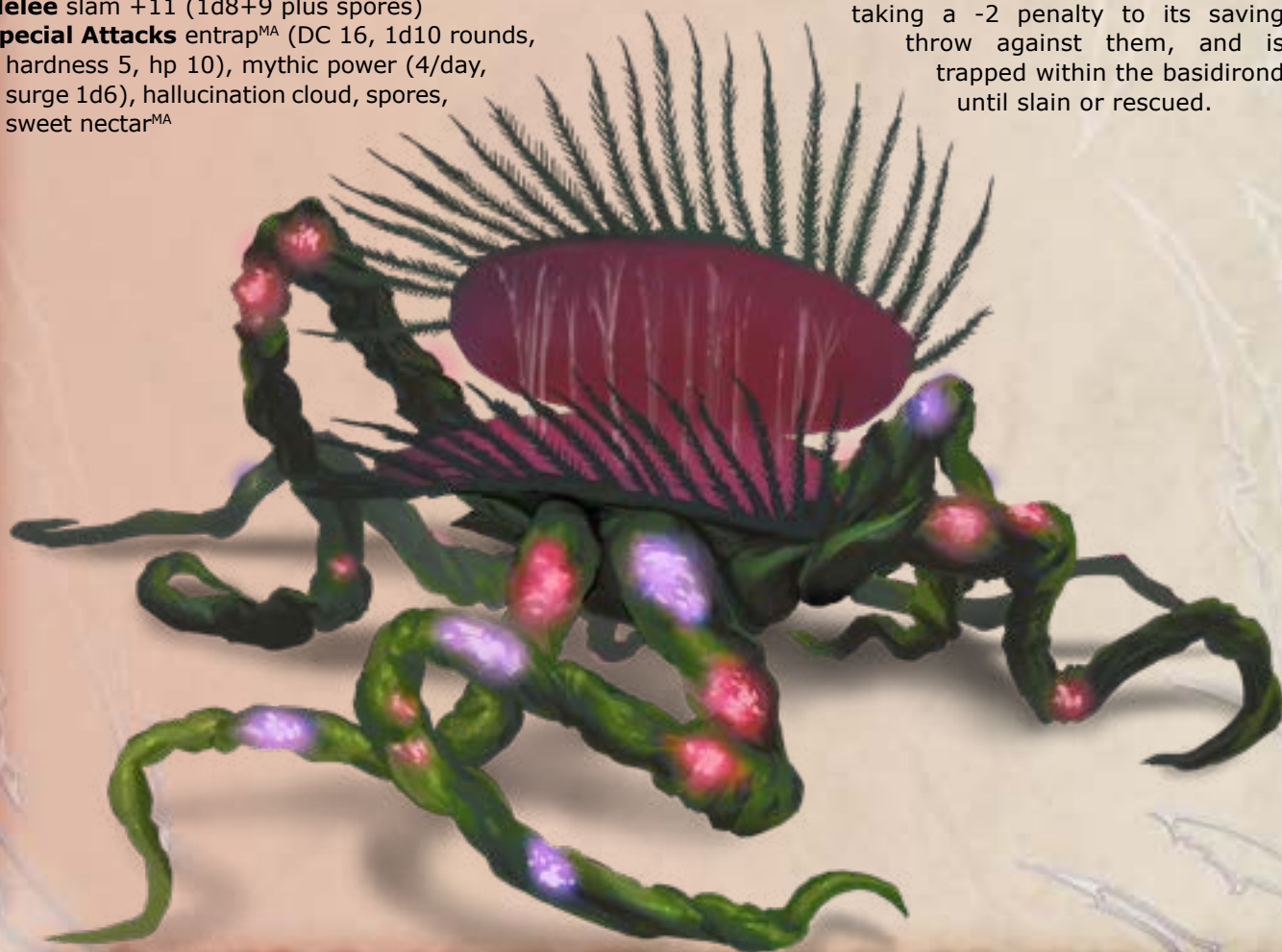
Organization solitary, pair, or grove (3–8)

Treasure incidental

SPECIAL ABILITIES

Cold Lethargy (Ex) Although a basidirond is immune to cold damage, any cold effect it is exposed to slows it for 1d4 rounds. During this time, the basidirond cannot use its hallucination cloud or spores.

Entrap (Ex) As a standard action, a mythic basidirond can snare a Medium or smaller creature in its ropy tendrils, entangling it if it fails its Fortitude save. If the target fails a second Fortitude save and is made helpless, it is transferred into the pitcher-pod atop the basidirond's body. The trapped creature is exposed to the basidirond's spores every round, taking a -2 penalty to its saving throw against them, and is trapped within the basidirond until slain or rescued.



Hallucination Cloud (Ex) As a standard action once per minute, a basidirond can release a cloud of invisible spores in a 20-foot radius. All creatures within the area must succeed on a DC 16 Fortitude save or be affected by powerful hallucinations as long as they remain in the cloud plus 1d4 rounds after leaving the area. A new save must be made each round a creature remains within the affected area. A hallucination cloud persists for 5 rounds before dispersing—a strong wind causes it to disperse immediately. The save DC is Constitution-based. To determine what hallucination is suffered each round, roll 1d6 and consult the following table.

d6	Hallucination
1	You're sinking in quicksand! Fall prone and spend 1 round flailing your arms and legs as if trying to swim.
2	Attacked by a swarm of spiders! Spend a full round action to attack the floor near you with your weapon.
3	An item you hold has turned into a viper! Drop it and flee from the item at top speed for 1 round.
4	You're suffocating! Stand in place, hold your breath, and clutch at your throat for 1 round.
5	You've shrunk to 1/10th your normal size! Take no actions for 1 round so your enemies can't find you.
6	You're melting! Grasp hold of yourself in an attempt to hold yourself together and take no actions for 1 round.

Spores (Ex) Any creature struck by a basidirond's slam attack is coated with spores. The creature struck must make a DC 16 Fortitude save or these spores take root in his flesh, and particularly in his lungs. The save DC is Constitution-based. *Basidirond Spores*: Disease—inhaled; save Fort DC 16; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save.

Sweet Nectar (Ex) A mythic basidirond can emit an attractant aroma that causes creatures of a particular type (or subtype) to be filled with an uncontrollable urge to approach the basidirond. Its nectar can attract only one type (or subtype) at a time, but such creatures are affected as a *sympathy* spell (DC 16 Will negates), and if they are adjacent to the basidirond they become fascinated. If they are attacked or threatened, they gain a new saving throw with a +2 bonus to break free of the fascinate effect. This is a mind-affecting disease effect.

Baykok

This howling corpse swoops through the air with hideously elongated legs and a bow made of bone.

Mythic Baykok

CR 11/MR 4

XP 12,800

Pathfinder Roleplaying Game Bestiary 3

NE Medium undead (mythic)

Init +11; **Senses** darkvision 60 ft.; Perception +18

DEFENSE

AC 29, touch 18, flat-footed 21 (+7 Dex, +1 dodge, +11 natural)

hp 144 (15d8+77)

Fort +8, **Ref** +12, **Will** +9

Defensive Abilities deflect arrows^{MA}; **DR** 10/epic; **Immune** undead traits

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee 2 claws +14 (1d6+3)

Ranged +2 *composite longbow* +22/+17/+12 (1d8+5/19–20/×3 plus 1d6 negative energy and paralysis)

Special Attacks bane longbow^{MA}, deadly barrage^{MA}, devour soul, dread howl^{MA}, infused arrows, mythic power (4/day, surge +1d8), slaying arrows^{MA}

STATISTICS

Str 17, **Dex** 24, **Con** —, **Int** 11, **Wis** 10, **Cha** 17

Base Atk +11; **CMB** +14; **CMD** 32

Feats Deflect Arrows^{B, MF}, Dodge, Improved Critical (longbow), Improved Initiative, Point-Blank Shot^{MF}, Precise Shot, Rapid Shot^{MF}, Shot on the Run, Weapon Focus (longbow)

Skills Fly +29, Intimidate +21, Perception +18, Stealth +25

Languages Common

ECOLOGY

Environment any

Organization solitary, gang (1 mythic baykok and 2–8 nonmythic baykoks), or flight (1 mythic baykok and 6–18 nonmythic baykoks)

Treasure double (+2 *composite longbow* [+3 Str], other treasure)

SPECIAL ABILITIES

Bane Longbow (Su) A mythic baykok can expend one use of mythic power as a swift action to imbue its

longbow with the bane weapon special ability for 1 minute. The mythic baykok must select one creature type when it uses this ability (and a subtype if the creature type selected is humanoid or outsider). Once selected, the mythic baykok can change the type as a swift action.

Deadly Barrage (Ex) Once per minute, a mythic baykok can expend one use of mythic power as part of making a full-attack action with its bow to make a single ranged attack against each target within 110 feet, similar to the Whirlwind Attack feat. The mythic baykok cannot use its slaying arrows ability when it fires a deadly barrage.

Deflect Arrows (Ex) A mythic baykok gains Deflect Arrows as a bonus feat. A mythic baykok can expend one use of mythic power as an immediate action to use this feat to deflect a second arrow in a single round.

Devour Soul (Su) A mythic baykok can take a standard action to devour the soul of an adjacent dead or dying creature. A dying creature can resist this attack with a DC 20 Fortitude save. If it fails, the target is instantly slain. If the creature is already dead, it does not get a saving throw, although the body cannot be more than 1 hour dead. A creature subjected to this attack cannot be brought back to life via *raise dead* (*resurrection* and more powerful effects work normally). When a mythic baykok devours a soul in this way, it heals 5d6+10 points of damage and becomes hasted for 4 rounds (as if affected by *haste*). This is a death effect. The save DC is Charisma-based.

Dread Howl (Su) Once per hour, a mythic baykok can unleash a blood-curdling howl. Any living creature within a 60-foot-radius burst must succeed on a DC 22 Will save or become paralyzed for 1d6 rounds. Any creature that makes this saving throw is instead shaken and staggered for 1 round. Additionally, a mythic baykok can expend one use of mythic power as a free action to make creatures attempt two Will saves to resist this effect and take the lowest roll. This is a fear effect. The DC is Charisma-based and includes a +2 racial bonus.

Infused Arrows (Su) A mythic baykok creates arrows of bone as it fires its bow—it need not carry arrows as ammunition. These bone arrows do normal damage for arrows fired from the bow, but gain a +2 enhancement bonus on attack and damage rolls. In addition, each arrow deals an additional 1d6 points of negative energy damage.





Further, the first creature struck in a round by a mythic baykok's arrow must make a DC 20 Fortitude save to avoid being paralyzed for 1d3 rounds. A mythic baykok can fire normal arrows from its bow if it wishes—such arrows, however, do not gain the special negative energy damage or paralysis effects. The DC is Charisma-based.

Slaying Arrows (Su) A mythic baykok can expend one use of mythic power as a swift action to transform one of its bone arrows into a *slaying arrow*. The mythic baykok must select one creature type when it uses this ability (and a subtype if the creature type selected is humanoid or outsider). Once selected, the mythic baykok can change the type as a swift action.

Behemoth, Tempest

Three pairs of wings beat rhythmically, churning up hurricane-force winds around this vast, birdlike monstrosity.

Mythic Tempest Behemoth CR 27/MR 10

XP 3,280,400

Pathfinder Roleplaying Game Bestiary 3

N Colossal magical beast (air, behemoth, mythic)

Init +10/-10, dual initiative^{MA}; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +31

DEFENSE

AC 51, touch 9, flat-footed 44 (+6 Dex, +1 dodge, +42 natural, -8 size)

hp 611 (33d10+430); regeneration 20

Fort +28, **Ref** +24, **Will** +16

Defensive Abilities fortification^{MA} (50%), mythic saves^{MA}, unstoppable; **DR** 15/epic; **Immune** ability damage, aging, bleed, disease, electricity, energy drain, fire, mind-affecting effects, negative levels, paralysis, permanent wounds, petrification, poison, polymorph; **SR** 43

Weaknesses vulnerable to miracles and wishes

OFFENSE

Speed 40 ft., fly 200 ft. (good)

Melee bite +43 (4d6+18/19-20 plus bleed), 2 talons +43 (2d8+18 plus bleed), wings +38 (8d8+9)

Ranged 6 scales +32 (1d10+18/19-20 plus bleed)

Space 30 ft.; **Reach** 30 ft.

Special Attacks bleed (2d6), burrowing scales^{MMA}, gale, lightning fog^{MA}, mythic power (10/day, surge +1d12), priestbane bleed^{MA}, ruinous, scale salvo^{MMA}, storm of screams^{MA}, thunderbolt, writhing wounds^{MA}

Spell-Like Abilities (CL 20th; concentration +22) 3/day — *storm of vengeance* (DC 21)

STATISTICS

Str 47, **Dex** 23, **Con** 30, **Int** 3, **Wis** 16, **Cha** 14

Base Atk +33; **CMB** +59; **CMD** 76

Feats Combat Reflexes, Dodge, Flyby Attack, Great Fortitude^{MF}, Greater Vital Strike, Hover, Improved Critical (bite, scales), Improved Initiative, Improved Vital Strike, Iron Will^{MF}, Lightning Reflexes^{MF}, Lightning Stance, Mobility, Power Attack, Snatch, Vital Strike, Weapon Focus (scales), Wind Stance

Skills Fly +30, Perception +31, Stealth -7, Survival +15; **Racial Modifiers** +20 Fly, +10 Perception

Languages Aklo (cannot speak)

ECOLOGY

Environment any air

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Burrowing Scales (Ex) A mythic tempest behemoth can hurl up to six scales from its wings (range increment 100 feet) as a standard action. A scale that deals damage burrows into the target and remains lodged in its flesh (DC 36 Reflex negates). Removing the scale requires a successful DC 36 Heal check. As long as the scale remains embedded, the target gains spell resistance of 43 against conjuration (healing) effects; this spell resistance cannot be voluntarily suppressed. A target with an embedded scale also never gains the benefit of concealment from the behemoth's attacks and the behemoth is aware of its location at all times as long as the creature is within 100 miles and on the same plane. The save DC is Constitution-based.

Lightning Fog (Su) As a swift action a mythic tempest behemoth can expend two uses of mythic power to surrounded itself in impenetrable fog to a 100-foot radius. The fog grants concealment to the mythic tempest behemoth but does not grant concealment against the behemoth and moves as the behemoth moves. Every round the cloud deals 5d6 electricity damage to every creature within it. The cloud lasts for 5 rounds.

Gale (Su) A tempest behemoth can generate winds of up to hurricane force as a free action, blowing in as many as three different directions at once. The winds blow either away from or directly toward the behemoth in a 30-foot-wide path that extends for 1,000 feet.

Mythic Saves (Su) Mythic Great Fortitude, Mythic Iron Will and Mythic Lightning Reflexes allow a mythic tempest behemoth to roll twice even against spells and abilities from mythic sources.

Priestbane Bleed (Su) Bleed damage caused by a mythic tempest behemoth cannot be stopped by magical healing and require a DC 25 Heal check to staunch.

Scale Salvo (Ex) A mythic tempest behemoth can expend one use of mythic power when it makes a scale attack. If it does so it can hurl up to twelve scales. If it does so it may not make use of its scale attack next round.

Storm of Screams (Su) When a mythic tempest behemoth uses its gale ability it can expend one use



of mythic power to cause the winds to sound like the screams of creatures it has slain within the last 24 hours. Any creature within its gale is deafened for 1 hour and frightened for 1d4 rounds; a successful DC 36 Will save reduces this effect to being deafened and shaken for 1 round. The save DC is Constitution-based.

Writhing Wounds (Su) As a swift action, a mythic tempest behemoth can expend one use of mythic power to deal bleed damage to every creature that is currently suffering bleed damage from any of its attacks.

Thunderbolt (Su) As a swift action once every 1d4 rounds, a behemoth can shoot a bolt of lightning that deals 15d6 points of electricity damage and 15d6 points of sonic damage, and that causes permanent deafness in a 200-foot line (DC 36 Reflex save halves damage and negates deafness). The save DC is Constitution-based.

Boar, Dire

The back of this horse-sized boar rises in a steep slope. Its tiny red eyes are crusted with filth and its bristly flank crawls with flies.

Mythic Dire Boar

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary

N Large animal (mythic)

Init +4; **Senses** low-light vision, scent; Perception +12

DEFENSE

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size)

hp 63 (5d8+41)

Fort +7, **Ref** +4, **Will** +2

Defensive Abilities ferocity; **DR** 5/epic

OFFENSE

Speed 40 ft.

Melee gore +9 (2d6+10 plus 1d4 bleed)

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

Special Attacks ferocity, mythic power (2/day, surge +1d6), razor tusks^{MA}, trample^{MA} (2d6+10, DC 19)

STATISTICS

Str 25, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +3; **CMB** +11; **CMD** 21 (25 vs. trip)

Feats Improved Initiative, Iron Will, Skill Focus (Perception), Toughness^{MF}

Skills Perception +12

SQ foul-tempered^{MA}

ECOLOGY

Environment temperate or tropical forests

Organization solitary, pair, or herd (1 mythic dire boar and 3–8 dire boars)

Treasure none

SPECIAL ABILITIES

Foul-Tempered (Ex) If a mythic boar is brought below 0 hp, it gains a +4 morale bonus on its Fort and Will saves and a +2 morale bonus on attack and damage rolls.

Razor Tusks (Ex) A mythic boar's gore attack inflicts 1d4 bleed. When it confirms a critical hit with its gore, it doubles the amount of bleed damage, and the Heal check DC increases to 17 to stop the bleeding.

This enormous boar has a black-bristled hide marked by hundreds of old scars. Its eyes are wild and bloodshot, and its tusks are more than three feet long, gleaming like polished ivory and sharper than many swords.

Mythic Razor Boar

CR 13/MR 5

XP 12,800

N Large magical beast (mythic)

Init +10; **Senses** low-light vision, scent; Perception +13

DEFENSE

AC 32, touch 10, flat-footed 31 (+1 Dex, +22 natural, -1 size)

hp 207 (15d10+125), fast healing 10

Fort +12, **Ref** +10, **Will** +7

Defensive Abilities fortification (50%)^{MA}, **unstoppable**^{MA}; **DR** 10/epic and 5/-; **SR** 26

OFFENSE

Speed 50 ft.

Melee gore +25 (2d6+10/19-20/x3 plus bleed), 2 hooves +19 (1d6+5), or bite +24 (1d8+10)

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

Special Attacks mythic power (5/day, surge +1d8), powerful charge^{MA} (gore, 4d6+20), trample (2d6+15, DC 27), vorpal tusks

STATISTICS

Str 31, **Dex** 13, **Con** 17, **Int** 2, **Wis** 14, **Cha** 9

Base Atk +15; **CMB** +26; **CMD** 37 (41 vs. trip)

Feats Improved Critical (gore)^{MF}, Improved Initiative^{MF}, Improved Natural Attack, Skill Focus (Perception), Skill Focus (Survival), Toughness^{MF}, Weapon Focus (gore)

Skills Perception +13, Survival +12

SQ epic ferocity^{MA}, foul-tempered^{MA}

ECOLOGY

Environment temperate or warm forests or mountains

Organization solitary

Treasure none

SPECIAL ABILITIES

Epic Ferocity (Ex) A mythic razor boar can survive at negative hit points down to five times its Constitution score. If it begins its turn below 0 hit points, its fast healing is doubled and it is immune to fear and cannot be dazed, fatigued, nauseated, sickened, staggered, or stunned until the beginning of its next turn, and the boar also can expend one use of mythic power as a free action to gain the benefits of *animal growth* for 1 minute.



Foul-Tempered (Ex) As a mythic dire boar.

Razor Tusks (Ex) As a mythic dire boar.

Vorpal Tusks (Ex) On a successful critical hit against a Huge or smaller creature, the razor boar's gore attack severs the opponent's head as a [vorpal](#) weapon.



Bodak

The flesh of this emaciated creature appears charred or dried, and its empty eye sockets seep trails of smoke.

Mythic Bodak

CR 10/MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary 2
CE Medium undead (extraplanar, mythic)

Init +10; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 25, touch 13, flat-footed 22 (+2 Dex, +1 dodge, +12 natural)

hp 155 (10d10+100); fast healing 5

Fort +8, **Ref** +7, **Will** +8

DR 10/cold iron and epic; **Immune** electricity, undead traits; **Resist** acid 10, fire 10

Weaknesses vulnerable to sunlight

OFFENSE

Speed 40 ft.

Melee 2 slams +9 (1d8+1)

Special Attacks death gaze (DC 20), hungry mist (DC 20), mythic power (4/day, surge 1d8), sneak attack +4d6

STATISTICS

Str 13, **Dex** 15, **Con** —, **Int** 6, **Wis** 13, **Cha** 20

Base Atk +7; CMB +8; CMD 21

Feats Dodge, Improved Initiative^{MF}, Lightning Reflexes^B, Mobility^{MF}, Toughness, Weapon Focus (slams)

Skills Intimidate +13, Perception +14, Stealth +18;

Racial Modifiers +8 Stealth

Languages Abyssal, Common

SQ fiendish alacrity

ECOLOGY

Environment any land (evil outer plane)

Organization solitary or gang (1 mythic bodak and 2–12 non-mythic bodaks)

Treasure none

SPECIAL ABILITIES

Death Gaze (Su) A mythic bodak's death gaze attack has a 30-foot range and causes creatures meeting its gaze to gain 1d6 negative levels (DC 20 Fortitude save negates). A humanoid slain by a bodak's death gaze rises as a bodak 24 hours later. Additionally, a mythic bodak can expend two uses of mythic power to affect all creatures within 30 feet with its

death gaze. This is a death effect and the save is Charisma-based.

Fiendish Alacrity (Ex) Unlike normal bodaks, a mythic bodak is extraordinarily fast and stealthy. It has a base speed of 40 feet, receives Lightning Reflexes as a bonus feat, receives a +8 racial modifier to Stealth checks, and has the fast stealth rogue talent.

Hungry Mist (Su) A mythic bodak can expend one use of mythic power to expel sulfurous smoke from its eyes and mouth that quickly forms into a thick mist, similar to obscuring mist except the mist cloud spreads in 60-foot radius from the mythic bodak and is 60 feet high. The bodak can see perfectly inside the hungry mist. Creatures beginning their turn inside the mist take 1d6 points of acid damage and must succeed on a DC 20 Fortitude save or take 2 points of Constitution damage as the mist leeches away its life force. The mist lasts for 1 minute. The save DC is Charisma-based.

Vulnerability to Sunlight (Ex) Mythic bodaks loathe sunlight, for its merest touch burns their impure flesh. Each round of exposure to direct sunlight deals 2d6 points of damage to a mythic bodak. A mythic bodak can spend one use of its mythic power to suppress this vulnerability for 1 minute.



Bogeyman

Dressed in a long dark coat and a tall hat, this lanky, fanged humanoid exudes an almost palpable aura of horror.

Mythic Bogeyman

CR 12/MR 5

XP 19,200

Pathfinder Roleplaying Game Bestiary 3

NE Medium fey (mythic)

Init +10; **Senses** low-light vision, see in darkness^{MA}, Perception +23

Aura deepest dread^{MA} (30 ft., DC 28)

DEFENSE

AC 29, touch 24, flat-footed 22 (+7 deflection, +6 Dex, +1 dodge, +5 natural)

hp 123 (17d6+64); terrible rejuvenation^{MA} 10

Fort +9, **Ref** +16, **Will** +13

DR 15/cold iron and epic; **SR** 23

OFFENSE

Speed 30 ft.

Melee 2 claws +14 (1d8+6/19–20 plus dread strike^{MA})

Special Attacks mythic power (5/day, surge +1d8), sneak attack +6d6

Spell-Like Abilities^{MA} (CL 15th; concentration +18)

Constant—*detect thoughts, tongues*

At will—*deeper darkness, gaseous form, ghost sound* (DC 18), *invisibility, scare* (DC 20), *suggestion* (DC 21)

3/day—*crushing despair* (DC 22), *hold monster* (DC 23), *quicken phantasmal killer* (DC 22)

1/day—*hungry darkness*^{ISM} (DC 25), *nightmare* (DC 23)

STATISTICS

Str 12, **Dex** 23, **Con** 14, **Int** 15, **Wis** 16, **Cha** 27

Base Atk +8; **CMB** +9; **CMD** 33

Feats Dodge, Great Fortitude, Improved Critical (claw), Improved Initiative, Mobility, Quicken Spell-Like Ability (*phantasmal killer*), Skill Focus (Stealth), Spring Attack^{MF}, Weapon Finesse^{MF}

Skills Bluff +28, Diplomacy +21, Disable Device +16, Escape Artist +19, Intimidate +29, Knowledge (local) +16, Perception +23, Sense Motive +23, Spellcraft +12, Stealth +36; **Racial Modifiers** +4 Intimidate, +4 Stealth

Languages Aklo, Common; *tongues*

ECOLOGY

Environment any

Organization solitary

Treasure double

SPECIAL ABILITIES

Deepest Dread (Su) A mythic bogeyman is cloaked in a 30-foot aura of dread. This aura manifests as a shifting haze of images that reflect the viewer's deepest fears. Each round an opponent ends its turn within the aura, it must succeed at a DC 28 Will save or become shaken for as long as it stays within the aura and 1d4+1 rounds thereafter. If a mythic bogeyman spends one use of mythic power as a swift action, non-mythic opponents within its aura that are normally immune to fear lose that immunity for 1 minute. In addition, opponents that are not immune to fear but which are not currently suffering a fear effect must immediately make a Will save against the creature's deepest dread aura. This is a fear effect. The DC is Charisma-based and includes a +2 racial bonus.

Dread Strike (Su) If a mythic bogeyman succeeds with a claw attack on a target currently suffering a fear effect, that creature is flat-footed to the rest of the mythic bogeyman's attacks until the end of the mythic bogeyman's next turn. This includes any additional attacks the mythic bogeyman makes in the same round as the initial claw attack. If a mythic bogeyman confirms a critical hit or a sneak attack with one of its claws on a target currently suffering a fear effect, that effect automatically becomes one step more severe (shaken creatures become frightened, frightened creatures become panicked, and panicked creatures cower in fear). A DC 28 Will save negates this increase. In addition, a critical hit or a sneak attack from a mythic bogeyman's claw forces any target that has successfully saved against the creature's deepest dread aura to make another Will save against its effects. This is a fear effect. The DC is Charisma-based and includes a +2 racial bonus.

Terrible Rejuvenation (Su) A mythic bogeyman gains fast healing 10 while any creature within its deepest fear aura is suffering from a fear effect, including any fear effect created by the aura itself. In addition, if a mythic bogeyman is destroyed by a creature suffering from a fear effect, the mythic bogeyman's body dissolves into shadowstuff and its essence merges with the Plane of Shadow where it begins reforming. In 3d4 days, the mythic bogeyman reappears fully healed (albeit without any gear it left behind on its old body), on the Material Plane within a 1 mile radius of the place where it was destroyed and with an obsession for revenge against those who previously destroyed it. While a destroyed mythic bogeyman is reforming, every time the creature that



destroyed it sleeps in a location that is coterminous with the Plane of Shadow (such as the Material Plane), it must make a DC 28 Will save or suffer the effects of a *nightmare* spell. If the creature fails this save at any point, the mythic bogeyman can choose to reappear within a 30-foot radius of the creature's location at the time its rejuvenation is complete.

The rejuvenation of a destroyed mythic bogeyman can be prevented if *dispel evil* is cast at the place on the Plane of Shadow that corresponds to the place on the coterminous plane at which the mythic bogeyman was destroyed. The caster must overcome the mythic bogeyman's SR +2 per use of mythic power the mythic bogeyman had remaining when it was destroyed for the rejuvenation to be prevented.



Bone Ship

Muscle holds together the large bones that form the hull of this ship. Rotting sails hang from masts crafted from gigantic spines.

Mythic Bone Ship

CR 22/MR 9

XP 153,600

CE Colossal undead (mythic, water)

Init +13/-7^{MF}, dual initiative^{MA}; **Senses** darkvision 60 ft., mistsight^{MA}; Perception +40

Aura blood wake (40 ft., DC 34)

DEFENSE

AC 45, touch 6, flat-footed 41 (+3 Dex, +39 natural, -8 size)

hp 475 (26d8+358)

Fort +15, **Ref** +14, **Will** +20

Defensive Abilities all-around vision, bound souls, channel resistance +4, fortification (50%)^{MA}; **DR** 10/epic; **Immune** undead traits; **SR** 33

OFFENSE

Speed swim 60 ft.

Melee slam +27 (8d8+24 plus energy drain)

Ranged 4 bone cannons +17 (6d6+16/×4)

Space 30 ft.; **Reach** 30 ft.

Special Attacks blasting shot^{MA}, energy drain (2 levels, DC 34), ghostly boarders, mythic power (9/day, surge 1d10), mythic magic^{MA}, seaborne skeletons^{MA}, shipwrecker^{MA}, simple divine spellcasting^{MA} (*discern location*, *fickle winds*^{UM}, *fog cloud*, *obscuring mist*, *seamantle*^{APG}, *solid fog*, *tsunami*^{APG}, *word of recall*), spectral energy cannon^{MA}, trample (8d8+24 plus energy drain, DC 43)

STATISTICS

Str 42, **Dex** 18, **Con** —, **Int** 11, **Wis** 20, **Cha** 33

Base Atk +19; **CMB** +43 (+51 bull rush, +45 overrun); **CMD** 51 (57 vs. bull rush, can't be tripped)

Feats Deadly Aim^{MF}, Greater Bull Rush, Greater Overrun, Greater Vital Strike, Improved Bull Rush^{MA}, Improved Initiative^{MF}, Improved Lightning Reflexes, Improved Vital Strike, Lightning Reflexes, Power Attack, Skill Focus (Perception), Vital Strike^{MF}, Weapon Focus (bone cannons)^{MF}

Skills Intimidate +40, Knowledge (geography) +13, Perception +40, Profession (sailor) +18, Swim +53

SQ feed on fear^{MA}, unholy repair

Languages Common (can't speak)

ECOLOGY

Environment any oceans

Organization solitary

Treasure standard

SPECIAL ABILITIES

Blasting Shot (Ex) When a mythic bone ship hits a Large or smaller creature with its bone cannon, as a swift action it can make a combat maneuver check to bull rush that target, with a -2 penalty on the check for each range increment after the first. If the ship expends one use of its mythic power, it can make a single bull rush check and apply it against all creatures it hits with its bone cannons (though it cannot bull rush any target more than once per round) or it can bull rush a single creature of any size struck by its bone cannon with no penalty for range.

Blood Wake (Su) The frothing, churning waters around a bone ship are stained crimson with blood. Creatures entering the bone ship's aura must attempt DC 34 Fortitude saves. Those that succeed at their saves become shaken for 1d6 rounds. Those that fail become shaken and staggered as they feel themselves drowning and envision themselves pulled down into the bloody waters. Staggered creatures take an additional -4 penalty to AC, on Reflex saves, and on Swim checks. Creatures can attempt a new save at the start of each of their turns to resist this effect. Those that succeed at their saving throws are immune to the bone ship's aura for 24 hours. This is a mind-affecting fear effect and works only when the bone ship is in the water. The save DC is Charisma-based.

Bone Cannon (Su) The bone ship can create four cannons fashioned from bone anywhere along its body as a swift action. These cannons deal 6d6 points of damage and have a ×4 critical multiplier. The bone cannons have a range increment of 100 feet and deal both bludgeoning and piercing damage. At a range up of up to 100 feet, the bone ship's cannons are treated as touch attacks. The bone ship can fire all four cannons as a standard action. The ammunition is a combination of bones and debris. Because the ammunition is ejected from the bone ship's body, bone cannons add the bone ship's Strength modifier on damage rolls. The cannons are considered to be part of the bone ship and not separate objects.

Bound Souls (Su) The souls of numerous sailors and sea creatures form the bone ship's collective consciousness and hull. A bone ship is immune to spells and effects affecting a specific number of

creatures. Any creature attempting to communicate with a bone ship, such as through telepathy, hears only the anguished cries of the imprisoned souls and must succeed at a DC 34 Will save or be driven insane as per the *insanity* spell (CL 20th). The save DC is Charisma-based.

Feed on Fear (Su) Anytime a mythic bone ship is within 30 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.

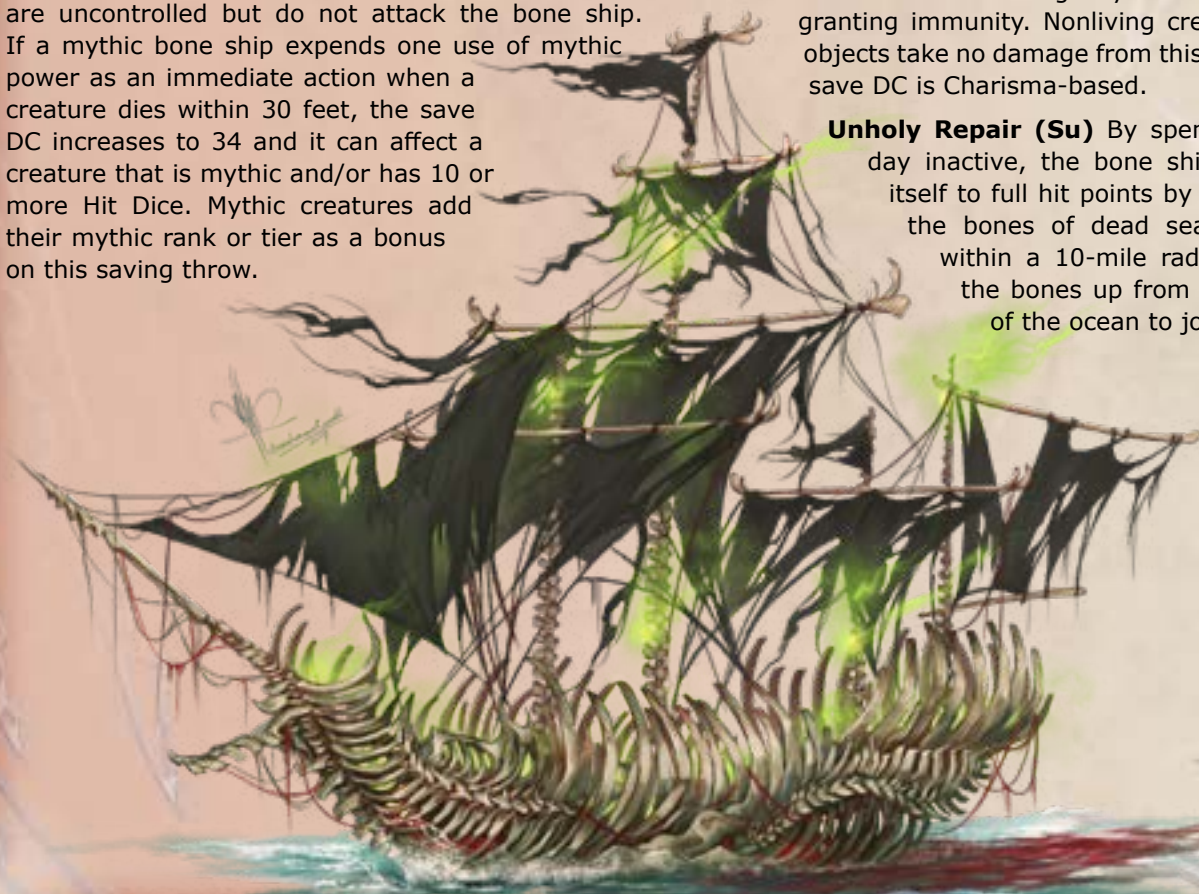
Ghostly Boarders (Su) Once per minute as a full-round action, the bone ship can disgorge the souls of the sailors bound within it. The ghostly boarders appear as spectral entities and slaughter all living creatures around the bone ship, functioning as per the spell *circle of death* (CL 20th) except that it affects creatures of up to 15 Hit Dice. Living creatures must succeed at a DC 34 Fortitude save or be slain, their souls dragged into the bone ship. Creatures slain in this manner can be restored to life only by a *miracle* or *wish* spell. The save DC is Charisma-based.

Seaborne Skeletons (Sp) Whenever a non-mythic creature with fewer than 10 Hit Dice dies within 30 feet of a mythic bone ship, that creature's flesh melts from its bones and it rises again 1 round later as a [skeleton](#) (DC 22 Fortitude negates). These skeletons are uncontrolled but do not attack the bone ship. If a mythic bone ship expends one use of mythic power as an immediate action when a creature dies within 30 feet, the save DC increases to 34 and it can affect a creature that is mythic and/or has 10 or more Hit Dice. Mythic creatures add their mythic rank or tier as a bonus on this saving throw.

Shipwrecker (Ex) A mythic bone ship's attacks deal double damage when targeting water vehicles. In addition, when it hits a water vehicle with its slam attack, it can make a combat maneuver check opposed by the ship's captain's Profession (sailor) check. If the check succeeds, the target ship is unable to move for 1 round and it heels over. All creatures on board are knocked prone (DC 20 Reflex negates), and all of the ship's decks become steep slopes. If the bone ship's check exceeds the DC by 5, the target ship is capsized instead, with all creatures on deck or in the rigging knocked into the water. If its check exceeds the DC by 10, the target ship's hull is nearly snapped in two and the ship immediately begins sinking.

Spectral Energy Cannon (Su) As a standard action every 1d4 rounds, the bone ship can combine all four of its bone cannons into a spectral energy cannon that deals 18d6 points of negative energy damage to creatures in a 180-foot line or a 60-foot cone-shaped spread (Will DC 34 half). If it expends one use of mythic power when using this ability, damage is increased to 18d8 and non-mythic effects or abilities that grant resistance or immunity to negative energy function at only half the normal effect against a mythic bone ship's spectral energy; effects such as *death ward* reduce damage by half rather than granting immunity. Nonliving creatures and objects take no damage from this effect. The save DC is Charisma-based.

Unholy Repair (Su) By spending 1 full day inactive, the bone ship can heal itself to full hit points by scavenging the bones of dead sea creatures within a 10-mile radius, pulling the bones up from the bottom of the ocean to join its hull.



Buraq

With its cerulean coat simmering softly, this magnificent creature's wings allow it to land gently on four hooves. Its human-like face smiles knowingly towards you from underneath an adorned golden crown.

Mythic Buraq

CR 11/MR 4

XP 12,800

NG Large outsider (extraplanar, good, mythic, native)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +20

DEFENSE

AC 28, touch 12, flat-footed 25 (+2 Dex, +1 dodge, +16 natural, -1 size)

hp 166 (12d10+100); virtuous sustainment^{MA}

Fort +10, **Ref** +10, **Will** +13

DR 10/epic and evil; **SR** 24

OFFENSE

Speed 60 ft.; *air walk*

Melee bite +19 (1d8+7), 2 hooves +17 (1d8+3), 2 wings +17 (1d4+3)

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

Special Attacks mythic power (4/day, surge +1d8), powerful trample^{MA}, prismatic tail^{MA}, silver hooves, trample (2d8+9, DC 22)

Spell-Like Abilities (CL 5th, concentration +10)

Constant—*air walk, speak with animals*

At will—*deathwatch, detect evil, detect good, gentle repose, know direction*

3/day—*comprehend languages*

STATISTICS

Str 24, **Dex** 14, **Con** 21, **Int** 12, **Wis** 23, **Cha** 14

Base Atk +12; **CMB** +19 (+23 overrun); **CMD** 31 (39 vs. overrun, 35 vs. trip)

Feats Alertness, Dodge, Fly-by Attack, Multiattack, *Run*^{MF}, Wind Stance^{MF}

Skills Diplomacy +14, Fly +14, Heal +18, Knowledge (planes) +14, Knowledge (religion) +14, Perception +20, Sense Motive +20

Languages Celestial, Common

SQ midnight ride^{MA}, timeless jaunt^{MA}

ECOLOGY

Environment any good-aligned plane

Organization solitary, pair, or herd (3-10)

Treasure double (jeweled crown worth 2,000 gp, other treasure)

SPECIAL ABILITIES

Midnight Ride (Su) Running across the night sky, buraq can traverse impossible distances impossibly fast. At night, a mythic buraq can expend one use of mythic power to travel about its current plane with up to one rider as if by *shadow walk*. This effect lasts throughout the night or until landing (whichever comes first), and the mythic buraq can make out details of the terrain below to perfectly choose and predict where it lands. A buraq never becomes lost.

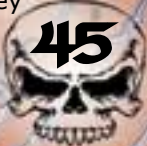
Powerful Trample (Ex) When making a trample attack, the mythic buraq can attempt a combat maneuver check to overrun combat maneuver check to attempt to knock creatures it tramples prone. The buraq makes a single combat maneuver check and compares the result to the CMD of each creature it tramples. Creatures in the path of a buraq's trample can attempt a Reflex save for half damage but may not choose to take an attack of opportunity against it unless their mythic rank or tier exceeds the buraq's.

Prismatic Tail (Su) The thick and lush tail of a buraq shines with a myriad of unbelievably beautiful colors. Creatures within 30 feet that can see the mythic buraq's tail become fascinated (DC 18 Will negates). This effect can only be broken by harming a fascinated creature, removing the tail from sight, or shaking the affected creature with a standard action. A creature that successfully saves against prismatic tail cannot be affected again for 24 hours. In addition, as a full-round action, a mythic buraq can expend one use of mythic power to create a shower of colored light that affects all fascinated creatures within 30 feet as *prismatic spray* (DC 22).

Silver Hooves (Ex) A buraq's hooves are treated as silver and good-aligned for the purpose of overcoming damage reduction.

Timeless Jaunt (Su) On the back of a buraq, time holds no authority. A mythic buraq can place any a willing creature that rides it in a state of suspended animation, as *temporal stasis*. While so affected, time ceases to flow for the creature, and its condition becomes fixed. As long as it remains mounted on the buraq, the affected creature does not grow older, its body functions virtually cease, and no force or effect can harm it, though when the buraq dismisses the effect the creature is as refreshed as if it had spent 24 hours in complete rest. A helpless creature placed on the buraq's back can be placed in stasis, though it can resist the effect with a successful DC 22 Fortitude save. This save DC is Wisdom-based.

Virtuous Sustainment (Su) Instead of food and water, buraq can get all the physical nourishment that they



need from the benevolence of others. While within 5-ft. of another good-aligned creature, the mythic buraq gains regeneration 5 (evil). A mythic buraq can expend one use of mythic power to increase the range of this ability to 30-ft. for one hour.

Buraqs are heavenly steeds, celestial chargers that choose only the most virtuous as their companions and none their master. A buraq is a kingly steed, but they see to the heart of those they encounter and are as likely to offer their services to a humble soldier as a resplendent sultan or shah if they perceive her heart is true. Buraqs have regal human faces, usually crowned with an elaborate diadem, but the rest of their body resembles a sleek stallion or mare with a smooth coat raging from alabaster white to silvery gray or a lustrous sky blue dappled with green, blue, black, and brown. Its coat verges into vividly colored hindquarters of red, gold, green, and deep blue, with a sweeping tail of peacock-like feathers. Some buraqs have small wings sprouting from their shoulders with the same vivid colors as their hindquarters and tails, and all buraqs have hooves of purest silver that make no sound on those rare occasions they deign to touch the ground. A typical buraq is 5 feet tall at the shoulder and weighs 1,000 pounds.

ECOLOGY

Buraqs can subsist on ordinary forage as if they were horses, though they are omnivorous and can eat meat as well, though these heavenly creatures draw greater nourishment from simple acts of goodness and love than their physical provender. A buraq can thrive on the meager fodder provided by a good-hearted beggar where it might starve in the company of a just but distant caliph.

A buraq sometimes grants one of its tail feathers as a gift to those it sees doing good deeds, as a sign of its divine patrons' heavenly favor. The recipient of such a feather, freely given, may use *detect poison*, *guidance*, *know direction*, *purify food & drink*, *resistance*, *stabilize*, or *virtue* once per day, using the buraq's Hit Dice as their caster level. In addition, the feather brings the owner prosperity, granting a +1 bonus on Craft, Perform, and Profession checks made to earn a living and allowing him to enjoy the benefits of [monthly cost of living](#)^{CRB} one step greater than what was actually paid. A buraq feather does not function in this way for any other creature, though they are sought after as collector's items and are sometimes sold for up 1d4 x 100 gp. They are especially suited for scribing divine scrolls containing abjuration or conjuration (healing) spells or spells with the good descriptor.

A good-aligned divine spellcaster using the feather may choose to reduce the cost to create such a scroll by 25% or may increase the caster level of the spell by 1. A buraq feather can be used to scribe up to 14 levels of spells before its virtue is expended.

HABITAT AND SOCIETY

Buraqs may consent to take a rider if the need is great or the virtue of the rider is clear, but they are equally comfortable simply remaining above the fray and directing its allies or allowing its rider a clear view of the battlefield. Buraqs are sometimes sent from the upper planes, or implored to serve through *planar ally* spells, as traveling companions, as their aerial strides allows them to traverse incredible distances in a single night while preserving the life of a dying companion or providing rest to its chosen rider, who may remember the journey as a strange and timeless dream. Those who spend much time with a buraq on its nightly rides may find their lifespan expanded far beyond those of ordinary mortals.

A buraq may become a long-time companion, demanding only faithful care and devotion to the buraq and to the ideals of good in return to its fearless service and its wise counsel. Aspiring riders may impress a buraq with personal attention like currying its coat and braiding its mane, sharing sweets and fruits, and the like, but it all must be undergirded by their commitment to courage balanced by reason, justice tempered with mercy, and generosity in meeting the needs of others through sacrifice of their companion's own goals when needed. Those who disappoint the buraq's high standards may cause it to abandon them in search of a purer heart, and few buraqs who leave ever return to their former companions.



Carnivorous Blob

Rolling and twitching like a massive wad of translucent ooze, this crimson blob reaches out amorphous pseudopods in all directions.

Mythic Carnivorous Blob

CR 16/MR 6

XP 76,800

Pathfinder Roleplaying Game Bestiary 2

N Colossal ooze (mythic)

Init +0; **Senses** blindsight 60 ft., tremorsense 120 ft.; Perception -5

DEFENSE

AC 8, touch 2, flat-footed 8 (+6 natural, -8 size)

hp 264 (16d8+192)

Fort +12, **Ref** +5, **Will** +0

Defensive Abilities cold diffusion^{MA}, reactive strike, split (sonic or slashing, 32 hp); **DR** 10/-; **Immune** acid, ooze traits; **Resist** electricity 30, fire 30

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee slam +20 (8d6+24 plus grab) or 2-3 slams +20 (8d4+16 plus grab)

Space 30 ft.; **Reach** 30 ft. (20 ft. with 2 slams, 10 ft. with 3 slams; see amorphous attacks)

Special Attacks absorb flesh, amorphous attacks^{MA}, constrict (8d6+19 plus 1d4 Con drain), engulf^{MA} (DC 34, 8d6+24 plus 1d4 Con drain), mythic power (8/day, surge 1d8), skeletal liquefaction^{MA}, spit glob^{MA}

STATISTICS

Str 42, **Dex** 11, **Con** 24, **Int** —, **Wis** 1, **Cha** 1

Base Atk +12; **CMB** +36 (+40 grapple); **CMD** 46 (can't be tripped)

Feats Extra Mythic Power, Toughness^{MA, MF}, Vital Strike^{MA},

Skills Climb +24, Swim +24

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

Absorb Flesh (Ex) A carnivorous blob cannot eat plant matter or inorganic matter, but it devours living flesh with a voracious speed by dealing Constitution drain on creatures it slams, constricts, or engulfs. Whenever the blob deals Constitution drain in this manner, it heals 10 hit points for each point of Constitution it

drains. Excess hit points above its normal maximum are gained as temporary hit points. As soon as a carnivorous blob has at least 50 temporary hit points, it loses those temporary hit points and splits as an immediate action.

Amorphous Attacks (Ex) A mythic carnivorous blob can deform and extrude its amorphous substance in a variety of ways when attacking. By decreasing its reach to 20 feet it can make two slam attacks per round rather than one, and by decreasing its reach to 10 feet it can make three slam attacks. Finally, a mythic carnivorous blob is not considered grappled when it is grappling an opponent (including creatures pinned by its engulf ability).

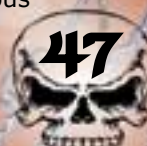
Cold Diffusion (Ex) A mythic carnivorous blob does not take lethal or nonlethal cold damage from being a cold environment. In addition, when a mythic carnivorous blob would take cold damage from an attack, it can automatically expend one point of its mythic power to suppress its vulnerability to cold and immediately gain cold resistance 30 until the end of its next turn. When it uses this ability, any creature adjacent to the blob takes 2d6 points of cold damage and the blob's reactive strike ability is not suppressed by any cold effect that affects it.

Mindless Toughness (Ex) A mythic carnivorous blob gains Toughness as a bonus feat even though it is mindless.

Mindless Vital Strike (Ex) A mythic carnivorous blob gains Vital Strike as a bonus feat even though it is mindless.

Reactive Strike (Ex) Whenever a carnivorous blob takes damage, it reflexively lashes out with a slam attack. This ability effectively grants the carnivorous blob an attack of opportunity against any adjacent foe that deals it damage. These attacks of opportunity do not count against the normal limit the creature can make in a round. Attacks that deal sonic or slashing damage do not trigger a reactive strike—rather, they cause the creature to split. Whenever a carnivorous blob takes cold damage, the creature cannot use its reactive strike ability until after it takes its next action in combat.

Skeletal Liquefaction (Ex) Whenever a carnivorous blob deals Constitution drain, the target's bones (or chitin or equivalent substance) soften and liquefy, dealing 1d4 points of Dexterity drain and causing the target to become staggered for 1d4 rounds; a DC 25 Fortitude save reduces the duration of the staggered condition to 1 round. Creatures without bones or a similar endoskeleton or exoskeleton, including constructs, oozes, plants, and amorphous



or incorporeal creatures, are immune to this effect. The save DC is Constitution-based.

Spit Glob (Ex) Once per minute as a standard action, a mythic carnivorous blob can expel a 5-foot-radius glob of its gelatinous mass up to 120 feet away. A carnivorous blob can spend one use of its mythic power to double the range of this attack or to spit another glob before one minute has passed. Creatures within the area the glob strikes are affected as if the carnivorous blob had used its engulf ability to attack them (DC 34 Reflex negates), though its absorb flesh ability does not apply to Con drain dealt by this attack. The glob persists until the beginning

of the carnivorous blob's next turn; however, if the carnivorous blob's blindsight or tremorsense reveals that creatures remain trapped within the glob, the carnivorous blob can expend one use of its mythic power to cause the glob to persist until the beginning of its next turn. The glob adheres to surfaces and can entrap climbing creatures. A flying creature engulfed by a glob that is not attached to a solid surface fall, though if they fit entirely within the glob they take half falling damage as the glob cushions their fall. Creatures that do not fit completely within the glob gain a +2 circumstance bonus to their Reflex save to avoid being engulfed.



Carnivorous Crystal

The facets of this crystalline formation shift and vibrate, as though in anticipation.

Mythic Carnivorous Crystal CR 14/MR 5

XP 38,400

Pathfinder Roleplaying Game Bestiary 3

N Medium ooze (earth, extraplanar, mythic)

Init -5; **Senses** blindsight 120 ft.; Perception -5

Aura subsonic hum (60 ft., DC 24)

DEFENSE

AC 22, touch 5, flat-footed 22 (-5 Dex, +17 natural)

hp 208 (16d8+136)

Fort +11, **Ref** +0, **Will** +0

Defensive Abilities crystalline refraction^{MA}, split (critical hit from a bludgeoning or sonic attack, 15 hp); **DR** 10/-; **Immune** cold, electricity, ooze traits; **Resist** fire 20

Weaknesses brittle, vulnerable to sonic

OFFENSE

Speed 10 ft., climb 10 ft.

Melee slam +18 (7d8+9/18-20 plus entrap)

Special Attacks crystalline wave^{MA}, crystallize, entrap (DC 24, 1d10 rounds, hardness 15, hp 10), mythic power (5/day, surge 1d8), demineralization^{MA}, razor sharp

STATISTICS

Str 22, **Dex** 1, **Con** 22, **Int** —, **Wis** 1, **Cha** 1

Base Atk +12; **CMB** +18; **CMD** 23 (can't be tripped)

Feats Extra Mythic Power^{MF}, Potent Surge^{MF}, Vital Strike^{MA, MF}

Skills Climb +14, Stealth +0 (+5 in rocky environs);

Racial Modifiers +5 Stealth (+10 in rocky environs)

SQ cage of shards^{MA}, freeze, resonance^{MA}

ECOLOGY

Environment any underground (Plane of Earth)

Organization solitary, colony (2-4), or formation (5-10)

Treasure incidental

SPECIAL ABILITIES

Brittle (Ex) Bludgeoning and sonic attacks can inflict critical hits on a mythic carnivorous crystal. A successful critical hit from such attacks causes the carnivorous crystal to split, even if the attack causes no damage. The crystal remains immune to precision-based damage, such as damage from sneak attacks.

Cage of Shards (Ex) A mythic carnivorous crystal's entrap attack surrounds a creature in razor-sharp

crystalline shards and fibers that twist and slash reflexively when creatures try to destroy them or break free. A creature attacking the entrapping crystals or trying to break them with a Strength check takes 2d6 points of slashing damage and 1d6 points of bleed damage.

Crystalline Wave (Sp) As a full-round action, a mythic carnivorous crystal can transmute metal objects within 10 feet into crystal. This affects these objects as *transmute metal to wood* (caster level 16th), but the hardness of transmuted objects is reduced to 0 and their hit points are reduced by half. Armor or shields affected by the crystalline wave lose one point of armor bonus every time a creature wearing them takes bludgeoning damage or falling damage; a natural attack roll of 19 or 20 is not required. If a creature is using a crystal armor and shield, determine which item is damaged randomly (50% chance of either). A mythic carnivorous crystal can increase the radius of this effect by 10 feet per point of mythic power it spends.

Crystalline Refraction (Su) When a mythic carnivorous crystal is struck by a ray, whether the ray affects it or not, the ray is refracted and targets a random creature within 30 feet of it, using the ray's original attack roll. If targeted by an effect that produces multiple rays, such as *scorching ray*, determine the additional target for each ray separately. The mythic carnivorous ooze can spend one use of its mythic power as an immediate action to reflect a ray back on the creature that created it; a ray reflected in this way does not affect the mythic carnivorous crystal. If targeted by an effect that creates multiple rays, this reflection affects only a single ray.

Crystallize (Ex) A creature entrapped by a mythic carnivorous crystal's attack must succeed at a DC 24 Fortitude save each round or become helpless. If a helpless creature fails this save, it becomes petrified as its body crystallizes. In 1d4 hours, the petrified victim shatters and a new carnivorous crystal emerges from the remains. The save DC is Constitution-based.

Demineralization (Ex) When a mythic carnivorous crystal confirms a critical hit against a living creature, it rapidly leaches trace minerals from their blood, organs, and body structures, dealing 1d3 points of Strength, Dexterity, and Constitution damage and causing the target to become fatigued (or exhausted if already fatigued). A DC 24 Fortitude save negates the fatigue and reduces the ability damage to 1 point from each ability score.

Mindless Vital Strike (Ex): A mythic carnivorous



crystal gains Vital Strike as a bonus feat, even though it is mindless.

Razor Sharp (Ex) A mythic carnivorous crystal's slam attack deals devastating piercing and slashing damage and threatens a critical hit on a roll of 18, 19, or 20.

Resonance (Ex) Mythic carnivorous crystals share a rudimentary common sentience with other carnivorous crystals within 300 feet, transmitted by their subsonic hum. If any of them are aware of an opponent, all of them are. If any of them flank an opponent, all of them gain a +2 bonus to attack rolls

against the flanked creature. In addition, the save DC against a mythic carnivorous crystal's subsonic hum is increased by 1 for every other carnivorous crystal within 60 feet.

Subsonic Hum (Su) An active mythic carnivorous crystal gives off supernatural sonic vibrations. Any living creature starting its turn within this aura must succeed at a DC 24 Fortitude save or be stunned for 1 round. A creature that successfully saves cannot be affected by the same carnivorous crystal's subsonic hum for 24 hours. This is a sonic mind-affecting effect. The save DC is Constitution-based.



Centipede Swarm

A writhing mass of legs and poisonous pincers swarms across the ground in a deadly, undulating wave.

Mythic Centipede Swarm

CR 5/MR 2

XP 1,600

N Diminutive vermin (mythic, swarm)

Init +5; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4

DEFENSE

AC 21, touch 19, flat-footed 12 (+5 Dex, +2 natural, +4 size)

hp 47 (9d8+7)

Fort +5, **Ref** +8, **Will** +3

Defensive Abilities swarm traits, **Immune** weapon damage

OFFENSE

Speed 30 ft., climb 30 ft.

Melee swarm (2d6+5 plus poison)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 13), mythic power (2/day, surge +1d6), persistent poison^{MA}

STATISTICS

Str 1, **Dex** 21, **Con** 8, **Int** —, **Wis** 10, **Cha** 2

Base Atk +6; **CMB** —; **CMD** —

Feats Weapon Finesse^{BM}

Skills Climb +12, Perception +4; **Racial Modifiers** +4 Perception

SQ creeping carpet^{MA}, expand^{MA}

ECOLOGY

Environment temperate or warm forest or underground

Organization solitary, pair, or tangle (3–6 swarms)

Treasure none

SPECIAL ABILITIES

Creeping Carpet (Ex) A mythic centipede swarm seethes and skitters across every wall, floor, and ceiling in the area it occupies. Any creature moving along those surfaces treats the surface as difficult terrain and as if it were very slippery, increasing the DC of Acrobatics, Climb, and Stealth checks for all creatures other than the swarm itself. This unstable footing created by the crawling centipedes forces any creature failing a save against the swarm's distraction ability to make an additional Reflex save against the same DC or fall prone. A prone creature entering or

beginning its turn within the swarm takes double damage from the swarm and takes a -2 penalty on saving throws (-4 for non-mythic opponents) against its distraction and poison.

Expand (Ex) As a move action, a mythic centipede swarm may expend one use of mythic power to expand to a 20-ft. square. The mythic centipede swarm provokes attacks of opportunity as usual when it enters a creature's space. The mythic centipede swarm may contract to its original size as a move action. While expanded, the mythic centipede swarm loses the distraction ability.

Persistent Poison (Ex) Bite—injury; save Fortitude DC 13; frequency 1/round for 8 rounds; effect 1d4 Dex damage; cure 2 saves. The save DC is Constitution-based and includes a +2 racial bonus.

Centipede, Titan

A writhing, seemingly endless segmented monstrosity crawls forth, its great mandibles clacking as it spies prey.

Mythic Titan Centipede

CR 11/MR 4

XP 12,800

N Colossal vermin (mythic)

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.^{MA}; Perception +4

DEFENSE

AC 25, touch 2, flat-footed 25 (+23 natural, -8 size)

hp 187 (10d8+142)

Fort +18, **Ref** +3, **Will** +3

DR 5/epic; **Immune** mind-affecting effects

OFFENSE

Speed 60 ft., climb 60 ft.

Melee bite +15 (4d6+16 plus poison) and 2 stings +10 (2d8+8 plus trip)

Space 30 ft.; **Reach** 30 ft.

Special Attacks impaling^{MA}, mythic power (6/day, surge +1d8), toxic trample^{MA}, trample (6d6+24, DC 31), whipstings^{MA}

STATISTICS

Str 43, **Dex** 11, **Con** 33, **Int** —, **Wis** 10, **Cha** 2

Base Atk +7; **CMB** +31; **CMD** 41 (can't be tripped)

Feats Extra Mythic Power^{MF}, Feel Footfall^{MF}, Impaling Critical^{APG}

Skills Climb +24, Perception +4, Stealth -8; Racial Modifiers +8 Climb, +4 Perception, +8 Stealth



SQ compression, encircle^{MA}

ECOLOGY

Environment temperate or warm forests or underground

Organization solitary, pair, or colony (3–6)}

Treasure none

SPECIAL ABILITIES

Encircle (Ex) By expending one-half of its movement, a mythic titan centipede can use the length of its body to form an enclosed barrier surrounding an open 20-foot-square space. The outer edge of the centipede's space becomes a 40-foot square until the beginning of its next turn. While it encircles its prey, any creature within the 20-foot inner square is considered flanked by the centipede, and creatures cannot exit the inner square unless they are able to fly, burrow, or move through the centipede's space, such as with an overrun combat maneuver or Acrobatics check.

Impaling (Ex) A mythic titan centipede gains Impaling Critical as a bonus feat. In addition, it can impale a creature (as if it had confirmed a critical hit, though without additional damage or other effects) on any successful hit by expending one use of its mythic power as a free action.

Poison (Ex) Bite—injury; *save* Fort DC 26; *frequency* 1/round for 6 rounds; *effect* 1d6 Dex; *cure* 2 consecutive saves.

Toxic Trample (Ex) When a mythic titan centipede uses its trample attack, it may poison one creature that fails (or forgoes) its Reflex save against its trample, as if it had hit that creature with its bite. If the centipede expends one use of its mythic power, all creatures that fail (or forgo) their Reflex save against its trample until the beginning of its next turn are exposed to its poison.

Whipstings (Ex) A mythic titan centipede gains a pair of long whip-like appendages that trail behind it as it moves. In addition to their use as secondary natural weapons, a mythic titan centipede can use its whipstings to make two attacks of opportunity per round in addition to its normal attack of opportunity (for which it usually uses its bite).



Charybdis

An immense spiny monster, its back plated in chitin and its belly in thick folds of blubber, rises hungrily from the center of a whirlpool.

Giant Mythic Charybdis

CR 17/MR 6

XP 102,400

Pathfinder Roleplaying Game Bestiary 2

CN Colossal aberration (aquatic, mythic)

Init +2; **Senses** blindsight 60 ft., darkvision 120 ft.; Perception +23

DEFENSE

AC 32, touch 1, flat-footed 32 (-1 Dex, +31 natural, -8 size)

hp 280 (16d8+208); fast healing 10

Fort +15, **Ref** +3, **Will** +16

Defensive Abilities fortification (50%)^{MA}, surging tide^{MA}; **DR** 10/epic; **Immune** acid; **Resist** cold 20

OFFENSE

Speed 20 ft., swim 50 ft.

Melee bite +20 (4d6+16/19-20/x3 plus grab), 2 claws +20 (2d8+16)

Space 30 ft.; **Reach** 30 ft.

Special Attacks drowning gullet^{MA}, fast swallow, mythic power (6/day, surge +1d8), mythic spell-like abilities^{MA}, rake^{MA} (2 claws +20, 2d8+16), rending claws, seamaster^{MA}, swallow whole (6d6 bludgeoning damage plus 6d6 acid damage, AC 25, hp 28), vortex^{MA}

Spell-like Abilities (CL 16th; concentration +20)

3/day—*control water*

1/day—*seamantle*^{APG} (DC 22), *tsunami*^{APG} (DC 23), *vortex*^{APG} (DC 21)

STATISTICS

Str 42, **Dex** 7, **Con** 31, **Int** 4, **Wis** 19, **Cha** 6

Base Atk +12; **CMB** +36 (+40 grapple); **CMD** 44 (can't be tripped)

Feats Combat Reflexes^{MF}, Improved Critical^{MF} (bite), Improved Initiative, Improved Vital Strike, Inescapable Grasp^{MF}, Iron Will, Power Attack, Snatch, Vital Strike

Skills Perception +23, Swim +24

Languages Aquan

ECOLOGY

Environment any oceans

Organization solitary

Treasure standard

SPECIAL ABILITIES

Drowning Gullet (Ex) The gullet of a charybdis is larger on the inside than the outside, and the water within seethes with the turbid pressure of the ocean depths. The interior of its stomach is pitch black unless swallowed creatures bring their own light source, and swallowed creatures must succeed on a DC 32 Fortitude save each round or take 1d6 points of nonlethal damage (halved if immune or resistant to cold) and become fatigued. Each failed save also reduces the remaining duration in which creatures can hold their breath by 1d6 rounds.

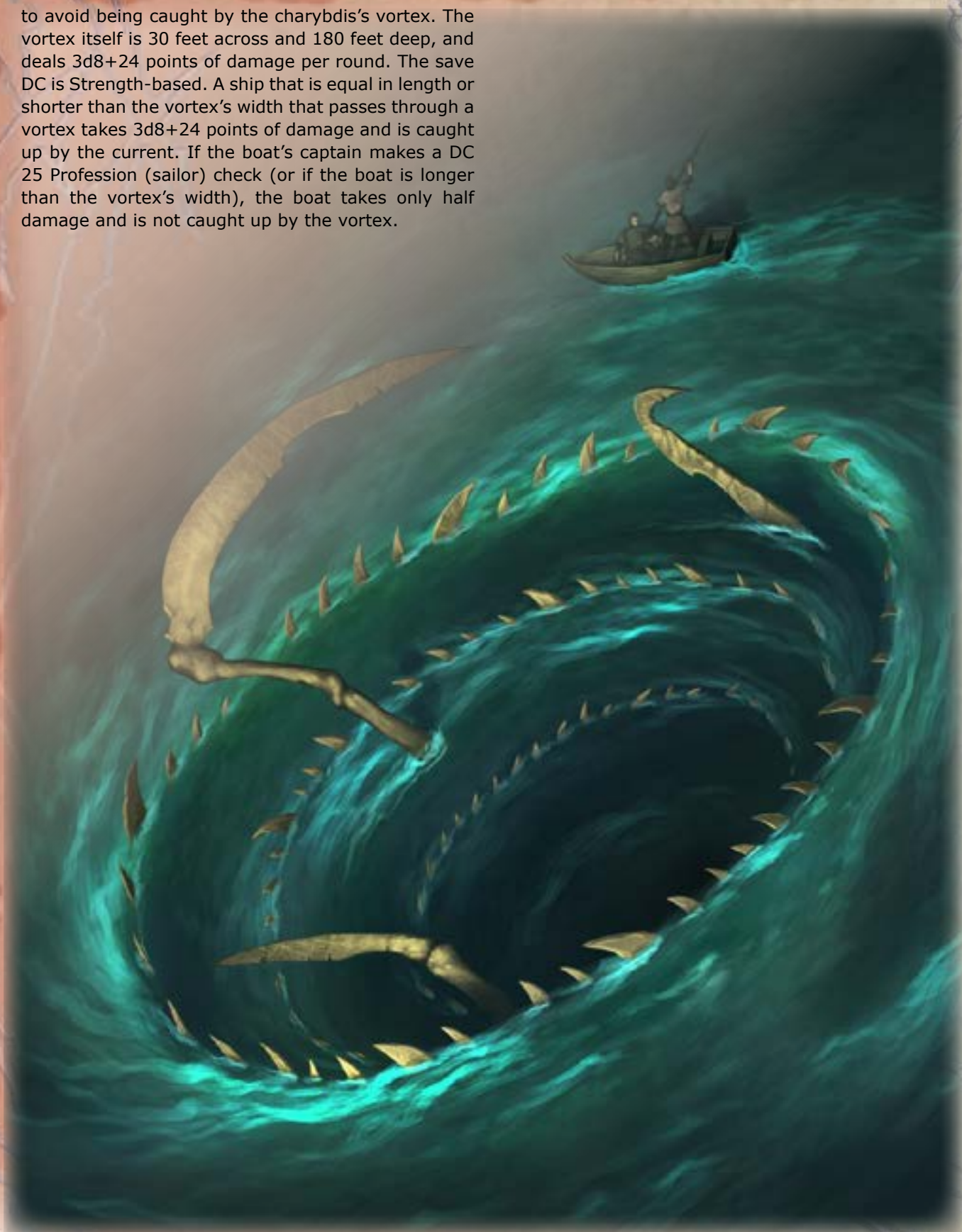
Rending Claws (Ex) A charybdis's claws are particularly devastating when used against objects, and ignore the first 10 points of an object's hardness rating.

Seamaster (Sp) A mythic charybdis gains the following spell-like abilities: 3/day—*control water*; 1/day—*seamantle*, *tsunami*, *vortex*. It uses its Wisdom to determine save DCs and concentration checks with these abilities. As a swift action, a mythic charybdis can expend one use of its mythic power to use a specialized *greater dispel magic* effect (caster level 16th) that specifically affects spells that aid land creatures in controlling or surviving in the sea, such as *freedom of movement*, *touch of the sea*, *water breathing*, spells with the water subtype, and polymorph effects (and similar spells at the GM's option). This does not affect effects created by the charybdis.

Surging Tide (Ex) The water within 30 feet of a mythic charybdis is always roiling and churning (unless the charybdis wishes it to be still). This obscures vision, granting concealment to creatures more than 5 feet away and total concealment to creatures 20 or more feet away. Creatures other than the charybdis moving through this surging tide do so at half speed, and they take a -2 penalty on melee attack rolls and melee damage rolls, while ranged weapon attacks are entirely ineffective. Creatures other than the charybdis cannot take a 5-foot-step within the surging tide. *Freedom of movement* negates the movement and melee attack penalties from this effect, but not its effect on vision and ranged attacks. This effect also applies to creatures swallowed by the charybdis.

Vortex (Su) A charybdis can generate a whirlpool as a standard action at will. This ability functions identically to the whirlwind special attack, but the whirlpool can only form underwater and cannot leave the water; however, if any portion of the mythic charybdis's body is above the surface of the water it can cause the vortex to fill its own space and extend up to 30 feet above its body. It's a DC 34 Reflex save

to avoid being caught by the charybdis's vortex. The vortex itself is 30 feet across and 180 feet deep, and deals 3d8+24 points of damage per round. The save DC is Strength-based. A ship that is equal in length or shorter than the vortex's width that passes through a vortex takes 3d8+24 points of damage and is caught up by the current. If the boat's captain makes a DC 25 Profession (sailor) check (or if the boat is longer than the vortex's width), the boat takes only half damage and is not caught up by the vortex.



Choker

This hunched-over wretch has long, pliable arms like tentacles capped with five wide, spiny claws.

Mythic Choker

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary

CE Small aberration (mythic)

Init +6/-14, dual initiative^{MA}; **Senses** darkvision 60 ft.; Perception +1

DEFENSE

AC 18, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 size)

hp 24 (3d8+11)

Fort +2, **Ref** +3, **Will** +4

OFFENSE

Speed 20 ft., climb 10 ft.

Melee 2 tentacles +6 (1d4+3 plus grab)

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

Special Attacks constrict (1d4+3), grab (Large), mythic power (1/day, surge +1d6), strangle and suffocate^{MA}

STATISTICS

Str 16, **Dex** 14, **Con** 13, **Int** 4, **Wis** 13, **Cha** 7

Base Atk +2; **CMB** +4 (+8 grapple); **CMD** 16

Feats Extra Mythic Power, Improved Initiative, Skill Focus (Stealth)

Skills Climb +16, Stealth +13

Language Undercommon

SQ quickness

ECOLOGY

Environment any underground

Organization solitary or clutch (1 mythic choker and 2–8 chokers)

Treasure double

SPECIAL ABILITIES

Quickness (Su) A choker is supernaturally quick. It can take an extra move action during its turn each round.

Strangle and Suffocate (Ex) A mythic choker has an unerring talent for seizing its victims by the neck. A creature grappled by a mythic choker cannot speak, cannot cast spells with verbal components, and cannot breathe and must hold its breath. Additionally, a mythic choker can choose to smother (as the Mythic Universal Monster Rule) a grappled victim, and can



expend one use of mythic power as a swift action to reduce the time remaining until the target has to attempt checks to avoid suffocation by 2d6 rounds (instead of the 1d6 rounds granted by the smother ability). Creatures that do not need to breathe are unaffected by this ability.

Cloaker

This ray-like creature opens a toothy maw and leers with glaring red eyes. Behind it whips a menacing tail of segmented bone.

Mythic Cloaker

CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary

CN Large aberration (mythic)

Init +7; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 12, flat-footed 18 (+3 Dex, +9 natural, -1 size)

hp 67 (6d8+40)

Fort +6, **Ref** +5, **Will** +7

Defensive Abilities shadow shift; **DR** 5/epic

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee bite +9 (1d6+6 plus blood drain), tail slap +4 (1d8+3)

Space 10 ft.; **Reach** 10 ft. (5 ft. with bite)

Special Attacks blood drain (1d2 Con), engulf, moan, mythic power (4/day, surge +1d6)

STATISTICS

Str 23, **Dex** 16, **Con** 19, **Int** 14, **Wis** 15, **Cha** 14

Base Atk +4; **CMB** +11 (+15 grapple); **CMD** 24 (can't be tripped)

Feats Combat Reflexes, Extra Mythic Power, Improved Initiative, Skill Focus (Perception)

Skills Disguise +8 (+16 as cloak), Fly +10, Knowledge (religion) +11, Perception +14, Sense Motive +8, Stealth +8; **Racial Modifiers** +8 Disguise to appear as a cloak, sheet, manta ray, or similarly shaped object or creature

Languages Undercommon

ECOLOGY

Environment underground

Organization solitary, pair, mob (1 mythic cloaker, 3–6 cloakers), or flock (1–2 mythic cloakers, 7–12 cloakers)

Treasure standard

SPECIAL ABILITIES

Engulf (Ex) A mythic cloaker can try to wrap a Medium or smaller creature in its body as a standard action. The mythic cloaker attempts a grapple with a +4 bonus on its combat maneuver check that does not provoke an attack of opportunity. If it wins the

grapple check, it automatically bites the engulfed victim. It can still use its whip-like tail to strike at other targets. Attacks that hit an engulfing mythic cloaker deal half their damage to the monster and half to the trapped victim.

Moan (Ex) A mythic cloaker can emit an infrasonic moan as a standard action, or as a swift action if it spends one use of mythic power, with one of four effects.

Fear: All creatures in a 30-foot spread must save (Will negates) or become panicked for a number of rounds equal to 2 plus the cloaker's mythic rank.

Nausea: All creatures in a 30-foot cone must save (Fortitude negates) or fall prone and be nauseated for a number of rounds equal to 1d4+1 plus the cloaker's mythic rank.

Stupor: A single creature within 30 feet is affected by *hold monster* for a number of rounds equal to 5 plus the cloaker's mythic rank (Will negates).

Unnerve: Anyone within a 60-foot spread automatically takes a -2 penalty on attack and damage rolls. Those in the area for more than a number of consecutive rounds equal to 6 less the cloaker's mythic rank must save (Will negates) or enter a trance, helpless until the moaning stops.

Cloakers are immune to these sonic, mind-affecting attacks. A mythic creature that successfully saves against a mythic cloaker's fear, nausea, or unnerve moans cannot be affected by that same moan effect from that cloaker for 24 hours. All of the save DCs against a mythic cloaker's moan are DC 17. Save DCs are Charisma-based and include a +2 racial bonus.

Shadow Shift (Su) When in dim illumination, a cloaker can manipulate shadows as a free action to create one of three effects: *blur* (lasts 1d4 rounds, self only), *mirror image* (CL 6th), or *silent image* (DC 15, CL 6th, save DC is Charisma-based).



Clockwork Leviathan

This massive, eel-like dragon has two webbed talons. Its tail ends in large and powerful-looking flukes.

Mythic Clockwork Leviathan CR 15/MR 6

XP 51,200

N Huge construct (clockwork, mythic)

Init +15^{MF}; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 35, touch 15, flat-footed 28 (+5 Dex, +2 dodge, +20 natural, -2 size)

hp 188 (16d10+100)

Fort +5, **Ref** +12, **Will** +5

DR 10/adamantine and epic; **Immune** acid, fire, construct traits; **Defensive Abilities** immunity to magic (see orichalum alloy)

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft., swim 60 ft.

Melee bite +27 (2d6+13), 2 slams +27 (1d8+13 plus grab)

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

Special Attacks breath weapon (60-ft. line, 12d8 fire damage, Reflex DC 18 for half, usable every 1d4 rounds), mythic power (8/day, surge 1d8), swallow whole (2d8+19 slashing damage plus 2d6 fire damage, AC 20, 18 hp)

STATISTICS

Str 37, **Dex** 20, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +16; **CMB** +31 (+35 grapple); **CMD** 48 (54 vs. grapple, can't be tripped)

Feats Extra Mythic Power^{MF}, Improved Initiative^{MF}, Lightning Reflexes^{MF}

Skills Stealth +9 (+13 in water), Swim +21; **Racial Modifiers** +12 Stealth (+16 in water)

SQ electrical dampeners^{MA}, fortification^{MA}, ionic meltdown^{MA}, orichalum alloy^{MA}, perpetual motion^{MA}, serpentine slither^{MA}, swift reactions

ECOLOGY

Environment any

Organization solitary or pod (2–4)

Treasure none

SPECIAL ABILITIES

Breath Weapon (Su) A clockwork leviathan's breath

weapon is a powerful jet of scorching steam—it functions equally well above and under water.

Electrical Dampeners (Ex) When it is targeted with an electricity effect dealing more than 10 points of damage, a mythic clock leviathan automatically expends one use of its mythic power to suppress its vulnerability to electricity and gain electricity resistance 10 until the beginning of its next turn.

Grind (Ex) A clockwork leviathan deals an additional 1d8+16 points of slashing damage when it makes a successful grapple check because of the myriad twisting gears and churning pistons that make up its jagged underbelly.

Ionic Meltdown (Ex) When a mythic clockwork leviathan is brought to 0 hit points, its ionic core is breached it explodes in a mass of heat, steam, and shrapnel, dealing 8d6 points of fire damage and 8d6 points of slashing damage to all creatures in a 60-foot burst (DC 23 Reflex half). In addition, creatures failing their saves are exposed to full fury of the ionic energies being released and are blinded and stricken with a wasting disease equivalent to [bubonic plague](#) (as described in the *Pathfinder Roleplaying Game Core Rulebook*). The save DC is Strength-based.

Orichalum Alloy (Ex) Mythic clockwork leviathans were mostly constructed by antediluvian 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 leviathan 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 leviathan 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 leviathan 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 leviathan 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.

Serpentine Slither (Ex) A mythic clockwork leviathan can squeeze through spaces small enough to admit a Medium-sized creature without squeezing. In addition, it can expend one use of its mythic power in order to enable it to move both before and after taking a standard action, as long as its total

movement does not exceed its speed; this functions like the Flyby Attack feat but does not require the creature to be flying. Alternatively, it can expend one use of its mythic power to perform a standard action and then use the withdraw action as a move action, moving up to its speed.

Swallow Whole (Ex) A clockwork leviathan's interior is filled with injurious grinding gears and superheated water—in addition to taking damage, a swallowed creature must hold its breath or risk drowning as long as it remains inside a clockwork leviathan's "stomach."



Clockwork Mage

This faceless construct has a crystal wand set into its chest, bristling with arcane energy.

Mythic Clockwork Mage

CR 12/MR 4

XP 19,200

Pathfinder Roleplaying Game Bestiary 4

N Medium construct (clockwork, mythic)

Init +14; **Senses** darkvision 60 ft., low-light vision; Perception +17

DEFENSE

AC 30, touch 18, flat-footed 22 (+6 Dex, +2 dodge, +12 natural)

hp 142 (15d10+60)

Fort +7, **Ref** +13, **Will** +9

DR 10/adamantine and epic; **Immune** construct traits; **SR** 24

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft.

Melee 4 slams +20 (1d6+3 plus 2d8 force damage)

Ranged 4 force blasts +23 touch (3d8 force damage)

Special Attacks force blast^{MA}, mythic power (4/day, surge +1d8), mythic spell-like abilities^{MA}, wand magic

Spell-Like Abilities (CL 15th; concentration +20 (+24 casting defensively); see below.

STATISTICS

Str 16, **Dex** 23, **Con** —, **Int** 20, **Wis** 14, **Cha** 10

Base Atk +15; **CMB** +20; **CMD** 38

Feats Combat Casting, Combat Reflexes, Great Fortitude, Greater Spell Focus*, Improved Natural Attack (slam), Iron Will, Improved Initiative^{B, MF}, Lightning Reflexes^B, Spell Focus*, Weapon Focus^{MF} (slam)

* The Spell Focus feats match the arcane school of the wand crystal. If the arcane school is abjuration, the mythic clockwork mage has two item creation feats instead.

Skills Knowledge (arcana, planes, any three others) +19, Perception +17, Spellcraft +19

SQ awakened construct^{MA}, difficult to create, simple arcane spellcasting^{MA}, swift reactions, winding

Languages Common

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

Awakened Construct (Ex) A mythic clockwork mage is a sentient being, awakened in the process of its creation, and can understand the language of its creator.

Force Blast (Su) A mythic clockwork mage can fire a force blast as an attack action or four force blasts as a full-attack action. These blasts are ranged touch attacks with a maximum range of 100 feet. Each force blast deals 3d6 points of damage. Additionally, the construct adds 2d8 points of force damage to each slam attack. This is a force effect.

Spell-Like Abilities (Sp) A mythic clockwork mage's spell-like abilities depend on the arcane school of the wand crystal. It uses the higher of its Intelligence or Charisma modifiers to determine its spell DCs. The construct can apply the Spell Focus feat and Greater version to the save DCs of these spell-like abilities, and it can expend a use of mythic power to activate a spell-like ability without it counting against the number of uses per day. Different mythic clockwork mages may have different spell-like abilities (to a maximum of 24 total spell levels useable per day).

Abjuration: 1/day—*break enchantment*, *dimension anchor*, *globe of invulnerability*, *greater dispel magic*, *protection from energy*

Conjuration: 2/day—*dimension door*; 1/day—*black tentacles*, *solid fog*, *summon monster VI*, *summon swarm*

Enchantment: 1/day—*dominate person* (DC 22), *greater heroism*, *mass suggestion* (DC 23), *power word blind*

Evocation: 1/day—*chain lightning* (DC 23), *forcecage* (DC 24), *freezing sphere* (DC 23), *wall of force*

Illusion: 3/day—*shadow conjuration* (DC 21); 2/day—*shadow evocation* (DC 22)

Necromancy: 3/day—*enervation*; 2/day—*fear* (DC 21); 1/day—*greater false life*^{UM}

Transmutation: 1/day—*disintegrate* (DC 23), *erase*, *overland flight*, *slow* (DC 20), *stone shape*, *water breathing*, *whispering wind*

Wand Magic (Su) A mythic clockwork mage's wand crystal allows it to cast spells as if using a spell trigger magic item (CL 9th; concentration +14 (+18 casting defensively)). The arcane school of the wand crystal determines the construct's spells. They cast 1st-level spells at will, 2nd-level spells 3 times per day, and 3rd level spells 1 time per day. The construct uses its Intelligence modifier to determine its spell-like ability

save DCs, and it can expend a use of mythic power to activate a spell-like ability without it counting against the number of uses per day. Finally, the construct can apply the Spell Focus feat and Greater version to the save DCs of its wand magic.

Abjuration: 1st—*hold portal, shield*; 2nd—*protection from arrows, resist energy*; 3rd—*dispel magic*

Conjuration: 1st—*grease* (DC 18), *summon monster I*; 2nd—*glitterdust* (DC 19), *web* (DC 19); 3rd—*stinking cloud* (DC 20)

Enchantment: 1st—*bungle*^{APG} (DC 18), *sleep* (DC 18); 2nd—*daze monster* (DC 19), *touch of idiocy*; 3rd—*deep slumber* (DC 20)

Evocation: 1st—*magic missile, shocking grasp*; 2nd—*gust of wind* (DC 19), *scorching ray*; 3rd—

fireball (DC 20)

Illusion: 1st—*color spray* (DC 18), *vanish*^{APG}; 2nd—*blur, hypnotic pattern* (DC 19); 3rd—*displacement*

Necromancy: 1st—*cause fear* (DC 18), *ray of enfeeblement* (DC 18), 2nd—*blindness/deafness* (DC 19), *scare* (DC 19); 3rd—*ray of exhaustion* (DC 20)

Transmutation: 1st—*expeditious retreat, reduce person* (DC 18); 2nd—*alter self, spider climb*; 3rd—*haste*



Clockwork Spy

This tiny steel creature has one oversized eye, a spherical body, and several spider-like legs of grinding metal.

Mythic Clockwork Spy

CR 1/MR 1

XP 400

Pathfinder Roleplaying Game Bestiary 3

N Tiny construct (clockwork, mythic)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +1

DEFENSE

AC 16, touch 15, flat-footed 13 (+1 Dex, +2 dodge, +1 natural, +2 size)

hp 15 (1d10+10)

Fort +0, **Ref** +3, **Will** +0

Immune construct traits

Weaknesses vulnerable to electricity

OFFENSE

Speed 30 ft., fly 30 ft. (clumsy)

Melee slam +3 (1d2 plus 2d6 electricity)

Ranged electricity blast +6 touch (2d6 electricity)

Special Attacks electricity blast^{MA}, mythic power (1/day, surge +1d6), record audio, self-destruct

STATISTICS

Str 10, **Dex** 13, **Con** —, **Int** 10, **Wis** 11, **Cha** 8

Base Atk +1; **CMB** +0; **CMD** 12

Feats Improved Initiative^B, Lightning Reflexes^B, Weapon Focus^{MF} (electricity blast)

Skills Climb +2, Fly -2, Perception +1, Stealth +11;

Racial Modifiers +2 Climb, +2 Stealth

SQ awakened construct^{MA}, swift reactions, winding

Languages Common

ECOLOGY

Environment any

Organization solitary

Treasure incidental (gemstone worth 50 gp)

SPECIAL ABILITIES

Awakened Construct (Ex) A mythic clockwork mage is a sentient being, awakened in the process of its creation, and can understand the language of its creator.

Electricity Blast (Su) A mythic clockwork spy can fire an electricity blast as an attack action. These blasts are ranged touch attacks with a maximum range of 30 feet. Each electricity blast deals 2d6 points of

damage. Additionally, the construct adds 2d6 points of electricity damage to each slam attack.

Record Audio (Su) A clockwork spy can record nearby sounds as a swift action, archiving all sound within a 20-foot spread onto a small gemstone worth 50 gp embedded in its body. The clockwork spy can record up to 1 hour of sound per Hit Die it possesses. Starting and stopping playback of recorded sound is a swift action. Removing a gemstone or installing a gemstone into a clockwork spy requires a DC 25 Disable Device check as a full-round action—failure does not damage the gemstone but does erase any recorded sounds on the gemstone. Since clockwork spies are not intelligent, they must be given simple commands as to when they are to start recording sounds. A clockwork spy can differentiate between creature types and subtypes, but not between specific individuals—a spy can be ordered to start recording sound as soon as a humanoid (human) or an aberration comes in range, but it cannot be ordered to start recording when a specific person comes within range. Once a clockwork spy begins recording sound, it cannot cease recording early. Likewise, it cannot record sound onto a gemstone that already contains a recording.

Self-Destruct (Su) Unless specifically programmed otherwise by its creator, a clockwork spy explodes 1 round after it is destroyed. During this round, the thing shrieks and thrashes about as if undergoing convulsions. On what would normally have been the clockwork spy's next action, it explodes, dealing 1d6 points of fire damage in a 5-foot radius (Reflex DC 10 for half damage). A DC 20 Disable Device check made as a standard action can halt the spy's self-destruct sequence but does not prevent it from dying. A clockwork spy that self-destructs automatically destroys its gemstone, along with any information contained inside it. The save DC is Constitution-based.



Crawling Hand

With a jolt, this severed hand springs to life, its fingers propelling it forth at great speed like a deformed spider.

Mythic Crawling Hand

CR 1/MR 1

XP 400

Pathfinder Roleplaying Game Bestiary 2

NE Diminutive undead (mythic)

Init +0; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +4

DEFENSE

AC 15, touch 14, flat-footed 15 (+1 natural, +4 size)

hp 21 (1d8+16)

Fort +2, **Ref** +0, **Will** +2

Immune undead traits

OFFENSE

Speed 40 ft., climb 40 ft.

Melee claw +5 (1d1+1 plus grab)

Space 1 ft.; Reach 0 ft.

Special Attacks grasping grip^{MA}, mark quarry, mythic power (1/day, surge +1d6), seized with terror^{MA}, strangle

STATISTICS

Str 13, **Dex** 11, **Con** --, **Int** 2, **Wis** 11, **Cha** 14

Base Atk +0; **CMB** -4 (+0 grapple); **CMD** 7

Feats Toughness^{MF}

Skills Climb +9, Perception +4, Stealth +12, Survival +4; **Racial Modifiers** +4 Survival

Languages Common (can't speak)

ECOLOGY

Environment any land

Organization solitary or gang (2-5)

Treasure none

SPECIAL ABILITIES

Grab (Ex) A crawling hand can use its grab ability on a creature of up to Medium size.

Grasping Grip (Ex) A mythic crawling hand can hold onto its prey with great tenacity, gaining a +8 racial bonus on combat maneuver checks to maintain its grapple and to its CMD to resist any combat maneuver that would remove it. In addition, if its grapple is broken the hand can make a second combat maneuver check with a +4 bonus as a swift action to steal a random object worn in the chest, eyes, head, headband, neck, or shoulders body slot, or to

disarm a light weapon or similar small object wielded or carried by the creature it had been grappling. This does not provoke attacks of opportunity.

Mark Quarry (Su) A crawling hand is assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand has no current quarry, it automatically gains the next creature it damages as its quarry. Once attuned to a target, it becomes aware of the target's location as if under the effect of a continuous locate creature spell. The hand gains a +1 bonus on all attack rolls, damage rolls, and skill checks made to seek out and destroy the marked quarry. The mark quarry ability lasts until the quarry or the hand is slain.

Seized with Terror (Su) A creature beginning its turn grappled by a mythic crawling hand is panicked for 1 round, though a successful DC 12 Will save reduces this to being shaken (or negates the effect entirely for a mythic creature). A hand that succeeds on a grapple check can expend one use of its mythic power to gain frightful presence (20 ft., DC 12) for 1 round. The save DC is Charisma-based.

A giant rotting hand rocks unsteadily, propped upon thick, stubby fingers. Its pale, necrotic flesh pulses and crawls with sickly boils.

Mythic Giant Crawling Hand

CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary 2

NE Medium undead (mythic)

Init +2; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +7

DEFENSE

AC 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural)

hp 75 (7d8+44)

Fort +4, **Ref** +6, **Will** +6

DR 5/epic; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee claw +11 (1d6+7 plus grab and tomb rot^{MA})

Special Attacks constrict (1d6+7), crushing hand^{MA}, mark quarry, mythic power (2/day, surge +1d6), pus burst, seized with terror^{MA}

STATISTICS

Str 21, **Dex** 15, **Con** --, **Int** 2, **Wis** 13, **Cha** 16

Base Atk +5; **CMB** +10 (+14 grapple); **CMD** 23



Feats Dodge, Lightning Reflexes^{MF}, Toughness, Weapon Focus (claw)

Skills Acrobatics +3, Perception +7, Stealth +12;

Racial Modifiers +4 Stealth

Languages Common (can't speak)

ECOLOGY

Environment any land

Organization solitary or gang (2–5)

Treasure none

SPECIAL ABILITIES

Crushing Hand (Ex) A mythic giant crawling hand gains the constrict ability, and when grappling creatures its size or smaller it does not gain the grappled condition. If the hand expends one use of its mythic power when it grapples a creature, that creature must save against its pus burst ability immediately and each round thereafter on the hand's turn until it escapes the grapple.

Mark Quarry (Su) A crawling hand is assigned a quarry by anointing the hand with a drop of the intended quarry's blood. If the hand has no current quarry, it automatically gains the next creature it damages as its quarry. Once attuned to a target, it becomes aware of the target's location as if under the effect of a continuous locate creature spell. The hand gains a +1 bonus on all attack rolls, damage rolls, and skill checks made to seek out and destroy the marked quarry. The mark quarry ability lasts until the quarry

or the hand is slain.

Pus Burst (Su) When damaged by a piercing or slashing melee weapon, a spray of vile pus strikes the attacker unless the attacker makes a DC 16 Reflex save. Weapons that provide reach protect the attacker completely from a pus burst. Creatures struck by pus become nauseated for 1d3 rounds and take 2d6 points of negative energy damage. The save DC is Charisma-based.

Seized with Terror (Su) A creature beginning its turn grappled by a mythic crawling hand is panicked for 1 round, though a successful DC 16 Will save reduces this to being shaken (or negates the effect entirely for a mythic creature). A hand that succeeds on a grapple check can expend one use of its mythic power to gain frightful presence (20 ft., DC 16) for 1 round. The save DC is Charisma-based.

Tomb Rot (Su) A creature damaged by the hand's claw attack must save or contract zombie rot. A grappled creature must save again at the end of its turn each round it remains grappled. The save DC is Charisma-based.

Zombie Rot^{B1}: claw—injury; save Fortitude DC 16; onset immediate; frequency 1/day; effect 1d2 Con damage (this cannot be healed until the disease is cured); cure 2 consecutive saves. Creatures that die while infected rise as plague zombies^{B1} in 2d6 hours.



Cursed King

This desiccated figure wears linen wrappings and tarnished jewelry. Its humanoid body is topped with a withered crocodile head.

Mythic Cursed King

CR 12/MR 5

XP 19,200

Pathfinder Roleplaying Game Bestiary 5

CE Medium undead (mythic)

Init +4; **Senses** darkvision 60 ft.; Perception +12

Aura demanding aura^{MA} (30 ft., DC 22, 1d4 rounds)

DEFENSE

AC 29, touch 14, flat-footed 25 (+4 Dex, +15 natural)

hp 187 (14d8+124)

Fort +11, **Ref** +8, **Will** +13

Defensive Abilities block attacks^{MA}; **DR** 10/—;

Immune undead traits

Weaknesses vulnerable to fire

OFFENSE

Speed 30 ft.

Melee bite +20 (1d8+10/19–20), 2 slams +20 (1d6+10)

Special Attacks berserk^{MA}, bestial curse^{MA}, heretical^{MA}, mythic power (5/day, surge +1d8)

STATISTICS

Str 30, **Dex** 19, **Con** —, **Int** 3, **Wis** 19, **Cha** 20

Base Atk +10; **CMB** +20; **CMD** 34

Feats Combat Reflexes^{MF}, Following Step^{APG}, Great Fortitude, Improved Critical^B (bite), Power Attack^{MF}, Step Up^{MF}, Step Up and Strike^{APG}, Toughness

Skills Perception +12, Stealth +16

Languages Abyssal (can't speak)

SQ vanity^{MA}

ECOLOGY

Environment warm ruins

Organization solitary or court (1 mythic cursed king and 2–8 non-mythic cursed kings)

Treasure standard

SPECIAL ABILITIES

Berserk (Ex) When a mythic cursed king enters combat, there is a cumulative 1% chance each round that its tortured spirit breaks free and the creature goes berserk. This chance resets to 0% after 1 minute of inactivity. A berserk mythic cursed king gains a +4 bonus to its Strength score, and gains

1d6 temporary uses of mythic power, but it suffers a –2 penalty to AC, it must attack the nearest living creature each round (or smash some object smaller than itself if no creature is within reach), and must use its surge special ability on the first attack roll it makes each round. The undead's creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the creature with a successful DC 20 Charisma check. Any remaining temporary uses of mythic power are lost as soon as the mythic cursed king ceases to be berserk.

Bestial Curse (Su) When a mythic cursed king is destroyed, it unleashes a final curse on all creatures within a 30-foot radius. This curse slowly robs the targets of their minds and bodies, eventually transforming them into animals of the same type as the animal head sewn to the mythic cursed king's body. All creatures in the area must succeed at a DC 23 Will save or take 1d6 points of Wisdom damage and 1d6 points of Charisma damage. The accursed creature doesn't benefit from effects that remove ability damage. Once cursed, the target must succeed at a Will save every 24 hours or take ability damage again. Once the target's Charisma or Wisdom score is reduced to 0, the victim is transformed into a mundane animal as per *baleful polymorph* , and it is automatically treated as if it failed the second Will save to retain its mind. At this point, the creature receives the typical Wisdom and Charisma of that animal and stops taking ability damage. By expending one use of mythic power, a cursed king can afflict a single creature within 60 feet with this curse as a standard action, at any time. This is a curse effect, and the save DC is Charisma-based.

Demanding Aura (Su) All creatures within a 30-foot radius that can see a mythic cursed king must succeed at a DC 22 Will save or be terrified into subservience. A non-mythic creature that fails its saving throw is affected as though by *dominate monster* , while a mythic creature that fails its saving throw gains the cowering condition for 1d4 rounds. If a mythic creature fails its saving throw by 5 or more, the mythic cursed king may expend one use of mythic power to affect that creature as though with *dominate monster* , instead. A creature that successfully saves is not subject to the same cursed king's demanding aura for 24 hours. This is a mind-affecting fear effect, the mythic cursed king's caster level is equal to its Hit Dice, and the save DC is Charisma-based.

Heretical (Su) Many mythic cursed kings were false prophets or apostates in life, and because of their twisted origins, all mythic cursed kings are heretical



simply by their very existence. Whenever anyone channels positive energy within 60 feet of a mythic cursed king, they heal or inflict the minimum possible amount of damage, instead of rolling the damage normally. Additionally, whenever a creature within 60 feet of a mythic cursed king casts a divine spell, the mythic cursed king can expend one use of mythic power as an immediate action in order to attempt to counter that spell. The mythic cursed king must make a caster level check (DC 11 + the caster level of the spell to be countered) in order to counter the spell, and failure indicates that the attempt was wasted.

Vanity (Su) Many mythic cursed kings were ambitious usurpers in life, and all mythic cursed kings crave worship and adoration from followers. A mythic cursed king can order a creature that has been affected by the *dominate monster* version of its demanding aura ability to worship it (and always does so, unless there is a particular reason not to). Each day at dawn, for each creature that spent the previous day doing nothing but worshipping the cursed king, eating, and resting, the cursed king gains one additional use of mythic power, and its Intelligence score is increased by 2 for the next 24 hours (to a maximum of 5 additional uses of mythic power, and an increase of 10 points of Intelligence). Uses of mythic power gained in this way can allow a mythic cursed king to have more uses of mythic power available than its normal maximum.



Cyberphrenic Tadpole

A tiny segmented terror, equal parts insectile and octopoid, skitters on filamentous thread-like legs, its narrow body a lumpy cylinder of silver scored with intricately engraved patterns and backlit grooves.

Mythic Cyberphrenic Tadpole CR 1/MR 1

XP 400

N Diminutive construct (mythic)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +0

DEFENSE

AC 18, touch 17, flat-footed 15 (+3 Dex, +1 natural, +4 size)

hp 15 (1d10+10)

Fort +0, **Ref** +3, **Will** +0

Immune construct traits

OFFENSE

Speed 10 ft., climb 10 ft.

Melee +7 touch (attach)

Space 1 ft.; **Reach** 0 ft.

Special Attacks enhanced relay^{MA}, implant replicant^{MA}, internalization, mythic power (3/day, surge +1d6), telepathic relay

STATISTICS

Str 1, **Dex** 17, **Con** —, **Int** —, **Wis** 10, **Cha** 1

Base Atk +1; **CMB** +0 (+8 grapple); **CMD** 5 (13 vs. drag or grapple)

Feats Extra Mythic Power^{MF}, Weapon Finesse^B

Skills Climb +3

ECOLOGY

Environment any

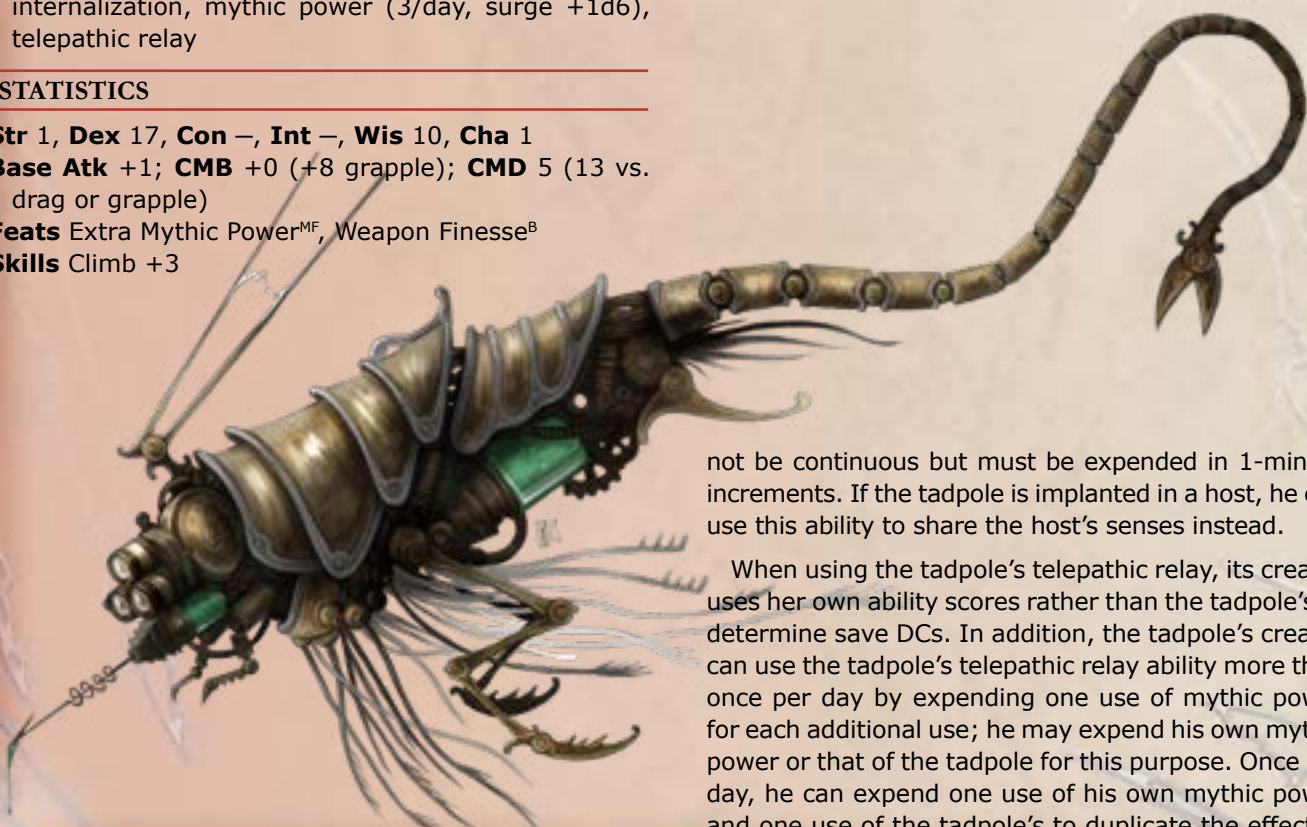
Organization solitary

Treasure none

SPECIAL ABILITIES

Attach (Ex) Attach (Ex) When a cyberphrenic tadpole hits with a touch attack, its barbed filaments bore into the target's flesh in search of solid attachment points, anchoring it in place. An attached tadpole is treated as grappled but its target is not. The tadpole loses its Dexterity bonus to AC but holds on with great tenacity and begins burrowing into the target's flesh, dealing 1 point of Constitution damage as it bores a hole through which to invade its host. A tadpole has a +8 racial bonus to maintain its grapple on a foe once it is attached, including to its CMD to resist grapple maneuvers made by others to remove it from its host. An attached tadpole can be struck with a weapon or removed by grappling or an Escape Artist check that exceeds its CMD (including the above bonus).

Enhanced Relay (Su) The creator of a mythic cyberphrenic tadpole can sense the tadpole's location and condition at all times, as *status*, and in addition can use [share senses](#)^{APG} for up to 10 minutes per day with the tadpole as if it were her familiar. This duration need



not be continuous but must be expended in 1-minute increments. If the tadpole is implanted in a host, he can use this ability to share the host's senses instead.

When using the tadpole's telepathic relay, its creator uses her own ability scores rather than the tadpole's to determine save DCs. In addition, the tadpole's creator can use the tadpole's telepathic relay ability more than once per day by expending one use of mythic power for each additional use; he may expend his own mythic power or that of the tadpole for this purpose. Once per day, he can expend one use of his own mythic power and one use of the tadpole's to duplicate the effect of

the mythic version of *detect thoughts*, *dream*, *modify memory*, *nightmare*, *sending*, or *suggestion*; this affects only the host, even if it would normally affect multiple creatures or an area.

Implant Replicant (Su) When a mythic cyberphrenic tadpole would be destroyed, rendered helpless, or removed from a host, as an immediate action it can expend one use of its mythic power to create an identical duplicate of itself with one-half its current hit points, which remains embedded within the host.

Internalization (Ex) A cyberphrenic tadpole that begins its turn grappling a target can make a grapple check to burrow inside its host rather than simply maintaining its grapple. If the grapple check succeeds, the tadpole implants itself along the host's brain stem or spine, entwining its filaments into the target's neural fibers. While internalized, the tadpole has total cover against any attacks coming from outside the host's body; however, if the target takes 10 or more points of electricity damage in a single round, the tadpole is rendered helpless for 1d10 x 10 minutes (DC 15 Fortitude negates).

Removing an internalized tadpole is difficult, though as long as it remains helpless it can be removed by surgical means, requiring 1 hour of work and DC 20 Disable Device and Heal checks. Removing the tadpole causes 1d3 points of Charisma, Intelligence, and Wisdom damage, reduced by 1 for every 5 points by which the check exceeds the DC.

If the tadpole is not rendered inert first, it can be removed with an emergency surgery, though it squirms and slithers through its host's innards to avoid removal. Performing emergency surgery is a full-round action that provokes attacks of opportunity and can be performed only on a willing or helpless host. The host takes 1 point of Constitution damage per round and becomes immediately sickened and exhausted, with each effect lasting 1 hour for each round the surgery continues. Even after the surgery is complete, the host takes 1 point of Constitution bleed, which can be ended with a DC 20 Heal check or by magical healing.

Each round of emergency surgery, the creature trying to remove the tadpole makes a Heal check and a Disable Device check with an initial DC of 20, but each time a check is failed both DCs increase by 1. After making 2d4 successful checks, the tadpole is isolated and a single ally of the surgeon can attack the tadpole with a readied action. The tadpole has improved cover (+8 bonus to AC, +4 to Reflex saves and improved evasion) against this attack, and a missed attack strikes the host instead. If the tadpole is destroyed, it can be removed as if it were inert (see above). Alternatively, the surgeon can attempt a drag

or grapple combat maneuver to tear the tadpole free. This traumatic removal from the host's nervous system deals 1d6 points each of Charisma, Intelligence, and Wisdom damage to the host but also leaves the tadpole stunned for 1d4 rounds, after which it attempts to attach itself to the nearest living creature.

If the attack fails to destroy the tadpole or the drag or grapple maneuver fails to dislodge it, the tadpole slips away and 1d4 additional successful Disable Device and/or Heal checks are required to make another attempt to remove it. Only one attack or combat maneuver is allowed, though allies may use the aid another action or otherwise assist the attacker or the surgeon in their attempt.

Telepathic Relay (Su) A cyberphrenic tadpole emits a telepathic homing impulse that connects it with its creator and its host. Its creator can sense the tadpole's (and the host's) location once per day as if using *locate creature*. In addition, once per day the creator can spend 1 minutes attuning his mind to the tadpole in order to transmit one of the following effects to the host: *detect thoughts*, *dream*, *modify memory*, *nightmare*, *sending*, or *suggestion*. These abilities function at a caster level equal to the creator's character level, and relevant save DCs are set based on the spell level of the selected effect, modified by the tadpole's Wisdom score. Because of the creator's attunement with the host's mental processes through the tadpoles neural grafting, the host takes a -4 penalty to saving throws against mind-affecting effects used by the creator.

Cyberphrenic tadpoles are created by mad scientists to implant into their victims, rendering them more pliable to later mental influence and control and allowing the scientist to monitor the host's activities. A host may be unaware that a cyberphrenic tadpole has been introduced, as they may be implanted while a victim is unconscious, unaware, or otherwise helpless and the wound left behind by its entry into the host healed and memory of this invasion of the flesh erased by a concomitant invasion of the mind. Grafting itself onto the host's nervous system, a cyberphrenic tadpole is very difficult to remove and subsists parasitically on the bioelectrical and biothermal processes within the host's body.

A cyberphrenic tadpole's body is usually only a few inches long and an inch wide, though its tentacular filaments can be up to a foot long. The creature as a whole weighs only a few ounces.

Requirements Craft Construct, Mythic Crafter, *modify memory*, *shrink item*, *telepathic bond*, **Skill** Craft (metal) DC 20; **Cost** 4,000 gp

Cyclops

This hulking forger of lightning bolts stands a foot taller than its earthly kin. The single bulging eye in its forehead glints with a greater awareness and intelligence.

Mythic Cyclops

CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary

NE Large humanoid (giant, mythic)

Init -1; **Senses** low-light vision; Perception +11

DEFENSE

AC 21, touch 8, flat-footed 21 (+4 armor, -1 Dex, +9 natural, -1 size)

hp 81 (10d8+36)

Fort +9, **Ref** +4, **Will** +4

Defensive Abilities ferocity, prescient combat^{MA}; **DR** 5/epic

OFFENSE

Speed 20 ft.

Melee greataxe +11/+6 (3d6+7/x3)

Ranged heavy crossbow +5 (2d8/19-20)

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

Special Attacks mythic power (2/day, surge +1d6)

Spell-Like Abilities (CL 10th; concentration +9)

1/day—*legendary vision*^{MA}

STATISTICS

Str 21, **Dex** 8, **Con** 15, **Int** 12, **Wis** 13, **Cha** 8

Base Atk +7; **CMB** +13 (+15 bull rush); **CMD** 22 (24 vs. bull rush)

Feats Alertness, Craft Magic Arms and Armor^B, Improved Bull Rush, Lightning Reflexes, Master Craftsman, Power Attack

Skills Craft (armor) +14, Craft (weapons) +14, Intimidate +10, Perception +11, Sense Motive +5, Survival +6; **Racial Modifiers** +8 Perception

Languages Common, Giant, Cyclops

SQ mythic flash of insight^{MA}

ECOLOGY

Environment any temperate or tropical or extraplanar

Organization solitary or conclave (2-6) or tribe (7-18)

Treasure standard (hide armor, Large greataxe, Large heavy crossbow, magic weapon or armor of any size)

SPECIAL ABILITIES

Legendary Vision (Sp) Once per day, a mythic cyclops may peer into an individual's possible future

destinies. This allows the mythic cyclops to grant the benefit of a *moment of prescience* to himself or to the creature he observes. If the cyclops this effect to himself, the bonus must be applied on a roll that affects or interacts with the creature he chooses. Alternatively, he can see farther into the creature's future, as if he had cast a *vision* spell, but usually for a specific purpose. The vision provides insight on how the individual may either acquire mythic ranks or paths, or how to progress further in their mythic ascension. Optionally, if the GM does not permit mythic ascension, this vision can describe a path to glory or great personal success. Titanbrood cyclopes do not grant access to this ability lightly and/or without demands of compensation, although some have granted it in exchange for an oath to spare their lives.

Mythic Blacksmith (Ex) A mythic cyclops gains Master Craftsman as a bonus feat in place of gaining a mythic feat. If the mythic cyclops expends two uses of its mythic power, it gains Craft Magic Arms and Armor as a bonus feat for 24 hours.

Mythic Flash of Insight (Su) Once per day as an immediate action, a mythic cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. As part of the same action, the mythic cyclops may choose to expend a mythic surge to affect any die roll affected by this flash of insight, and may select the result of its surge die on this roll as well. The mythic cyclops may spend one use of mythic power to utilize this ability an additional time, subject to limitations on immediate actions. Additionally, when a mythic cyclops spends a use of its mythic power in this way, it may (unlike a normal cyclops) affect the die rolls made by other creatures.

Prescient Combat (Su) A mythic cyclops' prescience grants them a split-second awareness of future attacks made against them. This functions identically to uncanny dodge rogue class ability. If the cyclops acquires uncanny dodge from another source, it automatically gains improved uncanny dodge. Additionally, mythic cyclopes are immune to precision-based damage specifically from sneak attacks. They are still subject to critical hits.





Cyhyraeth

This ghostly figure wears and tattered cloak and carries a wicked staff, both of which seem to disintegrate in the wind. Periodically, the figure hunches over as if feeling the effects of a wracking cough. A mournful moan accompanies the fit of coughing.

Mythic Cyhyraeth

CR 15/MR 6

XP 51,200

NE Medium undead (incorporeal, mythic)

Init +12; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 33, touch 33, flat-footed 24 (+14 deflection, +8 Dex, +1 dodge)

hp 260 (17d8+184)

Fort +13, **Ref** +13, **Will** +13

Defensive Abilities channel resistance +4, incorporeal, natural invisibility, rejuvenation; **DR** 10/cold iron and epic; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee incorporeal touch (staff) +22 (8d6/19–20 plus swirl of unseen mist^{MA}), incorporeal touch (hand) +22 (5d6)

Special Attacks corpselight attraction^{MA}, curse of accidents^{MA}, doom staff^{MA}, heart grip^{MA}, mythic power (6/day, surge +1d8), tri-fold moan of demise^{MA}

STATISTICS

Str —, **Dex** 27, **Con** —, **Int** 13, **Wis** 16, **Cha** 27

Base Atk +12; **CMB** +20; **CMD** 45

Feats Combat Reflexes, Dodge, [Following Step](#), Improved Initiative, Mobility^{MF}, Spring Attack^{MF}, Step Up, [Step Up and Strike](#), Weapon Focus^{MF} (incorporeal touch)

Skills Fly +16, Intimidate +27, Knowledge (arcana, local) +16, Perception +20, Spellcraft +17, Stealth +21

Languages Common

SQ cowering fear^{MA}

ECOLOGY

Environment any land (primarily coastlines)

Organization solitary

Treasure none

SPECIAL ABILITIES

Corpselight Attraction (Su) When a cyhyraeth induces fear in another creature or causes a death with its tri-fold moan of demise, as a free action it can call a will-o'-wisp to its side. The will-o'-wisp arrives at the beginning of the cyhyraeth's next turn. If the cyhyraeth expends one use of mythic power, it applies the agile mythic simple template to the will-o'-wisp.

Cowering Fear (Su) If a cyhyraeth succeeds at demoralizing a foe for more than 1 round, the foe spends the first round cowering. If the cowering creature begins its turn with additional rounds of demoralization remaining, the cyhyraeth can expend one use of mythic power as an immediate action to force the demoralize foe to remain cowering on the foe's turn.

Curse of Accidents (Su) Once per day as a full-round action, a cyhyraeth can curse a location or vessel no larger than 200 cubic feet in size. If the object is magical or attended, it receives a DC 26 Will save to avoid this effect. While the location suffers from the curse of accidents, a natural 1 on any attack roll, attribute check, or skill check performed within the location has a 50% chance to deal 5d6 points of damage (bypassing hardness) to the location, or to the creature that rolled the natural 1 and all those within 30 feet of the creature. This is a curse effect. The save DC is Charisma-based.

Doom Staff (Su) A cyhyraeth's incorporeal attack with its staff has a critical threat range of 19–20. When the cyhyraeth confirms a critical hit with its staff, it can attempt to demoralize the target as a free action.

Heart Grip (Su) A cyhyraeth can take an attack action to make an incorporeal touch attack with its hand; this attack suffers a –4 penalty. On a successful hit, the target must attempt a DC 26 Fortitude save. On a successful save, the target is stunned for 1 round; on a failure, the target is knocked unconscious. Slapping or wounding an affected creature, requiring a standard action, awakens the creature. By expending one use of mythic power as part of the attack, the cyhyraeth can either negate the penalty or use this ability as part of a full-attack action, allowing it to strike an opponent with its staff in addition to using this ability. The save DC is Charisma-based.

Rejuvenation (Su) A cyhyraeth reforms at its location of origin in 2d4 days. To permanently destroy a cyhyraeth, the location of origin must have a *hallow* spell cast on it and, no deaths must occur within 300 feet of the location of origin during the cyhyraeth's period of rejuvenation.

Swirl of Unseen Mist (Su) When a cyhyraeth strikes a creature with its staff, it can expend one use of mythic power as a free action to cause the target to be affected as if by *fog cloud* (CL 17th), including creatures within 5 feet gaining concealment (20% miss chance) against the target, and creatures farther away gaining total concealment (50% miss chance against) against the target. Only the target can see the fog cloud, and the cloud moves with the target. Wind disperses the *fog cloud* as per the spell.

Tri-Fold Moan of Demise (Su) As a move action, a cyhyraeth can release a groan as if it were near death. All living creatures within 120 feet of the cyhyraeth



must attempt a DC 26 Will save. Upon the first failed save, affected creatures can hear subsequent moans from the cyhyraeth within 400 feet, even if they are deafened. Additionally, affected creatures incur a -2 penalty on all saving throws, take 50% more damage from damage dealing spells and effects, and take 2d6 points of extra damage from melee and ranged weapons as if the weapons possessed the bane weapon special ability. Upon a second failed save, affected creatures incur an additional -4 penalty on all saving throws, take maximum damage from damage-dealing spells and effects, and, when targeted for attacks, grant foes an additional 2 to the critical threat ranges of all their weapons, which automatically confirm critical hits against an affected creature. On a third failed save, affected creatures die. The effects from the first two failed saves last until the cyhyraeth's destruction; even if the cyhyraeth rejuvenates, affected creatures are still free from the effects. Additionally, a *mythic limited wish* spell or more powerful mythic spell removes these effects from an affected creature. This is a death effect. The save DC is Charisma-based.

A cyhyraeth is a spirit that arises after a tragic death has claimed its life along with others. Its hazy and indistinct appearance results from the many different echoes of those who died along with the spirit. While a cyhyraeth is intrinsically tied to the site of the tragedy, it is not limited to that site and travels to various locations, acting as a harbinger of death wherever it travels. It is attracted to imminent mass deaths, like those caused by a massive battle or an accident involving many casualties, or the imminent demise of powerful or important figures. The spirit keeps its ears open for rumors of upcoming conflicts or persistent problems at a site to determine the whereabouts of its next haunting. It also listens for news on traveling personages of interest.

Macabrely complementing its role as a harbinger of death, a cyhyraeth has a suite of preternatural capabilities allowing it hasten death wherever it appears. At important and troubled locales, it spends considerable time determining how events will transpire to trigger multiple deaths. While it does this, it imbues the location with a curse, such that any trivial accident compounds itself. A cyhyraeth prefers seagoing vessels as its primary targets, where a simple mistake by a ship's captain or during an innocuous task performed by the crew results in the ship foundering with all hands aboard. Other targets for its curse are tenement buildings on the verge of collapse or areas beset by regular fires or by a virulent disease.

On a more personal level, a cyhyraeth lets loose with a moan not unlike that uttered by a person on the verge of death. Hearing the moan hastens the listener's death by

causing it to become more susceptible to physical harm. Hearing the moan a total of three times causes the listener to drop dead. While the cyhyraeth typically has a target chosen as the recipient of its inexorable death-bringing, its moan doesn't discriminate and affects all creatures within listening distance. The spirit desires to remain until it kills its intended target but is satisfied if it weakens its target and must flee because of stiff resistance.

A cyhyraeth is capable of protecting itself, but it won't directly attack foes unless it must defend itself. It can induce fear with its attacks, causing those who succumb to spend a brief time cowering. The spirit prefers the numbing terror it induces rather than causing its victims to flee in fright, which makes it easier to affect its targets with its deathly moan. A cyhyraeth can also cause fog, unseen by others, to swirl around an opponent; it uses this to confound combatants that prove adept at harming it. Finally, it can reach into a foe and temporarily materialize its hand around the creature's heart to disable the foe.

Destroying a cyhyraeth is difficult, since it rarely sticks around to allow its victims to complete the deed, and is half of the solution to eliminating it. Finding its location of origin, sanctifying the spot where it died, and ensuring no deaths occur on the site is the only way to truly rid the world of a cyhyraeth. Since the spirit wanders far afield from where it originated, discovering that site proves difficult (requiring a relevant DC 30 Knowledge check). Fortunately for victims of a cyhyraeth before its temporary destruction, the spirit seems to harbor no feelings of reprisal and carries on as it had before, witnessing and causing death, perhaps incidentally encountering former quarry.



Daemon, Ignodaemon

This towering infernal titan is covered in leathery scales, with great batwing ears projecting from either side of its hulking head. Its arms are bizarrely proportioned, with a massive and incredibly muscular right arm opposite a delicately clawed left. A spiked ridge runs down its back, to the tip of its lashing tail.

Mythic Ignodaemon

CR 15/MR 6

XP 51,200

NE Large outsider (daemon, evil, extraplanar)

Init +9; **Senses** darkvision 60 ft., *detect good*, *detect magic*; Perception +19

DEFENSE

AC 34, touch 20, flat-footed 29 (+6 deflection, +5 Dex, +14 natural, -1 size)

hp 222 (12d10+156)

Fort +12, **Ref** +13, **Will** +10

DR 10/epic and good; **Immune** acid, charm, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 29

OFFENSE

Speed 30 ft.

Melee +2 *unholy rapier* +22/+17/+12 (1d8+11/18-20) and 1 slam +20 (3d6+9/19-20, x3)

Special Attacks fleet charge^{MA}, left and right hand, greater sword and pen, mythic power (6/day, surge +1d8), persuasive countenance^{MA}, sneak attack +6d6, surprise strike^{MA}

Spell-Like Abilities (CL 15th, concentration +21)

Constant—*detect good*, *detect magic*

At Will—*greater teleport* (self plus 50 lbs. of object only), *malicious spite*^{UM} (DC 20), *unadulterated loathing*^{UM} (DC 19)

3/day—quicken *unadulterated loathing*^{UM} (DC 19), *smug narcissism*^{UM} (DC 20), *unholy sword*

1/day—summon (level 4, 1 derghodaemon, 40%)

STATISTICS

Str 29, **Dex** 20, **Con** 26, **Int** 16, **Wis** 17, **Cha** 23

Base Atk +12; **CMB** +22; **CMD** 43

Feats Alertness, Improved Critical^{MF} (slam), Improved Initiative, Persuasive^{MF}, Power Attack^{MF}, Quicken Spell-Like Ability (*unadulterated loathing*^{UM})

Skills Acrobatics +11, Bluff +19, Climb +15, Diplomacy +25, Intimidate +25, Knowledge (nobility) +12, Knowledge (planes) +12, Knowledge (religion) +9, Perception +20, Sense Motive +20, Spellcraft +12,

Stealth +14, Use Magic Device +18

Languages Abyssal, Celestial, Draconic, Infernal; telepathy 100 ft.

SQ display of Charisma^{MA}, perfect lie^{MA}

ECOLOGY

Environment any (Abaddon)

Organization solitary or infestation (1 ignodaemon and 1–4 derghodaemons, hydrodaemons, leukodaemons, or meladaemons)

Treasure standard

SPECIAL ABILITIES

Instigator (Su) Whenever a mythic ignodaemon targets a creature with its *malicious spite*, *smug narcissism*, or *unadulterated loathing* spell-like abilities, it can spend a point of mythic power to target two subjects for the spell instead of one. Each subject saves separately or is affected normally.

Left and Right Hand (Ex) Like the despot it was in life, an ignodaemon's left and right arm approach challenges very differently. The ignodaemon takes no penalties for making a right-handed slam attack in conjunction with its left-handed weapon attacks. Attacks with the ignodaemon's smaller left hand suffer no size penalties to attack rolls.

Greater Sword and Pen (Su) A mythic ignodaemon's magical rapier is its unique badge of office. This functions like the nonmythic ignodaemon's sword and pen ability, except that it's rapier is a legendary item. A mythic ignodaemon's rapier always has the *returning* and *unyielding* legendary qualities, and bears a total magical bonus of +4, including enhancement bonus and other magical qualities.

Majestic Presence (Su) An ignodaemon silences critics with a glare and forces attackers to back down with sheer will. It gains a deflection bonus to AC equal to its Charisma modifier.

The powers among daemonkind craft ignodaemons from the souls of despotic rulers who allowed suffering to characterize their rule. Though often unwittingly, these mortal princes seized undeserved power and in turn served the causes of death, famine, pestilence, and war. As failed heads of state deposed by their own people, ignodaemons are perfectly suited to rule by nepotism and fear, skills enhanced by their undeserved promotion to a daemoniac governor. Lesser daemons despise ignodaemons for their ascension, frequently reacting to their "superiors" with open hostility. More powerful daemons pay the governors their lip service when they must but recognize their role as more feudal



lackeys than political powers. Only the deacons and more powerful daemons grant them respect, but even that is the respect a superior has for an ancillary caste. The feudal nature of daemon hierarchy rewards loyalty to the Horsemen alone and requires the ignodaemons to appease the demands of their anointed fiends.

Ignodaemons form with enough power to defend themselves against physical attacks by their lower cousins. Expected to cobble together allies and contingencies, they have magical and mundane abilities that empower them to navigate the hostility of a race determined to end all life. True to twisted daemon fashion, their greatest defense is their ability to increase the loathing of their subjects to such extremes they won't remain close enough to attack. Ignodaemon assassinations occur, but must be immediate, since assailants generally teleport away out of a sudden sense of disgust.

Ignodaemons rule their fiefs with a combination of diplomacy and violence, both primarily characterized by duplicity. Wise daemons remark that the loose order teaches daemons to walk the line between trust and self-reliance. Others believe the unstable politics of daemonkind serve to prevent the establishment of lasting order among their ranks. Regardless, the official role of ignodaemons is to be both obeyed and hated, as they use those under their authority to accomplish the designs of the Horsemen and their deacons.

An ignodaemon's left arm is generally the same size as a human's, despite its massive frame. Its right arm is the size of a much larger creature's arm, erupting from a massive shoulder with knuckles that drag the ground. An ignodaemon stands 9 feet tall and weighs 1,500 pounds.



Daemon, Obcisisaemon

This massive fiend has eagle wings, a tusked canine face, and a muscular frame. It wields an immense, cruel-looking halberd.

Mythic Obcisisaemon

CR 23/MR 9

XP 819,200

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NE Gargantuan outsider (daemon, evil, extraplanar, mythic)

Init +17/-3, dual initiative^{MA}; **Senses** darkvision 60 ft., deathwatch, true seeing; Perception +30

Aura scorched earth (60 ft., DC 28), unholy aura (DC 25)

DEFENSE

AC 43, touch 14, flat-footed 39 (+4 deflection, +4 Dex, +29 natural, -4 size)

hp 409 (22d10+288)

Fort +26, **Ref** +17, **Will** +24; second save^{MA}

Defensive Abilities fortification (50%)^{MA}; **DR** 15/epic and good and silver; **Immune** acid, death effects, disease, poison; **Resist** cold 30, electricity 30, fire 30; **SR** 39

OFFENSE

Speed 60 ft., fly 60 ft. (average); infernal speed^{MA}

Melee +5 adamantine unholy halberd +43/+43/+43/+38/+33 (4d8+29/19-20/x4 plus inherit soul) and bite +31 (2d8+12)

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

Special Attacks cloak of souls, critical master^{MMA} (x2), mythic power (9/day, surge +1d10), precision^{MA}

Spell-Like Abilities (CL 20th; concentration +27)

Constant—deathwatch, divine power (included above), true seeing, unholy aura (DC 25)

At will—cloudkill (DC 22), greater teleport (self plus 50 lbs. of objects only)

3/day—quicken cloudkill (DC 22), destruction (DC 24), fire storm (DC 25), incendiary cloud (DC 25), spell turning

1/day—mass hold person (DC 24), meteor swarm (DC 26), summon (level 9, 1 [purrodaemon](#)^{B2} 50%)

STATISTICS

Str 34, **Dex** 19, **Con** 28, **Int** 13, **Wis** 21, **Cha** 24

Base Atk +22; **CMB** +38 (+46 sunder); **CMD** 56 (62 vs. sunder)

Feats Greater Sunder, Improved Critical (halberd)^{MF}, Improved Initiative^{MF}, Improved Sunder^{MF}, Improved Vital Strike, Iron Will, Lightning Reflexes, Power Attack, Quicken Spell-Like Ability (cloudkill), Vital Strike^{MF}, Weapon Focus^{MF} (halberd)

Skills Bluff +32, Fly +23, Intimidate +32, Knowledge

(history, planes) +15, Perception +30, Sense Motive +30, Spellcraft +26

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.
SQ deathless daemon^{MA}, warfare mastery

ECOLOGY

Environment any (Abaddon)

Organization solitary, pair, or holocaust (3-6)

Treasure standard (Gargantuan +5 adamantine unholy halberd, other treasure)

SPECIAL ABILITIES

Cloak of Souls (Su) A mythic obcisisaemon is attended by the souls it has captured—a mass often resembling a tattered, ethereal cloak or a roiling cloud of dust at its feet. When a mythic obcisisaemon successfully captures a soul with its inherit soul ability, the soul becomes a part of its cloak of souls, taking up one soul slot. A mythic obcisisaemon has a number of soul slots equal to its Charisma modifier plus mythic rank (16 for the typical mythic obcisisaemon). Destroying the daemon frees any souls in its cloak, though this does not return the deceased creatures to life. Any attempt to resurrect a creature whose soul is trapped in a cloak of souls requires a DC 28 caster level check. Failure results in the spell having no effect, while success tears the victim's soul free from the cloak and returns the creature to life as normal. If the daemon is in an unholy location, such as that created by an *unhallow* spell or on Abaddon, the DC of this caster level check increases by 2. Once a soul is consumed, only *miracle* or *wish* can restore the creature to life. As a swift action, a mythic obcisisaemon can consume a soul from its cloak to achieve one of the following effects.

- Increase the save DC of the next spell-like ability the mythic obcisisaemon uses that round by 2.
- Gain the benefits of a *heal* spell.
- Grant a single weapon wielded by the mythic obcisisaemon one of the following weapon abilities for 1 minute: *flaming burst*, *icy burst*, *shocking burst*, or *wounding*.

Critical Master (Ex) Whenever the mythic obcisisaemon rolls a critical threat against a non-mythic or mythic creature whose rank or tier is less than 9, it automatically confirms the critical hit and deals the maximum amount of damage to that creature.

Deathless Daemon (Sp) If a daemon within 30 feet of a mythic obcisisaemon is killed by an outsider with the good subtype, or by a creature using smite evil, the obcisisaemon can expend two uses of its mythic power as an immediate action (or as a standard action on its next turn) to use *breath of life* on that creature as a spell-like ability. If the target is restored to life, the obcisisaemon may expend an additional use of its mythic



power as a free action to affect it as [vengeful outrage](#)^{UM} (no save), compelling it to destroy the creature that would have killed it. This ability automatically bypasses the target daemon's spell resistance. If the daemon is adjacent to the mythic obscidaemon, this ability requires only one use of its mythic power. A mythic obscidaemon can use this ability on itself by expending two uses of its mythic power.

Fleet Warrior (Ex) A mythic obscidaemon gains the [fleet warrior](#) champion mythic path ability.

Infernal Speed (Ex) A mythic obscidaemon's base land speed increases by 30 feet (this is included above). It can expend one use of mythic power as a free action to increase both its land speed and its fly speed to 120 feet for 1 minute. Its rapid movements are nearly a blur to the naked eye, and once it has moved at least 10 feet on its turn, any attacks made against the obscidaemon until the beginning of its next turn, including attacks of opportunity or readied actions, have a 20% miss chance for mythic attackers or a 50% miss chance for non-mythic attackers.

Inherit Soul (Su)

Whenever a mythic obscidaemon kills a creature with a weapon it wields, that creature must immediately succeed at a DC 30 Fortitude save or be consumed by the daemon's cloak of souls. This is a death effect. If the cloak cannot consume this soul without exceeding its number of soul slots, the daemon can release a soul as a free action in order to make room for the new soul; otherwise, the killed creature automatically succeeds at its save and its soul is not absorbed. The save DC is Constitution-based.

Precision (Ex)

The mythic obscidaemon gains the [precision](#) champion mythic path ability.

Scorched Earth (Su) A creature that dies within 60 feet of a mythic obscidaemon and is not drawn into the daemon's cloak of souls via its inherit soul ability must immediately succeed at a DC 28 Fortitude save, or its body is utterly consumed in unholy fire equivalent to the effect of a *destruction* spell. The save DC is Charisma-based.

Warfare Mastery (Ex) Although the typical obscidaemon fights with a halberd, these daemons are proficient with all weapons. A mythic obscidaemon will sometimes eschew the typical +5 *unholy halberd* its kind favors for the favored weapon of the specific Horseman it serves.



Daemon, Thanadaemon

Rattling with each stride, this looming, horned, skeletal figure clutches a wicked staff. A seething glow burns in its eye sockets.

Mythic Thanadaemon

CR 16/MR 7

XP 76,800

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NE Medium outsider (daemon, evil, extraplanar, mythic)

Init +14; **Senses** darkvision 60 ft., *true seeing*; Perception +25

DEFENSE

AC 34, touch 15, flat-footed 30 (+3 Dex, +2 dodge, +20 natural)

hp 257 (15d10+175)

Fort +12, **Ref** +12, **Will** +14

Defensive Abilities block attacks^{MA}, implacable^{MA}; **DR** 10/epic and good; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 31

OFFENSE

Speed 30 ft.; *air walk*

Melee +3 *quarterstaff* +24/+19/+14 (1d6+12 plus aging touch^{MA} and energy drain) or 2 claws +21 (1d4+6 plus aging touch^{MA} and energy drain)

Special Attacks curse of inevitable death^{MA}, draining weapon, energy drain (1 level, DC 22), fear gaze, mythic power drain^{MA}, mythic power (7/day, surge +1d10), soul crush^{MA}, soul trap^{MA}

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

Constant—*air walk*, *true seeing*

At will—*greater teleport* (self plus skiff and passengers only), *plane shift* (self plus skiff and passengers only, Astral, Ethereal, and evil-aligned planes only)

3/day—*animate dead*, *desecrate*, *enervation*

1/day—*summon* (level 4, 1d4 hydrodaemons 80% or 1 thanadaemon 35%)

STATISTICS

Str 23, **Dex** 16, **Con** 25, **Int** 17, **Wis** 17, **Cha** 20

Base Atk +15; **CMB** +21; **CMD** 35

Feats Alertness, Blind-Fight, Dodge^{MF}, Improved Initiative^{MF}, Iron Will, Lunge^{MF}, Mobility, Power Attack^{MF}

Skills Acrobatics +21, Bluff +23, Diplomacy +23, Intimidate +23, Knowledge (planes) +21, Knowledge (religion) +21, Perception +25, Sense Motive +25, Stealth +14, Survival +10

Languages Abyssal, Draconic, Infernal; telepathy 100 ft.

SQ embed soul gem^{MA}

ECOLOGY

Environment any (Abaddon)

Organization solitary, pair, or council (1 mythic thanadaemon plus 2–12 non-mythic thanadaemons)

Treasure standard (+3 *quarterstaff*, other treasure)

SPECIAL ABILITIES

Aging Touch (Su) Whenever a mythic thanadaemon hits a creature with a melee attack using either a natural attack or a manufactured weapon, that creature permanently ages one year (no save). A creature whose race doesn't reach middle age until after they are 100 years old or older ages 5 years instead. Whenever a mythic thanadaemon confirms a critical hit, it can expend one use of mythic power to permanently age the recipient of that critical hit by 15 years (or 40 years if it is a long-lived creature as above). Mythic creatures are entitled to a DC 22 Fortitude save to reduce the number of years they age by half. This is a death effect. The save DC is Charisma-based.

Curse of Inevitable Death (Su) As a standard action, a mythic thanadaemon can expend two uses of its mythic power in order to impose a curse of inevitable death on a single living creature within 120 feet. A mythic creature is entitled to a DC 22 Will save to negate the effect but nonmythic creatures receive no saving throw. An affected creature loses any resistance or immunity to death effects that it might possess, and cannot regain lost hit points by any means, including magical healing, for as long as the curse persists. Finally, the creature loses all protection from the effects of aging, including immortality granted by class features, spells, magic items, and other sources (though naturally ageless creatures, such as constructs, undead, and most outsiders, remain ageless). The curse of inevitable death can be removed by slaying the mythic thanadaemon, or by *mythic wish* or *mythic miracle*. The caster must succeed on a DC 35 caster level check, or the *mythic wish* or *mythic miracle* spell has no effect.

Draining Weapon (Su) A mythic thanadaemon's energy drain attack functions through any melee weapon it wields.

Embed Soul Gem (Su) A mythic thanadaemon can insert a soul gem into each of its eye sockets. As long as it has a soul gem inserted into one of its eye sockets, it may choose a single feat possessed by the creature whose soul is stored in the gem, and it gains the benefits of that feat. It may instead choose a single spell that the creature whose soul is stored within the gem was able to cast, and it gains the



ability to cast that spell as a spell-like ability once per day (it must have the soul gem inserted into its eye socket for 24 hours before it can use this ability). For every 5 Hit Dice possessed by the creature whose soul is imprisoned in the gem, the mythic thanadaemon can choose an additional feat or spell to gain with this ability. Finally, for each soul gem it currently has inserted in its eye sockets, the DC of its fear gaze increases by +1.

Fear Gaze (Su) Cower in fear for 1d6 rounds, 30 feet, Will DC 22 negates. This is a mind-affecting fear effect. The save DC is Charisma-based.

Implacable (Ex) As an embodiment of inevitable death from old age, these creatures are nearly as hard to destroy as death itself. All damage that a mythic thanadaemon would suffer is halved (rounded down) after applying its damage reduction. Additionally, there is a 50% chance that any non-damaging effect (including spells and extraordinary, supernatural, and spell-like abilities) has no effect on a mythic thanadaemon.

Mythic Power Drain (Su) Whenever a mythic thanadaemon successfully drains a level from a mythic creature with its energy drain ability, it also drains 1 remaining use of mythic power from the victim, reducing that creature's remaining daily uses of mythic power by 1, and increasing the mythic thanadaemon's remaining uses of mythic power by 1. Against creatures that are not mythic, the mythic thanadaemon's energy drain inflicts 1 additional negative level, instead.

Soul Crush (Su) A mythic thanadaemon can crush a soul gem (see cacodaemon) as a standard action to gain fast healing 15 for 15 rounds. This action condemns the crushed soul to Abaddon—resurrecting this victim requires a DC 28 caster level check. Additionally, if a mythic thanadaemon crushes a soul gem that contains the soul of a mythic creature, it regains a number of uses of mythic power equal to the mythic tier or mythic rank that that creature possessed in life.

Soul Trap (Sp) As a standard action, a mythic thanadaemon can extract the soul of a living or recently deceased creature within 60 feet. If the target is a living creature, the mythic thanadaemon must expend one use of mythic power and the target is entitled to a DC 22 Will save to resist the effect. If the target is the corpse of a recently deceased creature, the mythic thanadaemon does not need to expend any uses of mythic power, and there is no saving throw allowed, but the corpse must not have been dead for more than 1 hour. Either way,

the creature's soul coalesces into a soul gem in the mythic thanadaemon's hand, which can be used for its soul crush ability.

If the soul belonged to a living creature, that creature does not die, but does suffer a -4 penalty to all ability scores for as long as his soul is absent, and he ages 1 year for each day that passes. If that creature dies before his soul is restored, he cannot be returned to life as long as his soul is in gem form (if his soul was crushed, the normal rules for resurrecting a creature whose soul was crushed apply). A stolen soul can be returned with a successful *wish* or *miracle* spell, whether it was crushed or not.



Dark Creeper

Filthy, reeking black rags wrap this small humanoid from head to toe, leaving only its hands and pale white nose visible.

Mythic Dark Creeper

CR 3/MR 1

XP 800

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CN Small humanoid (dark folk, mythic)

Init +3; **Senses** see in darkness; Perception +4

DEFENSE

AC 17, touch 14, flat-footed 14 (+2 armor, +3 Dex, +1 natural, +1 size)

hp 27 (3d8+8)

Fort +3, **Ref** +6, **Will** +1

Defensive Abilities filthy rags^{MA}

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee dagger +6 (1d3+3/19–20 plus poison)

Special Attacks death throes, mythic power (1/day, surge +1d6), sneak attack (+1d6), stealthy poisoner^{MA}

Spell-Like Abilities (CL 3rd, concentration +2)

At will—darkness, detect magic

STATISTICS

Str 11, **Dex** 17, **Con** 14, **Int** 9, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +1; **CMD** 14

Feats Skill Focus (Sleight of Hand), Weapon Finesse^{MF}

Skills Climb +8, Perception +4, Sleight of Hand +7, Stealth +12; Racial Modifiers +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk

SQ poison use, rag armor

ECOLOGY

Environment any underground

Organization solitary, pair, gang (3–6), or clan (20–80 plus 1 dark stalker per 20 dark creepers)

Treasure standard (dagger, black poison [3 doses], other gear)

SPECIAL ABILITIES

Death Throes (Su) When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must make a DC 13 Fortitude



save or be blinded for 1d6 rounds. Other dark creepers within 10 feet are automatically blinded for at least 1 round, due to their light blindness. The save is Constitution-based.

Filthy Rags (Ex) A mythic dark creeper's clothing is infused with its black smear poison, exposing any creature that strikes it with a melee touch attack, unarmed strike, or natural weapon to its black smear poison, though the save DC is reduced to 11. In addition, any creature with the scent special quality that hits a mythic dark creeper with a bite attack becomes sickened for 1 round (DC 12 Fortitude negates), or for 1d4 rounds if a non-mythic creature. Vermin and creatures accustomed to filth and rot, such as rats, vultures, and otyughs, are immune to this effect.

Poison Use (Ex) Dark creepers are skilled in the use of poison and never risk accidentally poisoning themselves. Dark creepers favor a foul-smelling black paste distilled from certain deep-underground fungi known as black smear—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save.

Rag Armor (Ex) A dark creeper's multiple layers of filthy rags function as leather armor when worn by one of their kind.

See in Darkness (Su) A dark creeper can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Stealthy Poisoner (Ex) A mythic dark creeper can poison its weapon as a swift action, and when it makes a successful sneak attack with a poisoned weapon the save DC of its poison is increased by 1 (or by 2 against a non-mythic opponent). A mythic dark creeper can expend one use of its mythic power as a full-round action when applying black smear poison to its weapon, it can gain one of the following effects:

- The poison retains its potency for 1d6+1 successful attacks, rather than a single attack.
- The poison's effect is altered so that it deals damage to a different ability score other than Strength.
- The poison's duration is increased by 1d6 rounds and the cure condition is increased to 2 consecutive saves.

Dark Stalker

This tall humanoid's pale brow and black, soulless eyes are all that can be seen above a black scarf wrapped around its face.

Mythic Dark Stalker

CR 5/MR 2

XP 1,600

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CN Medium humanoid (dark folk)

Init +5; **Senses** see in darkness; Perception +8

DEFENSE

AC 21, touch 17, flat-footed 16 (+2 armor, +5 Dex, +4 natural)

hp 55 (6d8+28)

Fort +4, **Ref** +10, **Will** +2

Weaknesses light blindness

OFFENSE

Speed 30 ft.

Melee 2 short swords +6/+6 (1d6+5 plus poison/19–20)

Special Attacks creeper commander^{MA}, death throes, mythic power (2/day, surge +1d6), sneak attack (+3d6), stalking shadow^{MA}

Spell-Like Abilities (CL 6th, concentration +7)

At will—*deeper darkness*, *detect magic*, *fog cloud*

STATISTICS

Str 14, **Dex** 20, **Con** 14, **Int** 9, **Wis** 11, **Cha** 13

Base Atk +4; **CMB** +6; **CMD** 20

Feats Precise Strike, Outflank^B, Two-Weapon Fighting, Weapon Finesse^{MF}

Skills Climb +10, Perception +8, Sleight of Hand +6, Stealth +9; **Racial Modifiers** +4 Climb, +4 Perception, +4 Stealth

Languages Dark Folk, Undercommon

SQ poison use, shadow stealth^{MA}

ECOLOGY

Environment any underground

Organization solitary, gang (1 dark stalker and 2–5 dark creepers), or clan (20–80 dark creepers plus 1 dark stalker per 20 dark creepers)

Treasure NPC gear (leather armor, short swords [2], black smear [6], other treasure)

SPECIAL ABILITIES

Creeper Commander (Ex) A mythic dark stalker is a natural leader of dark creepers. Dark creepers within 30 feet of a mythic dark stalker gain a +2 morale bonus on saving throws against fear, and a mythic dark stalker gains the benefits of any teamwork it knows as if allied dark creepers had the same teamwork

feats; this does not grant the benefits of those feats to the dark creepers. In addition, three times per day a mythic dark stalker can share any teamwork feat it knows with all dark folk within 30 feet. Those dark folk do not need to meet prerequisites for the feat and may use the feat for 6 rounds. If the mythic dark stalker activates this ability again, the new teamwork feat replaces the old; they do not stack.

Death Throes (Su) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a *fireball* that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

Poison Use (Ex) Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black poison on their weapons and generally carry six doses on them. Black Smear—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 1 save. The poison DC is Constitution-based.

See in Darkness (Su) A dark stalker can see perfectly in darkness of any kind, including that created by *deeper darkness*.

Shadow Stealth (Ex): When a mythic dark stalker is in darkness, it can move at full speed without taking a penalty on Stealth checks. As a move action, it can expend one use of its mythic power to teleport from one area of darkness to another within 100 feet, as if using *greater teleport*. It must have line of effect to the destination.

Stalking Shadow (Su) As a full-round action, a mythic dark stalker detach its shadow and use it as a spy similar to *arcane eye*. Its stalking shadow is as visible as the dark stalker's own shadow would be. It has no substance and is always approximately the same size as the real dark stalker, though it can warp and distort its shape into fanciful or horrifying shapes if desired. Unlike an *arcane eye*, the stalking shadow must move along a surface (including liquid surfaces or the edge of a cloud of vapor); it cannot fly into empty space. The stalking shadow cannot enter an area of bright light, and it has the same light blindness and see in darkness abilities that the dark stalker does. If the mythic dark stalker expends one use of its mythic power, it can split its stalking shadow into 1d4+6 Tiny shadow-duplicates of itself that function as *prying eyes*, except as noted above.

As a free action, the mythic dark stalker can direct its stalking shadow to touch the shadow of another creature as a melee touch attack. If the stalker hits, its shadow transforms to match the shadow of the



creature struck. Once the mythic dark stalker has established this link, it gains a +2 morale bonus on attack and damage rolls against that target, and every time the dark stalker hits that target with an attack the target becomes frightened for 1 round (DC 14 Will negates). It cannot be linked with more than one creature at a time in this way; if it links with another creature's shadow, the link with the previous creature is lost. This is a mind-affecting fear effect. The save DC is Charisma-based.



Deep One

This lumbering creature's gray-green hide glistens with moisture, and saliva dribbles from its fishlike maw.

Mythic Deep One

CR 2/MR 1

XP 400

Pathfinder Roleplaying Game Bestiary 5

CE Medium monstrous humanoid (aquatic, deep one, mythic)

Init -1; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 13, touch 9, flat-footed 13 (-1 Dex, +4 natural)

hp 27 (2d10+16)

Fort +5, Ref +2, Will +5

Defensive Abilities deep dweller, heretical shroud^{MA}, immortal; **Resist** cold 5

OFFENSE

Speed 20 ft., swim 40 ft.

Melee 2 claws +5 (1d4+3)

Special Attacks mythic power (1/day, surge 1d6), rend faith^{MA}

STATISTICS

Str 17, **Dex** 9, **Con** 16, **Int** 12, **Wis** 15, **Cha** 10

Base Atk +2; **CMB** +5; **CMD** 14

Feats Great Fortitude^{MF}

Skills Intimidate +5, Knowledge (religion) +6, Perception +7, Stealth +4 (+8 underwater), Survival +7, Swim +16; **Racial Modifiers** +4 Stealth underwater

Languages Aklo, Common

SQ amphibious, devoted, item use

ECOLOGY

Environment any water

Organization solitary, gang (2–5), cult (6–12), or shoal (13+)

Treasure standard (*wand of protection from good* [5 charges], other treasure)

SPECIAL ABILITIES

Deep Dweller (Ex) Deep ones are immune to damage from water pressure; their bodies are capable of instantly adjusting to different water depths or even the surface with ease.

Devoted (Ex) Deep ones are fanatically religious, be it

to the worship of a Great Old One, an elder deep one, or some other divinity. A deep one gains one bonus skill rank per Hit Die that must be placed in Knowledge (religion), and this skill is a class skill for all deep ones.

Heretical Shroud (Ex) Mythic deep ones gain a +4 bonus on saving throws against divine spells, as well as spell-like and supernatural domain powers, revelations, channelled energy, and similar class features of divine spellcasting classes. Divination effects created by a divine spellcaster automatically fail against a mythic deep one unless the caster succeeds on a DC 15 caster level check (DC 20 for scrying effects). Even if the caster succeeds on this check, a mythic deep one can expend one use of mythic power as an immediate action to force the caster to reroll the check; if this check fails, the divination fails.

Immortal (Ex) A deep one does not age. Barring death from violence, disease, or misadventure, a deep one can live forever. Deep ones are immune to effects that cause magical aging.

Item Use (Su) A deep one can activate spell-trigger items like staves and wands as if it were a spellcaster of the appropriate class.

Rend Faith (Su) When a mythic deep one strikes a creature capable of casting divine spells with both claws in the same round, it may choose to rend that target, dealing an additional 1d4+4 points of damage. Instead of dealing additional damage, the mythic deep one may choose to rend the target's faith instead, causing the target becomes unable to cast spells or use any spell-like or supernatural class features of a divine spellcasting class for 1 round (DC 13 Will negates). The save DC is Wisdom-based.





JETHRO
LENTLE

Demon, Hezrou

This fiend's armored flesh is scaly and moist. Its large, toothy mouth gapes below a pair of hungry, reptilian eyes.

Mythic Hezrou

CR 13/MR 5

XP 25,600

Pathfinder Roleplaying Game Bestiary

CE Large outsider (aquatic, chaotic, demon, evil, extraplanar, mythic)

Init +4; **Senses** darkvision 60 ft.; Perception +23

Aura stench (DC 25, 10 rounds)

DEFENSE

AC 30, touch 9, flat-footed 30 (+21 natural, -1 size)

hp 205 (10d10+150); fast healing 5 (in water)

Fort +17, **Ref** +3, **Will** +9

DR 10/epic and good; **Immune** electricity, poison;

Resist acid 10, cold 10, fire 10; **SR** 24

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +18 (4d4+18/18-20 plus grab), 2 claws +18 (1d8+9 plus grab)

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

Special Attacks inflict mutation (DC 25), mythic power (5/day, surge 1d8), nausea (DC 27), quagmire (DC 25), savage bite

Spell-Like Abilities (CL 14th; concentration +18)

At will—chaos hammer (DC 18), greater teleport (self plus 50 lbs. of objects only), unholy blight (DC 18)

5/day—gaseous form

1/day—blasphemy (DC 21), summon (level 4, 1 hezrou 35%)

STATISTICS

Str 29, **Dex** 11, **Con** 31, **Int** 14, **Wis** 14, **Cha** 18

Base Atk +10; **CMB** +20 (+24 grapple); **CMD** 30

Feats Blind-Fight, Cleave^{MF}, Great Cleave, Improved Initiative, Power Attack^{MF}

Skills Climb +22, Escape Artist +10, Intimidate +17, Knowledge (arcana) +15, Perception +23, Spellcraft +15, Stealth +9, Swim +30; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any aquatic (Abyss)

Treasure standard

Organization solitary or gang (2-4)

SPECIAL ABILITIES

Fast Healing (Su) A mythic hezrou has fast healing 5 when fully immersed in water.

Inflict Mutation (Su) A mythic hezrou can expend one use of mythic power as a standard action to perform a ranged touch attack with its tongue (using its bite attack roll) and target a single creature within 15 feet. If the attack succeeds, the hezrou's victim is dazed for 1 round and must succeed on a DC 25 Fortitude save or its body and limbs become twisted, gnarled, and bent. The creature takes a -2 penalty on attack and damage rolls, a -6 penalty to its Dexterity score, and its movement speed is halved. This effect lasts for a number of minutes equal to the hezrou's mythic rank. Amorphous creatures (such as elementals and oozes), plants, and gaseous or incorporeal creatures are immune. This is a polymorph effect and the save DC is Constitution-based.

Nausea (Ex) The noxious vapors and foul fluids that constantly weep and seethe from a mythic hezrou's body are particularly heinous to those the creature grapples. A creature grappled by a mythic hezrou must succeed at a DC 27 Fortitude save each round at the end of his turn or become nauseated. Once nauseated, he can continue making a new save each round to end the condition. The nausea ends 1 minute after he ceases being grappled by the mythic hezrou, regardless of the result of his saving throws. The save DC is Constitution-based and includes a +2 racial bonus.

Quagmire (Su) A mythic hezrou can expend one use of mythic power as a standard action to transform the ground in a 60-foot radius around it into a swampy acidic quagmire. Creatures trapped inside the quagmire must succeed on a DC 25 Reflex save or become entangled and glued to the floor as if it had failed its save against a tanglefoot bag. Even on a successful save, creatures inside the quagmire can move only at half speed. A creature that is glued to the floor can break free by making a DC 25 Strength check (a move action). Additionally, all creatures inside the quagmire take 1d6 points of acid damage at the beginning of their turn. The quagmire remains for a number of minutes equal to the hezrou's mythic rank. This is a transmutation affect. The DC is Constitution-based.

Savage Bite (Ex) A mythic hezrou adds twice its Strength modifier to its bite damage and its critical threat range with its bite is 18-20.





Demon, Incubus

This darkly handsome humanoid's batlike wings, curving horns, and bestial legs betray his demonic origin.

Mythic Incubus

CR 7/MR 3

XP 3,200

Pathfinder Roleplaying Game Bestiary 3

CE Medium outsider (chaotic, demon, evil, extraplanar, mythic)

Init +2; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 21, touch 12, flat-footed 19 (+2 Dex, +9 natural)

hp 106 (8d10+62)

Fort +10, **Ref** +6, **Will** +8

DR 10/cold iron and epic and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 18

OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee +1 keen unholy scimitar +14/+9 (1d6+6/15–20 plus 2d6 unholy) or 2 slams +13 (1d4+5)

Special Attacks ecstasy or agony^{MA} (DC 22), hypnotic stare^{MA}, iniquitous blade^{MA}, mythic power (3/day, surge 1d6), pain redoubled^{MA} (DC 20)

Spell-Like Abilities (CL 8th; concentration +14)

Constant—tongues

At will—charm person (DC 17), detect thoughts (DC 18), greater teleport (self plus 50 lbs. of objects only), suggestion (DC 19)

1/day—crushing despair (DC 20), summon (level 3, 2 [schir demons](#)^{B3} 40%)

STATISTICS

Str 20, **Dex** 15, **Con** 18, **Int** 16, **Wis** 15, **Cha** 23

Base Atk +8; **CMB** +13; **CMD** 25

Feats Flyby Attack^{MF}, [Intense Pain](#)^{OA}, Lightning Reflexes^{MF}, Power Attack

Skills Acrobatics +6, Bluff +17, Diplomacy +17, Escape Artist +11, Fly +13, Intimidate +21, Knowledge (planes) +14, Perception +24, Sense Motive +13, Spellcraft +14, Stealth +11; **Racial Modifiers** +8 Intimidate, +8 Perception

Languages Abyssal, Celestial, Common; telepathy 100 ft., tongues

ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or wing (2–8)

Treasure standard (+1 scimitar, other treasure)

SPECIAL ABILITIES

Ecstasy or Agony (Su) A mythic incubus can expend one use of mythic power as a standard action to telepathically whisper seductive words of profane power only heard by a single target creature within 100 feet. The target of the profane whisper must succeed on a DC 22 Will save or become immediately smitten by the incubus (as the charm monster spell) for 24 hours. If the target creature succeeds on its Will save, it is pummeled by a wave of mental and emotional trauma and takes 5d6 points of nonlethal damage and is staggered for one round. This is a mind-affecting compulsion effect. The save DC is Charisma-based and includes a +2 racial bonus.

Hypnotic Stare (Su) A mythic incubus gains the hypnotic stare (-3 penalty), painful stare (+6 or +3d6 damage, including its Intense Pain feat), and bold stare (disorientation, sapped magic) class features of an 8th-level [mesmerist](#)^{OA}. The incubus can expend one use of mythic power as a free action to increase the power of its stare to that of a 12th-level mesmerist for 3 rounds. This increases its painful stare damage to +9 or +6d6 and allows it to select an additional bold stare it can use during this time; any effects of this additional bold stare end when this boosted power ends.

Iniquitous Blade (Su) Any light slashing weapon a mythic incubus wields for at least one hour (including its standard +1 scimitar) gains the unholy and keen weapon qualities. Weapons retain these qualities for one hour after the mythic incubus releases the weapon, but after this the weapon reverts to its standard magical qualities, if any. Additionally, a mythic incubus can expend one use of mythic power as part of a full-attack action to gain an extra attack with its +1 scimitar at its highest attack bonus.

Pain Redoubled (Su) When an incubus confirms a critical hit with a melee weapon or a natural weapon, that attack deals an additional 2d6 points of nonlethal damage and the target must succeed at a DC 20 Fortitude save or be wracked by pain, becoming sickened for 1d6 rounds. Multiple uses of this ability extend the duration. Additionally, a mythic incubus can expend one use of mythic power as a free action to increase the nonlethal damage to 5d6. The save DC is Charisma-based.





Demon, Nabasu

This lanky fiend's mouth is filled with sharp fangs, while great bat-like wings stretch from its scaly hide.

Mythic Nabasu

CR 10/MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary

CE Medium outsider (chaotic, demon, evil, mythic, native)

Init +11; **Senses** darkvision 60 ft., see in darkness^{MA}; Perception +23

DEFENSE

AC 26, touch 14, flat-footed 22 (+3 Dex, +1 dodge, +12 natural)

hp 152 (9d10+103)

Fort +13, **Ref** +9, **Will** +9

DR 10/cold iron and epic and good; **Immune** death effects, electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 21

OFFENSE

Speed 30 ft., fly 60 ft. (average)

Melee 2 claws +16 (1d6+7), bite +16 (1d8+7 plus blood drain)

Special Attacks blood drain^{MA} (1d4 Constitution), cannibal hunger^{MA}, consume life, death-stealing gaze^{MA}, mythic power (4/day, surge 1d8), sneak attack +4d6^{MA}

Spell-Like Abilities (CL 8th; concentration +12)

At will—deeper darkness, greater teleport (self plus 50 lbs. of objects only), telekinesis (DC 19)

3/day—enervation, silence (DC 16), vampiric touch

1/day—mass hold person (DC 21), regenerate, summon (level 4, 1 nabasu 30 % or 1d4 babaus 30%)

STATISTICS

Str 24, **Dex** 17, **Con** 24, **Int** 15, **Wis** 16, **Cha** 19

Base Atk +9; **CMB** +16; **CMD** 30

Feats Cleave^{MF}, Combat Expertise, Dodge, Improved Initiative^{MF}, Power Attack

Skills Acrobatics +15, Fly +15, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +23, Sense Motive +15, Stealth +15 (+23 in shadowy areas), Survival +15; **Racial Modifiers** +8 Perception, +8 Stealth in shadowy areas

Languages Abyssal, Celestial; telepathy 100 ft.

ECOLOGY

Environment any land

Organization solitary

Treasure standard

SPECIAL ABILITIES

Cannibal Hunger (Su) Once per day, a mythic nabasu can expend one use of mythic power as a standard action to telepathically project terrible images of cannibalism into the minds of all creatures with an Intelligence score of 3 or higher within 60 feet. The target creatures must succeed on a DC 20 Will save or be compelled to attack their closest ally with a natural attack or melee weapon (whichever attack is the most damaging). If a compelled creature manages to slay an ally, the compelled creature immediately spends the next minute feasting on the corpse. A creature can attempt a new save to end this effect each round at the end of its turn. A creature that recovers from this effect early after being affected by it for at least 1 round takes 1d4 points of Wisdom damage. A creature that succeeds on the initial save against cannibal hunger is merely staggered for 1 round. This is a mind-affecting insanity effect. The save DC is Charisma-based and includes a +2 racial bonus.

Consume Life (Su) When a nabasu creates a ghost with its gaze attack, it gains a growth point. It gains a bonus equal to its growth point total on attack rolls, CMB rolls, saving throws, caster level checks, and skill checks. Its maximum hit points increase by 10 for each growth point, and its caster level for spell-like abilities increases by 1. For every 2 growth points, its natural armor bonus, SR, and CR increase by 1. Every time it gains a growth point it makes a DC 30 caster level check—success indicates it matures (gaining both the advanced and the giant simple templates) and plane shifts to the Abyss in a burst of smoke. A nabasu can have a maximum of 20 growth points—it automatically matures if it has not done so already when it reaches 20 growth points.

Death-Stealing Gaze (Su) As a free action once per day per growth point (minimum of 1/day), a mythic nabasu can activate its death-stealing gaze for a full round. All living creatures within 30 feet must succeed on a DC 18 Fortitude save or gain two negative levels. A humanoid slain in this manner immediately transforms into a ghost under the mythic nabasu's control. A mythic nabasu's gaze can only create one ghost per round—if multiple humanoids perish from the gaze in a round, the mythic nabasu picks which humanoid becomes a ghost. Additionally, if multiple humanoids perish from the gaze in a round, a mythic nabasu can expend two uses of mythic power as a free action to transform all of the slain humanoids into ghosts. This is a death effect and the DC is Charisma-based.





Demon, Shemhazian

This enormous, bestial demon combines the worst aspects of a bear, a mantis, a wolf, and a reptilian humanoid.

Mythic Shemhazian

CR 20/MR 8

XP 307,200

CE Gargantuan outsider (chaotic, demo, evil, extraplanar, mythic)

Init +4/-16, dual initiative^{MA}; **Senses** darkvision 60 ft., *detect good*, scent, *true seeing*; Perception +36

Aura fruitless fury^{MA} (30 feet, DC 22)

DEFENSE

AC 39, touch 11, flat-footed 34 (+4 Dex, +1 dodge, +28 natural, -4 size)

hp 343 (17d10+250)

Fort +20, **Ref** +11, **Will** +18

Defensive Abilities apex predator^{MA}; **DR** 10/cold iron, epic, and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 35

OFFENSE

Speed 40 ft., climb 20 ft., fly 60 ft. (good)

Melee bite +27 (2d6+14 plus 2d4 Strength drain), 2 claws +27 (2d6+14), 2 pincers +25 (1d12+21 plus grab), tail slap +25 (2d6+7)

Space 20 ft.; **Reach** 20 ft. (30 ft. with tail slap)

Special Attacks backlash^{MA}, borrowed rage^{MA}, conscription^{MA}, mythic power (8/day, surge +1d10), paralyzing gaze, pincer lock^{MA}, powerful blows (pincers)^{MA}, rend (2 claws, 2d6+21), savage slash^{MA}

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

Constant—*detect good*, *fly*, *true seeing*

At will—*greater teleport* (self plus 50 lbs. of objects only), *invisibility*, *telekinesis* (DC 19)

3/day—*clairaudience/clairvoyance*, *mass inflict serious wounds* (DC 20), *prying eyes*

1/day—*blasphemy* (DC 21), *summon* (CL 20th, level 5, 1 shemhazian 38% or 1d4 vrocks 68%)

STATISTICS

Str 38, **Dex** 19, **Con** 31, **Int** 10, **Wis** 26, **Cha** 18

Base Atk +17; **CMB** +35 (+39 grapple, +41 bull rush); **CMD** 50 (56 vs. bull rush)

Feats Awesome Blow, Combat Reflexes, Dodge, Improved Bull Rush^{MF}, Improved Vital Strike, Lightning Reflexes, Multiattack, Power Attack^{MF}, Quick Awesome Blow^{MF}, Vital Strike^{MF}

Skills Bluff +24, Climb +22, Fly +2, Heal +28, Intimidate +24, Knowledge (religion) +20, Perception +36,

Sense Motive +28; **Racial Modifiers** +8 Perception
Languages Abyssal, Celestial, Draconic; telepathy 100 ft.

ECOLOGY

Environment any (the Abyss)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Apex Predator (Su) Animals and vermin refuse to approach within a shemhazian demon's reach. If an animal or vermin is forced within its reach, it begins cowering until the mythic shemhazian moves away from it. Mythic animals and vermin (including creatures treated as mythic because of the the [Mythic Companion](#) feat or similar mythic path abilities), can resist this effect with a successful DC 22 Will save. The save DC is Charisma-based.

Backlash (Ex) Whenever an adjacent enemy confirms a critical hit against a mythic shemhazian, that enemy also provokes an attack of opportunity from it. If it has used all of its attacks of opportunity for the round, the shemhazian may expend one use of mythic power to make this attack of opportunity anyway.

Borrowed Rage (Su) Whenever any creature within 60 feet enters a rage, whether from a monster ability, class feature, spell, or other effect (including a bloodrage^{ACG} or raging song^{ACG}), a mythic shemhazian demon gains the benefits of that rage but does not take any penalties or suffer any restrictions that normally accompany that rage, either during or after the rage. If multiple creatures are using rage effects, only the highest bonuses apply, and those bonuses end when the rage does. If a creature entering a rage has rage powers or similar abilities, a shemhazian can expend one use of its mythic power as a free action to learn what rage powers that creature possesses and to gain any one of that creature's rage powers for as long as that rage lasts.

Conscription (Su) A mythic shemhazian demon adds its mythic tier to its caster level when using its summon spell-like ability, and to the percentage chance for a successful summons. In addition, it can expend one use of its mythic power when summoning to increase the number of creatures summoned by 50% or to affect the summoned creatures as the Augmented Summoning feat.

Fruitless Fury (Su) A mythic shemhazian demon projects a 30-foot aura of barbarism that affects its foes. Enemies that enter or begin their turn within this aura cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires



patience or concentration. A DC 22 Will save negates this effect as long as the creature remains within this area, but a creature that leaves and re-enters the area must save again to resist its effects. The save DC is Charisma-based.

Paralyzing Gaze (Su) Paralysis for 1 round, 30 feet, Fortitude DC 21 negates. Evil creatures are immune to this effect. The save DC is Charisma-based.

Pincer Lock (Ex) A mythic shemhazian displays brutal strength in melee combat. Each pincer can separately

grapple a Large or smaller creature without gaining the grappled condition. A grapple check to maintain a grapple on a Large or smaller creature can be made in place of an attack roll with the pincer being used to hold the creature. A Large or smaller creature grappled in a shemhazian's pincer is lifted off the ground and loses much of its leverage, causing it to take a -4 penalty on combat maneuver checks; creatures able to fly do not take this penalty. A grappled creature is held 30 feet above the ground, so creatures wishing to aid the grappled creature must be able to reach it. If the creature escapes the grapple, it falls to the ground.

Savage Slash (Ex) Whenever a mythic shemhazian demon confirms a critical hit with a claw attack, it deals 4d6 points of bleed damage; this is increased to 6d6 points of bleed damage if it hits the same target with a second claw and rends the target. This bleed damage does not stack with itself but does stack with other sources of bleed damage.

Strength Drain (Su) A shemhazian demon deals 2d4 points of Strength drain with each successful bite. A successful DC 28 Fortitude save reduces this to 1d4 points of Strength damage. The save DC is Constitution-based.



Demon, Skrekalga

Huge luminous eyes sunk deep beneath an overhanging brow of chitin peer through from this bald thing's massive, misshapen head. The chief feature of its lower face is a long barb-tipped proboscis. This horror's spindly body is all lean bone and stretched grey-black flesh, far too wasted to support its large head, which lolls sickeningly on its thin sinewy neck. Its fingers and toes are unnaturally long and tipped with quivering suckers.

Mythic Skrekalga

CR 9/MR 3

XP 6,400

CE Medium outsider (chaotic, demon, evil, extraplanar, mythic)

Init +4; **Senses** darkvision 60 ft.; Perception +21

Aura obsessing aura (20 feet)

DEFENSE

AC 26, touch 15, flat-footed 21 (+4 Dex, +1 dodge, +11 natural)

hp 105 (10d10+50)

Fort +5, **Ref** +11, **Will** +11

Immune electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 21

OFFENSE

Speed 30 ft., climb 30 ft.

Melee claw +13 (1d4+4 plus paralysis), proboscis +13 (1d8+4 plus 1d6 Cha drain and paralysis)

Special Attacks mythic power (5/day, surge +1d6), mythic spell-like abilities^{MA}, paralysis (1d2 hours, DC 19), seed of desire (DC 20), sole fixation^{MA}

Spell-Like Abilities (CL 10th, concentration +15)

At will—*alter self*, *aversion*^{OA} (DC 17), *command* (DC 16), *delusional pride*^{UM} (DC 16), *reckless infatuation*^{UM} (DC 17), *unnatural lust*^{UM} (DC 17)

3/day—*charm monster* (DC 19), *contagious zeal*^{OA}, *greater invisibility*, *silence* (DC 17), *suggestion* (DC 18)

1/day—*create mindscape*^{OA}, *greater command* (DC 20), *mindscape door*^{OA}, *smug narcissism*^{UM} (DC 20)

STATISTICS

Str 16, **Dex** 19, **Con** 14, **Int** 17, **Wis** 18, **Cha** 21

Base Atk +10; **CMB** +13; **CMD** 28

Feats Ability Focus (seed of desire), Alertness, Combat Expertise, Deceitful^{MF}, Dodge, Extra Mythic Power^{MF}

Skills Bluff +24, Climb +21, Diplomacy +15, Disguise

+21, Escape Artist +14, Intimidate +15, Perception +21, Sense Motive +21, Stealth +17

Languages Abyssal, Common, Infernal

SQ contagious compulsion^{MA}, unshakable compulsion^{MA}

ECOLOGY

Environment any (Abyss)

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Contagious Compulsion (Su) When a creature successfully uses a divination effect (including mind-reading and scrying effects) on a creature affected by a skrekalga's compulsion, or fails on a caster level check to dispel or remove a skrekalga's compulsion, that creature is affected by the same compulsion for 1d4 rounds (DC 20 Will negates). This does not affect creatures noting the presence of a compulsion with a Sense Motive check.

Obsessing Aura (Su) Creatures within 10 feet of a skrekalga take a -2 penalty on saves against compulsions, and caster level checks to dispel or remove compulsions likewise take a -2 penalty if the target effect is within 20 feet of a skrekalga. Living creatures that are normally immune to compulsions lose that immunity when within 20 feet of a skrekalga, though if such a creature later moves more than 20 feet from a skrekalga it can attempt a new saving throw each round at the end of its turn to end the compulsion.

Seed of Desire (Su) As a melee touch attack, a skrekalga can implant a mental connection with a creature. If the target fails a DC 21 Will save, a telepathic link is established between it and the skrekalga, allowing the skrekalga to monitor the target as a *status* spell and causing the target to be affected by the skrekalga's obsessing aura, regardless of how far away it is from the demon. The save DC is Charisma-based.

In addition, if the target fails its save the skrekalga can implant one of its mind-affecting spell-like abilities in a creature, set to take effect when a certain triggering condition is met (as *contingency*). The implanted ability remains in place for up to 10 days or until the triggering condition is met, at which point the ability is triggered and the target must succeed on a saving throw (as appropriate for the ability in question) or be affected by the triggered spell-like ability. The save DC for the triggered ability is increased by 2 when triggered in this fashion.

Sole Fixation (Sp) Three times per day as a full-round action, a skrekalga can fill a single creature



with an obsessive attraction or aversion to an object or location within 60 feet. This affects the target as either *antipathy* or *sympathy* (DC 23 Will negates), as designated by the skrekalga, but it affects only the designated creature, rather than all creatures of a type or kind. If the skrekalga expends one use of its mythic power as a swift action when using this ability, it can affect the target as mythic *antipathy* or *sympathy* (*Mythic Spell Compendium* 21, 242).

Unshakable Compulsion (Su) A skrekalga is immediately aware of any attempts to dispel or remove a compulsion effect it has created, as long as it is on the same plane. If the target of the compulsion is within 60 feet, the skrekalga can expend one use of its mythic power as an immediate action to force the caster attempting to dispel or remove its compulsion to roll twice and take the worse roll when making the caster level check. If the effect being used is effect



being used is not a mythic effect, the skrekalga also adds its surge die to the CMD of the caster level check. If the skrekalga expends one additional use of its mythic power, it can use this ability from any distance as long as it is on the same plane.

Feverish in the night, clutching sweat-drenched sheets, and mumbling strange desires to the shadows in the corner; or stood at the window, eyes transfixed on the woman across the street, peeling her clothes from her supple form, then peeling her skin from the slick glistening sinew beneath; or cloistered in a darkened closet clutching a handful of glittering gems and counting them endlessly, as if the figure might surprise with an extra treasure on the fifty-fifth sum—these and worse are the fruits of the skrekalga.

This demon delights in obsession, feeding the darkest urges of its prey until they can think of nothing else, and their once productive and rewarding lives slough from them like dead skin, as their vision narrows only to a single object of desire. A skrekalga can wither a victim's purpose until a single unattainable goal or self-destructive habit consumes them, leaving the poor soul as nothing but a husk attached to its ever-bloating compulsion. Finally when their obsession brings about their wasting or violent demise, the souls of these poor victims shuffle to the Abyss where they join the ranks of the twisted and damned.

ECOLOGY

The origin of the skrekalga is shrouded in mystery, though a few sages point to some of the most ancient tales of twisted obsession in which princes brought their entire kingdoms to ruin over a fierce, seemingly inexplicable desire for a none-too exceptional woman betrothed to their enemy. History and myth are fraught with such baffling tales, where a passing fancy turns to dark obsession upon which a great lord is willing to gamble the lives of his once-beloved subjects in order to claim the wife of a loyal ally. Some romantics wave their hands and utter "Ah, love..." at these tragic incidents, but more than a few sages of demon lore shake their heads and mutter "Skrekalga!" instead, at once an oath and affirmation.

Some say the first skrekalga was such a love-struck young king, who sent his mighty armies across six storm-wracked oceans and over a dozen sky-piercing peaks to bring back an exotic princess whose face he had only glimpsed on a faded placard. His loyal warriors did as he asked, though nearly all perished on the thirty year campaign. When they returned, the king was aged, and the princess' charms withered by time's

cruel caress. In a rage, the king hurled her from the parapets, then with a mournful cry leapt after, clutching at his life's obsession as he fell to the jagged rocks below. Thus the first skrekalga was born.

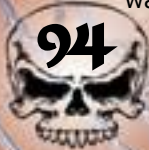
In the ages since, skrekalgas have added many terrible life-ruinous obsessions to their bag of tricks. They tend to take a healthy or whimsical fascination of their victim and twist it into a consuming desire, for which the victim forgoes anything else, even sustenance and hygiene.

While even the mere presence of a skrekalga is enough to cause mortals to fixate on their desires, the source of this demon's true poisonous power is its disgusting barbed proboscis. A skrekalga uses its natural stealth and spell-like abilities to steal into mortals' sleeping chambers. It then squats on the headboard or hangs from the ceiling, a looming nightmare, and penetrates the skull of its victim. From there it performs its lobotomous ministrations, cutting away all but one object or activity from its victim. A skrekalga sucks away empathy, joy, fidelity, love, duty, sincerity, and pumps a dark ichor of obsession into the mind of its prey.

HABITAT AND SOCIETY

Skrekalgas spend most of their time on the material plane, close to their favored pool of victims. They are loners, though occasionally when a skrekalga crosses paths with another of its kind, they form a strange competitive relationship wherein they both become obsessed with ruining more lives than the other. Skrekalgas occasionally claim trophies in these cases to keep a running tally against their opponent.

Skrekalgas feed on the obsessions they spread, and in fact on more than one occasion, transference has occurred, and one of these demons has ended up just as obsessed as its victim with the object of desire. These wretched things are forsaken by their ilk, and forever banished to the mortal world, there doomed as a slave to their own wayward powers for all time, disguising themselves with magic to stay close to the object of their obsession.



Destrachan

The hunched, reptilian beast lopes on two clawed feet, its eyeless head dominated by a huge circular maw filled with jagged teeth.

Mythic Destrachan

CR 10/MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary 2

NE Large aberration (mythic)

Init +9^{MF}; **Senses** blindsight 100 ft.; Perception +27

DEFENSE

AC 23, touch 11, flat-footed 21 (+1 Dex, +1 dodge, +12 natural, -1 size)

hp 134 (12d8+80)

Fort +10, **Ref** +7, **Will** +12

Defensive Abilities protection from sonics; **DR** 10/epic; **Immune** gaze attacks, visual effects, illusions, and attacks relying on sight; **Resist** sonic 30

OFFENSE

Speed 30 ft.

Melee bite^{MA} +13 (2d6+5 plus 3d6 sonic), 2 claws +13 (1d8+5)

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

Special Attacks destructive harmonics^{MA}, disruptive vibrations^{MA}, kill incantation^{MA}, mythic power (4/day, surge +1d8), sonic overrun^{MA}

STATISTICS

Str 20, **Dex** 13, **Con** 18, **Int** 13, **Wis** 18, **Cha** 13

Base Atk +9; **CMB** +15; **CMD** 27

Feats Dodge, Great Fortitude, Improved Initiative^{MF}, Lightning Reflexes, Mobility^{MF}, Vital Strike

Skills Climb +20, Perception +27, Sense Motive +16, Stealth +12, Survival +19; **Racial Modifiers** +8 Perception (hearing only)

Languages Common (cannot speak)

ECOLOGY

Environment underground

Organization solitary, pair, or pack (1 mythic destrachan plus 3–5 destrachans)

Treasure incidental

SPECIAL ABILITIES

Bite (Ex) A mythic destrachan deals 3d6 points of sonic damage on a successful bite attack. If it confirms a critical hit with its bite attack, the target must succeed on a DC 20 Fortitude save to avoid being stunned for 1d4 rounds. The save DC is Constitution-based.

Destructive Harmonics (Su) A destrachan can project a blast of sonic energy in a cone up to 80 feet long or in a 30-foot radius burst centered on itself as a standard action. It can adjust the harmonics of its sonic cry to generate one of two different effects on targets within the area of effect, but can only create one of these effects with each use of this ability. The save DCs are Constitution-based.

Destruction: All creatures within the area of effect of the destructive harmonics take 8d6 points of sonic damage—a DC 20 Reflex save halves this damage. If the destrachan wishes, this damage can instead deal nonlethal damage rather than sonic damage. Alternatively, the destrachan can target a single crystal, metal, stone, or wooden object within 80 feet with this attack—that object takes 8d6 points of damage. This damage is not halved when applied to the object's hit points, but is reduced by the object's hardness. A magical or attended object can attempt a DC 20 Reflex save to halve the damage.

A mythic destrachan also has the option to use its blast of sonic energy to destroy natural earth or stone in a 10-foot cube up to 80 feet away from it. Creatures in the affected area must succeed at a DC 20 Reflex save to avoid falling into the pit and taking 1d6 points of damage. The pit's walls are smooth, requiring a DC 20 Climb check to escape.

Pain: Rather than deal damage, the destrachan can cause intense pain and overwhelming sound to affect all creatures within the area. Targets in the area must succeed on a DC 20 Fortitude save to avoid being stunned for 1 round and deafened for 1d6 rounds.

A mythic destrachan can expend one use of mythic power to deal damage to all creatures within the area of effect and simultaneously create the pain effect to all creatures within the area.

Disruptive Vibrations (Su) A mythic destrachan can expend one use of mythic power as a swift action to create a low hum that disrupts spellcasting for 1 minute. Creatures within 60 feet of the destrachan must succeed on a concentration check (DC 19 + the level of the spell being cast) or lose the spell. This is a sonic effect. The DC includes the mythic destrachan's mythic rank.

Kill Incantation (Su) A mythic destrachan can ready an action to counterspell a spell with a verbal component. This works like *dispel magic* to counterspell, where the destrachan's caster level is equal to its Hit Dice. A mythic destrachan can also expend one use of mythic power to counter a spell in this way as an immediate action.

Protection from Sonics (Ex) A destrachan gains a



+4 racial bonus on all saves against sonic attacks. It is immune to the effects of its own destructive harmonics. A destrachan whose sense of hearing is impaired is effectively blinded, treating all targets as if they had total concealment.

Sonic Overrun (Su) As part of a charge, a mythic destrachan can lead with a sonic blast against its target. The target must succeed at a DC 20 Reflex save to avoid falling prone. If the target falls prone, the destrachan may attempt to overrun the target without provoking an attack of opportunity from the target. Additionally, the prone target cannot avoid the destrachan when it attempts to overrun the target.



Devourer

This dry, hovering corpse's chest is a prison of jagged ribs, within which is trapped a small tormented ghostly form.

Mythic Devourer

CR 13/MR 5

XP 25,600

NE Large undead (extraplanar, mythic)

Init +7; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 30, touch 12, flat-footed 27 (+3 Dex, +18 natural, -1 size)

hp 187 (14d8+124)

Fort +10, **Ref** +7, **Will** +12

Defensive Abilities spell deflection; **DR** 10/epic; **Immune** undead traits; **SR** 24

OFFENSE

Speed 30 ft., fly 20 ft. (perfect)

Melee 2 claws +19 (1d8+10 plus energy drain)

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

Special Attacks black breath^{MA}, destroy soul^{MA}, devour soul^{MA}, energy drain (2 levels, DC 22)^{MA}, mythic power (5/day, surge +1d8), mythic spell essence^{MA}

Spell-Like Abilities (CL 18th; concentration +24)

At will—*animate dead*, *bestow curse* (DC 20), *confusion* (DC 20), *control undead* (DC 23), *death knell* (DC 18), *ghoul touch* (DC 18), *inflict serious wounds* (DC 19), *lesser planar ally*, *ray of enfeeblement* (DC 17), *spectral hand*, *suggestion* (DC 19), *true seeing*, *vampiric touch* (DC 19)

STATISTICS

Str 30, **Dex** 16, **Con** —, **Int** 19, **Wis** 16, **Cha** 23

Base Atk +10; **CMB** +21; **CMD** 34

Feats Blind-Fight, Cleave^{MF}, Combat Casting, Combat Expertise^{MF}, Improved Initiative, Improved Sunder, Power Attack^{MF}

Skills Bluff +20, Diplomacy +15, Fly +19, Intimidate +20, Knowledge (arcana) +21, Knowledge (planes) +18, Perception +20, Sense Motive +17, Spellcraft +21, Stealth +6

Languages Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

SQ soul siphon^{MA}

ECOLOGY

Environment any

Organization solitary

Treasure double

SPECIAL ABILITIES

Black Breath (Su) Once per minute, a mythic devourer can expend two uses of mythic power as a standard action to breath forth a 60-foot line or 30-foot cone of crackling, black negative energy. Creatures caught in the area of this attack must succeed on a DC 23 Fortitude save or gain 1d4 negative levels and become staggered for 1d6 rounds. Even if the save is successful, creatures caught in the effect are staggered for 1 round. Creatures killed by this effect immediately crumble to dust, at which point only *miracle* or *wish* can restore the dead creature to life. This is a death effect and the save DC is Charisma-based.

Destroy Soul (Su) A mythic devourer can expend one use of mythic power as a full round action that does not provoke an attack of opportunity to permanently destroy the soul of a creature it has held for at least



24 hours. This releases a blast of negative energy that inflicts 1d6 points of damage for each 5 essence points the mythic devourer has available (rounding down) to all creatures within 60 feet of the mythic devourer (DC 23 Fortitude save for half). This blast of negative energy heals the mythic devourer as an inflict spell. A soul destroyed in this manner may only be restored to life by a *miracle* or *wish*. This is a death effect and the save DC is Charisma-based.

Devour Soul (Su) By making a ranged touch attack as a standard action against a target within 30 feet, a mythic devourer can deal 12d6+18 points of damage as if it cast *slay living*. A DC 25 Fortitude save reduces this damage to 3d6+18. The soul of a creature slain by this attack becomes trapped within the mythic devourer's chest. The creature cannot be brought back to life until the mythic devourer's destruction (or a spell deflection—see below) releases its soul. A mythic devourer can hold only one soul at a time. The trapped essence provides a mythic devourer with 5 essence points for each Hit Die possessed by the soul. A mythic devourer must expend essence points when it uses a spell-like ability equal to the spell's level (for sake of ease, spell levels for its spell-like abilities are included in its stats in superscript). At the start of an encounter, a mythic devourer generally has 4d6+3 essence points available. The trapped essence gains one permanent negative level for every 5 points of essence drained—these negative levels remain if the creature is brought back to life (but they do not stack with any negative levels imparted by being brought back to life). A soul that is completely consumed may only be restored to life by a *miracle* or *wish*. The save DC is Charisma-based and includes a +2 racial bonus.

Energy Drain (Su) A creature struck by a mythic devourer's claw attack gains 2 negative levels (DC 22 Fortitude).

Mythic Spell Essence (Su) A mythic devourer can cast a mythic version of one of its spell-like abilities by spending triple the number of essence points or expending one use of mythic power.

Soul Siphon (Su) A mythic devourer is invigorated by the death of living beings. If a living creature with an Intelligence score of 3 or greater dies within 60 feet of a mythic devourer, the mythic devourer can expend one use of mythic power as a free action to gain the effects of a *haste* spell for 1 minute.

Spell Deflection (Su) If any of the following

spells are cast at the mythic devourer and overcome its spell resistance, they instead affect a devoured soul: *banishment*, *chaos hammer*, *confusion*, *crushing despair*, *detect thoughts*, *dispel evil*, *dominate person*, *fear*, *geas/quest*, *holy word*, *hypnotism*, *imprisonment*, *magic jar*, *maze*, *suggestion*, *trap the soul*, or any form of charm or compulsion. While none of these effects harms the soul, the caster makes a DC 25 caster level check when a spell is deflected—success indicates that the trapped soul is released from its prison and the creature whose body it belonged to can now be restored to life as normal.



Dinosaur

This flying reptile has two huge wings and a distinctive backward-sweeping crest decorating its head.

Mythic Pteradon

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary

N Large animal (mythic)

Init +8; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 18, touch 15, flat-footed 12 (+4 Dex, +2 dodge, +3 natural, -1 size)

hp 40 (5d8+18)

Fort +6, **Ref** +8, **Will** +3

DR 5/epic

OFFENSE

Speed 10 ft., fly 50 ft. (clumsy)

Melee bite +5 (2d6+4 plus grab^{MA})

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

Special Attacks mythic power (1/day, surge +1d6), silent wings of death

STATISTICS

Str 16, **Dex** 19, **Con** 15, **Int** 2, **Wis** 15, **Cha** 12

Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 21

Feats Dodge^{MF}, Improved Initiative, Skill Focus (Perception)

Skills Fly -1, Perception +11, Stealth +4 (+12 when flying); **Racial Modifiers** +8 Stealth when flying

ECOLOGY

Environment warm coastline

Organization solitary, pair or flock (1 mythic pteranodon and 3–12 pteranodons)

Treasure none

SPECIAL ABILITIES

Silent Wings of Death (Ex) While not a graceful flyer, a mythic pteranodon makes no noise when it flies. It gains a +8 racial bonus to Stealth while flying. As a swift action, a mythic pteranodon can spend one use of mythic power to gain the benefits of the [Death from Above](#)^{UC} feat for 1 minute.

This small reptile runs at a blurring speed, its sharp teeth snapping to attack.

Mythic Velociraptor

CR 3/MR 1

XP 800

N Small animal (mythic)

Init +7; **Senses** low-light vision, scent; Perception +10

DEFENSE

AC 16, touch 14, flat-footed 13 (+3 Dex, +2 natural, +1 size)

hp 30 (3d8+9+8)

Fort +6, **Ref** +6, **Will** +3

Defensive Abilities evasion

OFFENSE

Speed 90 ft.

Melee bite +6 (1d4+3 plus grab), 2 talons +6 (1d6+3/19–20)

Special Attacks leaping charge, mythic power 1/day, surge +1d6

STATISTICS

Str 13, **Dex** 17, **Con** 17, **Int** 2, **Wis** 14, **Cha** 14

Base Atk +2; **CMB** +2; **CMD** 15

Feats Improved Initiative, Weapon Finesse^{MF}

Skills Acrobatics +11 (+23 when jumping), Perception +10, Stealth +15; **Racial Modifiers** +4 Acrobatics (+16 when jumping), +4 Perception, +4 Stealth

SQ blinding speed^{MA}

ECOLOGY

Environment warm forests or plains

Organization solitary, pair, or pack (3–12)

Treasure none

SPECIAL ABILITIES

Blinding Speed (Ex) A mythic velociraptor's base speed is 90 feet, and when it uses the charge or run action opponents have a 20% miss chance against the velociraptor until the beginning of its next turn. This miss chance does not apply against creatures grappling or grappled by the mythic velociraptor.

Grab (Ex) A mythic velociraptor can grab creatures of any size.

Leaping Charge (Ex) A velociraptor can jump while charging, allowing it to ignore difficult terrain when it charges. When a velociraptor makes a charge in this way, it deals double damage with its talons.



Dragon, Imperial (Forest)

This massive serpentine and wingless creature has jade scales and antlers, and sounds like grinding stones as it stalks forth.

Mythic Mature Adult Forest Dragon CR 19/MR 7

XP 204,800

Pathfinder Roleplaying Game Bestiary 3

CE Huge dragon (earth, mythic)

Init +4; **Senses** dragon senses, [greensight](#)^{MA} 60 ft.; Perception +25

Aura frightful presence (210 ft., DC 22)

DEFENSE

AC 40, [touch](#) 8, [flat-footed](#) 40 (+32 [natural](#), -2 [size](#))

hp 345 (19d12+222); regeneration 5 (fire)^{MA}

Fort +17, **Ref** +11, **Will** +16

DR 10/[adamantine](#) and epic; **Immune** [paralysis](#), [poison](#), [sleep](#); **SR** 33

OFFENSE

Speed 40 ft., burrow 20 ft., climb 30 ft., fly 200 ft. (poor)

Melee bite +32 (2d8+19/19-20), 2 claws +30 (2d6+19), gore +30 (2d6+19), tail slap +28 (2d6+19)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite and gore)

Special Attacks breath weapon (60-ft. cone, 14d6 piercing damage, DC 25), crush (DC 27, 2d8+15), mythic power (7/day, surge +1d10), poisonous breath^{MA}, powerful blows^{MA} (claw)

Spell-Like Abilities (CL 19th; [concentration](#) +23)

At will—[entangle](#) (DC 14), [blight](#) (DC 18), [pass without trace](#)

Spells Known (CL 9th; [concentration](#) +13)

4th (4/day)—[charm monster](#) (DC 17), [solid fog](#)

3rd (7/day)—[lightning bolt](#) (DC 16), [wind wall](#), [stinking cloud](#) (DC 16)

2nd (7/day)—[fog cloud](#), [hideous laughter](#), [invisibility](#), [touch of idiocy](#)

1st (7/day)—[hypnotism](#) (DC 14), [obscuring mist](#), [magic missile](#), [ray of enfeeblement](#) (DC 14), [shield](#)

0 (at-will)—[daze](#) (DC 13), [detect magic](#), [ghost sound](#), [mage hand](#), [mending](#), [read magic](#), [resistance](#), [touch of fatigue](#)

STATISTICS

Str 37, **Dex** 10, **Con** 22, **Int** 16, **Wis** 17, **Cha** 16

Base Atk +19; **CMB** +31; **CMD** 41 (45 vs. [trip](#))

Feats [Improved Critical](#)^{MF} (bite), Improved Initiative, Improved Natural Armor, Iron Will, Multiattack, Power Attack, Skill Focus (Stealth), [Stealthy](#)^{MF}, [Toughness](#)^{MF},

[Weapon Focus](#)^{MF} (bite)

Skills Acrobatics +19 (+23 when jumping), Bluff +25, Climb +40, Escape Artist +4, Fly -8, Intimidate +25, Knowledge (arcana) +16, Knowledge (nature) +15, Perception +25, Spellcraft +25, Stealth +22 (+30 in forests), Survival +25

Languages Common, Draconic, Elven, Goblin, Sylvan
SQ animate forest^{MA}, change shape, jade hide^{MA}, sound imitation, treespeech^{MA}, verdant growth^{MA}, woodland stride

ECOLOGY

Environment any forest

Organization solitary

Treasure triple

SPECIAL ABILITIES

Animate Forest (Sp) A mythic forest dragon gains *entangle* as a spell-like ability and can expend mythic power to use the mythic version of *entangle*. In addition, a mythic forest dragon can spend one use of mythic power to animate any trees within 180 feet at will, controlling up to six trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a treant (although it has only one slam attack and lacks the treant's animation and rock-throwing abilities), gaining the treant's vulnerability to fire as well. If the mythic forest dragon that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

Jade Hide (Su) While in forest terrain, a mythic forest dragon gains a +8 bonus on Stealth checks and can make Stealth checks even while being observed. In addition, it gains a +4 bonus on saving throws against divination effects and adds 4 to the DC of any caster level checks made to use a divination spell against it, including checks to overcome its spell resistance. These bonuses are halved if the dragon is moving and this ability is negated if the dragon moves at more than half speed. It can expend one use of its mythic power to retain this ability for 1 minute regardless of its movement.

Poisonous Breath (Ex) Instead of a cone of piercing splinters, a mythic forest dragon can breathe a line of virulent toxin twice the length of the forest dragon's cone breath weapon. Creatures in this line are affected as the *poison* spell (DC 25), though the effect is non-magical.

Treespeech (Ex) A mythic forest dragon can converse with plants as if subject to a continual *speak with plants* spell, and all plants greet them with an attitude

of friendly or helpful. Plant creatures are not immune to mind-affecting effects used by a mythic forest dragon if they can hear its voice.

Verdant Growth (Su) Woodland plants within a 2-mile radius of the mythic forest dragon grow at ten times their normal rate and are immune to natural and supernatural disease, rot, or similar maladies. Allied [plant](#) creatures within 60 feet of the dragon gain [fast healing](#) 7.



Dragon, Imperial (Sovereign)

This magnificent dragon is covered in splendid gold scales, and horns jut from its head like a crown.

Mythic Ancient Sovereign Dragon CR 25/MR 10

XP 1,638,400

Pathfinder Roleplaying Game Bestiary 3

N Gargantuan dragon (mythic)

Init +13/-7^{MF}, dual initiative^{MA}; **Senses** darkvision 60 ft., dragon senses, low-light vision, penetrating gaze^{MA}; Perception +43

Aura calming presence (300 ft., DC 31), frightful presence (300 ft., DC 31)

DEFENSE

AC 49, touch 5, flat-footed 49 (-1 Dex, +44 natural, -4 size)

hp 503 (26d12+334)

Fort +24, **Ref** +16, **Will** +25

Defensive Abilities draconic fortitude^{MA}, eater of magic^{MA}; **DR** 15/epic; **Immune** paralysis, sleep; **SR** 41

OFFENSE

Speed 50 ft., fly 250 ft. (clumsy)

Melee bite +38 (4d6+22/19-20), 2 claws +38 (2d8+15/19-20), gore +37 (2d8+22), tail slap +35 (2d8+22)

Space 20 ft.; Reach 15 ft. (20 ft. with bite and gore)

Special Attacks breath weapon (60-ft. cone, 20d6 sonic damage, DC 32), crush (DC 32, 4d6+22), dire charge^{MA}, imperious glare^{MA}, mythic magic^{MA} 3/day, mythic power (10/day, surge +1d12), powerful charge^{MA} (bite, 8d6+44), prismatic scales^{MA}, tail sweep (DC 31, 2d6+22), violent retort

Spell-Like Abilities (CL 26th; concentration +34)

At will—*calm emotions*, *control weather*, *detect good/evil*, *prismatic spray* (DC 25), *sympathetic vibration*, *tongues*

Spells Known (CL 15th; concentration +23)

7th (5/day)—*greater teleport*, *limited wish*

6th (7/day)—*eyebite* (DC 24), *mass suggestion* (DC 24), *transformation*

5th (7/day)—*break enchantment*, *dismissal* (DC 23), *dominate person* (DC 23), *feeblemind* (DC 23)

4th (7/day)—*confusion* (DC 22), *lesser geas* (DC 22), *locate creature*, *rainbow pattern* (DC 22)

3rd (8/day)—*gaseous form*, *hold person* (DC 21), *lightning bolt* (DC 21), *suggestion* (DC 21)

2nd (8/day)—*detect thoughts* (DC 20), *fog cloud*, *hideous laughter* (DC 20), *scorching ray*, *touch of idiocy*

1st (8/day)—*charm person* (DC 19), *chill touch* (DC 19), *color spray* (DC 19), *endure elements*, *true strike*

0 (at will)—*daze* (DC 18), *detect magic*, *flare* (DC 18), *ghost sound*, *mage hand*, *mending*, *message*, *read magic*, *resistance*

STATISTICS

Str 41, **Dex** 8, **Con** 29, **Int** 26, **Wis** 27, **Cha** 26

Base Atk +26; **CMB** +45; **CMD** 54 (58 vs. trip)

Feats Flyby Attack, Hover, Improved Critical (bite, claw), [Improved Initiative](#)^{MF}, Improved Iron Will, [Iron Will](#)^{MF}, [Lightning Reflexes](#)^{MF}, Multiattack, [Persuasive](#)^{MF}, [Skill Focus \(Perception\)](#)^{MF}, Weapon Focus (bite, claw)

Skills Appraise +37, Bluff +37, Diplomacy +43, Fly -9, Heal +37, Intimidate +43, Knowledge (arcana, history, nobility, planes) +37, Perception +43, Perform (oratory) +37, Sense Motive +37, Spellcraft +37

Languages Abyssal, Auran, Celestial, Common, Draconic, Ignan, Infernal, Terran; telepathy 100 ft.

SQ change shape, cycle's servant^{MA}, dogmatic discordance, golden armor, sacred tear^{MA}

ECOLOGY

Environment any mountains

Organization solitary

Treasure triple

SPECIAL ABILITIES

Calming Presence (Su) As a swift action, a mythic sovereign dragon can convert its frightful presence into an aura that brings calm. Creatures failing their save against this effect are affected as *calm emotions*, and creatures with fewer than 4 Hit Dice are fascinated. This aura has the same area, duration, and save DC as the dragon's frightful presence. Creatures that save against this calming presence are immune to it for 24 hours, but creatures that successfully saved against the dragon's frightful presence are not.

Cycle's Servant (Su) A mythic sovereign dragon is affected by the season as much as he controls them. The damage type of his breath weapon changes depending on the season, as does the energy immunity of the sovereign dragon, which matches the damage dealt by his breath. During the springtime, his breath weapon deals electricity damage. During the summer months, his breath weapon deals fire damage. During autumn, his breath weapon deals sonic damage. During the winter months, his breath weapon deals cold damage. A mythic sovereign dragon can spend one use of mythic power as a free action when he uses his breath weapon, to change its damage type (and its damage immunity) for 1 minute as if it were of a season if the dragon's choosing. Alternatively, if



he uses the type of breath appropriate to the season the sovereign dragon can expend one use of mythic power as a free action to cause its breath to linger as if it had the lingering breath^{MA} (4d6, 10 rounds) special attack.

Dire Charge (Su) A mythic sovereign dragon can expend one use of its mythic power to use its breath weapon as a free action when it uses the charge action. It may use the breath weapon at any point during its movement, but the area of its breath weapon must include the target of its charge. The target of the dragon's charge takes a –2 penalty on its saving throw against the dragon's breath weapon and takes additional damage (of the same type, which must be hit point damage) equal to twice the dragon's mythic rank. In addition, the dragon can use the charge action to move in a straight line up to twice its speed and make a crush special attack at the end of its movement. If the dragon breathes during its charge as described above, all creatures targeted by its crush attack are considered the targets of its charge for the purpose of the saving throw penalty and additional damage.

Draconic Fortitude (Ex) Whenever a mythic sovereign dragon would take ability damage, ability drain, temporary or permanent penalties to ability scores, or temporary negative levels, it ignores an amount of that damage, drain, penalty, or number of levels equal to one-half its mythic rank. In addition, it can expend one use of its mythic power as a free action to end any one of the following effects currently affecting it: bleed, blinded, confused, cowering, dazed, dazzled, deafened, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, or stunned. It can use this ability at the beginning of its turn if one of the above conditions would prevent the dragon from taking actions. A mythic sovereign dragon can also negate permanent conditions such as *feeblemind*, *insanity*, a permanent negative level, or petrification by expending two uses of its mythic power if the condition resulted from a non-mythic effect, or 3 uses of its mythic power if it was from a mythic effect.

Eater of Magic (Su) When a mythic sovereign dragon fails a saving throw against a spell, supernatural ability, or spell-like ability, it can reroll the saving throw against the effect (this is not an action). If it succeeds at the second saving throw, it is not affected by the spell, supernatural ability, or spell-like ability and gains a number of temporary hit points equal to the effect's caster level (in the case of spell or spell-like abilities) or the CR of the effect's creator (in



the case of supernatural abilities). These temporary hit points last for 1 minute. The dragon can use this ability once per day and may gain additional uses per day by spending one use of its mythic power each time it activates this ability.

Imperious Glare (Su) As a swift action, a mythic sovereign dragon can focus the terrifying power of its will and its overwhelming sense of authority to force one creature within 10 feet times its mythic rank to cower before it for 1 round unless it succeeds at a Will save (DC equal to the dragon's frightful presence DC). If the target fails its save by 5 or more, the sovereign dragon can also make a *suggestion* to the target, which it will begin obeying after it ceases cowering. If the sovereign dragon expends one use of its mythic power as part of this swift action, it can affect a number of creatures equal to one-half its mythic rank (minimum 1), though all must be within 5 feet times the dragon's mythic rank of each other; all creatures failing their save by 5 or more follow the same *suggestion*. This is treated as a gaze attack.

Penetrating Gaze (Su) A mythic sovereign dragon sees with *true seeing* within 5 feet times its mythic rank, and it can expend one use of its mythic power to see with *mythic true seeing* for 1 hour. In addition, it gains a bonus equal to +5 times its mythic rank on Perception checks made to oppose Disguise, Sleight of Hand, and Stealth checks. This bonus also applies on Sense Motive checks made to oppose a Bluff check if the dragon can see the creature making the Bluff check.

Powerful Charge (Ex) On a successful charge attack, a mythic sovereign dragon deals double damage with its bite. This damage is tripled on a critical hit.

Prismatic Scales (Su) A mythic sovereign dragon can expend two uses of mythic power to cause its scales to become brilliantly iridescent for a number of rounds equal to the dragon's age category. Creatures beginning their turn within 10 feet of the mythic sovereign dragon during this time are affected by the swirling colors as if hit by a *prismatic spray* (DC 25).

Sacred Tear (Su) Once per year, a mythic sovereign dragon may shed a single tear with miraculous healing properties. When the tear comes in contact with the ground, all creatures within 50-ft. will be affected as if by *mass heal*. Should the tear hit a single creature instead, it will be affected as if by the *true resurrection* spell. The tear can be bottled and used later, though after 24 hours it will become only normal water.

MYTHIC TRUE SEEING^{CR}

The target gains the ability to see through natural or magical fog and weather effects and grants a bonus equal to your mythic tier to all Perception checks. In addition, you can penetrate non-mythic protections from divination with a caster level check with a DC of 11 plus the caster level of the protective effect. If the protective spell already allows such a caster level check, you gain a bonus on the check equal to your mythic tier.

Augmented (3rd): If you expend two uses of your mythic power, you can cast this spell without a costly material component.



Dragon, Metallic (Bronze)

This sleek dragon is covered in dull metallic scales that range in color from shining bronze to mottled green.

Giant Mythic Adult Bronze Dragon CR 17/MR 6

XP 102,400

Pathfinder Roleplaying Game Bestiary

LG Gargantuan dragon (mythic, water)

Init -1/-21, dual initiative^{MA}; **Senses** dragon senses; Perception +28

Aura frightful presence (180 ft., DC 23)

DEFENSE

AC 34, touch 5, flat-footed 34 (-1 Dex, +29 natural, -4 size)

hp 292 (16d12+188)

Fort +18, **Ref** +9, **Will** +15

Defensive Abilities bulletproof^{MA}, lightning rod^{MA}; **Immune** electricity, paralysis, sleep; **DR** 10/epic and magic; **SR** 30

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy), swim 60 ft.; wave mastery

Melee bite +24 (4d8+18), 2 claws +24 (2d8+12), 2 wings +22 (2d6+6), tail +22 (2d8+18)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks breath weapon (120-ft. line, DC 26, 12d6 electricity), crush (DC 26, 2d8+18), mythic power (6/day, surge +1d8), repulsion breath, riptide vortex^{MA}, shipwrecker^{MA}

Spell-Like Abilities (CL 16th; concentration +21)

At will—*create food and water*, *fog cloud*, *speak with animals*

Spells Known (CL 7th; concentration +12)

3rd (5/day)—*draconic reservoir*^{APG, MS}, *heroism*^{MS}

2nd (7/day)—*invisibility*, *mirror image*, *slipstream*^{APG}

1st (8/day)—*alarm*, *mage armor*^{MS}, *magic missile*^{MS}, *protection from evil*^{MS}, *silent image*^{MS}

0 (at will)—*detect magic*, *light*, *mage hand*, *mending*, *message*, *prestidigitation*, *resistance*

STATISTICS

Str 35, **Dex** 8, **Con** 27, **Int** 20, **Wis** 21, **Cha** 20

Base Atk +16; **CMB** +32; **CMD** 41 (45 vs. trip)

Feats Alertness, Devastating Breath^{MF}, Flyby Attack, Hover, Improved Natural Attack (bite), Improved Vital Strike, Multiattack, Mythic Spell Lore^{MF}, Power Attack, Vital Strike^{MF}

Skills Bluff +20, Diplomacy +20, Fly +8, Intimidate +20, Knowledge (arcana, geography, nature) +20, Perception +28, Sense Motive +28, Spellcraft +20, Stealth +6, Swim +37, Use Magic Device +24

Languages Aquan, Auran, Common, Draconic, Elven, Gnome, Giant; aquatic telepathy^{MA}

SQ change shape 3/day (any animal or humanoid; *polymorph*), water breathing, wave mastery^{MA}

ECOLOGY

Environment temperate coastlines

Organization solitary

Treasure triple

SPECIAL ABILITIES

Aquatic Telepathy (Sp) A mythic bronze dragon can communicate telepathically with any creature with the aquatic or water subtype within 180 feet, and if it concentrates for 10 minutes it can use *sending* to deliver a message to such a creature at long range. If it expends one use of its mythic power, it can alter this *sending* into a *demand* (DC 23).

A mythic adult bronze dragon can use its aquatic telepathy to pacify amphibious, aquatic, or water creatures within range of its frightful presence, causing them to become calmed (as *calm emotions*) rather than shaken if they fail their saving throw. If the dragon converses with a calmed creature for 1 full round, it can expend one use of its mythic power to use *suggestion* (DC 18) or *charm monster* (DC 19) on that creature.

Bulletproof (Ex) The hard-angled glaucis of a mythic bronze dragon's scales turns away bullets. Creatures attacking a mythic bronze dragon with firearms must hit its normal AC rather than its touch AC. A mythic bronze dragon takes only half damage from siege weapons.

Change Shape (Su) An adult bronze dragon can take any animal or humanoid form 3/day as if using *polymorph*.

Lightning Rod (Su) Whenever a ranged electricity spell, spell-like ability, or supernatural effect (including effects that normally affect an area) is used within 30 feet of a mythic adult bronze dragon, it can expend one use of its mythic power as an immediate action to divert that electricity effect to itself, absorbing and negating it rather than affecting the intended target(s) or area. If an effect it absorbs has some effect other than electricity, that portion of the effect affects the dragon normally, though defenses such as spell resistance also apply normally. This ability does not affect electricity effects delivered by melee attacks or ranged weapons or ammunition that have the *shock* or *shocking burst* property, and the like.

Repulsion Breath (Su) Instead of a line of electricity, a bronze dragon can breathe a 60-foot cone of repulsion gas. Targets must make a Will save or be compelled to do nothing but move away from the dragon for 1d6+6 rounds. This is a mind-affecting compulsion effect.

Riptide Vortex (Ex) Once per minute as a full-round action, a mythic adult bronze dragon can cause the water adjacent to it to churn and surge in a swirling vortex filling a 20-foot cone-shaped spread; it can increase this to a 40-foot cone by expending one use of its mythic power. Creatures within the riptide vortex take 2d8+18 points of bludgeoning damage (DC 30 Reflex negates). In addition, Huge or smaller creatures failing their Reflex save must succeed on a second save or be swept away by the riptide vortex, which moves in a straight line away from the dragon through the water at a rate of 60 feet per round or until it encounters a solid barrier that is larger than itself. Creatures trapped in the vortex are considered entangled and cannot move other than to move along with the vortex. Trapped creatures take 2d8+10 points of damage each round at the beginning of their turn. Creatures with a swim speed can attempt a DC 30 Reflex save each round as a free action at the beginning of their turn to escape. Failing this, they may also make a DC 30 Swim check as a full-round action to escape the churning waters. The riptide vortex loses a bit of potency over time, as the damage it deals and the save DC and Swim DC decrease by 1 each round, fully dissipating after 1 minute. The dragon must be in or adjacent to a body of water to use this ability. The save DCs are Strength-based.

If a Huge or smaller ship (Gargantuan or smaller for a 40-foot cone) is in the area of the riptide vortex, it can be damaged and caught in the vortex as a swimming creature can be, substituting Profession (sailor) checks by its captain for Reflex saves or Swim checks to avoid or escape the vortex.

Shipwrecker (Ex) A mythic bronze dragon deals double damage to ships with its natural attacks. In addition, if it uses its crush attack on board the deck of a ship it can affect creatures up to two sizes smaller than itself, and creatures on the ship take a -6 penalty on Acrobatics, Climb, and Profession (sailor) checks as long as the dragon maintains its crushing attack.

Water Breathing (Ex) A bronze dragon breathes water and can use its breath weapon, spells, and abilities underwater.

Wave Mastery (Su) For up to 60 minutes per day, an

adult bronze dragon, along with creatures or vessels within 50 feet, can move at twice its normal speed in water. Alternatively, it may calm all winds and waves within this area, reducing wind speed either to a light breeze (sufficient to move sailing vessels but little else) and making the surface of the water flat and smooth. Creatures attempting to magically manipulate the wind and or water conditions within this radius must succeed on a caster level check to overcome the dragon's spell resistance in order to affect this area.

Mythic Adult Bronze Dragon

Without the giant simple template, a mythic adult bronze dragon's stats are as follows: **CR** 16/**MR** 6; **XP** 76,800; **Size** Huge; **Init** +0/-20; **AC** touch 8; **hp** 260; **Fort** +16, **Ref** +10; **Melee** bite +24 (4d6+15), 2 claws +24 (2d6+10), 2 wings +22 (1d8+5), tail +22 (2d6+15); **Space** 15 ft., **Reach** 10 ft. (15 ft. with bite); **Special Attacks** breath weapon (100-foot line, DC 24), crush (DC 24, 2d8+15); **Str** 31, **Dex** 10, **Con** 23; **CMB** +28; **CMD** 38 (42 vs. trip); **Skills** Fly +11, Stealth +11, Swim +35.



Dragon, Metallic (Silver)

The scales of this tall, elegant dragon shine like polished silver, and its tail has a feathered appearance.

Mythic Ancient Silver Dragon CR 23/MR 9

XP 819,200

LG Gargantuan dragon (cold, mythic)

Init +3/-17, dual initiative^{MA}; **Senses** dragon senses, fog vision^{MA}; Perception +35

Aura cold (10 ft., 1d6 cold), courage^{MA} (30 ft.), frightful presence (300 ft., DC 29)

DEFENSE

AC 47, touch 5, flat-footed 47 (-1 Dex, +42 natural, -4 size)

hp 477 (25d12+315)

Fort +23, **Ref** +15, **Will** +23; second save^{MA}

Defensive Abilities dragon blood^{MA} (2d6 cold), reflective scales; **DR** 15/epic and magic; **Immune** acid, cold, fear, paralysis, sleep; **SR** 39

OFFENSE

Speed 40 ft., fly 250 ft. (poor); cloudwalking, graceful flight

Melee bite +37 (4d6+21/19-20), 2 claws +35 (2d8+14), 2 wings +33 (2d6+7), tail slap +33 (2d8+21)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks breath weapon (60-ft. cone, DC 31, 20d8 cold), crush (DC 31, 4d6+18), deflecting scales^{MA}, dispatcher of evil^{MA}, freezing fog^{MA}, mythic power (9/day, surge +1d10), numbing cold^{MA}, paralyzing breath, shattering cold^{MA}, tail sweep (DC 31, 2d6+18)

Spell-Like Abilities (CL 25th; concentration +32)

At will—*control weather*, *control winds*, *detect evil*, *feather fall*, *fog cloud*

Spells Known (CL 15th; concentration +22)

7th (5/day)—*holy word*^{MS} (DC 24), *repulsion* (DC 24)

6th (7/day)—*banishment* (DC 23), *greater dispel magic*, *heal*^{MS}

5th (7/day)—*break enchantment*^{MS}, *flame strike* (DC 22), *plane shift*, *wall of force*^{MS}

4th (7/day)—*dimension door*, *freedom of movement*, *restoration*, *solid fog*^{MS}

3rd (7/day)—*cure serious wounds*^{MS}, *dispel magic*^{MS}, *hold person* (DC 22), *wind wall*

2nd (8/day)—*augury*, *calm emotions*, *cure moderate wounds*, *invisibility*, *web*

1st (8/day)—*bless*^{MS}, *divine favor*, *protection from evil*^{MS}, *shield*, *true strike*^{MS}

0 (at will)—*detect magic*, *flare* (DC 17), *light*, *message*, *prestidigitation*, *read magic*, *resistance*, *stabilize*, *virtue*

STATISTICS

Str 39, **Dex** 8, **Con** 29, **Int** 24, **Wis** 25, **Cha** 24

Base Atk +27; **CMB** +43; **CMD** 52 (56 vs. trip)

Feats Critical Focus^{MF}, Devastating Breath^{MF}, Flyby Attack, Hover, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Multiattack, Mythic Spell Lore^{MF}, Power Attack^{MF}, Quicken Spell, Skill Focus (Fly), Vital Strike, Weapon Focus^{MF} (bite)

Skills Acrobatics +24, Diplomacy +35, Fly +21, Heal +35, Intimidate +35, Knowledge (arcana, history, local, nobility, planes) +35, Perception +35, Sense Motive +35, Spellcraft +35

Languages Auran, Common, Draconic, Dwarven, Elven, Giant, Halfling, Terran

SQ change shape 3/day (any animal or humanoid; *polymorph*), healing cloud^{MA}

ECOLOGY

Environment temperate mountains

Organization solitary

Treasure triple

SPECIAL ABILITIES

Aura of Courage (Su) A mythic silver dragon's courage is an impenetrable shield, rendering the dragon immune to fear and allowing it to extend protection from fear to its allies. Each ally within 30 feet gains a +4 morale bonus on saving throws against fear effects. As a free action, the dragon may spend one use of mythic power to allow all allies affected by a fear effect within its aura to attempt a new save against that effect, rolling twice for the new saving throw and taking the best result.

Cloudwalking (Su) An ancient silver dragon can tread on clouds or fog as though on solid ground.

Deflecting Scales (Su) A mythic silver dragon that successfully turns a spell with its reflective scales can choose a new target entirely for the spell by spending one point of mythic power as a free action.

Dispatcher of Evil (Su) A mythic silver dragon increases its critical multiplier by one when it scores a critical hit on an evil creature. Additionally, an evil creature that takes massive damage from a single attack by the dragon must succeed at a DC 25 Fortitude save to avoid dying outright.

Fog Vision (Ex) An ancient silver dragon can see perfectly well in fog and clouds. A mythic silver dragon can spend one use of mythic power to grant this ability to up to 10 creatures within 30 feet. Those creatures retain this ability for 24 hours.



Freezing Fog (Su) A mythic silver dragon can charge any *fog* spell or spell-like ability with supernatural cold. The fog deals 1d6 points of nonlethal cold damage per level of the spell (Fortitude negates) and become fatigued with hypothermia for as long as they have this nonlethal damage (see [Cold Dangers](#) in the *Pathfinder Roleplaying Game Core Rulebook*).

Graceful Flight (Ex) An ancient silver dragon's aerial maneuverability is one step better than normal.

Healing Cloud (Su) Instead of its other breath weapon choices, a mythic silver dragon can expend one use of mythic power to exhale a 30-foot-radius cloud that cures 2d8+10 points of damage and acts as *lesser restoration* for all creatures within the cloud. If a creature has ability damage to multiple ability scores, it may choose which ability damage it wishes to have healed.

Numbing Cold (Ex) If a creature takes damage from a mythic silver dragon's aura of cold, it must

succeed on a DC 31 Fortitude save to avoid becoming staggered for 1 round. A mythic creature that makes its save is immune to this effect for 24 hours.

Paralyzing Breath (Su) Instead of a cone of cold, a silver dragon can breathe a cone of paralyzing gas. Creatures within the cone must succeed on a DC 29 Fortitude save or be paralyzed for 1d6+10 rounds.

Reflective Scales (Su) Any spell that targets an ancient silver dragon but fails to penetrate the silver dragon's spell resistance might be reflected. If the caster level check to penetrate the dragon's spell resistance is failed by 5 or more, the spell is reflected. If the check fails by 4 or less, the spell is merely wasted. This otherwise functions as *spell turning*.

Shattering Cold (Su) A mythic silver dragon inflicts twice its aura of cold damage to melee weapons that strike it. This damage bypasses a metal weapon's hardness and is applied after the weapon's attack is resolved.



Dragon, Outer (Lunar)

The entire body of this many-horned dragon shines as moonlight while it emerges from the waves, spreading its diaphanous, shimmering wings.

Mythic Wyrmling Lunar Dragon CR 7/MR 2

XP 3,200

Pathfinder Roleplaying Game Bestiary 4
CN Small dragon (mythic)

Init +1; **Senses** dragon senses, see in darkness, snow sight; Perception +12

DEFENSE

AC 20, touch 12, flat-footed 19 (+1 Dex, +8 natural, +1 size)

hp 83 (6d12+18+20)

Fort +6, **Ref** +6, **Will** +8

DR 5/epic; **Immune** cold, paralysis, sleep

OFFENSE

Speed 40 ft., burrow 20 ft., fly 150 ft. (average), swim 40 ft., icewalking

Melee bite +9 (1d6+3), 2 claws +9 (1d4+2)

Special Attacks bewildering breath, breath weapon (30-ft. line, 2d8 cold, DC 15), moonsilver, mythic power 2/day, surge +1d6

STATISTICS

Str 15, **Dex** 13, **Con** 12, **Int** 14, **Wis** 16, **Cha** 15

Base Atk +6; **CMB** +7; **CMD** 18 (22 vs. trip)

Feats Flyby Attack, Power Attack, Toughness^{MF}

Skills Diplomacy +11, Fly +10, Intimidate +11, Knowledge (local) +11, Perception +12, Sense Motive +12, Spellcraft +11, Swim +2, Use Magic Device +11; **Racial Bonuses** +8 Swim to perform a special action or avoid a hazard

Languages Auran, Common, Draconic

SQ no breath, starflight

ECOLOGY

Environment vacuum

Organization solitary

Treasure triple

SPECIAL ABILITIES

Bewildering Breath (Su) A creature that fails its saving throw against a lunar dragon's breath weapon emits light (as *faerie fire*) and is dazzled for 1d4 rounds. If the lunar dragon is adult or older, the

creature is also confused for 1d4 rounds.

Moonsilver (Ex) A lunar dragon's natural weapons are treated as silver for the purpose of overcoming damage reduction.

Mythic Old Luar Dragon CR 21/MR 8

XP 409,600

Pathfinder Roleplaying Game Bestiary 4
CN Gargantuan dragon (mythic)

Init +11/-9, dual initiative^{MA}; **Senses** dragon senses, see in darkness, snow vision; Perception +35; **Aura** alien presence (270 ft., DC 28)

DEFENSE

AC 43, touch 5, flat-footed 43 (–1 Dex, +38 natural, –4 size)

hp 399 (22d12+176+80)

Fort +20, **Ref** +12, **Will** +21

Defensive Abilities reflected light; **DR** 15/magic and epic; **Immune** cold, paralysis, sleep; **SR** 36

OFFENSE

Speed 40 ft., burrow 20 ft., fly 250 ft. (clumsy), swim 40 ft., icewalking

Melee bite +29 (4d6+16), 2 claws +29 (2d8+11), 2 wings +27 (2d8+5), tail slap +27 (2d8+16)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks bewildering breath, breath weapon (120-ft. line, 18d8 cold, DC 28), crush, encase in ice (DC 28), lingering breath (4d6 cold, 6 round), moonsilver, mythic power 8/day, surge +1d10, tail sweep

Spell-Like Abilities (CL 22th; concentration +29)

At will—*dancing lights*, *life bubble*^{APG}, *moonstruck*^{APG}, *scrying*

Oracle Spells Known (CL 10th; concentration +17)

5th (4/day)—*holy ice*^{UM} (DC 22)

4th (6/day)—*control water*, *greater path of glory*^{ACG}

3rd (8/day)—*deeper darkness*, *mind maze*^{ISMC} (DC 20), *silverlight*^{GRK} (DC 20)

2nd (8/day)—*burst of radiance*^{CoP} (DC 19), *cure moderate wounds* (DC 19), *intensify psyche*^{HotD} (DC 19), *revealing light*^{MHH}

1st (8/day)—*bless water*, *brightest night*^{BotA}, *dream feast*^{ISG}, *haze of dreams*^{ISG} (DC 18), *obscuring mist*

0 (at will)—*create water*, *detect magic*, *detect poison*, *guidance*, *mending*, *purify food and drink*, *resistance*, *stabilize*, *virtue*

Sorcerer Spells Known (CL 13th; concentration +20)

6th (5/day)—*cold ice strike*^{UM, MS} (DC 23), *true seeing*

5th (7/day)—*dominate person* (DC 22), *feeblemind*^{MS} (DC 22), *fire snake*^{APG} (DC 22)

4th (7/day)—*charm monster* (DC 21), *fire shield*^{MS},





greater invisibility, lesser globe of invulnerability
 3rd (8/day)—*haste*^{MS}, *heroism*, *tongues*, *vampiric touch*

2nd (8/day)—*bear's endurance*, *detect thoughts* (DC 19), *hypnotic pattern*^{MS} (DC 19), *minor image* (DC 19), *mirror image*^{MS}

1st (8/day)—*comprehend languages*, *mage armor*, *protection from evil*, *shocking grasp*, *vanish*^{APG}
 0 (at will)—*arcane mark*, *dancing lights*, *ghost sound* (DC 17), *light*, *mage hand*, *message*, *open/close*, *prestidigitation*, *read magic*

STATISTICS

Str 33, **Dex** 9, **Con** 24, **Int** 22, **Wis** 26, **Cha** 25
Base Atk +22; **CMB** +37; **CMD** 46 (50 vs. trip)

Feats Arcane Strike, Combat Casting, *Dazing Assault*^{APG},
^{MF} Flyby Attack^{MF}, Improved Initiative, Improved Vital
 Strike, Multiattack, Power Attack, Toughness^{MF}, Vital
 Strike, Wingover^{MF}

Skills Bluff +14, Diplomacy +32, Fly +10, Intimidate
 +32, Knowledge (arcana, geography, history, local,
 nature) +27, Perception +33, Sense Motive +33,
 Spellcraft +31, Swim +11, Use Magic Device +32;

Racial Bonuses +8 Swim to perform a special action
 or avoid a hazard

Languages Aklo, Aquan, Auran, Common, Draconic,
 Ignan, Terran

SQ absolute cold, no breath, moonlight rainbow (20 ft.
 large, 220 ft. long), starflight



ECOLOGY

Environment vacuum

Organization solitary

Treasure triple

SPECIAL ABILITIES

Absolute Cold (Su) An old or older lunar dragon's breath weapon can affect creatures immune to cold damage. A creature immune to cold damage still takes half damage from the breath weapon (no damage with a successful saving throw). Resistant creatures' cold resistance is treated as 10 less than normal.

Alien Presence (Su) A lunar dragon's alien presence affects opponents that fail their saves as *touch of idiocy* (or as *feeblemind* for creatures with 4 or fewer Hit Dice) for 5d6 rounds. This is a mind-affecting compulsion effect.

Bewildering Breath (Su) As above.

Encase in Ice (Su) A creature taking damage by an adult or older mythic lunar dragon's breath weapon is imprisoned into a solid block of ice, as the *icy prison*^{UM} spell, if it fails at a saving throw (same DC as against the dragon's breath weapon).

Moonlight Rainbow (Su) A young adult or older mythic lunar dragon can summon a solid moonlight bridge or ramp. The bridge is as large as the space the dragon occupies, and 10 feet long for every HD the dragon possesses. This functions as a lunar oracle's moonlight bridge revelation, except that it also radiates energies in the seven colors of the rainbow. Creatures in a 60 ft. radius from the bridge are automatically dazzled for 1d4 rounds and suffer one or more random magical effects (as *prismatic spray*, but different). Each effect that allows a saving throw has a DC equal to 10 + ½ the dragon's HD + the dragon's Charisma bonus. Creatures that are on the bridge are not subject to its effects.

Moonsilver (Ex) As above.

Oracle Spells A juvenile mythic lunar dragon casts oracle spells as a 1st-level oracle. Its level increases to 2 at young adult age, and then of 2 for every age category beyond young adult.

Reflected Light (Ex) A very young or older lunar dragon can't be blinded or dazzled by bright light or patterns.

1d8	Color of Beam	Effect
1	Red	<i>faerie fire</i>
2	Orange	<i>deep slumber</i> (Will negates)
3	Yellow	<i>burst with light</i> ^{DHH} (Reflex half, Will half)
4	Green	<i>hold person</i> (Will negates)
5	Blue	<i>moonstruck</i> (Will negates)
6	Indigo	80 points cold damage (Reflex half)
7	Violet	<i>ice crystal teleport</i> ^{UM} (Will negates)
8	Struck by two rays	Roll twice more, ignoring any "8" results



Dragon, Outer (Solar)

The splendor of this dragon is almost too much for mortal eyes. Its wings and body reflect all the colors and rays of the sun and emanate intense heat.

Mythic Young Adult Solar Dragon CR 15/MR 6

XP 51,200

Pathfinder Roleplaying Game Bestiary 4

LN Huge dragon (fire, mythic)

Init +12; **Senses** dragon senses, see in darkness; Perception +20; **Aura** alien presence (150 ft., DC 22)

DEFENSE

AC 31, touch 10, flat-footed 29 (+2 Dex, +21 natural, -2 size)

hp 232 (15d12+75+60)

Fort +13, **Ref** +13, **Will** +13

Defensive Abilities draconic fortitude, dragon blood (1d8 fire); **DR** 5/magic and epic; **Immune** blindness, fire, paralysis, *sleep*; **SR** 29

Weakness vulnerable to cold

OFFENSE

Speed 50 ft., fly 200 ft. (poor)

Melee bite +21 (2d8+12), 2 claws +21 (2d6+8), tail slap +19 (2d6+9), 2 wings +19 (1d8+4)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)



Special Attacks breath weapon (100-ft. line, 10d10 fire, DC 21), burning breath (1d8 fire, DC 21), channel life (8/day), crush, dragon fury (1d8 fire), lingering breath (2d8, 6 rounds), mythic power 6/day, primal fire, surge +1d8, unbearable radiance

Spell-Like Abilities (CL 15th; concentration +20)

At will—*detect magic, searing light*

Sorcerer Spells Known (CL 5th; concentration +10)

2nd (5/day)—*invisibility, resist energy*

1st (8/day)—*color spray* (DC 16), *mage armor, magic missile, shield*

0 (at will)—*bleed* (DC 15), *detect poison, flare* (DC 15), *light, mage hand, read magic*

STATISTICS

Str 26, **Dex** 15, **Con** 18, **Int** 19, **Wis** 14, **Cha** 21

Base Atk +15; **CMB** +25; **CMD** 27 (31 vs. trip)

Feats Improved Initiative^{MF}, Iron Will^{MF}, Lightning Reflexes^{MF}, Multiattack, Power Attack, [Quick Channel](#)^{UM}, Selective Channeling, Toughness

Skills Diplomacy +23, Fly +12, Heal +18, Knowledge (arcana, history, nature, planes, religion) +22, Linguistics +9, Perception +20, Sense Motive +20

Languages Auran, Celestial, Common, Draconic, Ignan, Sylvan, Terran

SQ no breath, starflight

ECOLOGY

Environment vacuum

Organization solitary

Treasure triple

SPECIAL ABILITIES

Alien Presence (Su) A creature that fails its saving throw against a solar dragon's alien presence is blinded for 5d6 rounds (or permanently if it has 4 Hit Dice or fewer).

Burning Breath (Ex) Creatures damaged by a mythic solar dragon's breath weapon must also succeed on a Reflex save or catch fire, taking fire damage for an additional 1d4 rounds at the start of its turn (DC 10 + 1/2 the dragon's HD + its Con modifier). A burning creature can attempt a new save as a full-round action. Dropping and rolling on the ground grants a +4 bonus on this save.

Channel Life (Su) A solar dragon can channel positive energy a number of times per day equal to 3 + its Charisma modifier, using its age category +2 as its cleric level. This energy can be used only to heal living creatures.

Primal Fire (Su) A very young or older solar dragon's breath weapon can affect creatures normally immune or resistant to fire damage. A creature immune to fire damage still takes half damage from the breath weapon (no damage with a successful saving throw). A resistant creature's fire resistance is treated as 10 less than normal.

Unbearable Radiance (Su) A mythic solar dragon of at least 6th tier can spend one use of channel energy to release a burst of supernatural bright in a 30-foot radius. Supernatural light functions as bright light, except all creatures are treated as if they had light sensitivity. Creatures that already have light sensitivity are treated as if they had light blindness. In addition, all creatures in the area are blinded for 1d6 rounds and take 3d6 points of damage.

Watch the Sun (Ex) A mythic solar dragon is immune to blindness or dazzling and is not harmed by exposure to solar or stellar [radiation](#)^{TG}.



Dragon, Outer (Time)

Looking at this immense dragon, you see a strange flow of images: it appears both as an ancient, weathered creature of great wisdom and a curious hatchling, playful and protectively benevolent at the same time.

Mythic Great Wyrms Time Dragon CR 28/MR 10

XP 4,915,200

Pathfinder Roleplaying Game Bestiary 4

N Colossal dragon (mythic)

Init +26/+6, dual initiative; **Senses** detect magic, dragon senses, see in darkness; Perception +42; **Aura** alien presence (360 ft., DC 33)

DEFENSE

AC 49, touch 2, flat-footed 49 (+47 natural, -8 size)

hp 611 (31d12+310+100)

Fort +27, **Ref** +19, **Will** +25; second save

Defensive Abilities draconic fortitude; **DR** 20/epic and magic; **Immune** cold, paralysis, sleep, staggered; **SR** 44

OFFENSE

Speed 50 ft., fly 250 ft. (clumsy)

Melee bite +40 (6d8+25), 2 claws +40 (6d6+25/19-20, x3), 2 wings +37 (2d8+8), tail slap +37 (4d6+25)

Space 30 ft.; **Reach** 20 ft. (25 ft. with bite)

Special Attacks breath weapon (70-ft. cone, 24d10 electricity, DC 35), crush, lingering breath (4d8 electricity, 10 rounds), mythic power 10/day, second chance, shifting breath (6 rounds), simple divine spellcasting, surge +1d12, tail sweep

Spell-Like Abilities (CL 31th; concentration +39)

Constant—*detect magic*

At will—*clairaudience/clairvoyance*, *legend lore*, *locate creature*, *share memory*

3/day—*time stop*

1/day—*ally across time*^{LFW}, *ancestral memory*^{ISWG}, *army across time*^{LFW}, *bestow planar infusion*^{IPA}, *bestow planar infusion II*, *bestow planar infusion III*, *commune with plane*^{PA}, *interplanetary teleport*^{UM}, *mass planar adaptation*^{APG}, *mass planetary adaptation*^{PotS}, *planar refuge*^{HotW}, *preserve*^{IST}, *sands of time*^{UM}, *tongues*

Sorcerer Spells Known (CL 19th; concentration +27)

9th (4/day)—*mage's disjunction*, *shapechange*^{MS}

8th (7/day)—*dimensional lock*^{MS}, *maze*, *moment of prescience*^{MS}

7th (7/day)—*plane shift* (DC 25), *retrocognition*^{OA},

^{MS}, *sequester*

6th (7/day)—*disintegrate* (DC 22), *greater dispel magic*, *true seeing*^{MS}

5th (7/day)—*dominate person* (DC 23), *feeblemind* (DC 23), *telepathic bond*, *teleport*^{MS}

4th (8/day)—*fear* (DC 22), *scrying*^{MS} (DC 22), *stone shape*, *stoneskin*

3rd (8/day)—*blink*^{MS}, *dispel magic*, *slow* (DC 21), *tongues*

2nd (8/day)—*arcane lock*^{MS}, *blindness/deafness* (DC 20), *blur*, *detect thoughts* (DC 20), *memory lapse*^{APG} (DC 20)

1st (8/day)—*erase*, *feather fall*, *identify*^{MS}, *mage armor*, *magic missile*

0 (at will)—all

STATISTICS

Str 44, **Dex** 11, **Con** 30, **Int** 27, **Wis** 26, **Cha** 27

Base Atk +31; **CMB** +56 (+58 sunder); **CMD** 66 (68 vs. sunder, 70 vs. trip)

Feats Cleave, Critical Focus, Improved Critical^{MF} (claw), Improved Initiative^{MF}, Improved Natural Attack^{MF} (bite, claw) Improved Sunder, Lightning Reflexes, Multiattack, Power Attack^{MF}, Quicken Spell, Skill Focus (Knowledge [history]), Spell Penetration, Step Up, Weapon Focus (bite, claw)

Skills Bluff +42, Diplomacy +42, Fly +18, Intimidate +42, Knowledge (arcana, geography, nature, nobility, planes, religion) +42, Knowledge (history) +48, Perception +42, Sense Motive +42, Spellcraft +42

Languages Abyssal, Celestial, Common, Draconic, Dwarven, Elven, Infernal, Halfling, Sylvan

SQ change shape (any humanoid, *alter self*), council of self, dragon cantrips, immortal, no breath, powerful blows (claw), read the threads, reincarnation, starflight, time travel

ECOLOGY

Environment vacuum

Organization solitary

Treasure triple

SPECIAL ABILITIES

Alien Presence (Su) A creature that fails its saving throw against a time dragon's alien presence is staggered for 5d6 rounds (or stunned if it has 4 Hit Dice or fewer).

Council of Self (Su) A mythic time dragon can summon other versions of itself through the ages to advise or help it in battle. This functions as *ally across time*, except that the summoned allies are versions of the dragon at other age categories (with different or no mythic tiers also) and stay until the dragon dismisses them. The mythic time dragon can



summon a number of copies of itself per day equal to its age category -1.

Immortal (Ex) Time dragons age, but don't die from old age.

Read the Threads (Su) A time dragon gains a racial bonus on initiative checks equal to its age category. In addition, a time dragon is immune to the staggered condition.

Reincarnation (Ex) When a mythic time dragon dies, it automatically reincarnates within 1d4 rounds, and its previous body dissipates in the time flux. The reincarnated dragon has all the memories of its previous life but appears at a randomly determined age category (its powers and mythic rank consequently adjusted), and its personality can be slightly different.

Shifting Breath (Su) Instead of a cone of electricity, an old or older time dragon can use its breath weapon to displace creatures in time. Each creature in the cone must succeed at a Will save or be shifted forward in time a number of rounds equal to 1/2 the dragon's age category (DC equal to breath weapon). For an affected creature, it's as if no time passed. Creatures that succeed at their saves are staggered for 1 round.

Second Chance (Su) Three times per day as an immediate action, an ancient or older time dragon can force a creature (including itself) to reroll any d20 roll. The target must use the result of the second roll.

Time Travel (Su) Up to three times in its life, a great wyrm time dragon can travel to any point in time, taking with it a number of willing creatures equal to its Charisma modifier.



Dragon, Outer (Void)

This dragon's body is as black as the night sky among the stars. It seems only an enormous blot of darkness in the night, that strangely draws you inside.

Mythic Very Young Void Dragon CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary 4
NE Medium dragon (mythic)

Init +2; **Senses** dragon senses, see in darkness; Perception +11

DEFENSE

AC 23, touch 12, flat-footed 21 (+2 Dex, +11 natural)
hp 103 (8d12+16+30)

Fort +11, **Ref** +11, **Will** +11

Defensive Abilities dragon blood (1d4 cold); **Immune** cold, confusion, insanity effects, paralysis, sleep; **DR** 5/epic

OFFENSE

Speed 40 ft., fly 150 ft. (good)

Melee bite +13 (1d8+4), 2 claws +11 (1d6+3), 2 wings +11 (1d4+3)

Special Attacks breath weapon (30-ft. cone, 4d8 cold, DC 16), dragon fury (1d4 cold), mythic drain, mythic power 3/day, rend (3d4), suffocating breath (DC 16), surge +1d6

STATISTICS

Str 17, **Dex** 14, **Con** 15, **Int** 16, **Wis** 15, **Cha** 16

Base Atk +8; **CMB** +11; **CMD** 23 (27 vs. trip)

Feats Flyby Attack, Multiattack^{MF}, Weapon Focus^{MF} (bite), Wingover

Skills Acrobatics +8, Bluff +12, Diplomacy +12, Fly +16, Intimidate +13, Knowledge (arcana, planes) +12, Perception +11, Sense Motive +11, Spellcraft +11, Stealth +11, Survival +9

Languages Abyssal, Aklo, Draconic, Infernal

SQ agile, no breath, starflight

ECOLOGY

Environment vacuum

Organization solitary

Treasure triple

SPECIAL ABILITIES

Agile (Ex) Void dragons have good aerial maneuverability regardless of their age or size.

Defensive Mind (Su) A mythic void dragon adds its Intelligence bonus to all its saving throws.

Suffocating Breath (Su) Instead of dealing cold damage, a very young or older void dragon can breathe a cone-shaped suffocation effect. An air-dependent creature that fails its Fortitude save suffocates for a number of rounds equal to the dragon's age category. The save DC is Constitution-based.

Mythic Old Void Dragon CR 20/MR 8

XP 307,200

Pathfinder Roleplaying Game Bestiary 4
NE Gargantuan dragon (mythic)

Init +12; **Senses** dragon senses, see in darkness; Perception +38; **Aura** alien presence (240 ft., DC 27)

DEFENSE

AC 40, touch 6, flat-footed 40 (+34 natural, -4 size)

hp 375 (20d12+160+80)

Fort +26, **Ref** +20, **Will** +24

Defensive Abilities dragon blood (2d6 cold); **DR** 10/magic and epic; **Immune** cold, confusion, insanity effects, paralysis, sleep; **SR** 35

OFFENSE

Speed 40 ft., fly 250 ft. (good)

Melee bite +29 (4d6+16/19-20 plus obliterate), 2 claws +27 (2d8+11), 2 wings +27 (2d6+11), tail slap +27 (2d8+16 plus grab)

Space 20 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks black hole (DC 27), breath weapon (60-ft. cone, 16d8 cold, DC 28), crush, dragon fury (2d6 cold), mythic drain, mythic power 8/day, obliterate (DC 28), smother, suffocating breath (DC 28), surge +1d10, tail sweep, void gaze (DC 27)

Spell-Like Abilities (CL 20th; concentration +27)

At will—*blur*, *dimension door*, *ray of enfeeblement* (DC 18), *ray of exhaustion* (DC 20)

Sorcerer Spells Known (CL 11th; concentration +19)
5th (7/day)—*dismissal* (DC 22), *feeblemind*^{MS} (DC 22)

4th (7/day)—*charm monster* (DC 21), *confusion*^{MS} (DC 21), *dimensional anchor*

3rd (8/day)—*dispel magic*^{MS}, *haste*^{MS}, *heroism*, *lightning bolt* (DC 20)

2nd (8/day)—*invisibility*, *locate object*, *resist energy*, *touch of idiocy*^{MS} (DC 19), *share memory*^{UM, MS} (DC 19)

1st (8/day)—*alarm*, *cause fear*^{MS} (DC 18), *hypnotism*^{MS} (DC 18), *mage armor*, *obscuring mist*

0 (at will)—*detect magic*, *mage hand*, *read magic*, 6 more



STATISTICS

Str 33, **Dex** 10, **Con** 27, **Int** 22, **Wis** 19, **Cha** 24

Base Atk +20; **CMB** +35; **CMD** 45 (49 vs. trip)

Feats Combat Casting, Flyby Attack, Hover, Improved Critical (bite), Improved Initiative^{MF}, Iron Will, Lightning Reflexes, Multiattack^{MF}, Negation Breath^{MF}, Weapon Focus^{MF} (bite), Wingover

Skills Acrobatics +20, Bluff +30, Diplomacy +25, Fly +21, Intimidate +30, Knowledge (arcana, planes, religion) +29, Perception +27, Sense Motive +27, Spellcraft +29, Stealth +11, Survival +15, Use Magic Device +16

Languages Abyssal, Aklo, Auran, Celestial, Draconic, Ignan, Infernal

SQ agile, night shadow, no breath, starflight

ECOLOGY

Environment vacuum

Organization solitary

Treasure triple

SPECIAL ABILITIES

Agile (Ex) As above.

Alien Presence (Su) A void dragon's alien presence causes an opponent that fails its save to be overcome with dizziness, becoming sickened (or nauseated if the target has 4 or fewer Hit Dice) for 5d6 rounds.

Black Hole (Su) An old or older mythic void dragon may create a tear in the fabric of universe similar to a *sphere of annihilation* once per day. This spot of absolute blackness attracts irresistibly all matter in a 60 ft. radius, except the mythic void dragon that created it. Objects and creatures that cannot brace themselves must succeed at a Fortitude saving throw each round or be attracted 10 feet nearer to the black hole. Anything or anyone touching the black hole is utterly destroyed if it fails another Fort save. A creature or an object that succeeds at its save is instead sent on a random plane, as the *anywhere but here* spell. The save DC is Charisma-based. The black hole lasts for 1 round per age category of the mythic void dragon.

Defensive Mind (Su) A mythic void dragon adds its Intelligence bonus to all its saving throws.

Night Shadow (Su) A mythic void dragon is utterly invisible (as *invisibility*) in areas of darkness, even to creatures with darkvision.

Obliterate (Su) A young or older void dragon's bite deals an additional 2d6 points of negative energy damage. A creature reduced to 0 or fewer hit points

by this attack must succeed at a Fortitude save or be immediately slain and reduced to ashes (as the *disintegrate* spell). The save DC is Constitution-based.

Suffocating Breath (Su) As above.

Void Gaze (Su) A creature within 30 feet of an adult or older void dragon must succeed at a Will save or become confused for 1d6 rounds. This gaze attack is a mind-affecting effect. The save DC is Charisma-based.





Dragon, Outer (Vortex)

This dragon twists and whips with near untraceable speed. Its horns, crests along its neck, and wings emit a glow like starlight.

Mythic Young Vortex Dragon CR 13/MR 5

XP 25,600

Pathfinder Roleplaying Game Bestiary 4

LN Large dragon (fire, mythic)

Init +31/+11^{MA}, dual initiative^{MA}; **Senses** blindsense 60 ft., darkvision 120 ft., dragon senses, see in darkness; Perception +16

DEFENSE

AC 32, touch 11, flat-footed 30 (+4 armor, +2 Dex, +17 natural, -1 size)

hp 165 (11d12+94)

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

Defensive Abilities draconic fortitude^{MA}, indomitable will^{MA}; **DR** 10/epic; **Immune** fire, paralysis, sleep

Weaknesses vulnerable to cold

OFFENSE

Speed 50 ft., fly 200 ft. (good)

Melee bite +17 (2d6+10), 2 claws +17 (1d8+7), 2 wings +15 (1d6+3), tail slap +15 (1d8+10)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (40-ft. cone, 8d6 fire damage, Reflex DC 23 half, usable every 1d4 rounds), clinging breath^{MA} (2d6 fire, 5 rounds), cosmic fire, lingering breath^{MA} (2d6 fire, 5 rounds), mythic power (5/day, surge +1d8)

Spell-Like Abilities (CL 11th; concentration +14)

At will—*anticipate peril*^{UM}

Sorcerer Spells Known (CL 1st; concentration +4)

1st (4)—*mage armor*, *true strike*

0 (at will)—*arcane mark*, *detect magic*, *message*, *read magic*

STATISTICS

Str 25, **Dex** 14, **Con** 19, **Int** 16, **Wis** 15, **Cha** 16

Base Atk +11; **CMB** +19; **CMD** 31

Feats Ability Focus^{MF} (breath weapon), Coruscating Breath^{MF}, Flyby Attack, Improved Initiative, Multiattack, Power Attack^{MF}, Wingover

Skills Bluff +17, Diplomacy +17, Fly +18, Intimidate +17, Knowledge (arcana) +17, Knowledge (planes) +17, Perception +16, Sense Motive +16, Spellcraft +17

Languages Celestial, Common, Draconic, Ignan

SQ agile, galactic emissary, no breath, starflight

SPECIAL ABILITIES

Agile (Ex) Vortex dragons have good maneuverability when flying regardless of their age or size.

Clinging Breath (Su) A mythic vortex dragon can expend one use of its mythic power as a free action when using its breath weapon to cause the energy from its breath to cling to creatures and deal continuing damage. Creatures failing their Reflex save against its breath weapon take energy damage of the same type as the breath weapon each round at the beginning of their turn for a number of rounds equal to the the dragon's mythic rank. As long as a creature continues taking damage from this clinging breath, it is dazzled and outlined as if affected by *faerie fire*.

Cosmic Fire (Su) When a mythic vortex dragon's breath weapon deals fire damage, half this damage emanates from intense stellar power and is not subject to being reduced by non-mythic resistance or immunity to fire-based attacks. If it expends one use of its mythic power when using its breath weapon, it bypasses all non-mythic fire resistance or immunity, except for fire immunity a creature gains from possessing the fire subtype. Additionally, mythic fire resistance or immunity only provides half its normal protection. This also applies to ongoing effects caused by its breath weapon, such as clinging breath and lingering breath.

Galactic Emissary (Su) A young or older vortex dragon halves the time of any starflight journey. In addition, it's immune to any effect that bars extradimensional travel.

Potent Breath (Su) When a mythic vortex dragon uses its breath weapon, it can use one mythic special ability which affects its breath weapon that requires a one use of mythic power (such as clinging breath or lingering breath) without expending a use of mythic power, provided it doesn't expend any otits uses of mythic power during the action of using its breath weapon.



Dragon, Primal (Magma)

Between this dragon's jet-black scales run glowing rivulets of lava, and veins aglow with heat shine in the membranes of its wings.

Mythic Juvenile Magma Dragon CR 11/MR 4

XP 12,800

Pathfinder Roleplaying Game Bestiary 2

CN Medium dragon (fire, mythic)

Init +3; **Senses** dragon senses; Perception +17

DEFENSE

AC 30, touch 13, flat-footed 27 (+3 Dex, +17 natural)

hp 166 (11d12+95)

Fort +14, **Ref** +10, **Will** +12

Defensive Abilities burning eyes^{MA}, fortification (50%)^{MA}; **DR** 10/epic; **Immune** fire, paralysis, sleep

Weaknesses vulnerable to cold

OFFENSE

Speed burrow 40 ft., fly 150 ft. (average)

Melee bite +17 (2d6+9/19-20/x3 plus 4 fire), 2 claws +17 (1d6+6), 2 wings +12 (1d4+3 plus 4 fire)

Special Attacks breath weapon (30-ft. cone, DC 20, 8d6 fire), burning wings^{MA}, mythic power (4/day, surge +1d8), lava tube^{MA}, magmagic^{MA}

Spell-Like Abilities (CL 11th; concentration +13)

At will—*burning hands* (DC 13), *scorching ray*

Sorcerer Spells Known (CL 3rd; concentration +5)

1st (6/day)—*feather fall*, *grease* (DC 13), *shield*

0 (at will)—*bleed* (DC 12), *detect magic*, *open/close*, *read magic*, *spark*^{APG}

STATISTICS

Str 23, **Dex** 16, **Con** 21, **Int** 16, **Wis** 16, **Cha** 15

Base Atk +11; **CMB** +17; **CMD** 30 (34 vs. trip)

Feats Great Fortitude, Improved Critical (bite)^{MF}, Improved Natural Attack (bite), Iron Will, Power Attack, Suppress Vulnerability^{MF}, Vital Strike

Skills Acrobatics +13 (+20 jump), Climb +20, Escape Artist +13, Fly +16, Intimidate +16, Perception +17, Sense Motive +17, Stealth +16, Swim +20

Languages Common, Draconic, Dwarven, Ignan

SQ superheated

ECOLOGY

Environment any mountains or underground (Plane of Fire)

Organization solitary

Treasure triple

SPECIAL ABILITIES

Burning Eyes (Ex) A mythic magma dragon is immune to being blinded or dazzled, and fire and smoke do not block its line of sight.

Burning Wings (Su) A mythic magma dragon's wings deal additional fire damage equal to its age category, and creatures struck by its wings catch on fire (DC 20 Reflex negates), taking 1d6 points of fire damage per round until extinguished. Creatures struck by both wings must attempt two saving throws, and if both fail this fire damage is increased to 2d6 per round. The save DC is Constitution-based.

If a mythic magma dragon is targeted with a ranged attack, as an immediate action it can fan its burning wings in the path of the incoming attack. This causes a 20% miss chance for the attack. In addition, if the attack is with a ranged weapon, the weapon takes 2d4+4 points of damage, ignoring hardness of less than 10. If the weapon or ammunition is destroyed, it deals no damage to the dragon.

When the dragon uses the total defense action, its burning wings shroud it in flames until the beginning of its next turn, dealing 1d6+11 points of fire damage to any weapon that strikes it. Creatures making melee attacks also take this damage on each hit unless they are wielding a reach weapon.

Lava Tube (Ex) A mythic magma dragon can freely alter the shape of its breath from a 30-foot cone to a 60-foot line. In either shape, the dragon's breath softens or even liquefies earth and unworked stone for 4 rounds, affecting the area as *soften earth and stone*. Creatures entering or beginning their turn within the area take 1d6 points of fire damage (no save), but the dragon itself can move more quickly through the area, increasing its burrow speed to 60 feet as long as it remains within the lava tube.

Magmagic (Su) Any creature that takes fire damage from a mythic magma dragon's spells, spell-like abilities, or supernatural abilities is entangled by strands of solidifying molten rock, causing the creature to become entangled (DC 20 Reflex negates). An entangled creature can break free as a move action with a successful DC 20 Reflex save, Escape Artist check, or Strength check.

Superheated (Su) At young age and older, a magma dragon's bite attack deals additional fire damage equal to its age category.





Dragon, Primal (Umbral)

This sleek, dark dragon moves with a disturbing, serpentine grace, its eyes glowing as if lit from within by crimson embers.

Giant Mythic Adult Umbral Dragon CR 18/MR 7

XP 153,600

Pathfinder Roleplaying Game Bestiary 2

CE Gargantuan dragon (extraplanar, mythic)

Init +10; **Senses** darkvision 60 ft., low-light vision; Perception +25

Aura frightful presence (180 ft., DC 23)

DEFENSE

AC 36, touch 5, flat-footed 36 (–1 Dex, +31 natural, –4 size)

hp 316 (17d12+206)

Fort +18, **Ref** +9, **Will** +15

Defensive Abilities fortification^{MA}, **DR** 10/epic and magic; **Immune** cold, death effects, negative energy, paralysis, sleep, dragon traits; **SR** 28

OFFENSE

Speed 40 ft., fly 250 ft. (clumsy)

Melee bite +25 (4d6+18/19–20/x3), 2 claws +25 (2d8+12), tail slap +25 (2d8+18), 2 wings +25 (2d6+12)

Space 20 ft.; **Reach** 20 ft. (30 ft. with bite)

Special Attacks breath weapon (60-ft. cone, 12d8 negative energy, Reflex DC 26 for half, usable every 1d4 rounds), crush (4d6+18, DC 26, Medium or smaller creatures), fade to black^{MA}, fast swallow^{MA}, mythic power (7/day, surge +1d10), shadow breath (6 Str), sun eater^{MA}, swallow whole^{MA} (2d8 acid and 2d8 negative energy damage, AC 25, 31 hp), swarming shadows^{MA}, tail sweep (2d6+18, DC 26, Small or smaller creatures)

Spell-Like Abilities (CL 17th; concentration +22)

At will—*darkness*, *shadow walk*, *vampiric touch*

Sorcerer Spells Known (CL 7th; concentration +12)

3rd (5)—*dispel magic*, *inflict serious sounds* (DC 18)

2nd (7)—*invisibility*, *resist energy*, *silence* (DC 18)

1st (8)—*divine favor*, *grease* (DC 16), *inflict light wounds* (DC 17), *magic missile*, *shield*

0 (at will)—*bleed* (DC 15), *detect magic*, *detect poison*, *ghost sound* (DC 15), *mage hand*, *ray of frost*, *read magic*

STATISTICS

Str 35, **Dex** 8, **Con** 27, **Int** 20, **Wis** 21, **Cha** 20

Base Atk +17; **CMB** +33 (+37 grapple); **CMD** 42 (46 vs. trip)

Feats Dragonfear^{MF}, Flyby Attack, Improved Critical^{MF} (bite), Improved Initiative, Improved Vital Strike, Multiattack^{MF}, Power Attack, Skill Focus (Stealth), Snatch, Vital Strike^{MF}

Skills Bluff +25, Diplomacy +25, Fly +5, Knowledge (arcana) +25, Knowledge (local) +25, Knowledge (planes) +25, Perception +25, Sense Motive +25, Spellcraft +25, Stealth +13 (+20 dim light or darkness), Survival +25; **Racial Modifiers** +7 Stealth dim light or darkness

Languages Abyssal, Common, Draconic, Infernal, Terran, Undercommon

SQ ghost bane, silent shadowcaster^{MA}, umbral scion

ECOLOGY

Environment any

Organization solitary

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su) Although it deals negative energy damage, an umbral dragon's breath weapon does not heal undead creatures.

Fade to Black (Su) When a mythic umbral dragon deals Strength damage to a non-mythic creature, that creature begins to fade into shadow. Such creatures gain a bonus on Stealth checks in dim light or darkness equal to one-half the number of points of Strength damage they have, but they also gain [light blindness](#) and become partially incorporeal. Faded creatures do not gain most of the traits of the incorporeal subtype, such as being able to move through solid objects; however, attacks made by or against such creatures have a 20% miss chance, and any spell, spell-like, or supernatural ability or magic item effect created by a creature faded in this way has a 20% chance of having no effect, as its effects are shunted into the Plane of Shadow. This is a curse effect that lasts as long as the Strength damage

dealt by the umbral dragon does. A creature whose Strength damage equals or exceeds his Strength score must succeed on a DC 26 Fortitude save each round at the end of his turn or become a shadow if it has 8 or fewer HD, or a greater shadow if CR 9 or above.

Ghost Bane (Su) A young or older umbral dragon's physical attacks deal damage to incorporeal creatures normally.

Necrotic Gullet (Su) Creatures swallowed whole by a mythic umbral dragon take 1d3 points of Strength damage each round they begin their turn within

the dragon's gullet. A creature remaining inside the dragon's gullet at the end of its turn also gains 1 negative level (DC 26 Fortitude negates). The dragon heals 1 hit point for each point of Strength damage inflicted by this ability and 5 hit points for each negative level inflicted.

Shadow Breath (Su) Three times per day, an adult or older umbral dragon can breathe a cone of shadows. Creatures who fail a Fortitude save are blinded for 1d4 rounds and take 1 point of Str drain per age category possessed by the dragon. A successful save negates the blindness and reduces Str drain to 1d4 points.

Silent Shadowcaster (Ex) A mythic umbral dragon adds its mythic tier as a bonus on Stealth checks in dim light and darkness, and when in an area of magical darkness the dragon can omit the verbal component of spells it casts, as if it had the Silent Spell feat. It can expend one use of mythic power to omit a spell's verbal component without increasing the spell's casting time or the level of the spell slot needed to cast the spell.



Sun Eater (Su) The illumination level within 10 feet of a mythic umbral dragon is reduced by one step unless that illumination is from a mythic source. A mythic umbral dragon also can use its bite to dispel a magical light effect (as dispel magic, caster level 17th) by touching any portion of that effect's area with its jaws as a standard action. If the light effect source is successfully dispelled, the dragon's frightful presence is triggered (if it had not already been triggered), and the illumination level is reduced by one step within the entire area affected by the dragon's frightful presence for a number of rounds equal to the spell level of the light effect. If the dragon expends one use of its mythic power after dispelling a light effect, it can instead shroud itself in a [vampiric shadow shield](#)^{ACG} for a number of rounds equal to the the spell level of the dispelled effect.

Swarming Shadows (Su) When a mythic umbral dragon uses its shadow breath, it can expend one use of mythic power to cause the shadowy breath to break apart into a multitude of tiny winged shadows. These flitting shadows coalesce into 3 swarms that can appear anywhere within the area its breath affected. These swarms have statistics identical to bat swarms, but they are incorporeal undead rather

than living flesh, and creatures damaged by one of these swarms take 1d3 points of Strength damage in addition to normal damage and bleed damage. Once created, the swarming shadows can move independently, though they remain under the control of the dragon that created them.

Umbral Scion (Ex) Umbral dragons have [negative energy affinity](#) and are immune to energy drain and death effects.

Mythic Adult Umbral Dragon

Without the giant simple template, a mythic adult umbral dragon's stats are as follows: **CR** 17/**MR** 7; **XP** 102,400; **Size** Huge; **Init** +11; **AC** touch 8; **hp** 282; **Fort** +16, **Ref** +10; **Melee** bite +25 (2d8+15), 2 claws +25 (2d6+10), 2 wings +25 (1d8+10), tail +25 (2d6+15); **Space** 15 ft., **Reach** 10 ft. (15 ft. with bite), swallow whole (AC 24, 28 hp), no tail sweep; **Special Attacks** breath weapon (50-foot cone, DC 24), crush (DC 24, 2d8+15); **Str** 31, **Dex** 10, **Con** 23; **CMB** +29 (+33 grapple); **CMD** 38 (42 vs. trip); **Skills** Fly +8, Stealth +18 (+25 dim light or darkness).



Drake, Flame

This ferocious creature looks like a red-and-yellow scaled dragon, but with only two legs.

Giant Mythic Flame Drake CR 7/MR 3

XP 3,200

Pathfinder Roleplaying Game Bestiary 2

CE Huge dragon (fire, mythic)

Init +7^{MF}; **Senses** darkvision 60 ft., low-light vision, scent, smoke breather^{MA}; Perception +10

DEFENSE

AC 22, touch 8, flat-footed 22 (+14 natural, -2 size)
hp 99 (6d12+60)

Fort +10, **Ref** +5, **Will** +6

DR 5/epic; **Immune** fire, paralysis, sleep

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., fly 60 ft. (average)

Melee bite +12 (2d8+8 plus 1d6 fire), tail slap +7 (1d8+4)

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

Special Attacks fireball breath, lingering breath^{MA} (2d8 fire, 3 rounds), sooty flame^{MA}, mythic power (3/day, surge +1d6)

STATISTICS

Str 27, **Dex** 11, **Con** 20, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +6; **CMB** +16; **CMD** 26

Feats Flyby Attack, Improved Initiative^{MF}, Power Attack^{MF}

Skills Fly +5, Intimidate +9, Perception +10, Stealth +1, Survival +10

Languages Draconic

SQ elusive speed^{MA}, speed surge

ECOLOGY

Environment temperate mountains or hills

Organization solitary, pair, or rampage (1–4 mythic flame drakes and 2–8 flame drakes)

Treasure standard

SPECIAL ABILITIES

Elusive Speed (Ex) When a mythic flame drake uses its speed surge, it gains the benefits of the Mobility and Wind Stance feats until the beginning of its next turn, and if in a smoky environment it can make a Stealth check with a +8 bonus as part of this move action, even if under direct observation.

Fireball Breath (Su) A flame drake can, as a standard action, breathe a ball of flame that explodes like a fireball. This attack has a range of 180 feet and deals 5d6 points of fire damage (DC 18 Reflex half) to all creatures within a 20-foot-radius spread. Once a flame drake has used its fireball breath, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

Sooty Flame (Su) When a mythic flame drake uses its fireball breath, the area is filled with thick smoke for 3 rounds, blocking vision as *obscuring mist*. If it expends one use of its mythic power, the smoke becomes acrid and choking like that produced by *pyrotechnics*, forcing creatures within the cloud to take a -4 penalty on Strength and Dexterity for as long as they remain within the cloud and for 1d4+1 rounds thereafter (DC 18 Fortitude negates).

Smoke Breather (Ex) A mythic flame drake can see and breathe perfectly in smoky conditions, such as those created by its sooty flame or a *pyrotechnics* spell.

Speed Surge (Ex) Three times per day as a swift action, a flame drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.



Drake, Forest

This green-scaled dragon has two powerful legs and a pair of long, leathery wings. A long spike adorns its thrashing tail.

Giant Mythic Forest Drake CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary 2

CE Huge dragon (earth, mythic)

Init +5 (+7 in forests); **Senses** darkvision 60 ft., low-light vision, scent; Perception +11 (+13 in forests)

DEFENSE

AC 20, touch 9, flat-footed 19 (+1 Dex, +11 natural, -2 size)

hp 72 (5d12+40)

Fort +8, **Ref** +5, **Will** +4

DR 5/epic; **Immune** acid, paralysis, sleep

OFFENSE

Speed 30 ft., fly 60 ft. (average), swim 30 ft.

Melee bite +10 (2d6+7), tail slap +5 (2d6+3)

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

Special Attacks acidic cloud, lingering breath^{MA} (2d8 acid, 2 rounds), mythic power (2/day, surge +1d6)

STATISTICS

Str 25, **Dex** 12, **Con** 18, **Int** 9, **Wis** 11, **Cha** 12

Base Atk +5; **CMB** +14; **CMD** 25

Feats Improved Initiative, Power Attack^{MF}, Skill Focus (Perception)

Skills Fly +5, Intimidate +9, Perception +11 (+13 in forests), Stealth +1 (+3 in forests), Survival +7 (+9 in forests), Swim +19

Languages Draconic

SQ aquatic adaptation, elusive speed^{MA}, forest master^{MA}, speed surge

ECOLOGY

Environment any forests

Organization solitary, pair, or rampage (1–4 mythic forest drakes and 2–8 forest drakes)

Treasure standard

SPECIAL ABILITIES

Acidic Cloud (Su) A forest drake can, as a standard action, spit a ball of acid that bursts into a cloud

on impact. This attack has a range of 60 feet and deals 4d6 points of acid damage (Reflex DC 16 half) to all creatures within the resulting 10-foot-radius spread. The cloud remains for 1d4 rounds once created, acting as a 10-foot-radius *obscuring mist* (it no longer causes damage unless the drake uses its lingering breath), but a strong wind disperses it in a single round. Once a forest drake has used its acidic cloud breath, it cannot do so again for 1d6 rounds. The Reflex save is Constitution-based.

Aquatic Adaptation (Ex) A forest drake can breathe underwater indefinitely and can freely use its breath weapon and other abilities while underwater. The acidic cloud created by that attack dissipates after 1 round if used underwater.

Elusive Speed (Ex) When a mythic forest drake uses its speed surge, it gains the benefits of the Mobility and Wind Stance feats until the beginning of its next



turn, and if in forest terrain it can make a Stealth check with a +8 bonus as part of this move action, even if under direct observation.

Forest Master (Ex) A mythic forest drake treats forest as its favored terrain, as the ranger class feature, gaining a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks in forest terrain and leaving no tracks, and it gains the [compression](#) ability in forest



terrain. In addition, when a mythic forest drake makes a Perception check in a forest environment it may spend one use of its mythic power to gain [greensight](#) for 1 minute.

Speed Surge (Ex) Three times per day as a swift action, a forest drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.



Dryad

This strange, beautiful woman has flesh that seems made of wood and vibrant hair that resembles leaves and blossoms.

Mythic Dryad

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary

CG Medium fey (mythic)

Init +4/-16; **Senses** low-light vision; Perception +11

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

hp 33 (6d6+12)

Fort +5, **Ref** +9, **Will** +7

DR 5/cold iron and epic

Weaknesses tree dependent

OFFENSE

Speed 30 ft.

Melee masterwork rapier +8 (1d6+4/18-20)

Ranged masterwork longbow +8 (1d8+4/x3)

Special Attacks mythic power (1/day, surge +1d6), mythic spell-like abilities^{MA}

Spell-Like Abilities (CL 6th, concentration +10)

Constant—*speak with plants*

At will—*entangle* (DC 15), *tree shape*, *wood shape* (1 lb. only)

3/day—*charm person* (DC 15), *deep slumber* (DC 17), *tree stride*

1/day—*suggestion* (DC 17)

STATISTICS

Str 10, **Dex** 19, **Con** 13, **Int** 14, **Wis** 15, **Cha** 18

Base Atk +3; **CMB** +3; **CMD** 17

Feats Great Fortitude, Stealthy, Weapon Finesse^{MF}

Skills Climb +9, Craft (sculpture) +11, Escape Artist +15, Handle Animal +10, Knowledge (nature) +11, Perception +11, Stealth +15, Survival +8; **Racial Modifiers** +6 Craft (wood)

Languages Common, Elven, Sylvan; *speak with plants*

SQ spirit of the wood, tree meld, wild empathy, woodcraft

ECOLOGY

Environment temperate forests

Organization solitary, pair, or grove (3–8)

Treasure standard (masterwork rapier, masterwork longbow with 20 arrows, other treasure)

SPECIAL ABILITIES

Spirit of the Wood (Su) A mythic dryad is a protector of the forest and those that dwell therein. Animals, fey, and plants allied with the mythic dryad gain a +2 circumstance bonus on all saving throws when within 60 feet of the mythic dryad. Inanimate plants gain a saving throw against all effects, using the mythic dryad's saving throw modifier. If the effect affects an area or multiple targets and the mythic dryad must save against the effect, she can expend a mythic surge and all allied animals, fey, and plants within this radius add the result of her surge die to their saving throw.

In addition, a mythic dryad can expend one use of mythic power as a swift or immediate action to dispel any spell that specifically affects animals, fey, plants, or objects made of wood or plant matter, such as *control plants*, *dominate animal*, *entangle*, *warp wood*. If the spell she attempts to dispel is a non-mythic spell, she can roll twice and select the better result.

Tree Meld (Su) A dryad can meld with any tree, similar to how the spell *meld into stone* functions. She can remain melded with a tree as long as she wishes.

Tree Dependent (Su) A dryad is mystically bonded to a single, enormous tree and must never stray more than 300 yards from it. Most dryad trees are oak trees, but other trees function as well (often having subtle influences on a specific dryad's personality and appearance). A dryad who moves 300 yards beyond her bonded tree immediately becomes sickened. Every hour thereafter, she must make a DC 15 Fortitude save to resist becoming nauseated for an hour. A dryad that is out of range of her bonded tree for 24 hours takes 1d6 points of Constitution damage, and another 1d6 points of Constitution damage every day that follows—eventually, this separation kills the dryad. A dryad can forge a new bond with a new tree by performing a 24-hour ritual and making a successful DC 20 Will save.

Wild Empathy (Su) This works like the druid's wild empathy class feature, except the dryad has a +6 racial bonus on the check. Dryads with druid levels add this racial modifier to their wild empathy checks.

Woodcraft (Ex) A dryad has a +6 racial bonus to Craft checks involving wood and is always treated as if she had masterwork artisan's woodworking tools when making such checks.





Eel, Electric

This six-foot-long, snake-like fish moves slowly. A strange popping and snapping sound occasionally emits from the creature's body.

Mythic Electric Eel

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary

N Small animal (mythic)

Init +6 **Senses** low-light vision; Perception +4

DEFENSE

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)

hp 25 (2d8+16)

Fort +7, **Ref** +5, **Will** +0

Resist electricity 10

OFFENSE

Speed 5 ft., swim 30 ft.

Melee bite +3 (1d6+1) and tail –2 touch (2d6 electricity)

Special Attacks electricity^{MA}, mythic power (3/day, surge +1d6)

STATISTICS

Str 13, **Dex** 14, **Con** 19, **Int** 1, **Wis** 10, **Cha** 6

Base Atk +1; **CMB** +1; **CMD** 13 (can't be tripped)

Feats Extra Mythic Power^{MF}, Improved Initiative

Skills Escape Artist +10, Perception +4, Stealth +10, Swim +9; **Racial Modifiers** +8 Escape Artist

ECOLOGY

Environment warm fresh water

Organization solitary

Treasure none

SPECIAL ABILITIES

Charged Skin (Ex) Any creature striking a mythic electric eel in melee takes 1d6 points of electricity damage for each successful attack. If the attacker confirms a critical hit against the eel, it takes 2d6 points of electricity damage and must save or be stunned by its electricity ability.

When a mythic electric eel is attacker, it can expend one use of its mythic power as an immediate action to make a tail attack against that creature. It uses its full attack bonus of +3 on this attack,

Electricity (Ex) An electric eel can produce a powerful jolt of electricity from its tail, delivering the jolt with a successful touch attack. The creature

struck must make a DC 15 Fortitude save or be stunned for 1d4 rounds. Non-mythic creatures must roll twice and take the worse result. The save DC is Constitution-based.

A mythic electric eel can expend one use of its mythic power as a standard action to charge the electricity in a 10-foot-radius spread centered on itself. Creatures in this area take 2d6 points of electricity damage and are stunned for 1d4 rounds; a successful DC 15 Fortitude save halves damage and negates the stun.

Eel, Giant Moray

This sixteen-foot-long eel slithers through the water with uncanny grace, mouth open to display large teeth and a second set of jaws.

Mythic Giant Moray Eel

CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary

N Large animal (aquatic, mythic)

Init +6; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, –1 size)

hp 68 (7d8+37)

Fort +8, **Ref** +9, **Will** +3

DR 5/epic

OFFENSE

Speed swim 30 ft.

Melee bite +16 (2d6+10 plus grab)

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

Special Attacks fast strike^{MA}, gnaw^{MA}, mythic power (2/day, surge +1d6)

STATISTICS

Str 24, **Dex** 14, **Con** 16, **Int** 1, **Wis** 12, **Cha** 8

Base Atk +5; **CMB** +17 (+21 grapple); **CMD** 25 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes, Skill Focus^{MF} (Stealth), Weapon Focus (bite)

Skills Escape Artist +10, Perception +11, Stealth +11, Swim +15; **Racial Modifiers** +8 Escape Artist

SQ silent creeper^{MA}

ECOLOGY

Environment warm oceans

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

Treasure none



SPECIAL ABILITIES

Fast Strike (Ex) A mythic giant moray eel strikes fast enough that it gains a +4 racial bonus on attack rolls with its natural attacks and on CMB checks. The bonus is included above.

Gnaw (Ex) A mythic giant moray eel possesses a second set of jaws in its throat that aid in swallowing. Whenever a mythic giant moray eel deals damage with its main bite attack, it can make a second bite attack (+16 attack, 1d6+4) against a foe it has just bitten. If a mythic giant moray eel begins a round with a grabbed foe, it inflicts automatic bite damage (also making a second bite attack) against the grabbed foe.

Silent Creeper (Ex) A mythic giant moray eel is treated as if it had ranks in Stealth equal to its Hit Dice, with Stealth as a class skill. If the eel expends one use of its mythic power, it can make a Stealth check even when directly observed, as long as there is cover or concealment within 10 feet. When a mythic giant moray eel uses a mythic surge to increase the result of a Stealth check, the result of the surge die is maximized.



Einherji

Holding a massive battleaxe and shield, this tall, helmed warrior is grim and fierce.

Mythic Einherji

CR 12/MR 5

XP 19,200

Pathfinder Roleplaying Game Bestiary 4

CN Medium outsider (extraplanar, mythic)

Init +7; **Senses** darkvision 60 ft., *deathwatch*; Perception +18

Aura golden^{MA} (10 ft.)

DEFENSE

AC 27, touch 13, flat-footed 24 (+9 armor, +3 Dex, +5 natural)

hp 173 (13d10+102)

Fort +12, **Ref** +11, **Will** +8

Defensive Abilities *freedom of movement*; **DR** 10/cold iron, epic, and lawful; **Immune** cold, disease, fear, poison; **Resist** acid 10, electricity 10, fire 10; **SR** 26

OFFENSE

Speed 30 ft.

Melee +2 *ominous*^{UE} greataxe +21/+16/+11 (1d12+11/×3)

Ranged masterwork throwing axe +17 (1d6+4)

Special Attacks demanding challenge of single combat^{MA}, ecstatic rage^{MA} (3/day), mythic power (5/day, surge +1d8)

Spell-Like Abilities (CL 12th; concentration +12)

Constant—*deathwatch*, *freedom of movement*

At will—*heroism*

3/day—*divine power*

1/day—*heroes' feast*

STATISTICS

Str 23, **Dex** 16, **Con** 19, **Int** 10, **Wis** 14, **Cha** 11

Base Atk +13; **CMB** +19; **CMD** 32

Feats Combat Reflexes, Improved Initiative, Improved Iron Will^B, Iron Will^{MF}, Power Attack^{MF}, Stand Still, Step Up, Strike Back^{MF}

Skills Intimidate +18, Knowledge (engineering, planes) +16, Perception +18, Ride +16, Survival +18

Languages Celestial, Common

SQ battle-trained, fervent magic^{MA}, titan's bane^{MA}

ECOLOGY

Environment any

Organization solitary, squad (1 mythic einherji and 2–5 einherji), or warband (2 mythic einherji and

5–14 einherji)

Treasure triple (+3 *agile breastplate*, +2 *ominous greataxe*, masterwork throwing axe)

SPECIAL ABILITIES

Battle-Trained (Ex) An einherji is proficient with all armor. Armor never impacts an einherji's speed, nor does an einherji take armor check penalties on Ride checks.

Demanding Challenge of Single Combat (Ex) As a swift action, a mythic einherji can choose a single target within sight to challenge by attempting an Intimidate check to demoralize that creature. If the check succeeds, the target is shaken and the mythic einherji gains a +4 bonus on attack rolls and damage rolls against that target. For the duration of the challenge, the mythic einherji must attack that target, and takes a –2 penalty to its AC, except against attacks made by the target. Similarly, as long as the target is within the threatened area of the mythic einherji, the target takes a –2 penalty to its AC from attacks made by anyone other than the mythic einherji. The challenge (and the shaken condition) remains in effect until the target successfully attacks the mythic einherji in melee combat, the target is dead or unconscious, or the combat ends.

Ecstatic Rage (Ex) As a free action, up to three times per day, a mythic einherji can enter an ecstatic rage for up to 1 minute, gaining a +3 bonus on melee attack rolls, melee damage rolls, thrown weapon damage rolls, and Will saving throws, but taking a –2 penalty to Armor Class. It also gains 6d12 temporary hit points. These temporary hit points are lost first when the mythic einherji takes damage, disappear when the ecstatic rage ends, and are not replenished if the mythic einherji enters an ecstatic rage again within 1 minute of its previous ecstatic rage. While in an ecstatic rage, a mythic einherji cannot use any Charisma-, Dexterity-, or Intelligence-based skill (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration (such as using spell-like abilities).

A mythic einherji can end its ecstatic rage as a free action, and is staggered for 1 minute after an ecstatic rage ends. A mythic einherji can't enter a new ecstatic rage while staggered. If a mythic einherji falls unconscious, its ecstatic rage immediately ends.

If a mythic einherji expends one use of mythic power as a move action while it is in an ecstatic rage, it may enter a state of joyful calm. While in this state, the mythic einherji doesn't gain any benefits from ecstatic rage other than the temporary hit points, but it doesn't take any of the penalties from ecstatic rage



(including the penalty to AC and the restriction on actions it can take). The state of joyful calm can be intentionally ended at the beginning of the mythic einherji's turn as a free action; otherwise, it lasts until the ecstatic rage ends.

Fervent Magic (Su) A mythic einherji's spell-like abilities have a caster level equal to its CR, and it can cast *heroism* at will rather than *rage*. In addition, as

a swift action, a mythic einherji can expend one use of mythic power to use any of its spell-like abilities with a casting time of 1 round or shorter. When used in this way, the spell-like ability can target only the mythic einherji, even if it could normally affect other or multiple targets. Spell-like abilities used in this way do not provoke attacks of opportunity.

Golden Aura (Su) As long as a mythic einherji is in battle (i.e., each round it makes an attack roll), it gains a 10-ft. radius glowing golden aura that inspires courage in its allies, improving their combat abilities. Allies within a mythic einherji's golden aura, including the mythic einherji itself, gain a +2 competence bonus on attack and weapon damage rolls. Additionally, a mythic einherji gains fast healing 5 + 1 per ally that is also in battle within its aura. A mythic einherji loses its golden aura outside of combat or if knocked unconscious.

Titan's Bane (Ex) This functions as the trickster path ability, as described in Chapter 1 of *Pathfinder Roleplaying Game Mythic Adventures*.



Elder Thing

This strange creature has a star-shaped head and numerous writhing appendages arranged radially around its barrel-shaped body.

Mythic Elder Thing

CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary 4

LN Medium aberration (alien, aquatic, mythic, mythos)

Init +2; **Senses** all-around vision, darkvision 60 ft.; Perception +13

DEFENSE

AC 24, touch 16, flat-footed 22 (+4 deflection, +2 Dex, +8 natural)

hp 75 (7d8+44)

Fort +8, **Ref** +4, **Will** +8

Defensive Abilities force field^{MA}; **DR** 5/epic; **Immune** cold; **Resist** fire 10, force 10

OFFENSE

Speed 30 ft., fly 20 ft. (clumsy), swim 40 ft.

Melee 5 tentacles +7 (1d4+2 plus grab)

Special Attacks concussion cysts^{MA}, constrict (1d4+2), mutator^{MA}, mythic power (2/day, surge +1d6)

STATISTICS

Str 15, **Dex** 14, **Con** 19, **Int** 20, **Wis** 16, **Cha** 19

Base Atk +5; **CMB** +7 (+11 grapple, +9 trip); **CMD** 23 (can't be tripped)

Feats Combat Expertise^{MF}, Endurance, Great Fortitude, Improved Trip

Skills Craft (any one) +10, Disable Device +9, Fly +4, Heal +10, Knowledge (arcana) +12, Perception +13, Spellcraft +15, Survival +13, Swim +15, Use Magic Device +11

Languages Elder Thing

SQ amphibious, hibernation, limited starflight, no breath

ECOLOGY

Environment any

Organization solitary, pair, pod (3–8), or expedition (9–16)

Treasure standard

SPECIAL ABILITIES

Concussion Cysts (Su) A mythic elder thing can extrude one bioenergetic cyst from each of its five tentacles once per day as a full-round action. These cysts remain potent for 24 hours, after which they become inert. A concussion cyst can be hurled as a

grenade-like weapon with a range increment of 10 feet. A target struck by a cyst takes 3d6 points of force damage and must succeed on a DC 17 Reflex save or be knocked prone. Creatures adjacent to the target take half damage (DC 17 Reflex negates). The mythic elder thing can instead delay the cyst's detonation until the beginning of its next turn, usually targeting a square rather than a creature. When it does so, all creatures within 20 feet of the cyst take 3d6 points of force damage (DC 17 Reflex half). The save DC is Constitution-based.

Force Field (Su) A mythic elder thing is surrounded by a field of force that grants it a deflection bonus to AC equal to its Charisma bonus and resistance 10 to force damage. Its natural weapons are treated as force effects for the purpose of damaging incorporeal or ethereal creatures. If the mythic elder thing expends one use of its mythic power as a swift or immediate action, its force field also protects it from ranged attacks as *entropic shield* for 7 minutes.

Hibernation (Ex) An elder thing can enter a state of hibernation at will; doing so takes 1 minute. While in this state, it can take no actions and is effectively helpless, as if it were in a deep sleep. An elder thing can remain in hibernation for as long as it wishes—while in this state, it does not need to eat or drink, nor does it age. Time effectively stands still for a hibernating elder thing. If it is jostled or damaged while hibernating, an elder thing can attempt a DC 20 Will save. If it succeeds, it awakens in 2d4 rounds. Otherwise, it takes 1d4 days to awaken from hibernation. An elder thing can set the length of its hibernation when it first enters this state, so that it can awaken after a set amount of time has passed. When awakening at a set time in this manner, an elder thing needs only 1d3 rounds to rouse itself, with no Will saving throw necessary.

Limited Starflight (Ex) An elder thing can survive in the void of outer space, and its wings allow it to use its fly speed in that environment despite the lack of air. Unlike creatures with full starflight, an elder thing's ability to fly in outer space does not allow it to reach unusually high speeds—an elder thing that wishes to travel from one planet to another typically calculates the distance and then hibernates for the majority of the journey, relying on its momentum and inertia to carry it to its destination while it slumbers along the way.

Mutator (Su) When a mythic elder thing succeeds on a combat maneuver check to maintain a grapple, it can inject the target with mutagenic enzymes that warp its flesh as *fleshcurdle*^{ISM} while also dealing 2 points of ability damage to any ability score the elder thing



chooses (DC 17 Fortitude negates). If the mythic elder thing expends one use of its mythic power, it can use the mythic version of *fleshcurdle* and it deals 4 points of ability drain to the chosen ability score; a successful Fortitude save reduces the effect to 2 points of ability damage. If the mythic elder thing expends two uses of its mythic power when doing so, a Medium or smaller humanoid target failing its save is stunned for 1d4 rounds, after which time it is permanently polymorphed into either a [grothlut](#) [fleshwarp](#)^{B4} (if human) or [morlock](#)^{B1} (if not). The target retains no abilities or memories of its former self but is friendly to the elder thing, as if charmed. This polymorph effect cannot be dispelled but can be reversed with *break enchantment* or *limited wish*. If you have the [Gothic Campaign Compendium](#) from Legendary Games, you may substitute the *mutation* spell for this polymorph effect.



Elemental, Aether

A vaguely human shape swims through the ethereal mists, apparently made of their same substance; it is iridescent, and faintly glowing.

Mythic Small Aether Elemental CR 2/MR 1

XP 600

N Small outsider (aether, elemental, extraplanar, mythic)

Init +7; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +5

DEFENSE

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

hp 23 (2d10+2+10)

Fort +4, **Ref** +5, **Will** +0

Defensive Abilities telekinetic deflection; **Immune** elemental traits, force

OFFENSE

Speed fly 60 ft. (good)

Melee slam +4 (1d4+1)

Ranged telekinetic throw +5 (1d8+2)

Special Attacks mythic power 1/day, surge +1d6, telekinetic maneuver, telekinetic throw (DC 12)

STATISTICS

Str 12, **Dex** 15, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +2; **CMB** +2; **CMD** 15

Feats Improved InitiativeSM, Point-Blank Shot

Skills Acrobatics +6, Fly +12, Perception +5, Stealth +11

SQ elemental creation, mythic master, telekinetic invisibility

Languages Aquan, Auran, Ignan, Terran

ECOLOGY

Environment any (Ethereal Plane)

Organization solitary, pair, or gang (3–8)

Treasure none

SPECIAL ABILITIES

Elemental Creation (Ex) Mythic aether elementals are able to create objects and structures from the four elements. A mythic aether elemental may manipulate one 5 ft. cube of material per day for every HD it possesses. These constructions may be as simple or elaborate as the elemental wishes, and are permanent until destroyed. A mythic aether elemental's creations are not magical and have the same properties as normal objects and buildings of the same type. A mythic aether elemental cannot create living beings with this ability.

Mythic Master (Su) A spellcaster with the Mythic Improved Familiar feat can call a mythic small aether elemental familiar. Its master gains Mythic Spell Lore as a bonus feat as long as the elemental familiar is adjacent. However, the spells its master selects with this feat must come from the aether arcane school spell list. Its master also gains 1 additional use of mythic power per day, but this use can only be used to augment a spell from the aether school. A masterless mythic small elemental is aggressive and savage, gaining the feral savagery^{MAdv} (full attack) mythic ability in place of this ability.

Telekinetic Invisibility (Ex) An aether elemental's body bends light and dampens sound waves. This works as the kineticist utility wild talent telekinetic invisibility, except that it is constant and doesn't end when the elemental attacks. As this ability is inherent, it is not subject to effects such as *invisibility purge*.

Telekinetic Throw (Ex) An aether elemental can fling a creature or object (with a maximum range of 480 feet). A creature receives a Fortitude save to avoid being thrown (the save DC is Constitution-based). The telekinetic throw deals the listed damage to both the thrown creature or object and the target. The aether elemental can throw a creature or object that weighs at most 50 pounds per Hit Die the elemental possesses.

Telekinetic Deflection (Su) An aether elemental gains a deflection bonus to its AC equal to its Constitution modifier.

Telekinetic Maneuver (Su) An aether elemental can attempt a ranged combat maneuver check, as per *telekinesis*, with a CMB equal to its Hit Dice + its Dexterity modifier.

Mythic Elder Aether Elemental CR 14/MR 5

XP 38,400

N Huge outsider (aether, elemental, extraplanar, mythic)

Init +20; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +20

DEFENSE

AC 31, touch 26, flat-footed 20 (+7 deflection, +11 Dex, +5 natural, –2 size)

hp 250 (16d10+162)

Fort +17, **Ref** +21, **Will** +8

Defensive Abilities amorphous, force barrier, telekinetic deflection; DR 10/—; **Immune** elemental traits, force

OFFENSE

Speed fly 60 ft. (good)



Melee 2 slams +20 (2d8+6)
Ranged telekinetic throw +25 (10d6+7/19–20, x3)
Space 15 ft.; Reach 15 ft.
Special Attacks engulf (DC 24), mythic power 5/day, philosopher's touch, surge +1d8, telekinetic maneuver, telekinetic throw (DC 19)
Psychic Magic (Sp) (CL 16th; concentration +17) 11 PE—*condensed ether* (5 PE, DC 14), *ectoplasmic snare* (3 PE, DC 14), *telekinetic volley* (2 PE)

STATISTICS

Str 22, **Dex** 33, **Con** 24, **Int** 12, **Wis** 13, **Cha** 11
Base Atk +16; CMB +24; CMD 51
Feats Combat Reflexes^M, Deadly Aim, Improved Critical^M (telekinetic throw), Improved Initiative^M, Improved Iron Will, Improved Precise Shot, Iron Will, Point-Blank Shot, Precise Shot
Skills Acrobatics +30, Escape Artist +30, Fly +30, Knowledge (planes) +20, Perception +20, Sense Motive +20, Stealth +22
SQ elemental creation, telekinetic invisibility
Languages Aquan, Auran, Ignan, Terran

ECOLOGY

Environment any (Ethereal Plane)
Organization solitary, pair, or gang (3–8)
Treasure none

SPECIAL ABILITIES

Elemental Creation (Ex) Mythic aether elementals are able to create objects and structures from the four elements. A mythic aether elemental may manipulate one 5 ft. cube of material per day for every HD it possesses. These constructions may be as simple or elaborate as the elemental wishes and are permanent until destroyed. A mythic aether elemental's creations are not magical and have the same properties as normal objects and buildings of the same type. A mythic aether elemental cannot create living beings with this ability.

Force Barrier (Su) As a standard action, a mythic aether elemental can create an immobile barrier of force around itself, following its form's contours. The barrier lasts 1 minute, and otherwise functions as *mythic wall of force*, except that non-mythic disintegrate spells or a *rod of cancellation* negate the barrier entirely for 1 round.

Philosopher's Touch (Su) A mythic aether elemental can convert a creature or object it touches into pure elemental matter. If the creature fails a DC 25 Fortitude save, it is permanently transformed into rock, flame, wind, or water, as the elemental wishes

(as *flesh to stone*); if it succeeds, it is only stunned for 1d4 rounds. The save DC is Constitution-based. *Stone to flesh* can restore a transmuted creature, but if it was transformed into air, fire, or water, it could be difficult to recover its entire body; a *wish* or *miracle* allows to restore the victim whole and unharmed.

Telekinetic Deflection (Su) As a small aether elemental.

Telekinetic Invisibility (Ex) As a small aether elemental.

Telekinetic Maneuver (Su) As a small aether elemental.

Telekinetic Throw (Ex) As a small aether elemental.



Elemental, Ice

From the waist up, this icy creature's features are humanoid, but below its body is a snake-like, slithering tail.

Mythic Elder Ice Elemental CR 13/MR 5

XP 25,600

Pathfinder Roleplaying Game Bestiary 2

N Huge outsider (air, cold, elemental, extraplanar, water)

Init +9; **Senses** darkvision 60 ft. snow vision; Perception +19

DEFENSE

AC 30, touch 15, flat-footed 23 (+5 Dex, +2 dodge, +15 natural, -2 size)

hp 218 (16d10+130)

Fort +15, **Ref** +17, **Will** +5; second save^{MA}

DR 10/-; **Immune** cold, elemental traits

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft., burrow (ice and snow only) 20 ft., swim 60 ft.

Melee 2 slams +25 (2d10+11/19-20 x3 plus 2d8 cold)

Ranged 4 ice shards^{MA} +19 (1d10+11 plus 2d8 cold)

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

Special Attacks blizzard^{MA}, mythic power (5/da7, surge +1d8), numbing cold^{MA} (DC 23)

STATISTICS

Str 32, **Dex** 20, **Con** 21, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +29; **CMD** 45 (can't be tripped)

Feats Cleave, Combat Reflexes, Dodge^{MF}, Improved Critical (slam)^{MF}, Improved Initiative, Lightning Reflexes, Power Attack^{MF}, Vital Strike

Skills Escape Artist +24, Intimidate +19, Knowledge (planes) +19, Perception +19, Stealth +16, Swim +38

Languages Aquan

SQ ice glide, ice healing^{MA}, ice shape^{MA}, icewalking

ECOLOGY

Environment any land or water (Plane of Water)

Organization solitary, pair, or gang (1 mythic elder ice elemental plus 3-8 non-mythic greater ice elementals)

Treasure none

SPECIAL ABILITIES

Blizzard (Su) As a move action, a mythic elder ice elemental can expend one use of mythic power to

surround itself with a whirling gale of snow and frost, which both impairs vision and hampers movement. This supernatural blizzard extends in a 20-foot-radius from the mythic elder ice elemental, and moves with it. In this area, snow and icy fog obscures all sight beyond 5 feet, and creatures 5 feet away have concealment. Further, the area is filled with severe winds, imposing a -4 penalty on ranged attacks and causing Small or smaller creatures to be checked. The supernatural blizzard remains for 1 minute.

Ice Glide (Su) A burrowing mythic elder ice elemental can pass through nonmagical ice and snow as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other sign of its presence. A *control water* spell cast on an area containing a burrowing mythic elder ice elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Ice Healing (Su) A mythic elder ice elemental can use frigid water to repair damage to its icy body. As a move action, while the mythic elder ice elemental is in contact with water of 40° F or colder, it can freeze up to 100 gallons of that water, with the frozen water covering cracks and gaps in the mythic elder ice elemental's body. For every 5 gallons of water the mythic elder ice elemental freezes in this way, it heals 1 hit point.

Ice Shape (Sp) A mythic elder ice elemental can sculpt ice and snow as easily as clay. This functions as the spell *stone shape*, except that it functions only on ice, snow, and similar substances, and the ice elemental can also increase or decrease the hardness of the affected material by up to 2. The mythic elder ice elemental can use this ability at will.

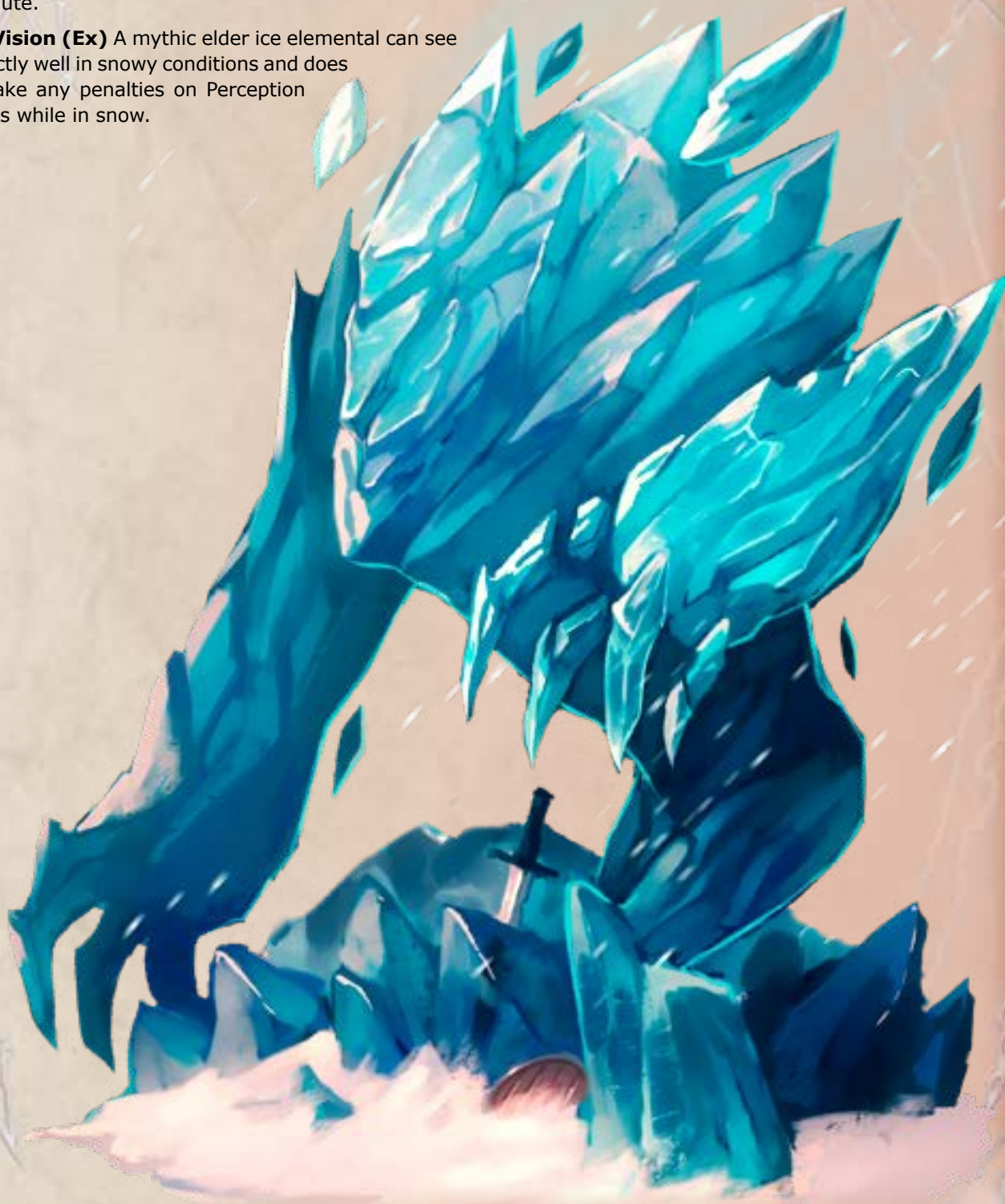
Ice Shards (Ex) As a full-round action, a mythic elder ice elemental can create and fire a volley of 1d4 icy spikes at its foes. Each spike is a ranged attack with a range increment of 30 feet and a maximum range of 150 feet. Because the ice for these shards is drawn from the mythic elder ice elemental's own body, for each ice shard the mythic elder ice elemental fires in this way, it suffers 5 points of damage.

Icwalking (Ex) This ability works like the *spider climb* spell, but the surfaces the mythic elder ice elemental climbs must be icy. The mythic elder ice elemental can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Numbing Cold (Su) When a mythic elder ice elemental deals cold damage to a creature, that creature must succeed on a Fortitude save or be staggered for 1

round. The save DC is listed in the mythic elder ice elemental's stat block and is Constitution-based. If the mythic elder ice elemental expends a use of mythic power when it deals cold damage to a creature, the creature is instead encased in ice if it fails its Fortitude save, causing it to be petrified for 1 minute.

Snow Vision (Ex) A mythic elder ice elemental can see perfectly well in snowy conditions and does not take any penalties on Perception checks while in snow.



Elemental, Lightning

This creature looks like a dark storm cloud, with sparks suggesting eyes and long sweeping arms charged with bolts of lightning.

Mythic Elder Lightning Elemental CR 13/MR 5

XP 25,600

Pathfinder Roleplaying Game Bestiary 2

N Huge outsider (air, elemental, extraplanar, mythic)

Init +21; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

AC 32, touch 21, flat-footed 19 (+12 Dex, +1 dodge, +11 natural, -2 size)

hp 186 (16d10+98)

Fort +13, **Ref** +22, **Will** +7; second save^{MA}

DR 10/—; **Immune** electricity, elemental traits

OFFENSE

Speed fly 100 ft. (perfect)

Melee 2 slams +26 (2d8+12 plus 2d8 electricity)

Ranged electric arc^{MA} +26 touch (4d8 electricity)

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

Special Attacks lightning dash^{MA}, magnetic burst^{MA}, metal mastery, mythic power (5/day, surge +1d8), retributive shock^{MA}, spark leap

STATISTICS

Str 26, **Dex** 35, **Con** 16, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +26; **CMD** 49

Feats Blind-Fight, Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^{MF}, Iron Will, Mobility, Power Attack^{MF}, Weapon Finesse^{MF}

Skills Acrobatics +31, Escape Artist +31, Fly +16, Intimidate +19, Knowledge (planes) +19, Perception +19, Stealth +23

Languages Auran

SQ move through metal^{MA}

ECOLOGY

Environment any (Plane of Air)

Organization solitary, pair, or gang (1 mythic elder lightning elemental plus 3–8 non-mythic greater lightning elementals)

Treasure none

SPECIAL ABILITIES

Electric Arc (Su) As a standard action, a mythic elder lightning elemental can cause an arc of electrical energy to lash out at a single creature or object

within 60 feet. This is a ranged touch attack. If the attack hits, it deals 4d8 points of electricity damage.

Lightning Dash (Su) As a full-round action, a mythic elder lightning elemental can transform into a bolt of living lightning, travelling up to 200 feet in a straight line. While moving in this way, it can move through opponent's spaces without provoking attacks of opportunity, and deals 4d8 points of electricity damage to each creature whose space it passes through.

Magnetic Burst (Su) As a standard action, a mythic elder lightning elemental can expend 1 use of mythic power to create a powerful magnetic burst, causing all metal within 60 feet to gain a strong magnetic charge. Creatures in the area wearing metal armor must succeed on a DC 21 Reflex save or be slowed, as the spell *slow*, until they remove the armor or it ceases to be magnetized. Metal weapons magnetized in this way impose a -4 penalty on attack rolls, although metal shields grant an additional +2 circumstance bonus to AC against attacks made with metal weapons. Metal objects magnetized in this way retain their magnetic charge for one minute.

Metal Mastery (Ex) A mythic elder lightning elemental gains a +3 bonus on attack rolls if its opponent is wearing metal armor, is wielding a metal weapon, or is made of metal (such as an iron golem).

Move Through Metal (Su) A mythic elder lightning elemental can transform itself into pure electrical energy, allowing it to travel through metal objects. This functions similarly to the earth glide ability of an earth elemental, except that the mythic elder lightning elemental can only move through metal objects in this way. Additionally, by expending 1 use of mythic power, a mythic elder lightning elemental can touch a single object of Tiny size or larger that is made primarily of metal, transforming into an electrical charge and inhabiting that object. This functions similarly to *meld into stone*, but the object, being made of metal, is not subject to spells like *stone to flesh* and *stone shape*, and the mythic elder lightning elemental is able to fit within the object even if the object is smaller than it, as long as the object is at least Tiny. As long as the mythic elder lightning elemental remains within the metal object, any creature touching the object suffers 2d8 points of electricity damage, and sustained contact (such as wearing or holding the object) deals 4d8 points of electricity damage per round. The mythic lightning elemental can remain within the object indefinitely, and can exit the object at any time as a move action, appearing in the nearest unoccupied space of its choice.

Retributive Shock (Su) As an immediate action, a mythic elder lightning elemental can expend 1 use of mythic power to charge its body with electrical energy for one minute. During this time, any creature that hits the mythic elder lightning elemental with a melee attack made with a natural attack, unarmed strike, or weapon made primarily of metal suffers 2d8 points of electricity damage.

Spark Leap (Ex) A mythic elder lightning elemental gains a +10 bonus on bull rush, disarm, overrun, and trip attacks when it charges a creature against whom its metal mastery ability applies.



Elemental, Magma

This rocky monster glows with an internal heat. Red light spills from its eyes and mouth, as well as fractures in its outer surface.

Mythic Elder Magma Elemental CR 13/MR 5

XP 25,600

Pathfinder Roleplaying Game Bestiary 2

N Huge outsider (earth, elemental, extraplanar, fire, mythic)

Init +3; **Senses** darkvision 60 ft.; Perception +19

DEFENSE

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

hp 218 (16d10+130)

Fort +15, **Ref** +9, **Will** +5; second save^{MA}

DR 10/–; **Immune** fire, elemental traits

Weaknesses vulnerable to cold

OFFENSE

Speed 20 ft., burrow 20 ft.; earth glide

Melee 2 slams +23 (3d6+9 plus burn)

Ranged lava ball^{MA} +13 touch (3d6 fire)

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

Special Attacks burn (3d6, DC 21), eruption^{MA}, lava puddle^{MA}, lava trail^{MA}, mythic power (5/day, surge +1d8), reduce to slag^{MA}

STATISTICS

Str 28, **Dex** 8, **Con** 21, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +27; **CMD** 36

Feats Cleave^{MF}, Greater Bull Rush, Greater Overrun, Improved Bull Rush, Improved Initiative, Improved Overrun, Improved Sunder^B, Power Attack^{MF}, Vital Strike^{MF}

Skills Climb +28, Intimidate +19, Knowledge (dungeoneering) +19, Knowledge (planes) +19, Perception +19, Stealth +10

Languages Ignan

ECOLOGY

Environment any (Plane of Fire)

Organization solitary, pair, or gang (3–8)

Treasure none

SPECIAL ABILITIES

Burn (Ex) A mythic elder magma elemental's burn DC includes a –2 racial penalty, as their fires don't burn quite as hot as true elemental flames.

Eruption (Su) As a standard action, a magma elemental can expend 1 use of mythic power to explode in a violent eruption, showering magma on everything in a 40-foot radius. Each creature and unattended object in this area suffers 12d6 points of fire damage and is coated in lava, which inflicts 4d6 points of fire damage per round and entangles covered creatures. A DC 23 Reflex save halves the damage and prevents the creature from being covered in lava. Covered creatures can attempt to free themselves as a full-round action that provokes attacks of opportunity, and requires a DC 30 combat maneuver check or Escape Artist check, or a DC 23 Reflex save. The lava cools over the course of 2d3 rounds, after which a creature ceases to suffer fire damage each round but remains entangled. Using this ability automatically reduces the mythic elder magma elemental to 1 hit point. The mythic elder magma elemental can use this ability as a free action when it is reduced to 0 hit points, but must expend an additional use of mythic power to do so. The saving throw DC is Constitution-based.

Lava Ball (Ex) As a standard action, a magma elemental can hurl a glob of lava from its body at a single foe. Treat this as a ranged touch attack with a range increment of 10 feet and a maximum range of 60 feet. If the attack hits, it deals 3d6 points of fire damage, and the target must succeed on a DC 23 Reflex save or be coated in lava, gaining the entangled condition and suffering 1d6 points of fire damage per round until the lava is removed. The lava can be removed as a full-round action that provokes attacks of opportunity. The saving throw DC is Constitution-based.

Lava Puddle (Su) Once per day as a full-round action, a mythic elder magma elemental can vomit forth a puddle of lava that fills its space to a depth of 2–3 inches and counts as difficult terrain. Any creature that moves through this puddle of lava takes 2d6 points of fire damage. This damage continues for 1d3 rounds after the creature leaves the lava pool, although then it only inflicts 1d6 points of fire damage per round. The lava puddle solidifies and is safe to touch after a number of rounds equal to the mythic elder magma elemental's Hit Dice. At the GM's discretion, this puddle of lava could start secondary fires. If the mythic elder magma elemental expends 1 use of mythic power when it uses this ability, it does not count against the number of times per day it can use the ability, the damage inflicted by the lava increases to 4d6 (or 2d6 once a creature has left the area), and the mythic elder magma elemental can create the puddle anywhere it chooses within 30 feet

(the lava puddle still takes up a space equal to the mythic elder elemental's space).

Lava Trail (Su) Whenever a mythic elder magma elemental moves, it can expend 1 use of mythic power. If it does, it leaves a trail of lava in each space it leaves. The lava in this trail functions identically to the lava created by the lava puddle ability.

Reduce to Slag (Ex) A mythic elder magma elemental's touch can melt most substances. It gains Improved Sunder as a bonus feat, and the fire damage inflicted by its burn ability is not halved before applying the hardness of objects.



Elemental, Mud

This animate pile of mud seems barely able to maintain the semblance of a humanoid form made of dripping sludge.

Mythic Elder Mud Elemental CR 13/MR 5

XP 25,600

Pathfinder Roleplaying Game Bestiary 2

N Huge outsider (earth, elemental, extraplanar, mythic, water)

Init +5; **Senses** darkvision 60 ft. tremorsense 30 ft.; Perception +19

DEFENSE

AC 29, touch 15, flat-footed 22 (+5 Dex, +2 dodge, +14 natural, -2 size)

hp 234 (16d10+146)

Fort +16, **Ref** +17, **Will** +5; second save^{MA}

DR 10/—; **Immune** acid, elemental traits

OFFENSE

Speed 20 ft., burrow 10 ft., swim 30 ft.; earth glide

Melee 2 slams +24 (2d10+10/19–20 plus entrap)

Ranged mud ball^{MA} +19 (2d10+10)

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

Special Attacks drown in mud^{MA}, entrap^{MA} (DC 24, 10 minutes, hardness 15, hp 25), mythic power (5/day, surge +1d8), sucking mud^{MA}

STATISTICS

Str 30, **Dex** 20, **Con** 23, **Int** 10, **Wis** 11, **Cha** 11

Base Atk +16; **CMB** +28; **CMD** 45

Feats Awesome Blow^{MF}, Cleave, Dodge, Great Cleave, Greater Bull Rush, Improved Bull Rush, Improved Critical (slam), Lightning Reflexes, Power Attack^{MF}, Quick Awesome Blow^{MF}

Skills Climb +29, Escape Artist +24, Intimidate +19, Knowledge (planes) +19, Perception +19, Stealth +16, Swim +18

Languages Terran

SQ sculpt self^{MA}

ECOLOGY

Environment any land or water (Plane of Earth)

Organization solitary, pair, or gang (1 mythic elder mud elemental plus 3–8 non-mythic greater mud elementals)

Treasure none

SPECIAL ABILITIES

Drown in Mud (Ex) Whenever a Large or smaller

creature would be affected by a mythic elder mud elemental's entrap ability, it can expend 1 use of mythic power in order to attempt to completely engulf the creature, instead. This otherwise functions identically to the engulf universal monster ability. Creatures engulfed in this way suffer 2d6 points of bludgeoning damage and 2d6 points of acid damage each round that they remain engulfed.

Entrap (Ex) The mud from a mythic elder mud elemental's entrap ability can be washed away in 1d3 rounds of immersion in water. A creature rendered helpless by a mythic elder mud elemental's entrap ability is completely encased in mud, and cannot cast spells with verbal components, nor can it breathe, unless it is normally able to do so in mud. Further, the concentration check to use spell-like abilities and spells without verbal components is increased to 30. Finally, the hardness of the mud is increased by the mythic elder mud elemental's mythic tier, and the mud's hit points are increased by twice that amount.

Mud Ball (Ex) As a standard action, a mythic elder mud elemental can fling a glob of mud from its body. Treat this as a ranged attack with a range increment of 10 feet and a maximum range of 60 feet. If the attack hits, it deals 2d10 + 10 points of damage, and the target must succeed on a Reflex save or be blinded by mud for 1d3 rounds. An affected creature can remove the mud as a standard action that provokes attacks of opportunity.

Sculpt Self (Su) As a standard action, a mythic elder mud elemental can expend 1 use of mythic power to alter the shape of the mud that comprises its body, taking on a new form. This functions as the spell *polymorph*, except that the mythic elder mud elemental's body is still made of mud. It retains all of its extraordinary and supernatural abilities that depend on its form, and retains its burrow and swim speeds (unless the new form has better burrow or swim speeds, in which case it uses those, instead). The mythic elder mud elemental loses its slam attacks while using this ability, but applies its entrap ability to a single natural attack of its choice possessed by its new shape.

Sucking Mud (Ex) As an immediate action, when a mythic elder mud elemental is hit with a melee attack, it can expend one use of mythic power to soften its body, entrapping the attacker's weapon in the mud. If the attack was made with a manufactured weapon, this functions as a disarm combat maneuver, which does not provoke an attack of opportunity, and on which the mythic elder mud elemental gains a +5 circumstance bonus. If the disarm attempt is successful, the item is held within

the mythic elder mud elemental's body, granting it a +10 circumstance bonus to CMD against steal combat maneuver attempts to reclaim it. The mythic elder mud elemental can cause the item to surface from within its body as a swift action, dropping it in its space or holding it in one hand, as it prefers. If the initial attack is made with an unarmed strike or natural attack, this instead functions as a grapple combat maneuver, which doesn't provoke attacks of opportunity, and on which the mythic elder mud elemental gains a +5 circumstance bonus.



Elephant

These thick-skinned animals bear large ivory tusks flanking a long, prehensile snout.

Mythic Elephant

CR 9/MR 3

XP 6,400

Pathfinder Roleplaying Game Bestiary

N Huge animal (mythic)

Init +0; **Senses** low-light vision, scent; Perception +20

DEFENSE

AC 20, touch 8, flat-footed 20 (+12 natural, -2 size)

hp 128 (11d8+79)

Fort +14, **Ref** +7, **Will** +6

DR 10/epic

OFFENSE

Speed 40 ft.

Melee gore +16 (2d8+10 plus toss), slam +16 (2d6+10 plus grab)

Space 15 ft.; Reach 10 ft.

Special Attacks mythic power (3/day, surge 1d6), thrashing trunk^{MA}, toss^{MA}, trample (2d8+15, DC 25)

STATISTICS

Str 30, **Dex** 10, **Con** 21, **Int** 2, **Wis** 13, **Cha** 7

Base Atk +8; **CMB** +20 (+22 bull rush, +24 grapple);

CMD 30 (32 vs. bull rush, 34 vs. trip)

Feats Endurance, Great Fortitude^{MF}, Improved Bull Rush, Iron Will, Power Attack^{MF}, Skill Focus (Perception)

Skills Perception +20, Swim +14

SQ jungle march^{MA}

ECOLOGY

Environment warm plains or jungle

Organization solitary or herd (6–30)

Treasure none

SPECIAL ABILITIES

Jungle March (Su) A mythic elephant (and any creature riding on it) can pass easily through natural undergrowth, trees, thorns, and briars without impediment or damage. By spending one use of its mythic power, a mythic elephant and its rider(s) can move through magically manipulated vegetation without impediment or harm for 1 minute, such as that produced by *entangle*, *plant growth*, *spike growth*, or *wall of thorns*. This provides no protection against attacks by creatures of the plant type.

Thrashing Trunk (Ex) When a mythic elephant grapples a Medium or smaller creature, the mythic elephant is not considered grappled. In addition, if a mythic elephant begins its turn grappling a Medium or smaller creature,

when it makes a grapple check to maintain the grapple and/or pin the target, it can also use that creature as an improvised weapon in place of its slam attack. It can use the grappled creature to make a melee attack or a ranged attack with a 10-foot range increment. The mythic elephant takes the usual -4 penalty to attack rolls with an improvised weapon, and a successful



attack deals 2d6 points of damage plus the elephant's Strength modifier to both the target of the attack and to the grappled creature. If the grappled creature is smaller than Medium size, reduce the damage die size by one step for each size category smaller than Medium. A mythic elephant may spend one use of its mythic power to negate the attack roll penalty for using an improvised weapon and to increase the damage to 2d6 plus 1-1/2 times its Strength modifier for 1 minute.

Toss (Ex) When a mythic elephant hits a Large or smaller creature with its gore attack, it can attempt a bull rush combat maneuver against that target as a free action. If the maneuver succeeds, the target is pushed away in a direction chosen by the mythic elephant and falls prone.



Emela-Ntouka

With transparent scales of milky white covering its powerful body, this vaguely aquatic monstrosity lumbers out from the shallow water on four stout limbs. Lowering its streamlined head, it points a long, semi-porous horn with murderous intent.

Emela-Ntouka

CR 8/MR 4

XP 4,800

N Large magical beast (aquatic, mythic)

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +2

DEFENSE

AC 22, touch 9, flat-footed 22 (+13 natural, -1 size)

hp 114 (8d10+75)

Fort +13, **Ref** +6, **Will** +4

DR 5/epic

Defensive Abilities ferocity^{MA}, unstoppable^{MA}

OFFENSE

Speed 30 ft., swim 20 ft.

Melee gore +15 (2d8+12)

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

Special Attacks gut piercer, lift prey^{MA}, mythic power (3/day, [surge](#) +1d6), powerful charge (4d8+16), trample^{MA} (2d6+12, DC 22)

STATISTICS

Str 27, **Dex** 10, **Con** 20, **Int** 2, **Wis** 14, **Cha** 4

Base Atk +8; **CMB** +17; **CMD** 27 (31 vs. trip)

Feats Endurance, [Improved Initiative](#)^{MF}, Great Fortitude, [Skill Focus \(Stealth\)](#)^{MF}

Skills Stealth +11, Swim +16

SQ amphibious

ECOLOGY

Environment tropical rivers or lakes

Organization solitary

Treasure none

SPECIAL ABILITIES

Gut Piercer (Ex) When an emela-ntouka deals at least 20 points of damage with its gore attack, it pierces the vital organs of the target, dealing 1d6 points of bleed damage. In addition, it can make a combat maneuver check against the target to suck some of its internal organs out through its hollow horn. If the combat maneuver check succeeds, the target takes 1d4 points of Constitution damage and is nauseated for 1d4 rounds.

Lift Prey (Ex) When a mythic emela-ntouka succeeds on its combat maneuver check using gut piercer against a target one size or more smaller than itself, it can choose to hold its target in the air while it drains the organs. The target is considered grappled and staggered until it can succeed at a combat maneuver check or escape artist check against the emela-ntouka. If the mythic emela-ntouka begins its turn with a creature lifted, it can expend one use of mythic power to treat its next attack against that creature as a natural 20.

The emela-ntouka is one of the most unnerving tropical river monsters to be found wherever large enough prey is available. Its massive body is covered in translucent white scales that do little to hide its internal organs from sight. An emela-ntouka stands on four short yet powerful legs with just the slightest bit of webbing running the length of each, and two beady eyes sit on opposite sides of its head, just behind and below a long horn pocked with tiny holes. An emela-ntouka can grow up to 15 feet long and 7 feet from hoof to shoulder and can weigh up to 3 tons.

ECOLOGY

Despite being a clumsy swimmer, the emela-ntouka makes its home at the bottom of muddy rivers. Although it will feed on vegetation to supplement its diet, an emela-ntouka's main food source is red meat. Unable to rip, tear, or chew at flesh with its relatively small mouth, the emela-ntouka's horn serves as its primary intake for food. When hungry, it will lumber out of the water in search of prey. The emela-ntouka's favorite strategy is to charge forward and thrust its horn into the belly of its target. Powerful muscles will pull the prey's innards through tiny holes in the horn, making it easy to digest, and depositing the gut-slurry in one of the emela-ntouka's two stomachs. After feeding, the emela-ntouka will retreat back to the bottom of its river.

HABITAT AND SOCIETY

Although not particularly aggressive, the emela-ntouka

will not abide any competition in its territory and will actively attack anything it sees at least half as large as it is. Emela-ntouka aren't known for having particularly good eyesight though, and observant locals know to look for deep puncture wounds in trees or rocks to determine if there might be an emela-ntouka nearby.



Faceless Stalker

This hairless, leathery biped has a face dominated by grotesque and unsettling whorls and slits instead of actual features.

Mythic Faceless Stalker

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary 2

CE Medium aberration (mythic, shapechanger)

Init +7; **Senses** darkvision 60 ft.; Perception+2

DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 58 (5d8+36)

Fort +5, **Ref** +4, **Will** +6

DR 5/epic and piercing or slashing

OFFENSE

Speed 30 ft.

Melee masterwork longsword +9 (1d8+5/19–20) and slam +3 (1d6+2 plus blood drain and grab)

Special Attacks blood leaching^{MA}, maddening duplication^{MA} (DC 15), mythic power (2/day, surge 1d6), sneak attack +2d6

Spell-Like Abilities (CL 5th; concentration +8)

Constant—[tongues](#)

STATISTICS

Str 20, **Dex** 17, **Con** 18, **Int** 13, **Wis** 15, **Cha** 16

Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 21

Feats [Combat Reflexes](#)^{MF}, Deceitful, Improved Initiative

Skills Bluff +10, Disguise +14 (+24 when using change shape), Escape Artist +19, Sleight of Hand +8, Stealth +11; **Racial Modifiers** +4 Disguise (+14 when using change shape), +8 Escape Artist

Languages Aquan, Common; [tongues](#)

SQ blood frenzy^{MA}, change shape (medium humanoid; [alter self](#)), [compression](#), faceless

ECOLOGY

Environment any swamps or underground

Organization solitary or gang (1 mythic faceless stalker and 2–12 non-mythic faceless stalkers)

Treasure standard (masterwork longsword, other treasure)

SPECIAL ABILITIES

Blood Frenzy (Su) When a mythic faceless stalker successfully drains blood from a living creature, it becomes invigorated. It gains a +2 alchemical bonus to Strength and is hasted; these effects last

one round per point of Constitution damage or drain the mythic faceless stalker deals. If a blood-frenzied mythic faceless stalker continues to drain blood, the duration of the invigoration increases one round for each additional point of Constitution damage or drain.

Blood Leaching (Su) A mythic faceless stalker can drain blood when any part of its rubbery body even briefly comes in contact with a victim. When a mythic faceless stalker makes a successful slam attack, it also deals 1 point of Constitution damage to its victim. When a mythic faceless stalker deals damage with its slam attack against a cowering, dazed, grappled, helpless, pinned, or stunned opponent, it drains deals 1d4 points of Constitution damage from its victim. Additionally, once per day, a mythic faceless stalker can expend one use of mythic power when it drains blood to instead deal 1d4 points of Constitution drain while healing itself of 2d8 points of damage as it gorges itself on its victim's blood. Any healing over the mythic faceless stalker's maximum hit points is wasted.

Change Shape (Su) A mythic faceless stalker can assume the form of a Medium humanoid at will but requires 10 uninterrupted minutes to alter its body. Performing this transformation is somewhat painful, but the mythic faceless stalker can maintain its new form indefinitely once it has achieved it. It can change back to its true form as a swift action and gains a +2 morale bonus on attack rolls, damage rolls, skill checks, and saving throws for 1 round after it does so. Mythic faceless stalkers retain their own innate abilities when they assume their new form and do not gain any of those belonging to the creature they mimic. A mythic faceless stalker gains a +10 bonus on Disguise checks when they are used in conjunction with this ability.

Faceless (Su) In its natural form, a mythic faceless stalker has no discernible facial features. It gains a +4 bonus on saving throws made to resist attacks or effects that target the senses. This includes gaze attacks, odor-based attacks, sonic attacks and similar attacks. This bonus does not apply to illusions.

Maddening Duplication (Su) As a standard action, a mythic faceless stalker can expend one use of mythic power to focus its will on a Small or Medium humanoid within 30 feet and rearrange its rubbery facial features to perfectly mimic the humanoid's face, rippling and pulsing between the duplicate face and the stalker's own tumescent visage. If the target has line of sight to the mythic faceless stalker, its sense of self is shaken by the maddening duplication, dealing 1d4 points of Charisma damage and dazing the target for 1 round. If the target is a spellcaster,



she also acquires the [disassociation spellblight](#)^{UM}. A DC 15 Will save negates Charisma damage and the spellblight and causes the target to become confused for 1 round rather than dazed. A mythic faceless stalker may expend one use of its mythic power when using this ability to force the target to save twice, using the lower roll, and on a failed save the target is dazed for 1 round even on a successful saving throw and confused for 1d6 rounds on a failed save (1 round on a successful save), with the confusion occurring after the dazed effect ends. This is a mind-affecting insanity effect and the save is Charisma-based.



Fenris Wolf

This immense wolf's black fur is tipped with silver, though his hide is scarred beneath. His lambent eyes bespeak a terrible cunning and his slavering jaws an equally terrible hunger.

Fenris Wolf

CR 30/MR 10

XP 9,830,400

NE Large magical beast (mythic)

Init +30^{MF}/+10, dual initiative^{MA}; **Senses** blindsight 60 ft., darkvision 120 ft., keen scent, low-light vision; Perception +51

DEFENSE

AC 45, touch 25, flat-footed 29 (+16 Dex, +20 natural, -1 size)

hp 880 (40d10+660); fast healing 30

Fort +36, **Ref** +38, **Will** +21

Defensive Abilities improved evasion, slippery mind, uncanny dodge; **DR** 20/epic; **Immune** cold, fire; **Resist** acid 30, electricity 30, sonic 30; **SR** 46

OFFENSE

Speed 60 ft.; sprint^{MA}

Melee bite +53 (6d6+28/15-20/×3 plus grab or trip)

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

Special Attacks blood rage^{MA}, fast swallow, feral savagery^{MA} (full-attack action or successful swallow whole), horrible howl^{MA}, mythic power (10/day, surge +1d12), powerful jaws^{MA}, river maker^{MA}, swallow whole (Large, 10d6 acid damage, AC 20, 88 hp), unpredictable^{MA}

STATISTICS

Str 38, **Dex** 43, **Con** 38, **Int** 15, **Wis** 27, **Cha** 30

Base Atk +40; **CMB** +55 (+59 grapple); **CMD** 81 (85 vs. trip)

Feats Acrobatic Steps, Combat Expertise, Combat Reflexes, Crippling Critical, Critical Focus^{MF}, [Deadly Finish](#)^{UC}, Dodge, [Following Step](#)^{APG}, Greater Feint, Greater Vital Strike, Improved Critical (bite), Improved Feint, Improved Initiative^{MF}, Improved Vital Strike, Inescapable Grasp (*Mythic Monster Manual* 289)^{MF}, Mobility, Nimble Moves, Spring Attack^{MF}, Step Up, [Step Up and Strike](#)^{APG}, Vital Strike^{MF}

Skills Acrobatics +16 (+36 when jumping) Bluff +40, Escape Artist +62, Perception +51, Sense Motive +48, Stealth +35; **Racial Modifiers** +8 Acrobatics when jumping, +16 Escape Artist

Languages Common

SQ break bonds^{MA}, prodigious growth^{MA}, wolf sire^{MA}

ECOLOGY

Environment cold forests

Organization solitary

Treasure triple

SPECIAL ABILITIES

Blood Rage (Ex) Fenris has the [blood rage](#) special attack, and while Fenris is in a blood rage, he bypasses all damage reduction when he attacks. He can expend one use of his mythic power as a swift action to end his blood rage.

Break Bonds (Ex) Fenris can break nonmythic bonds as a moveaction, and he benefits from *freedom of movement*, as per the spell, against nonmythic spells and effects. By expending one use of mythic power, Fenris can add his mythic rank to break and Escape Artist checks to destroy or escape mythic bonds and to his saves versus mythic spells or effects that restrict his movement.

Dismemberment (Ex) When Fenris attacks a foe that is denied its Dexterity bonus against him, he can expend one use of mythic power as a standard action to attempt a combat maneuver check. If successful, one of the target's hands is bitten off, dealing bite damage (though the target cannot be tripped or swallowed) and 2d6 bleed damage. Fenris may choose to swallow or drop the hand and any item worn or held in it. If Fenris spends an additional use of mythic power, the lost hand cannot be recovered by nonmythic means.

Horrible Howl (Su) Three times per day, Fenris can unleash a howl as a standard action. All nonmythic creatures become panicked for 2d4 rounds (no save), and mythic creatures must succeed at a DC 38 Will save to avoid becoming panicked for 1d4 rounds. Creatures that make their saves are shaken for 1d4 rounds instead. Regardless of whether a creature saved or not, he cannot be affected by Fenris's howl again for 24 hours.

If Fenris expends one use of mythic power, he can again affect mythic creatures that previously failed their saves and all nonmythic creatures with his howl.

Powerful Jaws (Ex) Fenris's applies twice his Strength modifier to bite damage, and his bite attack has a critical threat range of 18-20 and a critical multiplier of x3.

Prodigious Growth (Su) Once per day, Fenris can increase his size for 8 hours, benefitting from *animal growth*, as per the spell. He becomes Huge and can swallow whole Huge or smaller creatures. He can expend one use of mythic power to increase his size to Gargantuan for 1 minute, adjusting his statistics

as if he had the [giant simple template](#) and enabling him to swallow Gargantual creatures.

River Maker (Ex) As a full-round action, Fenris can spill enough saliva to to create a non-magical flood equivalent to a [hydraulic torrent](#)^{APG} (caster level 20th) 10 feet wide, 10 feet high, and 120 feet long, using his Strength modifier to determine the CMB and Strength check. Creatures successfully bull rushed by this flood take 8d6 points of bludgeoning damage

(DC 44 Reflex half). This river of slaving foam does not nourish plants, and any living creature drinking or breathing the water is affected each round as if it had ingested [belladonna](#) poison. The save DC is Strength-based.

If Fenris uses this ability in consecutive rounds, the size of the river increases by 10 feet in width and 120 feet in length each round. He can also bend the course of the river so that it does not affect a



straight line, exchanging 10 feet of its length for each 45-degree angle that the river turns.

If Fenris expends one use of his mythic power during any round he creates a river, it continues to flow for 1 minute (though it does not further expand). If he expends two uses of mythic power, the river continues to flow for 1 hour and it continues to grow in length (though not width or height) by 60 feet per round, flowing in the same direction it was last sent.

Slippery Mind (Ex) Fenris benefits from [slippery mind](#), as per the rogue talent of the same name.

Sprint (Ex) Fenris can move up to 10 times his speed when charging or jumping. As a free action, Fenris can expend one use of mythic power to make a 90-degree turn during a sprinting charge.

Unpredictable (Ex) Non-mythic foes are always flat-footed against Fenris regardless of any abilities that prevent them from being flat-footed.

Wolf Sire (Su) As the archetypal wolf lord, wolves, worgs, werewolves, dogs, and canine creatures will not attack him. If magically controlled or compelled to attack, they automatically become *confused*, attacking the creature that controls or compels them when the roll would normally indicate “attack nearest creature.”

In addition, Fenris sired two sons, Sköll and Hati, that are both advanced [mythic winter wolves](#) (as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*). Fenris can summon either or both wolves as a standard action. Sköll can expend two uses of mythic power to extinguish the sun for 1 day, immediately dealing 10d6 points of cold damage to all creatures (DC 19 Fortitude save for half) and creating a *deeper darkness* effect in a 1-mile radius. Fenris and his ^{sons} can see through the darkness created by this ability. Hati can expend two uses of mythic power to cause a lunar eclipse that lasts for 24 hours. At night, this reduces the light level by two steps, but does not create a magical darkness effect. Additionally, everything in a 1-mile radius is affected as if by mythic *earthquake*, and all nonmythic lycanthropes revert to their humanoid forms.

Fenris is the wolven scion of a trickster godling and his monstrous bride. Though the gods cast out Fenris's siblings when they discovered them, they took the wolf home with them. Realizing Fenris posed a threat, they eventually bound the creature after a couple of futile attempts. This required a terrible sacrifice from one god, and now Fenris waits to burst his current bonds

and trigger the end of the era, during which time he is fated to slay the father of the gods. Fenris currently stands 8 feet tall and weighs 500 pounds, but he will grow to 4 times his size when he fulfills his destiny.

ECOLOGY

Fenris recognizes his role as an unstoppable force of nature, and he represents nature's constant struggle against those who seek to tame it. The gods who kept Fenris at their sides believed they could tame or leash him, and he showed them the folly of their convictions. Fenris is not a loner like his sibling, the Midgard Serpent, but his sense of superiority restricts creatures he considers worthy of companionship. He sought and eventually found a mate with whom he produced two offspring.

Fenris devours everything in his path and prefers highly intelligent prey to animals. The gods arrested his growth to keep him from becoming too large to devour them, but he knows that he will grow tremendously, his jaws long enough to simultaneously touch the earth and the sky, when the time is right to end the world.

HABITAT AND SOCIETY

Fenris Wolf is a unique creature but brother to incredible monsters such as the Midgard Serpent, born of the same terrible liaison. The gods made the questionable decision to keep Fenris among them, and their attempt to bind the wolf backfired as he severed the arm of one of the gods. Fenris is proud of his power and exceedingly vain, but quite intelligent. As the scion of a trickster godling, he is aware of someone attempting to trick him, and he enjoys turning this situation to his advantage. When he is the victim of an attack, he unleashes a frightening howl and enters into an unrelenting rage.

Fenris sired two sons, Sköll and Hati, which share his pride and tremendous appetite. Sköll chases the sun with the intent to consume it, while Hati targets the moon. Once Fenris's children achieve their goals, they will kick off a devastating chain of events, freeing Fenris in the process. This end of days concludes with the death of the current generation of gods whose descendants then destroy the wicked creatures and take their parents' places.



Forlarren

This humanoid creature has the legs of a bald goat, a completely hairless body, and a horned head with a sinister expression.

Mythic Forlarren

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 2

NE Medium fey (mythic)

Init +2; **Senses** low-light vision; Perception +11

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 24 (4d6+10)

Fort +2, **Ref** 6, **Will** +5

DR 5/cold iron

Weaknesses remorse

OFFENSE

Speed 30 ft.

Melee 2 claws +4 (1d6+2)

Special Attacks mythic power (1/day, surge +1d6), shared remorse^{MA}, versatile spell-like abilities^{MA}

Spell-Like Abilities (CL 4th; concentration +3)
3/day—*heat metal* (DC 12)

STATISTICS

Str 12, **Dex** 15, **Con** 12, **Int** 4, **Wis** 13, **Cha** 9

Base Atk +2; **CMB** +3; **CMD** 15

Feats Skill Focus (Perception), Weapon Finesse^{MF}

Skills Acrobatics +9, Perception +11, Stealth +9

Languages Common, Sylvan

SQ versatile spell-like abilities^{MA}

ECOLOGY

Environment temperate plains or forests

Organization solitary

Treasure standard

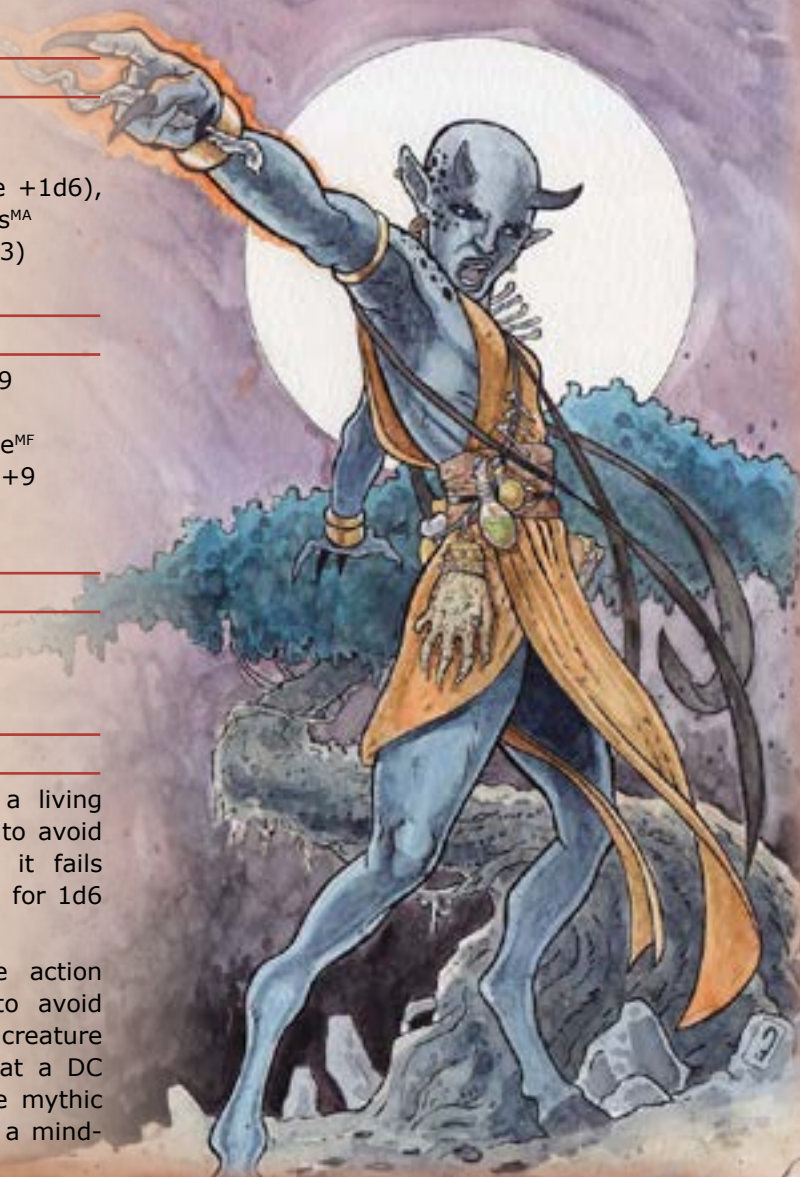
SPECIAL ABILITIES

Remorse (Ex) Whenever a forlarren kills a living creature, it must make a DC 15 Will save to avoid becoming overwhelmed with remorse. If it fails this save, the forlarren becomes nauseated for 1d6 rounds. This is a mind-affecting effect.

Shared Remorse (Su) As an immediate action when a mythic forlarren fails its save to avoid suffering from remorse, it can target a creature within 30 feet. The target must succeed at a DC 11 Will save or it instead suffers from the mythic forlarren's remorse for 1d3 rounds. This is a mind-

affecting effect, and the save DC is Charisma-based. The forlarren can expend one use of mythic power when it uses this ability to cause all creatures within 30 feet of it to make the Will save or become nauseated for 1d3 rounds.

Versatile Spell-Like Abilities (Sp) A mythic forlarren can choose any of the following spell-like abilities in place of *heat metal*: *chill metal*, *flame blade*, *flaming sphere*, *gust of wind*, *summon swarm*, or *warp wood*. It can still only use 3 total spell-like abilities per day. It also adds its mythic rank to the save DC for its spell-like abilities.



Fossegrim

This striking, blue-eyed man with luminous skin and flowing white hair holds an ethereal harp.

Mythic Fossegrim

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary 4

NE Medium fey (aquatic)

Init +7; **Senses** low-light vision, mistsight^{MA}; Perception +16

DEFENSE

AC 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natural)

hp 74 (9d6+43)

Fort +6, **Ref** +9, **Will** +8

DR 5/cold iron and epic

OFFENSE

Speed 30 ft., swim 40 ft.; *water walk*

Melee 2 slams +8 (2d6+3)

Special Attacks drowning touch (DC 17), enchanting music (DC 19), mythic power (2/day, surge +1d6), raging torrent^{MA}

Spell-Like Abilities (CL 9th; concentration +14)

Constant—*water walk*

3/day—*hydraulic torrent*^{APG}

STATISTICS

Str 10, **Dex** 17, **Con** 17, **Int** 12, **Wis** 14, **Cha** 21

Base Atk +4; **CMB** +4; **CMD** 17

Feats Alertness, Dodge, Improved Initiative, Weapon Finesse^{MF}, Weapon Focus (slam)

Skills Bluff +17, Diplomacy +9, Knowledge (geography) +6, Knowledge (nature) +10, Perception +16, Perform (sing) +10, Perform (string) +21, Sense Motive +16, Sleight of Hand +10, Stealth +15, Swim +18; **Racial Modifiers** +4 Perform (string), +4 Swim

Languages Common, Sylvan

SQ amphibious, transparency, treasure form, wishing well^{MA}

ECOLOGY

Environment cold or temperate water (waterfalls)

Organization solitary

Treasure standard (masterwork harp or violin, other treasure)

SPECIAL ABILITIES

Drowning Touch (Su) A fossegrim can flood the lungs of a creature that is willing, is helpless, is affected by its enchanted music ability, touches it while it's in treasure form, or is touched by it (traditionally

by kissing the creature on the lips). If the target cannot breathe water, it cannot hold its breath and immediately begins to drown slowly. On its turn, the target can attempt a DC 17 Fortitude save to cough up this water; if it fails, it falls unconscious at 0 hp. On the next round, a fallen target must attempt another DC 17 Fortitude save, dropping to –1 hit points and dying if it fails; on the next round it must attempt to save again or lose 1d6 hit points. On the first successful save, the water clears from the target's lungs and the target stabilizes. The save DC is Constitution-based.

Enchanting Music (Su) As a full-round action, a fossegrim can play a musical stringed instrument (usually a harp or violin) and target a single creature within 45 feet that can hear and see the fossegrim with an effect identical to the *unnatural lust*^{UM} spell (CL 9th; Will DC 19). This action provokes an attack of opportunity. If the target touches or kisses the fossegrim, the fey can affect the target with its drowning touch ability. This is a sonic mind-affecting compulsion effect. The save DC is Charisma-based.

Raging Torrent (Su) As a full-round action, a mythic fossegrim can expend one use of its *hydraulic torrent*^{APG} spell-like ability to create an arcing column of water, spray, and thunderous noise like a living waterfall, riding it across the battlefield. Unlike the spell, this raging torrent need not affect a straight line; instead, the fossegrim can direct it in any path it wishes, as long as each square it affects is contiguous (including diagonally) with the previous square. Medium or smaller creatures in the area of the *hydraulic torrent* take 2d6+3 points of damage (DC 17 Reflex half) and are deafened for 1d6 rounds (DC 17 Fortitude negates) in addition to the normal effect of a *hydraulic torrent*, and the fossegrim can move through their spaces without impediment, as if it had the trample special attack. Creatures in the path of the raging torrent can make attacks of opportunity against the fossegrim with a –4 penalty, though they forfeit their Reflex save when doing so. The save DC is Constitution-based.

A mythic fossegrim can use this raging torrent to launch himself into the air on a column of water to attack aerial targets or use it to bypass obstacles. He moves as if using *air walk*, but the effect lasts only until the end of his turn. If he has not alighted upon a solid or liquid surface at the end of his movement, he drifts gently back down as if using *feather fall*.

Transparency (Su) When underwater, a fossegrim's body becomes transparent, effectively rendering it invisible. It can become visible or transparent at will as a free action.

Treasure Form (Su) As a standard action when completely underwater, a fossegrim can create an illusion causing it to resemble a Medium pile of gold and



silver coins, glittering jewels, and valuable art objects. If a fossegrim speaks, moves, attacks, or uses any of its special abilities or spell-like abilities while in treasure form, the illusion dissipates. A successful DC 19 Will save is required to disbelieve this illusion. If a living creature within the fossegrim's melee reach touches or physically interacts with the illusion, the fossegrim reaches out to kiss or otherwise touch that creature, automatically affecting the creature with its drowning touch ability. The fossegrim can maintain this illusion indefinitely and can revert to its normal natural form as a free action. This is a mind-affecting illusion (glamer) effect. The save DC to disbelieve is Charisma-based.

Wishing Well (Sp) Once per day, a mythic fossegrim can create a magical effect in exchange for a gift or service from a humanoid. The nature of this effect is open-ended, similar to a very minor *wish*, but it cannot duplicate any effect that could not be achieved with a 3rd-level spell. A mythic fossegrim may grant such a minor *wish* more than once per day by expending one use of mythic power for each use after the first.

In addition, once per month a mythic fossegrim may expend two uses of mythic power to grant a *limited wish* to a creature with 7 or fewer Hit Dice. However, this wish always comes as part of a bargain, and the

creature receiving the *limited wish* must agree to accept a *lesser geas* or *suggestion* from the fossegrim, which the fossegrim can invoke from any distance up to a year and a day after granting the *limited wish*. A fossegrim cannot grant another *limited wish* until it invokes its compulsion upon the target and it either completes the task or dies. This specialized *lesser geas* or *suggestion* does not allow spell resistance or a saving throw, and if it is dispelled or removed before the task specified by the fossegrim is completed, the benefits of the *limited wish* are immediately ended (or undone, if the effect of the *limited wish* has already ended). If the wish effect cannot reasonably be reversed or negated, the wish recipient instead is affected as *bestow curse* (no saving throw) when the *lesser geas* or *suggestion* effect is broken.

If the target is killed before the task is completed, its soul is taken by the fossegrim and is imprisoned within its waterfall. Until the fossegrim releases the target's soul, it prevents resurrection as a *rest eternal*^{APG} spell. The fossegrim can store up to three souls in its waterfall, and if it is within 30 feet of its waterfall it can absorb the essence of one soul to gain the benefit of *death knell*, with a caster level equal to the Hit Dice of the trapped soul. This frees the trapped soul and ends the *rest eternal* effect.



Gearghost

Grasping arms emerge from a tangled cluster of debris and mechanical parts. A metal skull hovers above the clanging mess.

Mythic Gearghost

CR 7/MR 3

XP 3,200

CE Tiny undead (mythic)

Init +11; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 22, touch 16, flat-footed 18 (+4 Dex, +6 natural, +2 size)

hp 76 (7d8+45)

Fort +5, **Ref** +8, **Will** +7; second save^{MA}

Defensive Abilities channel resistance +4, fortification (50%)^{MA}, rejuvenation; **DR** 5/—; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (perfect)

Melee 2 slams +6 touch (1d4–2 plus 4d6 negative energy)

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

Special Attacks deadly slams, mythic power (3/day, surge +1d6)

Spell-Like Abilities (CL 9th; concentration +12)

At will—*detect magic*, *mending*, *telekinesis* (DC 18)

3/day—*make whole*

STATISTICS

Str 6, **Dex** 19, **Con** —, **Int** 15, **Wis** 14, **Cha** 17

Base Atk +5; **CMB** +7; **CMD** 15

Feats Flyby Attack, Improved Initiative, Lightning Reflexes, Skill Focus (Stealth)

Skills Craft (traps) +17, Disable Device +11, Fly +21, Knowledge (engineering) +9, Perception +12, Spellcraft +10, Stealth +25; **Racial Modifiers** +8 Craft (traps)

Languages Aklo, Common, Undercommon

SQ create trap, resetter, shadow stealth^{MA}

ECOLOGY

Environment any urban or underground

Organization solitary or gang (2–6)

Treasure standard

SPECIAL ABILITIES

Astounding Disable (Ex) Whenever a mythic gearghost uses Disable Device to disarm a trap or open a lock, doing so is only a move action and doesn't provoke attacks of opportunity.

Create Trap (Su) Once per week, a mythic gearghost can create a trap of CR 4 or lower regardless of cost,

materials, or skill checks. Two or more gearghosts working together on a trap can increase the maximum CR by 2 for each additional gearghost working in concert. For example, three gearghosts working together can create any CR 8 or lower trap in a week. Example traps can be found in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

Deadly Slams (Su) A mythic gearghost's slam attacks are touch attacks, and each deal an extra +4d6 points of negative energy damage on a successful hit. This damage does not heal undead creatures.

Rejuvenation (Su) A destroyed mythic gearghost reforms in 2d6 days. To permanently destroy a mythic gearghost, holy water must be poured over its remains within the area of a *hallow* spell. To complete the destruction, every trap within 100 feet of the remains must be successfully disabled or destroyed before the mythic gearghost is completely destroyed.

Resetter (Ex) A mythic gearghost can reset traps and keep them repaired with supernatural efficiency. A mythic gearghost can reset a trap with a repair or manual reset as a move action. If a trap has an automatic reset that is longer than immediate, a mythic gearghost can reset that trap as a free action.



Ghorazagh

With an armored spherical body, numerous tentacular legs, and a multi-eyed visage, this creature is truly hideous.

Mythic Ghorazagh

CR 16/MR 6

XP 76,800

NE Large aberration (mythic)

Init +3; **Senses** bloodsense, darkvision 30 ft.; Perception +21

DEFENSE

AC 32, touch 12, flat-footed 29 (+3 Dex, +20 natural, -1 size)

hp 235 (15d8+168)

Fort +15, **Ref** +10, **Will** +12

Defensive Abilities all-around vision^{MA}, block attacks^{MA}, fortification (50%)^{MA}; **DR** 10/epic

Weaknesses vulnerable to sonic

OFFENSE

Speed 40 ft., climb 40 ft., fly 40 ft. (perfect)

Melee bite +19 (2d6+9), 2 claws +19 (1d8+9), and 4 tentacles +21 (1d6+9 plus grab)

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

Special Attacks blood drain (1d4 Con), bloodspray, gore weaver^{MA}, hive tactics^{MA}, mythic power (6/day, surge +1d8), powerful tentacles^{MA}

STATISTICS

Str 28, **Dex** 17, **Con** 26, **Int** 15, **Wis** 17, **Cha** 16

Base Atk +11; **CMB** +21 (+26 bull rush); **CMD** 34 (39 vs bull rush)

Feats Bleeding Critical, Critical Focus^{MF}, Flyby Attack, Great Fortitude, Improved Bull Rush^{MF}, Lightning Reflexes, **Outflank**^B, Power Attack, Weapon Focus^{MF} (tentacles)

Skills Bluff +18, Climb +17, Fly +27, Knowledge (dungeoneering) +17, Perception +21, Stealth +17, Survival

Languages Aklo; chemical communication

SQ bloodscream^{MA}

ECOLOGY

Environment any underground

Organization solitary, pair, colony (3-9), or hive (10-40, including guards of 17 HD and 1 hive lord)

Treasure standard

SPECIAL ABILITIES

Bloodscream (Sp) If a mythic ghorazagh has used blood drain on a particular target, it can expend one use of mythic power to cast *scream* on that target, treating it as having first-hand knowledge and a body part for purposes of the saving throw. If the mythic ghorazagh has merely bitten the target, it is not treated as having that target's body part. The mythic ghorazagh does not need a focus, it simply forms a mental image in its head.

Bloodsense (Su) A mythic ghorazagh notices living creatures within 60 feet just as if it possessed the blindsight ability.

Bloodspray (Su) Once every 1d4 rounds, a mythic ghorazagh can unleash a 20-foot cone of blood and eldritch enzymes. Any living creature struck by a mythic ghorazagh's bloodspray must make a DC 25 Fortitude save or be affected as by the spell *slow*. A slowed creature struck by a mythic ghorazagh's bloodspray a second time must make an additional save or be paralyzed. These effects last for 2d6 rounds. A mythic ghorazagh can also consciously alter its enzymes, producing a spray that removes all effects of this ability. The save DC is Constitution-based.

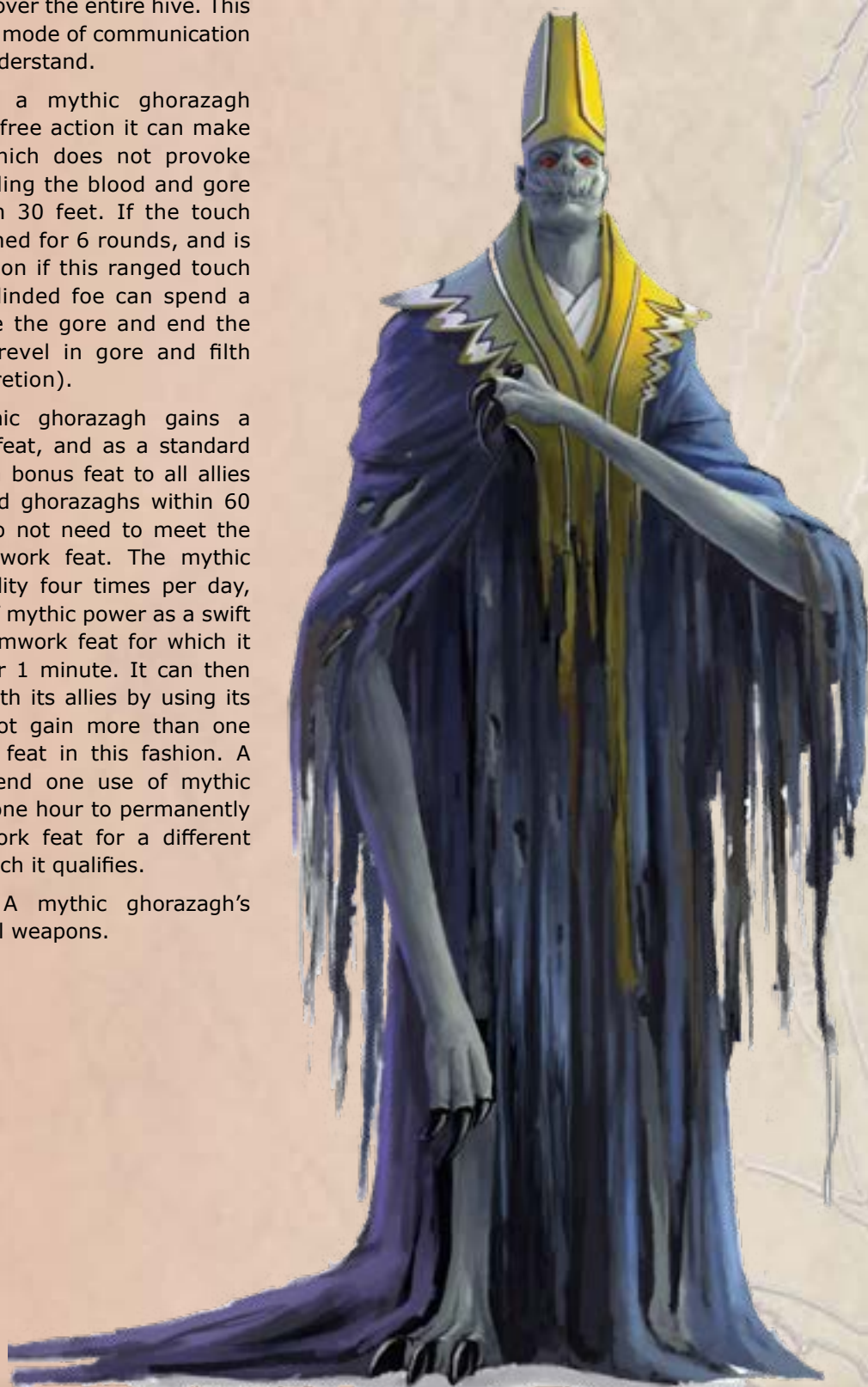


Chemical Communication (Ex) Mythic ghorazaghs can communicate with other ghorazaghs within 60 feet via pheromone transmission. In a ghorazagh hive, this range extends to cover the entire hive. This is a silent and instantaneous mode of communication that only ghorazaghs can understand.

Gore Weaver (Ex) When a mythic ghorazagh confirms a critical hit, as a free action it can make a ranged touch attack (which does not provoke attacks of opportunity) to fling the blood and gore at another opponent within 30 feet. If the touch attack hits, the foe is sickened for 6 rounds, and is blinded for the same duration if this ranged touch attack is a critical hit. A blinded foe can spend a full-round action to remove the gore and end the blindness. Creatures that revel in gore and filth may be immune (GM's discretion).

Hive Tactics (Ex) A mythic ghorazagh gains a teamwork feat as a bonus feat, and as a standard action it can grant this as a bonus feat to all allies within 30 feet (and all allied ghorazaghs within 60 feet) for 1 minute. Allies do not need to meet the prerequisites for this teamwork feat. The mythic ghorazagh can use this ability four times per day, and it can expend one use of mythic power as a swift action to gain a second teamwork feat for which it qualifies as a bonus feat for 1 minute. It can then share this teamwork feat with its allies by using its hive tactics ability. It cannot gain more than one additional bonus teamwork feat in this fashion. A mythic ghorazagh can expend one use of mythic power while meditating for one hour to permanently exchange its bonus teamwork feat for a different bonus teamwork feat for which it qualifies.

Powerful Tentacles (Ex) A mythic ghorazagh's tentacles are primary natural weapons.



Ghul

Draped in fine dark robes, this undead creature's body seems to be made of equal parts bone, leathery flesh, and blood-red smoke.

Mythic Ghul

CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary 3

CE Medium undead (mythic, shapechanger)

Init +2; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 67 (6d8+40)

Fort +8, Ref +4, Will +7

DR 5/good and epic; **Immune** undead traits; **Resist** fire 10

OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +11 (1d6+7), 2 claws +11 (1d4+7 plus bleed)

Special Attacks bleed (1), cursed claws, mythic power (2/day, surge +1d6), rend (1d6+7)

STATISTICS

Str 24, **Dex** 15, **Con** —, **Int** 14, **Wis** 15, **Cha** 18

Base Atk +4; **CMB** +10; **CMD** 22

Feats Great Fortitude, Power Attack^{MF}, Step Up

Skills Bluff +10, Climb +19, Diplomacy +7, Disguise +11, Intimidate +11, Perception +15, Stealth +11, Survival +8 (+16 when following tracks); **Racial Modifiers** +4 Perception, +8 Survival when following tracks

Languages Common, one elemental language (Aquan, Auran, Ignan, or Terran), one planar language (Abyssal, Celestial, or Infernal)

SQ change shape (hyena or dire hyena; does not detect as undead in this form; *beast shape II*), clinging fog^{MA}, genie-kin, pack leader^{MA}

ECOLOGY

Environment warm deserts

Organization solitary or pack (2-8)

Treasure standard

SPECIAL ABILITIES

Clinging Fog (Sp): A mythic ghul who chooses to move about during the day may choose to be attended by a 40-foot-radius patch of fog centered on the mythic ghul and moving with it. Aside from its radius and duration (which persists until sundown

or until the mythic ghul dismisses it), this clinging fog functions as *obscuring mist*. In addition, a mythic ghul may expend one use of mythic power to cause the fog to function as *mythic obscuring mist* instead. A mythic ghul's clinging fog does not obscure the vision of ghuls, hyenas, or divs. A divine spellcaster that worships Ahriman can also see normally through the clinging fog of a mythic ghul.

Cursed Claws (Ex): A mythic ghul's claws count as cold iron, epic, and magic for the purpose of bypassing damage reduction.

Dire Wild Shape (Su): A mythic ghul may change shape into a dire hyena instead of a hyena. In either form, it gains the ability to speak with other hyenas as if using *speak with animals*. When in hyena or dire hyena form, a mythic ghul's cursed claws ability applies to its bite attacks as well.

Genie-kin (Ex): For all race-related effects (such as a ranger's favored enemy), a ghul is considered a genie even though its type is undead.

Pack Leader (Su): When in its hyena or dire hyena form, a mythic ghul is accepted as pack leader by any hyenas within a 100-foot radius. Hyenas will never attack it unless magically compelled, and even if compelled they become shaken during any round they are forced to attack the mythic ghul and for 1 minute thereafter. The hyenas are automatically friendly and helpful to the mythic ghul, exhibiting normal pack behavior, but are not under its direct control; it must succeed at an opposed Charisma check to give them commands.

As a standard action, a mythic ghul in hyena or dire hyena form may expend one use of mythic power to grant its pack two teamwork feats for 1d6+1 rounds from the following list: [Feint Partner](#)^{UC}, [Outflank](#)^{APG}, [Pack Attack](#)^{UC}, [Tandem Trip](#)^{UC}.



Giant, Ash

Towering above a typical human, this misshapen giant's pale flesh is covered in purulent sores and bulbous tumors.

Mythic Ash Giant

CR 14/MR 5

XP 38,400

Pathfinder Roleplaying Game Bestiary 3

CN Large humanoid (giant, mythic)

Init +2; **Senses** low-light vision; Perception +8

DEFENSE

AC 30, touch 11, flat-footed 28 (+4 armor, +2 Dex, +15 natural, -1 size)

hp 201 (14d8+138)

Fort +16, **Ref** +6, **Will** +5

Defensive Abilities boil burst^{MA}, rock catching; **DR** 10/epic; **Immune** disease, poison

OFFENSE

Speed 40 ft. (30 ft. in armor)

Melee Huge club +21/+16 (2d6+12 plus disease), slam +16 (1d8+6 plus disease) or 2 slams +21 (1d8+12 plus disease^{MA})

Ranged rock +12 (1d8+18 plus disease^{MA})

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

Special Attacks disease^{MA}, mythic power (5/day, surge +1d8), nauseating breath^{MA}, rock throwing (120 ft.)

Spell-Like Abilities^{MA} (CL 14th; concentration +14)
3/day—*giant vermin*, *summon swarm* (spiders only)
1/day—*vermin shape II*, *whip of ants*^{ACG}

STATISTICS

Str 35, **Dex** 14, **Con** 25, **Int** 9, **Wis** 12, **Cha** 10

Base Atk +10; **CMB** +23; **CMD** 35

Feats Catch Off-Guard, Cleave^{MF}, Great Cleave, Point-Blank Shot^{MF}, Power Attack^{MF}, Precise Shot, Self-Sufficient

Skills Climb +15, Heal +7, Intimidate +6, Perception +8, Survival +9

Languages Common, Giant

SQ oversized weapon, vermin empathy +14, vermin friend

ECOLOGY

Environment any wastelands

Organization solitary, gang (1 mythic ash giant plus 2–5 ash giants), band (1 mythic ash giant plus 6–9 ash giants), raid (1 mythic ash giant plus 9–12 ash giants and 1d4 giant vermin), or tribe (1 mythic ash giant plus 13–30 ash giants plus 35% noncombatants,

1 barbarian or fighter subchief of 6th–8th level, and 6–8 giant vermin)

Treasure standard (hide armor, Huge club, other treasure)

SPECIAL ABILITIES

Boil Burst (Ex) Any creature that hits a mythic ash giant with a melee weapon while adjacent to the giant or a natural weapon from any distance is subject to the giant's ash leprosy.

Disease (Su) While ash giants are immune to disease, they carry a contagious form of leprosy. Any creature struck by an ash giant's attacks is exposed to this virulent sickness. *Ash Leprosy*: Injury; save Fort 24; onset 1 minute; frequency 1 day; effect 1d2 Con damage, 1d2 Cha drain; cure 2 consecutive saves. The save DC is Constitution-based. As a standard action that requires one use of mythic power, an ash giant can cause the onset time of all creatures it has infected with ash leprosy to become immediate.

Nauseating Breath (Su) As a standard action, a mythic ash giant can expel a 30-foot-cone of miasmatic material. All creatures caught in the area must succeed on a DC 24 Fortitude save or become nauseated for 1d6 rounds. On a successful save, a creature is sickened for 1 round. The ash giant can use this ability every 1d4 rounds. The save DC is Constitution-based.

Oversized Weapon (Ex) An ash giant can wield Huge weapons without penalty.

Spell-Like Abilities (Sp) A mythic ash giant can use a suite of spell-like abilities related to vermin. Once per day, it can use the mythic spell version of any of its corresponding spell-like abilities. It must expend the same amount of mythic power that would normally be required to cast a mythic spell, treating its mythic rank as its mythic tier for the purpose of qualifying to use augmented versions of mythic spells.

Terrible Prankster (Ex) As a swift action, a mythic ash giant can expend one use of mythic power to gain the benefits of the Greater Dirty Trick feat until the beginning of its next turn. If it takes a full-attack action while it benefits from this ability, it can replace one of its melee attacks with a dirty trick combat maneuver; if it replaces an attack that doesn't use its highest base attack bonus, it takes a commensurate penalty (typically -5) on its combat maneuver check.

Vermin Empathy (Ex) This ability functions as a druid's wild empathy ability, save that it works only on vermin. An ash giant gains a racial bonus on this

check equal to its Hit Dice (+14 for most ash giants). Vermin are normally mindless, but this empathic communication imparts upon them a modicum of implanted intelligence, allowing the ash giant to train vermin and use them as guardians (although it does not grant them skills or feats).

Vermin Friend (Su) Non-mythic vermin (including those summoned by spells) will not attack a mythic ash giant, unless it attacks them. Individual creatures in a vermin swarm avoid the ash giant, so the giant takes not damage from sharing a space with a swarm composed of vermin.



Giant, Eclipse

Symbolic representations of the occultation of heavenly bodies decorate the dark gray skin of this massive giant.

Mythic Eclipse Giant

CR 24/MR 9

XP 1,228,800

Pathfinder Roleplaying Game Bestiary 5

N Gargantuan humanoid (giant, mythic)

Init +0; **Senses** low-light vision, see in darkness; Perception +42

DEFENSE

AC 41, touch 6, flat-footed 41 (+35 natural, –4 size)

hp 434 (25d8+322)

Fort +18, **Ref** +16, **Will** +22

Defensive Abilities rock catching; **DR** 10/epic; **Immune** death effects

OFFENSE

Speed 50 ft.

Melee masterwork longsword +36/+31/+26/+21 (4d6+28/19–20)

Ranged rock +22 (3d6+28 plus imbue rock)

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

Special Attacks eclipse-fueled rage^{MA}, imbue rock^{MA}, invoke primal fear^{MA}, make eclipse^{MA}, mythic power (9/day, surge +1d10), rock throwing, throw by instinct^{MA}

Spell-Like Abilities (CL 20th; concentration +24)

At will—*daylight*, *deeper darkness*, *harm* (DC 20), *heal*

3/day—*quicken harm* (DC 20), *quicken heal*

1/day—*lunar veil*, *polar midnight*

STATISTICS

Str 48, **Dex** 11, **Con** 31, **Int** 13, **Wis** 26, **Cha** 18

Base Atk +18; **CMB** +41 (+49 bull rush); **CMD** 51 (57 vs. bull rush)

Feats Awesome Blow, Combat Casting, Greater Bull Rush, Greater Vital Strike, Improved Bull Rush^{MF}, Improved Vital Strike, Martial Weapon Proficiency (longsword), Power Attack^{MF}, Quicken Spell-Like Ability (*harm*, *heal*), Skill Focus^{MF} (Perception), Vital Strike^{MF}, Weapon Focus^{MF} (longsword)

Skills Intimidate +32, Knowledge (arcana) +16, Knowledge (geography) +11, Perception +41

Languages Aklo, Common, Giant

SQ auspicious day^{MA}, eclipse chaser^{MA}, eclipse empowered^{MA}, occulted insight^{MA}

ECOLOGY

Environment temperate plains

Organization solitary, pair, or family (1 mythic eclipse giant plus 3–5 eclipse giants and 2–3 noncombatants)

Treasure standard (masterwork longsword, other treasure)

SPECIAL ABILITIES

Auspicious Day (Su) A mythic eclipse giant benefits from *moment of prescience* during the day a natural eclipse occurs. The mythic giant can expend two uses of mythic power to retain this effect when it would otherwise discharge the effect.

Eclipse Chaser (Su) A mythic eclipse giant is aware of all natural solar and lunar eclipses that affect the world it inhabits. As a standard action that requires one use of mythic power, the giant can use *greater teleport* (self only) to travel to the location of a current natural eclipse.

Eclipse Empowered (Su) When an eclipse giant is in the presence of, and can see, either a solar or a lunar eclipse, it is affected as if subjected to a *greater heroism* spell (CL 20th) for as long as the eclipse lasts. As eclipse giants rarely watch where they're going, they learn to avoid obstacles by instinct; an eclipse giant adds its Wisdom modifier on Reflex saves, even when there is no eclipse. A mythic eclipse giant can expend mythic power to instead benefit from the mythic version of *greater heroism* and to use the augmented version of the spell.

Eclipse-Fueled Rage (Ex) This ability is similar to blood rage, but a mythic eclipse giant can only enter rage during an eclipse it is in the presence of, and can see. It gains +4 Constitution and +4 Strength, and takes a –2 penalty to its AC. This rage lasts as long as combat or the duration of the eclipse, whichever is shorter. The giant can expend one use of mythic power as a swift action to end the rage.

Imbue Rock (Su) An eclipse giant can imbue a thrown rock, casting either its *heal* or *harm* spell-like ability just before it throws the rock. If it imbues the rock with *harm*, the rock targets touch AC, and a creature hit by the rock attack is also affected as if it were the target of the *harm* spell. If the giant imbues the rock with *heal*, any creature that catches the rock with the rock catching special ability is affected as if it were the target of the *heal* spell. If rocks so imbued either miss the target (in the case of a *harm*-imbued rock) or are not caught (in the case of a *heal*-imbued rock) they lose the spell effect. A mythic eclipse giant can expend one use of mythic power to imbue the rock with the mythic version of *heal* or *harm*. It can expend additional mythic power



to imbue the rock with the augmented version of either spell. Additionally, if the rock misses the target or is not caught, the giant can expend one use of mythic power as an immediate action to extend the effect's duration by 1 round.

Invoke Primal Fear (Su) During a visible solar or lunar eclipse, a mythic eclipse giant can take a move action to demoralize all creatures within 60 feet of it. It makes a single Intimidate check and applies the result to all creatures that can see and hear it. It can only use this ability once per eclipse.

Make Eclipse (Su) As a full-round action that does not incur an attack of opportunity, a mythic eclipse giant can expend one use of mystic power to create a high-atmosphere disk of blackness that creates a localized eclipse affecting a 1-mile radius centered on the giant. The eclipse lasts for 1 minute.

Occulted Insight (Ex) During a natural eclipse, a mythic eclipse giant can take 20 on any Knowledge skill check as a standard action. It can use any Knowledge skill even if the skill normally requires it to be trained. For untrained Knowledge skills, the giant adds its mythic rank to the Knowledge skill check. The eclipse giant can use this ability a number of times during the eclipse equal to its mythic rank.

Throw By Instinct (Su) A mythic eclipse giant adds its Wisdom modifier to its attack rolls with thrown rocks.

MYTHIC GREATER HEROISM

The target gains a +6 morale bonus on attack rolls, saves, and skill checks, immunity to all fear, emotion, and compulsion effects, and temporary hit points equal to your caster level plus twice your mythic tier. Allies adjacent to the target gain immunity to fear and a +2 morale bonus on attack rolls, saves, and skill checks.

Augmented: If you expend two uses of mythic power, the target gains the ability to roll twice and select the better result on a number of attack rolls, saving throws, skill checks, or mythic surges equal to your mythic tier. Using these extra rolls is a free action but must be declared before the dice are rolled. Any unused rolls at the end of the spell are wasted.



Giant, Marsh

Cold, black eyes stare out from the fish-like face of this hideous green-skinned, web-fingered, and obese giant.

Mythic Marsh Giant

CR 10/MR 4

XP 9,600

CE Large humanoid (giant, mythic)

Init +3; **Senses** low-light vision, mistsight^{MA}; Perception +11

DEFENSE

AC 25, touch 12, flat-footed 22 (+3 Dex, +13 natural, -1 size)

hp 134 (12d8+80)

Fort +12, **Ref** +7, **Will** +8

Defensive Abilities rock catching

OFFENSE

Speed 40 ft., swim 20 ft.

Melee masterwork great gaff +19/+14 (4d6+15/19-20) or 2 slams +16 (1d6+10)

Ranged rock +12 (2d6+15)

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

Special Attacks drowning drag^{MA}, great gaff^{MA}, mythic power (4/day, surge +1d8), rock throwing (120 ft.), swamp stalker^{MA}

Spell-Like Abilities (CL 12th; concentration +13) 3/day—*augury*, *bestow curse* (DC 15), *fog cloud*

STATISTICS

Str 31, **Dex** 17, **Con** 19, **Int** 8, **Wis** 15, **Cha** 12

Base Atk +9; **CMB** +20 (+22 disarm or reposition, +26 drag); **CMD** 33 (35 vs. drag)

Feats Combat Reflexes, Greater Drag, Improved Drag, Iron Will, Power Attack^{MF}, Vital Strike^{MF}

Skills Perception +11, Stealth +5 (+13 in swamps), Swim +16; **Racial Modifiers** +8 Stealth in swamps

Languages Boggard, Giant

SQ brineborn metamorphosis^{MA}

ECOLOGY

Environment temperate marshes

Organization solitary or pair, leading a gang (2–6), or tribe of non-mythic marsh giants (7–22, plus 20% noncombatants plus 1 cleric or witch leader of 4th–8th level, 1–3 barbarian or fighter champions of 2nd–5th level, 2–12 merrows, 10–20 boggards, and 6–12 giant frogs)

Treasure standard (masterwork great gaff, other treasure)

SPECIAL ABILITIES

Brineborn Metamorphosis (Su) Once per day as a swift action, a mythic marsh giant can expend one use of mythic power to transform itself into a “brineborn” abomination for 1 minute. In this hideous shape, the giant is deformed and covered with scales and fins but gains the advanced simple template and its swim speed increases to 40 feet. The giant can breathe water and *speak with animals* at will, and during its metamorphosis it can use each of the following once as spell-like abilities: *contagion* (DC 15), *confusion* (DC 15), and *quench* (DC 14).

Drowning Drag (Ex) When a mythic marsh giant succeeds on a combat maneuver to drag a creature its own size or smaller, it can attempt a combat maneuver check to grapple that target as well. If the grapple maneuver succeeds, the target takes 2d6+10 points of piercing damage and is stuck fast on the hook of the giant’s gaff. In addition, if the target is in marsh or aquatic terrain it is held underwater and must hold its breath or begin to drown. The giant can maintain this grapple as a move action, and each round it maintains the grapple the target takes piercing damage and the amount of time it can continue holding its breath decreases by 1d6 rounds. While maintaining this grapple, the giant cannot attack with its gaff and must keep one hand on the gaff but can use its other hand to make slam attacks or hurl rocks.

Great Gaff (Ex) Mythic marsh giants use much larger and deadlier versions of the gaffs used by their lesser kin, equivalent to a Huge heavy flail that deals piercing damage, which they can wield without the usual penalty for oversized weapons. In addition to granting a +2 bonus on disarm checks, this weapon grants the giant a +2 bonus on drag and reposition checks made with the weapon, and if the giant expends a mythic surge when using its great gaff to perform such a maneuver the result of the surge die is maximized.

Swamp Stalker (Ex) A mythic marsh giant treats marshes as its favored terrain, as a 12th-level ranger, gaining a +4 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks and not leaving tracks in such terrain unless it wishes. The giant can spend one use of its mythic power as a standard action to designate a creature within its line of sight as its quarry, as the ranger class ability, though this ability functions only while the giant and its quarry are both within marsh terrain. This ability also applies in shallow coastal aquatic terrain within 300 feet of the shore.





Giant, Moon

This giant's gray skin sparkles as if with reflected light and is pocked with what look like impact craters on its rocklike surface.

Mythic Moon Giant

CR 19/MR 7

XP 204,800

Pathfinder Roleplaying Game Bestiary 5

LN Huge humanoid (giant, mythic)

Init +15^{MF}; **Senses** low-light vision, *true seeing*; Perception +28

Aura lunar^{MA} (60 ft., DC 24)

DEFENSE

AC 39, touch 12, flat-footed 35 (+4 Dex, +27 natural, -2 size)

hp 297 (21d8+203)

Fort +16, **Ref** +13, **Will** +18

Defensive Abilities improved rock catching, moon's reflection^{MA}; **DR** 10/epic and silver; **Resist** cold 30, fire 30

OFFENSE

Speed 50 ft.

Melee 2 slams +30 (3d6+25)

Ranged rock +20/+15/+10 (2d6+25 plus impact crater)

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

Special Attacks impact crater^{MA}, mythic power (7/day, surge +1d10), reveal truth^{MA}, rock throwing, silvered^{MA}, tidal pull^{MA}

Spell-Like Abilities (CL 20th; concentration +24)

Constant—*true seeing*

At will—*dancing lights*, *detect magic*, *message*

3/day—*clairaudience/clairvoyance*, *control weather*, *divination*

1/day—*commune*, *dream*, *scrying* (DC 18)

STATISTICS

Str 44, **Dex** 19, **Con** 24, **Int** 16, **Wis** 19, **Cha** 19

Base Atk +15; **CMB** +34; **CMD** 48

Feats Combat Reflexes, Far Shot, Great Fortitude, Improved Initiative^{MF}, Iron Will, Lightning Reflexes^{MF}, Point-Blank Shot, Power Attack^{MF}, Precise Shot, Quick Draw, Weapon Focus^{MF} (rock)

Skills Knowledge (arcana, nature) +24, Perception +28, Sense Motive +25, Stealth +17 (+25 in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain

Languages Common, Giant, Terran

SQ powerful blows^{MA} (slam), stellar sagacity^{MA}

ECOLOGY

Environment warm hills or mountains

Organization solitary, pair, or cult (1 mythic moon giant plus 2–5 plus 35% noncombatants, and one oracle of 4th–7th level)

Treasure standard

SPECIAL ABILITIES

Impact Crater (Ex) When a moon giant throws a rock, it creates an area of difficult terrain in a 10-foot radius around the spot where the rock landed. If the rock was thrown at a creature, the giant can choose the point of origin for this radius anywhere within the target's space. If the moon giant misses with a rock attack, roll to determine where the rock lands as if it were a splash weapon. If a creature shares a space with the mythic moon giant's newly created impact crater, the creature must succeed at a DC 27 Reflex save or fall prone. The save DC is Constitution-based.

Improved Rock Catching (Ex) A moon giant gains rock catching, and it additionally receives a +4 racial bonus on its Reflex save when attempting to catch a thrown rock.

Lunar Aura (Su) Creatures within 60 feet of a moon giant are affected by its lunar aura as long as they remain within range (Will DC 24 negates). The giant can choose one of the following effects. *Waning:* Affected creatures are calmed as per *calm emotions*. Aggressive action against a calmed creature breaks the effect for that creature only. A lycanthrope that fails its save is also affected by the *true form* spell. *Waxing:* Affected creatures are enraged as per *rage*. A lycanthrope that fails its save is also affected by the *true form* spell, except it is forced to revert to its hybrid form instead of its human form. A creature that succeeds at its save against the aura is immune to that particular moon giant's lunar aura for 24 hours. A moon giant can activate, suppress, or change the effect of the aura as a free action, and the giant can choose whether to include itself as part of the same free action. The save DC is Charisma-based. A mythic moon giant can choose from either effect for each affected creature, rather than choose a single effect that applies to all creatures. As an immediate action, the giant can expend one use of mythic power to remove the immunity to the aura for one non-mythic creature.

Moon's Reflection (Su) If a ray or ranged touch effect strikes a mythic moon giant, the giant can expend one use of mythic power as an immediate action to reflect the ray or touch effect back to its source, using the original attack roll to determine whether it hits.

Reveal Truth (Su) A mythic moon giant can replace one of its slam attacks with a touch attack to dispel a spell or effect its *true seeing* penetrates. This works like the targeted dispel option of *dispel magic*, but it only affects spells or effects revealed through *true seeing*.

Silvered (Su) A mythic moon giant's damage reduction can only be overcome by epic and silver weapons. Additionally, its attacks are treated as silver for the purpose of overcoming damage reduction.

Stellar Sagacity (Su) A mythic moon giant can spend a full-round action contemplating celestial bodies in the sky to give itself an insight bonus equal to its mythic rank on any single attack roll, skill check, or saving throw within 1 minute of using this ability. The moon giant gains a +4 dodge bonus to its AC for 1 round as if it took the total defense action. A mythic moon giant can expend one use of mythic power to use this ability as an immediate action, but it does not gain the dodge bonus to AC when it does so.

Tidal Pull (Su) A mythic moon giant can exert gravitational influence over nearby creatures. As a standard action, the moon giant draws all creatures within 30 feet closer to it. Small and smaller creatures move 15 feet closer, Medium creatures move 10 feet closer, and Large creatures move 5 feet closer (Huge and larger creatures are unaffected). A creature that succeeds on a DC 27 Reflex save reduces the movement by 5 feet. If the movement would take a creature into the giant's space, the creature falls prone in a space adjacent to the giant.



Giant, Ocean

This blue-skinned giant's clothing and beard whip about like sails caught in a storm.

Mythic Ocean Giant

CR 17/MR 7

XP 102,400

Pathfinder Roleplaying Game Bestiary 4

CN Huge humanoid (aquatic, giant, mythic)

Init +12^{MF}; **Senses** darkvision 120 ft., low-light vision, mistsight^{MA}; Perception +27

DEFENSE

AC 36, touch 9, flat-footed 35 (+1 Dex, +27 natural, -2 size)

hp 274 (19d8+189)

Fort +23, **Ref** +14, **Will** +18

DR 10/epic; **Resist** cold 30, electricity 30

OFFENSE

Speed 50 ft., swim 40 ft.

Melee *Rift King's Blade* +34/+29/+24 (3d6+27, 17-20/x3) or 2 slams +27 (2d6+15)

Ranged rock +14 (2d8+22) or *Rift King's Blade* +21 (3d6+20, 17-20/x3)

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

Special Attacks conch focus, feral savagery (full attack)^{MA}, king of the deep, mythic power^{MA} (7/day, surge +1d10), rock throwing (110 ft.)

Spell-Like Abilities (CL 21st; concentration +26)

Constant—*freedom of movement*

3/day—*aqueous orb*^{APG} (DC 19), *shout* (DC 20), *summon nature's ally VII* (swimming creatures only), *water breathing*

1/day—*vortex*^{APG} (DC 22)

STATISTICS

Str 40, **Dex** 13, **Con** 25, **Int** 15, **Wis** 20, **Cha** 23

Base Atk +14; **CMB** +31 (+33 bull rush); **CMD** 42 (44 vs. bull rush)

Feats Augment Summoning^B (with conch), Combat Reflexes, Critical Focus, Improved Initiative^{MF}, Improved Vital Strike, Intimidating Prowess, Iron Will, Lightning Reflexes, Power Attack^{MF}, Vital Strike^{MF}, Weapon Focus (falcata)^{MF}

Skills Diplomacy +11, Intimidate +34, Knowledge (nature) +12, Perception +27, Perform (wind) +15, Sense Motive +19, Survival +17, Swim +24

Languages Aquan, Common, Giant

SQ amphibious, longevity^{MA}, mythic infusion, wartrained

Gear *Rift King's Blade* (+5 keen *seaborne*^{UE} falcata, see below), *cloak of resistance* +5

SPECIAL ABILITIES

Conch Focus (Su) When holding its conch, an ocean giant can cast *greater shout* (DC 24) instead of *shout*, and gains Augment Summoning as a bonus feat. If the conch is destroyed (hardness 5, 20 hp), the giant can spend 1 week to craft a replacement.

King of the Deep (Su) Whenever a mythic ocean giant uses his *summon nature's ally* spell-like ability, he summons one more creature than would normally respond to his call, and the effect lasts an additional seven rounds. If he uses his conch shell during the summoning, he gains the benefits of the mythic version of the Augment Summoning feat.

Mythic Infusion (Su) A mythic ocean giant adds his mythic tier to his caster level for all of his spell-like abilities.

Rift King's Blade (Ex) Mythic ocean giants bear legendary blades as a badge of royalty, and these weapons bond with their owner and members of their bloodline alone. An ocean giant's falcata has the unyielding (hardness 30 with 130 hp) and upgradable legendary properties (see *Pathfinder Roleplaying Game Mythic Adventures*) and confers the rejuvenating legendary ability on its bearer. Twice per day, a mythic ocean giant can use the falcata's legendary surge ability to add 1d12 to an attack roll, damage roll, or combat maneuver check made while wielding the weapon. A Rift King's Blade presently functions as a Huge +5 keen *seaborne*^{UE} falcata in a mythic ocean giant's hands.

Wartrained (Ex) Even among creatures of legend, a mythic ocean giant stands as a mighty defender of his people. He is proficient in the use of all melee and ranged weapons and suffers no penalties for nonproficiency or inappropriately sized weapons. He takes the normal penalties for wielding two weapons or for wielding two-handed weapons in one hand. Weapons deal damage appropriate for their own size in a mythic ocean giant's hands.





Giant, Sun

This giant has the arms and armor of an ancient warrior. Her golden skin and flame-colored hair amplify the light around her.

Mythic Sun Giant

CR 20/MR 8

XP 307,200

Pathfinder Roleplaying Game Bestiary 5

CG or CE Huge humanoid (giant, mythic)

Init +4; **Senses** low-light vision; Perception +31

Aura solar^{MA} (60 ft., DC 26)

DEFENSE

AC 39, touch 11, flat-footed 36 (+5 armor, +3 Dex, +23 natural, -2 size)

hp 328(23d8+225)

Fort +20, **Ref** +12, **Will** +14

Defensive Abilities rock catching; **DR** 10/epic; **Immune** blindness, dazzled, fire; **Resist** cold 30, electricity 30

OFFENSE

Speed 35 ft. (50 ft. without armor)

Melee masterwork heavy mace +32/+27/+22/+17 (3d6+24) or 2 slams +31 (2d6+16)

Ranged masterwork atlatl +20/+15/+10/+5 (2d6+25 plus sun dart^{MA})

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

Special Attacks fiery tirade^{MA}, limn^{MA}, mythic power (8/day, surge +1d10), shadow hunter^{MA}, sun dart^{MA}, weapon of light^{MA}

Spell-Like Abilities (CL 21st; concentration +26)

At will—*daylight*, *eagle eye*, *remove blindness/deafness*, *sunburst* (DC 23)

3/day—quicken *blistering invective* (DC 17)

1/day—*flame strike* (DC 20), *waves of exhaustion*

STATISTICS

Str 42, **Dex** 16, **Con** 25, **Int** 15, **Wis** 20, **Cha** 21

Base Atk +17; **CMB** +35; **CMD** 48

Feats Greater Vital Strike, Improved Vital Strike, Iron Will, Lightning Reflexes^{MF}, Martial Weapon Proficiency (atlatl), Point-Blank Shot^{MF}, Power Attack^{MF}, Precise Shot, Quick Draw, Quicken Spell-Like Ability (*blistering invective*), Rapid Reload, Vital Strike^{MF}

Skills Climb +26, Intimidate +31, Perception +31, Perception +31, Survival +31, Swim +25

Languages Common, Giant, Ignan

SQ powerful blows^{MA} (atlatl)

ECOLOGY

Environment warm deserts or mountains

Organization solitary, pair, or family (1 mythic sun giant plus 3–5 sun giants plus 35% noncombatants and 1 cleric of 7th–10th level)

Treasure standard (masterwork atlatl, masterwork morningstar masterwork scale mail, other treasure)

SPECIAL ABILITIES

Destroyer of Darkness (Su) If a mythic sun giant confirms a critical hit against a creature of pure darkness or one from the Plane of Shadow, she targets the creature with *destruction* (DC 21 Fortitude partial).

Fiery Tirade (Su) A mythic sun giant may use the mythic spell version of *blistering invective*. She must expend the same amount of mythic power that would normally be required to cast the mythic spell version of *blistering invective*. She can also expend mythic power to use the augmented version of the spell.

Limn (Su) If a mythic sun giant strikes a creature benefitting from magical concealment (*blur*, *displacement*, *invisibility*, etc.) with one of her melee attacks, she outlines the creature in *faerie fire*.

Shadow Hunter (Ex) A mythic sun giant gains a +6 bonus on weapon attack and damage rolls against creatures of pure darkness and denizens of the Plane of Shadow. She also gains a +6 bonus on opposed skill checks against such creatures and may make Knowledge skill checks untrained when attempting to identify them. The sun giant's gains +2 bonuses against creatures she witnesses creating darkness or shadow through spells or effects, but aren't creatures of pure darkness or beings from the Plane of Shadow.

Solar Aura (Su) Light levels within 60 feet of a sun giant increase by one step (supernatural darkness becomes normal darkness). This does not count as a light effect for the purpose of light and darkness effects; a solar aura is not hindered by any type of magical darkness, and its effect is applied after all light and darkness effects. In areas of bright light, a solar aura causes sighted creatures to become dazzled for as long as they remain in the aura. Once per round as a free action, a sun giant can direct light toward a single target within her solar aura, and that creature must succeed at a DC 26 Fortitude save or be permanently blinded. The save DC is Charisma-based.

A mythic sun giant can expend one use of mythic power as part of her free action to instead direct light at all creatures in a 60-foot radius to blind them.



Sun Dart (Ex) A sun giant can fire darts of light from her atlatl. She doesn't need ammunition, the sun darts target touch AC, and the sun darts deal an additional 2d6 points of fire damage. A Large or smaller creature damaged by a sun giant's sun dart becomes entangled and immobilized. A creature can free itself with a successful DC 24 Escape Artist or Strength check as a standard action or by breaking the sun dart (hardness 5, hp 20). The save DC is Dexterity-based.

A mythic sun giant's sun darts are treated as +1 *seeking atlatl darts*. A creature entangled and immobilized by a mythic sun giant's sun dart takes 2d6 points of fire damage at the beginning of the sun giant's turn. As an immediate action, the sun giant can expend one use of mythic power to allow the fire damage from all sun darts entangling and immobilizing creatures to bypass resistances and immunities not derived from mythic sources or possessed by mythic creatures.

Vengeful Nova (Su) If a mythic sun giant dies, she explodes in radiance and fire. All creatures within 120 feet of the sun giant take 12d6 points of fire damage and are permanently blinded. A successful DC 28 Reflex save halves the damage and negates the blindness. The save DC is Constitution-based.

Weapon of Light (Su) A mythic sun giant can expend one use of mythic power as a swift action to transform her masterwork mace into a +1 *brilliant energy flaming burst mace*. This transformation lasts for 1 minute, but the sun giant can end it as an immediate action (requiring her to expend an additional use of mythic power to transform it again).



Giiwedin

A pale, translucent shade stands before you, its spectral body rimed with frost and the icy remnants of tattered and ragged clothing, flapping as though whipped by an unseen gale. Cold blue pinpoints of light glare from its shadowed eye sockets and, and its face and chest are covered with faintly glowing tribal markings. It leaves a faint trail of hoarfrost in the wake of its insubstantial steps.

Giiwedin

CR 6/MR 2

XP 2,400

NE Medium undead (air, cold, incorporeal, mythic)

Init +2; **Senses** darkvision 60 ft., mistsight^{MA}; Perception +10

Aura frightful presence (10 ft., DC 16), frigid aura

DEFENSE

AC 19, touch 19, flat-footed 15 (+5 deflection, +2 Dex, +2 dodge)

hp 61 (6d8+34)

Fort +4, **Ref** +4, **Will** +6

Defensive Abilities incorporeal; **Immune** cold, undead traits

Weaknesses vulnerability to fire

OFFENSE

Speed ft., fly 60 ft. (average)

Melee icy touch +6 (1d6 Dexterity damage plus staggered)

Special Attacks gelid genesis, mythic power (2/day, surge +1d6), whirlwind (3/day, 10 ft. high, 1d6 cold and 1d6 sonic, DC 17)

Spell-Like Abilities (CL 6th; concentration +9)

At will—*gust of wind* (DC 14)

1/day—*command undead* (undead with cold subtype only) (DC 15), *control winds* (DC 17)

STATISTICS

Str —, **Dex** 15, **Con** —, **Int** 6, **Wis** 13, **Cha** 17

Base Atk +4; **CMB** +6; **CMD** 19

Feats Ability Focus (whirlwind), Dodge^{MF}, Flyby Attack

Skills Fly +8, Perception +10, Stealth +8 (+20 snowy conditions); **Racial Modifiers** +12 Stealth in snowy conditions

Languages Common

SQ wind-walker

ECOLOGY

Environment any cold

Organization solitary or troop (1-4 giiwedins and 1-4 frost wights)

Treasure standard

SPECIAL ABILITIES

Gelid Genesis (Su) As a standard action, a giiwedin can infuse itself into the physical body of a helpless humanoid, seeping into its lungs like a spectral mist and freezing its host from the inside out. The target takes 1d6 points of cold damage each round at the beginning of its turn; this damage bypasses cold resistance or immunity unless the target has the cold subtype. In addition, the target must succeed on a DC 16 Fortitude save each round or become fatigued and have its vocal apparatus begin freezing shut, afflicting it as the [caster croak](#)^{UM} spellblight for 1 hour. A target failing a second Fortitude save becomes exhausted, and a third save forces the target to suffer the effects of [suffocation](#)^{APG} for as long as the giiwedin remains within its lungs. The save DC is Charisma-based.

While the giiwedin inhabits the target, conjuration (healing) and similar healing effects do not affect its host unless the caster succeeds on a DC 17 caster level check, treating its Hit Dice as its caster level for supernatural healing effects. A giiwedin infusing a living host has total cover against such effects. A giiwedin can be forced out of its host with *remove curse*, *break enchantment*, or *dispel evil* and a successful DC 17 caster level check, or by any effect that grants control over undead or forces them to flee, such as the Command Undead or Turn Undead feat. In addition, if the host takes fire damage, the giiwedin is not harmed but must succeed on a Will save (DC 10 plus one-half the amount of fire damage dealt to the host) or be expelled into an adjacent square of its choice.

If a host dies with a giiwedin inside his lungs, it rises 24 hours later as a [frost wight](#)^{B1}. Such frost wights are free-willed and not under the giiwedin's control unless it uses its ability to *command undead*. If the giiwedin expends one use of its mythic power as its victim dies, it can instead cause the creature's spirit to rise as a giiwedin spawn under its control. These spawn are less powerful, taking a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD and reducing the save DC of their abilities by 2. While they are considered mythic creatures, they do not gain any daily uses of mythic power. If the master giiwedin is destroyed, any of its surviving spawn lose their spawn penalties and become full-fledged and free-willed giiwedins. They do not possess any of the abilities they had in life.

Frightful Presence (Su) This ability functions only when a giiwedin is in whirlwind form. It is a sonic mind-affecting fear effect.



Icy Touch (Su) A living creature struck by a giiwedin's touch attack takes 1d6 points of Dexterity damage and is staggered for 1d4 rounds. A successful DC 16 Fortitude save halves Dexterity damage and negates the staggered condition. Creatures with the cold subtype are immune to this touch.

Whirlwind (Su) A giiwedin can manifest a whirlwind three times per day for up to 3 rounds. In this form, any living creature it passes through during its movement is affected as if struck by the giiwedin's icy touch. In addition, creatures damaged by a giiwedin's whirlwind are dazzled for 1d6 rounds. Creatures already dazzled are blinded and deafened for 1 round.

Wind-Walker (Ex) A giiwedin gains a bonus rather than a penalty on Fly and Perception checks due to strong winds and can never be checked or blown away. In addition, its whirlwind inflicts +1 cold and +1 sonic damage in strong winds, +1 per category above strong.

Giiwedin (GHEE-weh-din) are the desolate spirits of those who died deserted and alone out in the trackless tundra or the high ice. Their bodies flayed by the polar winds and their minds torn apart by the skirling gale,



the spirit of a giowedin clung to its existence even as its life slipped away. Now one with the bitter and brumal storms, they now haunt the frozen lands where they met their end, cursing their lonely fate and mercilessly hunting any who would dare to travel the cold and empty wastes.

ECOLOGY

Giiwedins are hostile spirits that inhabit the arctic and subarctic regions, especially near ancient battlefields or around the sites of mass killings, particularly in cases where death was especially traumatic, brutal, and gruesome. Unlike ghosts, giowedins are not bound to the site of their death, and they freely wander wherever the wind carries them. Unharmd by sunlight, some abandon the ground entirely and live as nomads among the clouds, murdering as they go and delighting in sending chilblained foes plummeting to earth as they are overcome by the giowedin's hypothermic touch.

Giiwedins are hard to see, but their keening wails of agony and despair are borne on the winds they ride, echoing from every direction but seemingly coming from nowhere. When a giowedin unleashes its whirlwind, however, it is a terrifying phantasmagoria of screaming cyclonic ectoplasm, slashing sleet, and biting snow as it rips and tears the flesh of its victims even as it freezes their very marrow. Giiwedins can keep silent if they wish, but they relish the terror induced by their cries and it is hard for them to keep silent. Giiwedins acting in concert use their power to induce panic to drive their foes apart, picking off stragglers before moving in for the kill on those stalwart enough to stand firm against them.

HABITAT AND SOCIETY

The first giowedins were outcasts from their tribes, some say because of their dealings with demonic spirits and others that corrupted clanmates turned on them and betrayed them, racking them across the high ice and pinned on death's door in ritual torment that sought to either drive out the demons within, or to infuse the demon spirits into them after death, depending on which tale you believe. In either case the result was the same, and the tortured souls of the giowedin became one with the far polar winds that carried their echoing screams far across the tundra and into the uttermost ends of the world.

Giiwedins have slowly spread their curse, so that few of the original giowedins are left. Most are unfortunate travelers trapped in the trackless wastes until creeping, chilling death overcame them. Many roam the fringes

of snowy battlefields, stealing the dying breath from those unfortunates left on the field of battle and calling new recruits into their bitter company. Giiwedins are spirits of desolation and despair, recalling little of their life and far too much of their agonizing death. However, while they rarely approach warm hearths and shuttered houses, a cold and empty domicile triggers their faded memories and awakens urges to take up residence for a time. Floating in ghostly silent reverie through an abandoned home, a giowedin might begin aping the long-forgotten habits of its former life for days, weeks, or even months, and rarely an entire troop of giowedins may populate a deserted village in a chilling imitation of life. Inevitably, however, whatever faint comfort this pale shadow of life brings the giowedins dissipates in frustration and rage and they fly screaming once more into the wild to rage against those that yet cling to life and hope.

As beings of frustration and death, giowedins seek to slake their torment by sharing it with others. They rarely harm creatures of the natural world alike animals, plants, and fey, as they essentially blend into the landscape giowedins see around them, part and parcel of the tapestry of life. Living humanoids, however, inflame them with a savage longing for their dimly remembered lives, paired with a frustrated fury at the cold and wretched existence they are bound to forever. Against such foes, giowedins strike swiftly, wishing in their onslaught to inflict the misery upon others that is forever their own fate.

While humanoid (and even part-humanoid) creatures arouse their icy ire, nonhumanoid sentient beings can sometimes draw a giowedin into conversation. Though their minds are in tatters, shredded beyond recall by the endless screaming winds beyond the pole and in the upper atmosphere, they retain frozen fragments of events long gone by, sometimes a clue to locate their mortal remains, or the name or fragment of detail about a long-gone person, place, or event. Their minds are forever on the verge of coming apart, however, and conversations are inevitably brief, as they cannot long hold their attention before streaking off in pursuit of pain, or simply to fly far and fast in the hope of outracing its own misery and despair. Deep within their corrupted consciousness is the faint hope that if only they could fly fast and far enough, they could escape their endless pain, but they escape from their suffering is forever just out of reach.



Girallon

This four-armed, gorilla-like creature, covered with matted white fur, roars in rage as it rears up to its full, towering height.

Giant Mythic Girallon

CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary

N Huge magical beast (mythic)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

DEFENSE

AC 22, touch 10, flat-footed 20 (+2 Dex, +12 natural, -2 size)

hp 117 (7d10+79)

Fort +11, **Ref** +7, **Will** +5

DR 5/epic

OFFENSE

Speed 40 ft., climb 40 ft.

Melee bite +12 (1d8+7), 4 claws +12 (1d6+7 plus rend)

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

Special Attacks clobbering charge^{MA}, mythic power (3/day, surge +1d6), pounce, rend (2 claws, 1d6+10), rending decapitation^{MA} (DC 20)

STATISTICS

Str 25, **Dex** 15, **Con** 22, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +7; **CMB** +16; **CMD** 29

Feats Improved Initiative, Iron Will^{MF}, Rending Fury^{MF}, Toughness

Skills Climb +15, Perception +11, Stealth +1

ECOLOGY

Environment warm forests

Organization solitary or company (1 mythic girallon and 5–8 girallons)

Treasure none

SPECIAL ABILITIES

Clobbering Charge (Ex) A Huge or smaller non-mythic creature that a mythic girallon hits when using its pounce ability is automatically knocked prone. Mythic opponents that succeed on a DC 20 Reflex save are merely staggered for one round and not knocked prone. The save DC is Strength-based.

Rend (Ex) If a giant mythic girallon hits with two or more claw attacks in the same round, it rends for an additional 1d6+10 points of damage. A giant mythic girallon can rend the same opponent twice if all four

of its claw attacks hit. Additionally, when a giant mythic girallon inflicts rend damage, it can expend one use of mythic power as a swift action to inflict 2d6 points of bleed damage to its opponent.

Rending Decapitation (Ex) If a giant mythic girallon hits a non-mythic Huge or smaller creature with all four claw attacks in the same round, it can expend one use of mythic power as a free action to decapitate and instantly kill its opponent (DC 20 Fortitude negates). The save DC is Strength-based.

Mythic Girallon

Without the giant simple template, a mythic girallon's stats are as follows: **CR** 7/**MR** 3; **XP** 3,200; **Size** Large; **Init** +7; **AC** 21, touch 12, flat-footed 18; **hp** 103; **Fort** +9, **Ref** +8; **Melee** bite +11 (1d6+5), 4 claws +11 (1d4+5 plus rend); **Space** 10 ft., **Reach** 10 ft.; **Special Attacks** clobbering charge (DC 18), rending decapitation (DC 18); **Str** 21, **Dex** 17, **Con** 18; **CMB** +13; **CMD** 26; **Skills** Climb +13, Stealth +5.



Globster

This grotesque mass of blubber and rancid flesh piles up hideously upon itself, opening a vast maw filled with teeth.

Mythic Globster

CR 5/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary 3

N Large ooze (aquatic, mythic)

Init -5; **Senses** Perception -5

Aura stench (DC 18, 10 rounds)

DEFENSE

AC 18, touch 4, flat-footed 18 (-5 Dex, +14 natural, -1 size)

hp 57 (6d8+30)

Fort +7, **Ref** -3, **Will** -3

DR 5/epic; **Immune** acid, bludgeoning and piercing damage, ooze traits; **Resist** cold 10, electricity 10

OFFENSE

Speed 20 ft., swim 40 ft.

Melee slam +11 (2d6+10 plus grab and nausea^{MA})

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

Special Attacks create spawn^{MA}, constrict (2d6+10 plus nausea^{MA}), explosion of gore^{MA}, mythic power (2/day, surge +1d6)

STATISTICS

Str 24, **Dex** 1, **Con** 20, **Int** —, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +12 (+16 grapple); **CMD** 17 (can't be tripped)

Feats Weapon Focus^B (slam)

Skills Swim +15

SQ decompose, water dependency

ECOLOGY

Environment any oceans or coastlines

Organization solitary, pair, or beaching (1 mythic globster plus 3–8 globsters)

Treasure none

SPECIAL ABILITIES

Create Spawn (Ex) When a globster eats a living creature, it only digests a small portion of the remains. As the undigested remains accumulate inside of it, the globster grows more and more bloated. As a full-round action that does not provoke attacks of opportunity, a globster can regurgitate these foul remains along with portions of its own mass. Doing so causes the globster 1d6 points of damage, but

creates a new, fully grown globster that immediately attacks the nearest non-globster target. A globster can create spawn up to once per day, though only after it has fed upon at least four Medium-sized creatures (or the equivalent number of creatures of other sizes).

If a globster has uses of mythic power remaining, it expends one use to create a new globster as a move action or to give the newly created globster the advanced creature template.

Decompose (Ex) A slain globster decays into a mass of goo in the span of 24 hours. However, the corpse retains the creature's stench aura for 1d10 days after its death.

Explosion of Gore (Ex) When a mythic globster dies, it showers all creatures within 10 feet in its remains, dealing 2d6 points of bludgeoning, piercing, and slashing damage and causing affected creatures to become nauseated for 1d4 rounds. A successful DC 18 Reflex save halves the damage and reduces the nauseated condition to sickened for 1 round.

Nausea (Ex) Any creature struck by a globster must make a DC 18 Fortitude save to avoid being nauseated for 1 round. Once a creature makes this saving throw, it is immune to further nausea effects from that particular globster for 24 hours. This is a poison effect. The save DC is Constitution-based.

A mythic globster that constricts a non-mythic creature inflicts nausea on the creature, forcing it to make a new Fortitude save regardless of its immunity to further nausea effects.





Golem, Carrion

A lurching mash-up of rotting flesh, jagged bone, and coarse hair, this humanoid monstrosity reeks of death and decay.

Mythic Carrion Golem

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary 2

N Medium construct

Init +1; **Senses** blindsense 10 ft., darkvision 60 ft., low-light vision; Perception +0

Aura foul stench (DC 12, 1 round)

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

hp 62 (4d10+40); fast healing 2^{MF}

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

Defensive Abilities fortification (50%)^{MA}; **DR** 5/bludgeoning or slashing; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +8 (1d8+4 plus disease)

Special Attacks limb ripper^{MA}, mythic power (2/day, surge +1d6), plague carrier, virulent plague^{MA}

STATISTICS

Str 19, **Dex** 12, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +8; **CMD** 19

Feats Self-Repairing Construct^{MF}

ECOLOGY

Environment any land

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Foul Stench (Ex) This functions as the stench ability, but causes affected creatures to be nauseated rather than sickened.

Immune to Magic (Ex) A carrion 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.

- *Gentle repose* causes a carrion golem to become stiff and helpless for 1d4 rounds if it fails a Will save against the spell.
- *Animate dead* causes the various parts of the golem's body to shudder and tear, dealing 1d6

points of damage per caster level to the golem (no save).

- Any magical attack that deals cold or fire damage slows a carrion golem (as the *slow* spell) for 2d6 rounds (no save).
- Any magical attack that deals electricity damage hastes a carrion golem (as the *haste* spell) for 2d6 rounds.

Limb Ripper (Ex) When a mythic carrion golem strikes a creature twice in the same round with its slam attacks, the target takes 2 points of Strength or Dexterity damage (equal chance of either) and is fatigued from the pain (DC 16 Fortitude negates fatigue and ability damage).

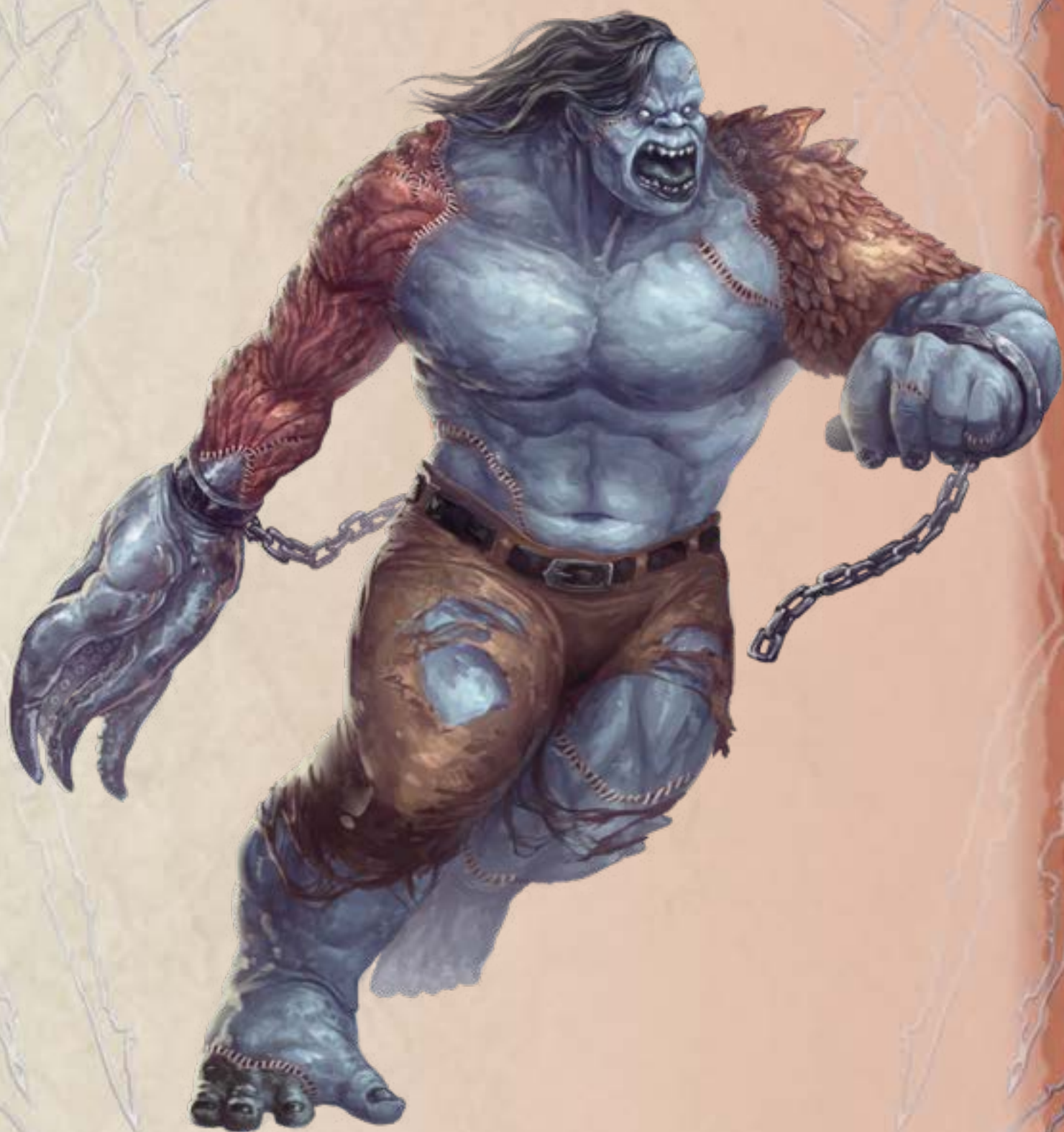
If a mythic carrion golem uses this ability after confirming a critical hit against a Medium or smaller creature, it can expend one use of its mythic power as a swift action to attempt to tear off one of the target's limbs (including arms, legs, wings, tail, or tentacles) with a sunder combat maneuver against the target's CMD. This does not provoke attacks of opportunity. If the combat maneuver check succeeds, one of the target's limbs chosen at random is broken. Any attacks using that limb take a -2 penalty on attack and damage rolls. A broken limb used for locomotion decreases the target's speed by 50% and prevents it from running or charging. A broken limb can be healed with *regenerate*, *heal*, or seven days of successful Heal checks providing long-term care. In addition, the target must succeed on a DC 16 Fortitude save or the limb is severed entirely. The target can no longer use the severed limb and takes 1d6 points of bleed damage per round. A severed limb can be restored only with *regenerate*. The save DC is Strength-based.

Plague Carrier (Ex) When a carrion golem is created, its creator infects it with a specific disease. The carrion golem can then infect those it strikes with its slams with this disease—most carrion golems inflict filth fever. The save DC is Constitution-based and includes a +2 racial bonus.

Filth Fever: slam—injury; save Fortitude DC 14; onset immediate; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves.

Virulent Plague (Ex) The disease carried by a mythic carrion golem has an immediate onset on a failed save, and the DC to treat it, recover from it, or remove it by magic is increased by 4 unless a mythic effect is used.





Golem, Clay

This lumbering figure is sculpted from soft clay. It wears filthy rags and crude jewelry, and its face is only vaguely humanoid.

Mythic Clay Golem

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 power₁ (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.



Golem, Clockwork

A vaguely humanoid shape made of metal lurches to life with the grinding whir and frantic ticking of hundreds of gears.

Mythic Clockwork Golem

CR 15/MR 6

XP 51,200

Pathfinder Roleplaying Game Bestiary 2

N Large construct (mythic)

Init +12; **Senses** darkvision 60 ft., low-light vision; Perception +16

DEFENSE

AC 33, touch 11, flat-footed 31 (+2 Dex, +22 natural, -1 size)

hp 178 (16d10+90)

Fort +7, **Ref** +9, **Will** +7; second save^{MA}

Defensive Abilities fortification^{MA} (50%), invincible guardian^{MA}; **DR** 10/adamantine and epic; **Immune** acid^{MA}, construct traits, fire^{MA}, magic

OFFENSE

Speed 30 ft.

Melee 2 slams +25 (2d10+10 plus grab)

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

Special Attacks death burst, grind, mythic power (6/day, surge +1d8), wall of gears

STATISTICS

Str 31, **Dex** 14, **Con** —, **Int** 6, **Wis** 11, **Cha** 1

Base Atk +16; **CMB** +27 (+31 grapple); **CMD** 39

Feats Blind-Fight^{MF}, Combat Reflexes, Great Fortitude, Iron Will, Lightning Reflexes, Improved Initiative^{MF}, Nimble Moves^{MF}, Stand Still

Skills Perception +16

Languages Common (cannot speak)

SQ awakened construct^{MA}, self-oiling^{MA}

ECOLOGY

Environment any

Organization solitary or gang (2–4)

Treasure none

SPECIAL ABILITIES

Awakened Construct (Ex) A mythic clockwork golem is a sentient being, awakened in the process of its creation, and can understand the language of its creator. While it is not mindless, it retains its normal construct immunity to mind-affecting effects.

Death Burst (Ex) When a mythic clockwork golem is reduced to 0 or fewer hit points, it explodes in a

shower of razor-sharp gears and debris. All creatures within a 10-foot burst take 12d6 points of slashing damage—a DC 18 Reflex save results in half damage.

Grind (Ex) A mythic clockwork golem deals an additional 2d10+15 points of slashing damage when it makes a successful grapple check as razor-sharp gears and blades emerge from its body to grind and slice its foe.

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

A *grease* spell cast on the golem causes it to move quickly for 1d6 rounds, as if under the effects of *haste*.

A mythic clockwork golem is affected normally by mythic rust attacks, such as those of a mythic rust monster or a *mythic rusting grasp* spell. A non-mythic rust attack has the same effect, but the golem is treated as though it had an SR of 30 against the effect. 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 clockwork 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 golem's existing DR doubles to DR 20/adamantine and epic, and it gains DR 10—for a number of rounds equal to its mythic rank.

Self-Oiling (Ex) A mythic clockwork golem can move through an area of *grease* without difficulty. In addition, the golem can expend one use of mythic power as a swift action to coat itself in *grease*. This grants the golem the benefits of *haste* for 1d6 rounds (see its immunity to magic ability above), and it leaves a 10-foot-wide trail of *grease* (DC 18) behind it if it moves until the beginning of its next turn (or if it remains stationary or takes only a 5-foot step, it fills its space and all squares adjacent to it at the end of its turn). This *grease* lasts for 6 rounds.

Wall of Gears (Su) As a standard action, a mythic clockwork golem can fold into a whirling wall of grinding gears measuring 10 feet by 10 feet or 5 feet by 20 feet. Anyone passing through the wall takes 15d6 points of slashing damage. If the wall appears in a creature's space, that creature can attempt a DC 18 Reflex save to leap to one side and avoid the damage entirely. The mythic clockwork golem can take no actions while in this form except to resume its normal form as a move action. A mythic clockwork golem's AC and immunities remain the same while it is in this form.





Golem, Coral

This tall creature appears to be made of wrinkled stone and coral, bits of plant life clinging to its creased body and clawlike hands.

Mythic Coral Golem

CR 11/MR 4

XP 12,800

Pathfinder Roleplaying Game Bestiary 4

N Large construct (mythic)

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

DEFENSE

AC 25, touch 9, flat-footed 25 (+16 natural, -1 size)

hp 160 (12d10+94)

Fort +6, **Ref** +4, **Will** +4

Defensive Abilities block attacks^{MA}, reef stance^{MA}; **DR** 10/adamantine and epic; **Immune** construct traits, magic

OFFENSE

Speed 30 ft.

Melee 2 claws +20 (1d6+12/19-20/x3 plus bleed and coral infestation)

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

Special Attacks bleed (1d6), coral infestation^{MA}, mythic power (4/day, surge +1d8)

STATISTICS

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

Base Atk +12; **CMB** +22; **CMD** 32 **Feats** Great Fortitude^B, Improved Critical^B, MF (claw), Toughness^B, MF

SQ aquatic reconstruction^{MA}, healing powder^{MA}, powerful blows (slam)

ECOLOGY

Environment warm oceans or coastlines

Organization solitary or gang (1 mythic coral golem plus 2–5 non-mythic coral golems)

Treasure none

SPECIAL ABILITIES

Aquatic Reconstruction (Ex) Whenever a mythic coral golem is touching a body of saltwater of a size equal to or greater than its own size, it gains fast healing 10. Additionally, if the remains of a destroyed mythic coral golem are placed in such a body of water, and the mythic coral golem had at least 1 point of mythic power remaining when it was destroyed, its body slowly reforms over the course of 2d4 days, at which point it animates again with full hit points and full uses of mythic power.

Coral Infestation (Ex) Whenever a coral golem damages a creature currently suffering from bleed damage with its claw attack, tiny fragments of living coral become dislodged in the victim's bloodstream, where they begin to slowly colonize the creature's body. Each hour, the creature must succeed on a DC 16 Fortitude save or suffer 1 point of Dexterity drain, as her body becomes stiff and rigid from coral growing inside. A creature reduced to 0 Dexterity while affected by this ability is completely petrified, transforming fully into coral. If the creature succeeds on three consecutive Fortitude saves, the remaining coral dies off. Similarly, a *remove disease* spell can stop the creature from having to make any further saving throws to resist the effect. Multiple instances of this ability do not stack, but do increase the saving throw DC by 1 for each additional instance (for example, a creature damaged by the coral golem's claw attacks three times while bleeding would need to succeed on DC 18 Fortitude saves to resist Dexterity drain, rather than DC 16). The saving throw DC is Constitution-based.

Healing Powder (Ex) As a full-round action, by expending 1 use of mythic power, a mythic coral golem can break off part of its body and grind it into a coral powder, which, if ingested, has strong healing properties. Breaking off a piece of itself in this way inflicts 2d10 points of damage to the mythic coral golem. Consuming the healing powder is a standard action that provokes attacks of opportunity, and causes the imbiber to heal 5d6 + 12 points of damage and heal 1 point of ability score damage to an ability score of the imbiber's choice.

Immunity to Magic (Ex) A mythic coral 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.

Any spell with the water descriptor heals a mythic coral golem 1d6 points of damage per level of the caster (maximum 10d6).

Transmute rock to mud slows a mythic coral golem (as the slow spell) for 1d6 rounds (no save).

Transmute mud to rock increases the mythic golem's bleed damage to 2d6 for 3 rounds.

Soften earth and stone causes a coral mythic golem to lose its damage reduction for 3 rounds.

Tough Construction (Ex) A mythic coral golem is built particularly sturdily. It gains Great Fortitude and Toughness as bonus feats.





Golem, Ice

This icy statue stands a head taller than a normal human. A rime of frost coats it, and razor-sharp shards of ice adorn its limbs.

Mythic Ice Golem

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.



Golem, Stone

This towering stone automaton bears the likeness of an archaic, armored warrior. It moves with ponderous but inexorable steps.

Mythic Stone Golem

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 (see the **Mythic Spell Compendium**) 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 (see the **Mythic Spell Compendium**) 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).



Golem, Wood

This human-sized automaton resembles a crude humanoid figure made of cast-off pieces of wood.

Mythic Wood Golem

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+13)

Special Attacks *mythic power* (3/day, surge +1d6), frantic splintering^{MA}

STATISTICS

Str 18, **Dex** 18, **Con** —, **Int** —, **Wis** 17, **Cha** 1

Base Atk +8; **CMB** +12; **CMD** 26

Feats Cleave^{MF}, Power Attack^{MF}

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.

Frantic Splintering (Su) A mythic wood golem can expend one use of mythic power to launch an additional splinter barrage as a move action, or two extra splinter barrages as a full-round action. These

barrages function like its normal splintering ability, but it need not wait 1d4+1 rounds between uses of this ability. These bursts may take any of the following shapes: 20-foot-radius burst, 30-foot cone-shaped burst, or 60-foot line. Creatures caught in the area of two bursts must save separately against each burst. It cannot use this ability in the same round it uses its normal splintering ability.

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 (Ex) A mythic wood golem gains Cleave as a bonus feat, which it uses whenever it must move and attack if there are two adjacent targets.

Mindless Power Attack (Ex) A mythic wood golem gains Power Attack as a bonus feat, which it always uses; the adjustments for Power Attack are included in the statistics above **Melee** line of the stat block. On entering combat, it always expends one use of mythic power to ignore the attack roll penalty for using Power Attack for 1 minute and continues doing so until its mythic power is exhausted.

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.



Gray Ooze

A seemingly mundane puddle, patch of moist stone, or glistening rock is suddenly revealed to be more as a terrible pseudopod lashes out.

Mythic Gray Ooze

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary

N Medium ooze (mythic)

Init -5; **Senses** blindsight 60 ft.; Perception -5

DEFENSE

AC 7, touch 5, flat-footed 7 (-5 Dex, +2 natural)

hp 70 (4d8+52)

Fort +10, **Ref** -4, **Will** -4

Immune cold, fire, ooze traits

OFFENSE

Speed 10 ft.

Melee slam +6 (1d6+4 plus 1d6 acid and grab)

Special Attacks acid, constrict (1d6+1 plus 1d6 acid), mythic power (4/day, surge 1d6), rapid corrosion^{MA}

STATISTICS

Str 16, **Dex** 1, **Con** 28, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 11 (can't be tripped)

Feats Extra Mythic Power

SQ absorptive camouflage^{MA}, caustic trail^{MA}, transparent

ECOLOGY

Environment cold marshes and underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Absorptive Camouflage (Ex) A mythic gray ooze leaches trace minerals out of any surface to which it clings, melding its substance with that surface. This renders it undetectable by blindsense, blindsight, scent, and tremorsense, though it can be perceived by normal vision.

Acid (Ex) The digestive acid that covers a gray ooze dissolves metals and organic material, but not stone. Each slam and constrict attack deals 1d6 additional acid damage. Armor or clothing worn by a creature grappled by a gray ooze takes the same amount of acid damage unless the wearer succeeds on a DC 21 Reflex saving throw. A wooden or metal weapon that strikes a gray ooze takes 1d6 acid damage unless the weapon's wielder succeeds on a DC 21 Reflex save.

The ooze's touch deals 12 points of acid damage per round to wooden or metal objects, but the ooze must remain in contact with the material for 1 full round in order to deal this damage. The save DCs are Constitution-based.

Caustic Trail (Ex) A mythic gray ooze leaves behind a slime trail when it moves. This caustic slime persists for 4 rounds after the gray ooze passes, making the area as slick as a *grease* spell and dealing 1 point of acid damage for each square a creature moves into (this damage is increased to 1d4 if the creature is prone or crawling).

Rapid Corrosion (Ex) A mythic gray ooze's acid ignores the hardness of metal objects unless they are mythic magical items. If it remains in contact with an unattended wooden or metal object for 1 full round, its touch deals 24 points of acid damage.

Transparent (Ex) Due to its lack of vivid coloration, a gray ooze is difficult to discern from its surroundings in most environments. A DC 15 Perception check is required to notice the crystal ooze. Any creature that fails to notice a gray ooze and walks or swims into it automatically takes damage as if struck by the ooze's slam attack and is immediately subject to a grab attempt by the ooze.

Mythic Id Ooze

CR 7/MR 3

XP 3,200

Pathfinder Roleplaying Game Bestiary

N Medium ooze (mythic)

Init +4^{MF}; **Senses** blindsight 60 ft.; Perception -3

DEFENSE

AC 12, touch 7, flat-footed 12 (-3 Dex, +5 natural)

hp 94 (4d8+76)

Fort +12, **Ref** -2, **Will** -2

Immune cold, fire, ooze traits

OFFENSE

Speed 10 ft.

Melee slam +8 (1d6+7 plus 1d6 acid and grab)

Special Attacks acid, constrict (1d6+7 plus 1d6 acid), id insinuation^{MA}, mythic power (3/day, surge 1d6), psychotropic vapors^{MA}

Spell-Like Abilities (CL 4th; concentration +1)

At will—*lesser confusion* (DC 11)

STATISTICS

Str 20, **Dex** 5, **Con** 32, **Int** 2, **Wis** 5, **Cha** 5

Base Atk +3; **CMB** +8 (+12 grapple); **CMD** 15 (can't be tripped)



Feats Improved Initiative^{MF}, Toughness^{MF}

Skills Climb +5, Stealth +1

Languages id ooze empathy (100 ft.)

SQ absorptive camouflage^{MA}, caustic trail^{MA}, transparent

ECOLOGY

Environment cold marshes and underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Absorptive Camouflage (Ex) As a mythic gray ooze.

Acid (Ex) As a mythic gray ooze.

Caustic Trail (Ex) As a mythic gray ooze.

Id Ooze Empathy (Ex) Id oozes can communicate basic empathic information with other id oozes within 100 feet via telepathy.

Id Insinuation (Ex) A mythic id ooze can use its *lesser confusion* spell-like ability as a swift action that does not provoke attacks of opportunity, and it adds

a racial bonus equal to its mythic rank to the save DC. In addition, if it expends a use of mythic power the duration of the confusion increases to 4 rounds and affects the target as *mythic confusion*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*. The target also takes 4d6 points of nonlethal damage and 1d4 points of Intelligence damage on a failed save. Even on a successful save, the target takes 2d6 points of nonlethal damage. The save DC is Charisma-based.

Psychotropic Vapors (Ex) Any creature beginning its turn adjacent to a mythic id ooze is exposed to an inhaled mind-affecting poison: *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* dazzled and 1d3 Wis; *cure* 2 consecutive saves. A creature grappled by a mythic id ooze takes a -3 penalty to its save against this ability. The save DC is Constitution-based.

Transparent (Ex) As a mythic gray ooze.



Gremlin, Nuglub

This hideous, hunchbacked creature has three glowing blue eyes. Oily hair grows from its head and back, covering it like a cloak.

Mythic Nuglub

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 2

CE Small fey (mythic)

Init +4; **Senses** darkvision 120 ft., low-light vision; Perception +9

DEFENSE

AC 19, touch 15, flat-footed 15 (+4 Dex, +4 natural, +1 size)

hp 25 (3d6+15)

Fort +3, **Ref** +7, **Will** +2

DR 5/cold iron; **SR** 14

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +3 (1d4+1 plus 1d2 bleed and grab), 2 claws +5 (1d3+1 plus 1d2 bleed and trip)

Special Attacks mythic power (1/day, surge +1d6), opportunistic grappler^{MA}, wicked sharpness^{MA}

Spell-Like Abilities (CL 3rd; concentration +4)

At will—*prestidigitation*

1/hour—*heat metal* (DC 13), *shocking grasp*, *snare*

STATISTICS

Str 13, **Dex** 18, **Con** 15, **Int** 8, **Wis** 9, **Cha** 12

Base Atk +1; **CMB** +1 (+5 grapple and trip); **CMD** 15

Feats Step Up, Toughness^B, Weapon Focus^{MF} (claw)

Skills Acrobatics +10, Climb +9, Craft (traps) +9, Intimidate +8, Perception +9, Stealth +14; **Racial Modifiers** +4 Craft (traps), +4 Intimidate, +4 Perception

Languages Undercommon

SQ kneecapper

ECOLOGY

Environment any underground or urban

Organization solitary, pair, or mob (1 mythic nuglub plus 3–6 nuglubs)

Treasure standard

SPECIAL ABILITIES

Kneecapper (Ex) A nuglub has a +4 racial bonus on combat maneuver checks to trip an opponent.

Opportunistic Grappler (Ex) A mythic nuglub can use grab against a Medium or smaller creature. An

adjacent target that has fallen prone, including as a result of a trip attempt it makes on a successful hit with its claw, provokes an attack of opportunity from the nuglub, but it may only use this attack to grapple the target.

Wicked Sharpness (Ex) A mythic nuglub's claws and teeth are extremely sharp, allowing it to inflict bleed damage with both attacks. Additionally, it can make a sunder attack with its claws as if it benefitted from the Improved Sunder feat (gaining a +2 on sunder checks and not incurring attacks of opportunity). It can expend one use of mythic power to ignore the hardness of the a chosen item with is sunder attempts until the item is broken or 1 minute has elapsed, whichever occurs first.



Grick

This pallid, slimy, worm-like creature is the size of a human, its mouth a sickening tangle of tentacles and hooked jaws.

Mythic Grick

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary 2

N Medium aberration (mythic)

Init +2; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 35 (5d8+13)

Fort +2, **Ref** +3, **Will** +6

DR 10/epic and magic; **Immune** disease, paralysis, sickened

OFFENSE

Speed 30 ft., climb 20 ft.

Melee bite +4 (1d4+1 plus disease), 4 tentacles +2 (1d4 plus paralysis)

Special Attacks mythic power (1/day, surge +1d6), paralysis (1 round, DC 13)^{MA}

STATISTICS

Str 12, **Dex** 14, **Con** 13, **Int** 3, **Wis** 14, **Cha** 15

Base Atk +3; **CMB** +4; **CMD** 16 (can't be tripped)

Feats Combat Reflexes^{MF}, Multiattack, Stand Still

Skills Climb +9, Perception +9, Stealth +6 (+14 in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain

Languages Aklo (can't speak)

SQ carrion crawler

ECOLOGY

Environment any underground

Organization solitary or cluster (2-5)

Treasure incidental

SPECIAL ABILITIES

Carrion Crawler (Ex) Mythic gricks are ravenous consumers of carrion as well as living flesh and are especially fond of devouring zombies and ghouls. They are immune to disease, paralysis, and effects that cause the sickened condition. However, the ghoulish flesh and enzymes they consume continue to reside in their gut, and any creature bitten by a mythic grick has a 50% chance of being exposed to ghoulish fever (see *Pathfinder Roleplaying Game Bestiary*) or 100% if the grick confirms a critical hit or expends one use

of its mythic power on a successful bite attack.

Ghoulish Fever: Bite—injury; save Fort DC 13; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves.

Paralysis (Ex) A mythic grick's tentacles can paralyze living foes. The duration of this paralysis stacks if a creature fails multiple saves against the grick's paralysis.



Hag, Storm

This hag's hair, claws, and teeth crackle with sparks of electricity. Her windswept hair billows up from her brow like a thunderhead.

Mythic Storm Hag

CR 9/MR 3

XP 6,400

CE Medium monstrous humanoid (mythic)

Init +2; **Senses** child-scent, darkvision 60 ft.; Perception +14

DEFENSE

AC 24, touch 13, flat-footed 21 (+2 Dex, +1 dodge, +11 natural)

hp 115 (10d10+60)

Fort +6, **Ref** +9, **Will** +8

DR 5/epic; **Immune** electricity; **SR** 21

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee bite +14 (1d6+4 plus 1d6 electricity and 10 precision) and 2 claws +14 (1d4+4 plus 1d6 electricity and 10 precision)

Special Attacks breath weapon^{MA} (60-ft. line or 30-ft. cone, DC 18, 6d8 electricity, useable every 1d4 rounds), grisly gobble^{MA}, mythic power (3/day, surge +1d6), mythic coven magic^{MA}, precise strike^{MA}, storm strike, whipping winds

Spell-Like Abilities (CL 10th; concentration +13)

At will—*bleed*, *gust of wind* (DC 15), *whispering wind*
3/day—*invisibility*, *lightning bolt* (DC 16), *river of wind*^{APG} (DC 17), *sleet storm*
1/day—*control winds* (DC 18)

STATISTICS

Str 19, **Dex** 14, **Con** 16, **Int** 13, **Wis** 13, **Cha** 16

Base Atk +10; **CMB** +14; **CMD** 27

Feats Combat Casting, Dodge, Flyby Attack^{MF}, Mobility^{MF}, Vital Strike

Skills Bluff +10, Fly +17, Intimidate +15, Perception +14, Spellcraft +7, Stealth +15

Languages Common, Giant

SQ storm rider

ECOLOGY

Environment any temperate

Organization solitary or coven (3 hags of any kind)

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) When a mythic storm hag uses

her breath weapon, she can use it as a line or a cone, deciding how to use it each time.

Child-Scent (Ex) A mythic storm hag has the scent ability, but only with respect to humanoid children and immature animals. Thus, she could sniff out a child's hiding place or a den of wolf pups, but not the child's parents or the den mother.

Grisly Gobble (Su) As a full-round action that provokes attacks of opportunity, a mythic storm hag can completely consume a dead or helpless humanoid of Medium size or smaller. A helpless creature takes 4d6 points of damage and must succeed at a DC 19 Fortitude save or die. A consumed corpse cannot be restored to life without *true resurrection* or other effects that can restore life without a body. Feasting on a helpless creature grants the hag the benefits of *death knell*. In addition, if a mythic storm hag expends one use of its mythic power when using this ability, all enemies within 60 feet with line of sight are shaken for 4d6 rounds (DC 18 Will negates). This is a visual mind-affecting fear effect and the save DC is Charsima-based. The save DC for the grisly gobble itself is Strength-based.

Mythic Coven Magic (Su) A hag coven containing a mythic storm hag may cooperatively cast the mythic spell version of any available coven spells. The mythic storm hag must expend the same amount of mythic power that would normally be required to cast a mythic spell, treating its adjusted CR (typically CR 9) as its mythic tier for the purpose of qualifying to use augmented versions of mythic spells.

Precise Strike (Ex) A mythic storm hag can strike precisely with her natural weapon attacks, adding her storm hag HD (typically 10) to the damage dealt. She can even use this ability with a light or one-handed piercing melee weapon and thrown light or one-handed piercing melee weapons, so long as the target is within 30 feet of her. Any creature that is immune to sneak attacks is immune to the additional damage granted by precise strike, and any item or ability that protects a creature from critical hits also protects a creature from the additional damage of a precise strike. This additional damage is precision damage and isn't multiplied on a critical hit.

Storm Rider (Su) A mythic storm hag is considered two size categories larger for the purpose of wind effects.

Storm Strike (Su) Each time a mythic storm hag makes a successful attack with her bite, claws, or a weapon that is predominantly made of metal, the attack deals an additional +1d6 points of electricity damage.

Whipping Winds (Su) As a standard action, a storm hag can use *gust of wind* to trip her foes. This ability

can only affect one target within 30 feet, and the mythic storm hag uses her normal CMB. The *gust of wind* does not create its normal effects. The trip attempt does not provoke an attack of opportunity but casting the spell-like ability does as normal.



Hamadryad

This regal woman exhibits the grace and pride of the forest's most ancient trees.

Mythic Hamadryad

CR 18/MR 7

XP 153,600

Pathfinder Roleplaying Game Bestiary 4

CG Medium fey (mythic)

Init +7; **Senses** greensight^{MA} 120 ft., low-light vision; Perception +33

Aura bubble of protection^{MA} (30 ft.)

DEFENSE

AC 37, touch 18, flat-footed 29 (+7 Dex, +1 dodge, +19 natural)

hp 252 (20d6+182); fast healing 5

Fort +13, **Ref** +19, **Will** +18

Defensive Abilities attuned to forest^{MA}, nature's mantle of protection^{MA}; **DR** 10/cold iron and epic; **Resist** acid 30, cold 30, electricity 30

OFFENSE

Speed 30 ft.

Melee masterwork dagger +17/+12 (1d4+5/19–20)

Ranged +2 *speed composite longbow* +19/+19/+14 (1d8+7/x3)

Special Attacks entangling arrows^{MA}, metal antithesis^{MA}, mythic power (7/day, surge +1d10)

Spell-Like Abilities (CL 20th; concentration +27)

Constant—*speaking with animals*, *speaking with plants*

At will—*entangle* (DC 18), *hold animal* (DC 19), *rusting grasp*, *tree shape*, *wood shape* (10 lbs. only)

5/day—*charm monster* (DC 21), *charm person* (DC 18), *confusion* (DC 20), *deep slumber* (DC 20), *neutralize poison*, *sending* (dryads only), *suggestion* (DC 20), *tree stride*

1/day—*call lightning storm* (DC 22), *changestaff*, *greater heroism*, *heal*, *liveoak*, *summon nature's ally VIII*, *summon*^{MA} (level 8, 1 erlking or 8 treants, 100%)

STATISTICS

Str 12, **Dex** 25, **Con** 25, **Int** 18, **Wis** 19, **Cha** 24

Base Atk +10; **CMB** +11; **CMD** 29

Feats Alertness^{MF}, Combat Casting, Dodge, Great Fortitude^{MF}, Improved Iron Will, Iron Will^{MF}, Mounted Combat, Stealthy^{MF}, Toughness, Weapon Finesse

Skills Bluff +30, Climb +14, Craft (wood) +12, Diplomacy +37, Escape Artist +22, Handle Animal +17, Heal +9, Intimidate +17, Knowledge (geography) +17, Knowledge (nature) +27, Knowledge (nobility)

+9, Perception +33, Perform (any one) +20, Ride +17, Sense Motive +28, Spellcraft +14, Stealth +22, Survival +14; **Racial Modifiers** +8 Craft (wood)

Languages Common, Elven, Sylvan; *speaking with animals*, *speaking with plants*, *tongues*

SQ druid magic, peacemaker^{MA}, tree meld, wild empathy, woodcraft

ECOLOGY

Environment temperate forests

Organization retinue (1 plus 2–5 dryads) or court (1 plus 2–12 centaurs, 2–12 dryads, 2–8 satyrs, and 1–2 treants)

Treasure triple (+2 *speed composite longbow* [+5] with 20 arrows, masterwork dagger, other treasure)

SPECIAL ABILITIES

Attuned to Forest (Su) While a mythic hamadryad is within her forest, she receives constant information about the goings on within it. She cannot be flanked or caught flat-footed while within her forest.

Bubble of Protection (Su) A mythic hamadryad can extend her DR and energy resistances to a number of creatures within 30 feet of her equal to her mythic rank.

Druid Magic (Su) A hamadryad can use any magic item as if she were a 20th-level druid.

Entangling Arrows (Su) When a mythic hamadryad's attacks with her longbow, the arrow sprouts vines when it strikes a target, causing the target to become entangled as if she had cast *entangle* on that target only. By expending one use of mythic power when her arrow strikes a target, she causes the entangling vines to constrict the target, dealing 2d6 points of damage at the start of the target's turn while it remains entangled.

Metal Antithesis (Su) A mythic hamadryad can make a touch attack against a metal object which does not provoke attacks of opportunity. If successful, the object takes half its maximum hp in damage and gains the broken condition. A second touch destroys the item. Against a metal creature, this touch attack deals 10d6 points of damage. An attended object, a magical object, or a metal creature can attempt a DC 27 Reflex save to negate this effect. The save DC is Constitution-based. Additionally, attacks with metal weapons incur a –4 penalty against a mythic hamadryad as the weapons seek to avoid her.

Nature's Mantle of Protection (Su) Terrestrial animals, plants, and vermin take no actions to harm or impede a mythic hamadryad. This protection includes



creatures summoned through *summon nature's ally* spells, but it does not extend to extraplanar or extraterrestrial creatures. By expending one use of mythic power, the hamadryad can gain this protection against one extraplanar or extraterrestrial animal, plant, or vermin species of her choice for 24 hours. If the hamadryad attacks a creature she normally receives protection from, she loses this protection from that creature, and any others of the same species within line of sight, if she attacks it.

Peacemaker (Su) A hamadryad adds her mythic rank as an insight bonus on Diplomacy and Sense Motive checks. Additionally, she can expend one use

of mythic power to add a second target for her *charm* spells, provided the additional target is within 30 feet of the first target.

Summon (Sp) The erlking or treants summoned by a mythic hamadryad gain DR 10/cold iron and epic.

Tree Meld (Su) A hamadryad can meld with any tree (similar to *meld into stone*) and can remain melded with a tree as long as she wishes.

Woodcraft (Ex) A hamadryad has a +8 racial bonus on Craft checks involving wood, and is always treated as if she had masterwork artisan's woodworking tools when attempting such checks.



Harionago

This deathly pale beauty's skin is blemished with bruises and cuts, yet a smile shows behind her flowing tangle of hair.

Mythic Harionago

CR 13/MR 5

XP 25,600

Pathfinder Roleplaying Game Bestiary 4

NE Medium undead (mythic)

Init +10; **Senses** darkvision 60 ft.; Perception +20

DEFENSE

AC 31, touch 16, flat-footed 25 (+6 Dex, +15 natural)

hp 187 (14d8+124)

Fort +10, **Ref** +10, **Will** +12

Defensive Abilities channel resistance +2; **DR** 10/magic and epic; **Immune** undead traits

OFFENSE

Speed 30 ft.

Melee 2 claws +16 (1d6+6/19–20 plus paralysis), 4 hair barbs +16 (1d6+6/19–20 plus bleed and grab)

Space 5 ft.; **Reach** 5 ft. (10 ft. with hair barbs)

Special Attacks bleed (5), grab^{MA}, infectious laughter, malevolent shriek^{MA}, mythic power (5/day, surge +1d8), paralysis (1d4+1 rounds, DC 24), penetrating barbs^{MA}, pounce^{MA}

Spell-Like Abilities (CL 14th; concentration +21)

3/day—feather fall, levitate, ray of enfeeblement (DC 18), [unnatural lust](#)^{UM} (DC 19)

1/day—charm monster (DC 20), vampiric touch (DC 20)

STATISTICS

Str 19, **Dex** 22, **Con** —, **Int** 15, **Wis** 17, **Cha** 24

Base Atk +10; **CMB** +14 (+18 grapple); **CMD** 30

Feats Combat Reflexes, Improved Critical (claw), Improved Critical (hair barb), Improved Initiative, Improved Natural Attack (hair barb), [Multiattack](#)^{MF}, [Weapon Finesse](#)^{MF}

Skills Bluff +21, Disguise +24, Intimidate +17, Knowledge (nobility) +5, Perception +20, Perform (sing) +11, Sense Motive +20, Stealth +23

Languages Common, Elven, Sylvan

SQ [mythic immortality](#)^{MA}, wrathful rejection^{MA}

ECOLOGY

Environment any land

Organization solitary

Treasure standard

SPECIAL ABILITIES

Infectious Laughter (Su) As a full-round action, a harionago can emit a scornful laugh ringing out in a 60-foot burst. A creature that hears the laughter must succeed at a DC 24 Will saving thrown or be affected as the *hideous laughter* spell (CL 14th), except that a laughing creature is considered helpless to the harionago. A creature that successfully saves against a harionago's scornful laughter can't be affected by that same harionago's laughter for 24 hours. This is a mind-affecting effect that can be countered with the countersong class feature. Its save DC is Charisma-based. Despite her ragged dress and unkempt appearance, a harionago is a beautiful and graceful creature. She walks the roads at night pretending to be a lost damsel, luring those she encounters close before striking with her paralyzing claws and jagged hair barbs. However, a harionago's most dangerous weapon is her laugh. A resounding cackle of mocking



scorn and hateful malice, it compels those around her to join in mocking concert.

Malevolent Shriek (Su) As a full-round action, a mythic harionago can expend two uses of mythic power to use *wail of the banshee* (CL 14th). The save DC is Charisma-based. In addition, the caster level and save DC of this ability increases by 1 for each point of Wisdom drain the mythic harionago has.

Penetrating Barbs (Ex) The barbs that tip the harionago's hair are deceptively sharp and vicious. All attacks the mythic harionago makes with her hair barbs ignore up to 5 points of damage reduction and hardness.

Wrathful Rejection (Su) A harionago does not handle the rejection of her advances very well. Whenever a creature successful saves against one of the mythic harionago's spell-like abilities or her infectious laughter the mythic harionago takes 1 point of Wisdom drain and gains a morale bonus to attack and

damage each to the total amount of Wisdom drain she has. In addition, the mythic harionago gains a morale bonus to attack and damage equal to the amount of Wisdom drain she has taken. This morale bonus lasts as long as the harionago has any Wisdom drain. This Wisdom drain can only be restored when the mythic harionago kills the character that successfully saved against her ability. If that creature gets killed by some means other than the mythic harionago, she must kill a member of their family to remove the Wisdom drain. In order to remove all of her Wisdom drain, the mythic harionago must kill everyone (or a family of everyone) that has successfully saved against her.

In addition, as a swift action, the mythic harionago can expend one use of mythic power to double the morale bonus gained by wrathful rejection for one round.



Hellcat

This eerie beast appears to be the animated skeleton of a huge fanged cat, its bones glowing with fire and seething with smoke.

Mythic Hellcat

CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary 2

LE Large outsider (evil, extraplanar, lawful, mythic)

Init +12^{MF}; **Senses** darkvision 60 ft., scent; Perception +18

DEFENSE

AC 25, touch 16, flat-footed 18 (+5 Dex, +2 dodge, +9 natural, -1 size)

hp 115 (9d10+66)

Fort +10, **Ref** +13, **Will** +5

Defensive Abilities invisible in light; **DR** 5/epic and good; **Resist** fire 10; **SR** 21

OFFENSE

Speed 40 ft.

Melee bite +14 (1d8+6), 2 claws +14 (1d6+6/19-20 plus grab)

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

Special Attacks menacing purr^{MA}, mythic power (3/day, surge +1d6), opportunistic swipe^{MA}, pounce, rake (2 claws, +14, 1d6+6/19-20), reflexive rake^{MA}

STATISTICS

Str 23, **Dex** 21, **Con** 19, **Int** 10, **Wis** 14, **Cha** 10

Base Atk +9; **CMB** +16 (+20 grapple); **CMD** 33 (37 vs. trip)

Feats Combat Reflexes, Dodge^{MF}, Improved Initiative^{MF}, Lightning Reflexes, Mobility

Skills Acrobatics +17 (+21 when jumping), Climb +18, Perception +18, Stealth +17, Survival +14, Swim +18; **Racial Modifiers** +4 Perception, +4 Stealth

Languages Infernal (can't speak); telepathy 100 ft.

SQ hellish mindlink^{MA}



ECOLOGY

Environment any land (Hell)

Organization solitary, pair, or pack (3–8)

Treasure standard

SPECIAL ABILITIES

Hellish Mindlink (Su) Mythic hellcats are in constant mental communication with other hellcats and mythic hellcats within 100 feet. As long as any hellcat within 100 feet is aware of an opponent, knows an opponent's location, or gains an attack roll bonus for flanking, the mythic hellcat does as well. If any hellcat within 100 feet is not flat-footed, neither is the mythic hellcat. In addition, a mythic hellcat can expend one use of its mythic power as part of its initiative roll to gain the benefits of [battlemind link](#)^{UM} with one ally within 100 feet (or two uses of mythic power to gain the benefits of *mythic battlemind link*). This ally must be lawful evil, and the link lasts for 9 rounds (or 9 minutes, if the ally is another hellcat).

Invisible in Light (Su) In bright light, a hellcat has natural invisibility. In normal light, a hellcat has partial concealment (20% miss chance). In dim light, it has no concealment. In darkness, a hellcat's flickering glow limits it to partial concealment, unless the darkness is magical in nature.

Menacing Purr (Su) Whenever a mythic hellcat is adjacent to a creature that cannot see it (whether through the use of Stealth, magic, or even if the creature is blinded or has its eyes closed), it can purr as a swift action. This purr appears to emanate from a square the hellcat chooses within 10 feet of the target. The target is shaken for 2d6 rounds, or for 1 round with a successful DC 16 Will save. Non-mythic creatures take a –4 penalty on their save and become frightened for 3 rounds and then shaken as above on a failed save. If the target is immune to fear, the mythic hellcat can expend one use of its mythic power as a free action to suppress that immunity against this ability. The save DC is Charisma-based and includes a +2 racial bonus.

Opportunistic Swipe (Ex) A mythic hellcat is treated as having a 10-foot reach for the purposes of threatening attacks of opportunity, and it gains the benefits of the [Paired Opportunists](#)^{APG} teamwork feat when it and another hellcat threaten the same target, as if both possessed the feat.

Reflexive Rake (Ex) When a mythic hellcat takes an attack of opportunity, it can make a rake attack with its back claws in place of a single bite or claw attack.



Herd Animal

This large, horned bull has a dirty black hide and an aggressive temper. Its horns are wide and sharp.

Mythic Aurochs

CR 3/MR 1

XP 800

N Large animal (mythic)

Init +0; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 14, touch 9, flat-footed 14 (+5 natural, -1 size)

hp 30 (3d8+17)

Fort +6, **Ref** +3, **Will** +1

OFFENSE

Speed 40 ft.

Melee gore +7 (1d8+9)

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

Special Attacks bull rush^{MA}, longhorn^{MA}, mythic power (1/day, surge +1d6), stampede, trample (2d6+9, DC 17)

STATISTICS

Str 23, **Dex** 10, **Con** 17, **Int** 2, **Wis** 11, **Cha** 4

Base Atk +2; **CMB** +9 (+15 bull rush); **CMD** 19 (23 vs. trip)

Feats Endurance, Extra Mythic Power^{MF}, Improved Bull Rush^B, Skill Focus (Perception)

Skills Perception +9

ECOLOGY

Environment temperate plains

Organization solitary, pair, or herd (3–30)

Treasure none

SPECIAL ABILITIES

Bull Rush (Ex) A mythic aurochs gains a +4 racial bonus on bull rush combat maneuvers and gains Improved Bull Rush as a bonus feat. In addition, it can make a bull rush combat maneuver as a free action whenever it hits a creature with a charge attack. It can spend one use of mythic power as a free action to reroll a combat maneuver check to bull rush, and if it uses a mythic surge to enhance a bull rush combat maneuver check, it can roll its surge die twice and take the better result.

Longhorn (Ex) A mythic aurochs has a huge rack of horns that allows it to use the attack action or charge action to attack two adjacent creatures with its gore, making a separate attack roll for each. If it

is attacking a Large or larger creature, it can instead make two attack rolls, dealing normal gore damage if either attack hits. If both hit, the target takes 1d8+13 points of damage.

Stampede (Ex) A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2.

Mythic Bison

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary

N Large animal (mythic)

Init +0; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 19, touch 9, flat-footed 19 (+10 natural, -1 size)

hp 58 (5d8+36)

Fort +8, **Ref** +4, **Will** +1

DR 5/epic; **Resist** cold 10

OFFENSE

Speed 40 ft.

Melee gore +11 (2d6+13)

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

Special Attacks mythic power (2/day, surge 1d6), spirit stampede^{MA}, stampede, trample (2d6+13, DC 21)

STATISTICS

Str 29, **Dex** 10, **Con** 19, **Int** 2, **Wis** 11, **Cha** 4

Base Atk +3; **CMB** +13 (+16 bull rush); **CMD** 23 (26 vs. bull rush, 27 vs. trip)

Feats Endurance, Improved Bull Rush^{MF}, Power Attack

Skills Perception +8

SQ rollover^{MA}, shaggy coat^{MA}

ECOLOGY

Environment cold or temperate plains

Organization solitary, pair, or herd (3–30)

Treasure none

SPECIAL ABILITIES

Rollover (Ex) A mythic bison can stand up from prone as a swift action and can spend one use of its mythic power to do so without provoking attacks of opportunity. In addition, when a mythic bison is grappled, it can attempt to dislodge its attacker by rolling on top of it and crushing it to the ground. Treat this as a bull rush combat maneuver; if successful, the grapple is broken and the creature grappling the mythic bison takes 1d6+4 points of damage. Both



the mythic bison and the grappler fall prone.

Shaggy Coat (Ex) A mythic bison's coat grants it cold resistance 10, and it may spend one use of its mythic power as an immediate action to gain cold immunity for 1 minute.

Spirit Stampede (Su) A mythic bison can spend one use of its mythic power to call up a pair of spirit-bison to stampede with it. These spirit-bison are intangible phantoms that persist for 1 minute and move with the mythic bison, one on either side, and allow the mythic bison to use its stampede ability by itself. The spirit-bison move through creatures and solid objects as they stampede with the mythic bison and do not affect them in any way; however, any creature failing its save against the mythic bison's trample attack while it uses this ability must make a Will save against the DC or become shaken for 1d4 rounds.

Stampede (Ex) A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample Large or smaller foes and the trample's save DC increases by +2.



Horzitoth

A thick mound of lumpy, tattered rags hangs suspended like a cloak over the blot of darkness in the doorway. Its two spindly arms end in long downward-facing knives, and a horse skull, with a wild green eye behind it, rests where a face should be.

Horzitoth

CR 8/MR 3

XP 4,800

NE Medium fey (extraplanar, mythic)

Init +0; **Senses** low-light vision; Perception +19

Aura unnatural aura (30 ft.)

DEFENSE

AC 21, touch 13, flat-footed 21 (+3 deflection, +8 natural)

hp 132 (12d6+90); dream eater

Fort +9, **Ref** +8, **Will** +11

DR 10/cold iron and epic; **SR** 21

OFFENSE

Speed 20 ft., fly 20 ft. (clumsy)

Melee 2 claws +10 (1d8+3 plus bleed)

Special Attacks bleed (1d4+1), mythic magic 3/day^{MA}, [mythic power](#) (3/day, surge +1d6)

Spell-Like Abilities (CL 10th; concentration +16)

Constant—[detect thoughts](#)

At will—quicken [cause fear](#) (DC 18), [dancing lights](#), [deep slumber](#) (DC 22), [ghost sound](#) (DC 17)

3/day—[dreadscape](#)^{HA} (DC 21)

1/day—[night terrors](#)^{HA} (DC 23)

STATISTICS

Str 16, **Dex** 11, **Con** 21, **Int** 13, **Wis** 17, **Cha** 25

Base Atk +6; **CMB** +9; **CMD** 19

Feats Alertness, [Combat Casting](#)^{MF}, Quicken Spell-Like Ability ([cause fear](#)), Skill Focus (Stealth), [Spell Focus \(enchantment\)](#)^{MF}, Weapon Focus (claw)

Skills Bluff +19, Diplomacy +19, Intimidate +17, Knowledge (local) +11, Perception +19, Sense Motive +19, Stealth +18; **Racial Modifiers** +4 Intimidate, +4 Stealth

Languages Aklo, Sylvan (can't speak); telepathy 30 ft.

SQ astral reserve^{MA}, breed nightmares, overdraw dreams^{MA}, return home^{MA}, uninvited guest

ECOLOGY

Environment any (around cities and villages)

Organization solitary

Treasure standard

SPECIAL ABILITIES

Astral Reserve (Su) A horzitoth addicted to nightmares frequently engorges itself on much more than it needs and is able to build a bank of stored dream energy to fuel its strange powers. A mythic horzitoth can expend one use of mythic power to target and affect creatures with its Breed Nightmares, Dream Eater, and Persistent Nightmares abilities as if those creatures were asleep. This ability lasts for one round.

Breed Nightmares (Sp) As a standard action, a horzitoth can target a single sleeping creature and pull its nightmares into the physical world. This acts as *summon monster I*. For every two Hit Dice the target creature has beyond 1 Hit Die, the horzitoth can use the next level of *summon monster*—*summon monster II* at 3 Hit Die, *summon monster III* at 5 Hit Die, *summon monster IV* at 7 Hit Die, up to the maximum of *summon monster IX* at 17 Hit Dice or higher. The caster level for this ability is equal to the sleeping creature's Hit Dice. A creature targeted by breed nightmares cannot be targeted again for 24 hours.

Dream Eater (Su) A horzitoth heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to half its full normal hit points) each round that it remains within 30 ft. of a sleeping creature.

Overdraw Dreams (Su) A powerfully addicted horzitoth draws more dream energy than is safe for the victim, and can leave effect that last longer than a single night. All sleeping creatures with 30ft. of the mythic horzitoth must succeed at a DC 23 Will save or take 1d4 point of Wisdom drain. Once per round, when a creature fails this save, the mythic horzitoth regains one spent use of mythic power, and that creature cannot be affected by Overdraw Dreams again for 24 hours. For the purpose of this ability, sleeping and unconscious creatures are not considered helpless and may roll their Will save normally.

Return Home (Su) Once per day as a full-round action, a mythic horzitoth can expend two uses of mythic power to cast *plane shift*. The horzitoth cannot only use this ability while being observed or within a mile of any man-made structures. This ability can only be used to travel to and from the Material Plane and the horzitoth's home plane.

Uninvited Guest (Su) Three times per day, a horzitoth can use *dimension door*, transporting itself and one

creature that it is grappling. The transport must begin and end in a physical door or doorway, or else the transport fails (but does not expend the ability for the day).

A horzitoth is slightly shorter than an adult human and resembles a large pile of filthy rags hovering just above the ground. Its front exposes an impermeable darkness from which two long, scrawny arms protrude—each ends in a rusty set of long knives that point downward at a 90 degree angle. It wears a sun-bleached horse skull as a mask, and a green, bloodshot eye can be seen peering out from behind it. Unlike the fey seen on the Material Plane, horzitoth are born of supernatural forces from beyond the known planes. While they can sustain themselves on the dreams of sleeping creatures, they prefer the taste of nightmares and frequently foster them in their victims. Horzitoth tend to target children, appearing in their bedroom doorways while they sleep and quietly taking their fill of the night's images. Although they hate confrontation and avoid it whenever possible, a horzitoth will cover its retreat with quasi-real nightmares and lash out with knife-like claws. Many horzitoth have been known to become addicted to the nightmares they feast upon. These horzitoth often exhibit much more aggressive behavior and less concern to leave their victim alive for later feasting.

ECOLOGY

Whereas most fey are born of local essence, these alien monsters appear to be directly connected to forces unseen on the Material Plane. Horzitoth can connect with a sleeping mind and extract energy from the Plane of Dreams as easily as one would tap a tree for its sap. Doing so allows the foreign fey to feed and nourish itself at the pain and expense of its target. Despite only needing to feed once or so a week, horzitoth easily become addicted to the nightmares they're able to foster in the minds of their victims. As such, it isn't rare that they'll venture in homes in search of their nighttime fix more than for sustenance. Horzitoth that give into their cravings find themselves needing to foster more and more powerful nightmares in their victims just to find the same euphoric effect as before.

HABITAT AND SOCIETY

A horzitoth on the material plane resides around populated areas and settlements. In cities, they'll seek dark alleyways or sewers to make their lair, and in villages or farming communities, they'll make their

ratty home out in the wilds. These strange fey like to remain close enough to sneak into town and feed at night, but far away enough to not be disturbed while it rests in-between meals. Victims of a horzitoth can find no rest in sleep and always wake as weary as had they not even sleep at all. Worse yet, frequent visits from a horzitoth have been known to leave lasting nightmares that may keep a creature wide awake from fear of the haunting images that may follow if they close their eyes. In worst case scenarios, the horzitoth's victims have been driven insane; unable to find respite from the nightmares that never cease to plague them. Unfortunately, since they prefer to target children, sighting of horzitoth are rarely taken seriously, and as such, these strange fey have an easy time coming back as often as they like for nourishment. Horzitoth that are particularly addicted to the nightmares they cause in others may find that they're unable to wait till nighttime for their next fix. For this reason, horzitoth have sometime been known to abduct their victims and keep them in a deep sleep in their lair for constant feasting. Although horzitoth do realize that their captives need to eat as well, their alien nature has no idea what the denizens of the Material Plane sustain themselves on, and will often present their victim with bits of rubbish lying around in an effort to feed them.



House Spirits

Barely knee high, this small creature looks like a hairy old man who is mostly beard.

Mythic Domovoi

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary 5

CG Tiny fey (mythic)

Init +6; **Senses** low-light vision; Perception +7

DEFENSE

AC 18, touch 15, flat-footed 15 (+2 Dex, +1 dodge, +3 natural, +2 size)

hp 33 (5d6+16)

Fort +3, **Ref** +6, **Will** +5

DR 5/epic

OFFENSE

Speed 20 ft.

Melee club +4 (1d3)

Special Attacks clean sweep^{MA}, mythic power (1/day, surge +1d6), telekinesis

Spell-Like Abilities (CL 5th; concentration +7)

At will—*invisibility*, *lullaby* (DC 12), *mage hand*, *mending*, *prestidigitation*

3/day—*reduce person* (DC 13), *sleep* (DC 13)

1/week—*augury*

STATISTICS

Str 10, **Dex** 15, **Con** 14, **Int** 9, **Wis** 13, **Cha** 15

Base Atk +2; **CMB** +2; **CMD** 13

Feats Dodge, Improved Initiative, Mobility^{MF}

Skills Acrobatics +7, Bluff +8, Diplomacy +8, Handle Animal +7, Knowledge (local) +4, Perception +7, Sense Motive +7, Stealth +17

Languages Common, Sylvan

SQ change shape (cat or dog; *beast form I*), compression, revered ancestor^{MA}

ECOLOGY

Environment any land

Organization solitary or gathering (2-6)

Treasure none

SPECIAL ABILITIES

Clean Sweep (Su) When the house a mythic domovoi protects is threatened (or has become very, very dirty) it can cleanse a space and disable intruders with a wave of force. Once per day as a standard action, a mythic domovoi can unleash a burst of mystical force centered on its square. Inanimate objects within 30

feet are cleaned as *presdigitation* and repaired as *mending*. If these objects are unattended and weigh less than 50 lbs., they are also summoned to within 5 feet of the mythic domovoi, or into the closest possible square. Squares with objects summoned in this way are considered difficult terrain. Living creatures within 30 feet are instead knocked prone by the burst if they do not succeed a Fortitude save (DC 14). If it expends one use of its mythic power when performing a clean sweep, it can add the result of its surge die to the DC of the effect, and it may choose to knock creatures prone, push them 10 feet away, or pull them 10 feet towards itself on a failed save. Non-mythic creatures failing their save are knocked prone and either pushed or pulled, as the domovoi chooses. The save DC is Charisma-based.

Revered Ancestor (Su) Once per week, a mythic domovoi may take on the appearance of a deceased ancestor related to the owners of the home it inhabits. This otherwise functions as the spell *disguise self* but persists for an hour before dissipating. While in this guise, a mythic domovoi knows what the ancestor did in life and can answer up to three questions of up to 25 words each about this knowledge. It is unable to discuss the life or knowledge of the ancestor beyond the three questions, nor is it compelled to act or speak like the ancestor it is imitating, though a mythic domovoi may choose to do so. Once per



month, it may tap into the collective memory of all domovoi to answer up to five yes/no questions as *contact other plane* (caster level 5th) used to contact a creature from the Inner Planes. A mythic domovoi is unable to end this effect voluntarily.

Telekinesis (Su) A mythic domovoi defends itself and its home through telekinesis. This ability functions as the spell *telekinesis*, usable at will, with a caster level equal to the mythic domovoi's Hit Dice (CL 5 for most domovoi). A typical mythic domovoi has a ranged attack roll of +5 when using telekinesis to hurl objects or creatures and can use the ability on objects weighing up to 50 pounds. If a mythic domovoi attempts to hurl a creature with this ability, that creature can resist the effect with a successful DC 14 Will save. The save DC is Charisma-based.

A wild mop of hair tops this small humanoid creature's head. It has prominent gleaming eyes and a toothy grin.

Mythic Dvorovoi

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary 5

CN Small fey (mythic)

Init +3; **Senses** greensight 60 ft.^{MA}, low-light vision, scent; Perception +9

DEFENSE

AC 19, touch 14, flat-footed 16 (+3 Dex, +5 natural, +1 size)

hp 50 (7d6+26)

Fort +4, **Ref** +8, **Will** +6

DR 5/cold iron and epic; **SR** 17

OFFENSE

Speed 30 ft.

Melee pitchfork +8 (1d8+8 plus farmer's curse)

Ranged pitchfork +7 (1d8+8 plus farmer's curse)

Spell-like Abilities (CL 6th; concentration +9)

Constant—*speak with animals*

At will—*charm animal* (DC 15), *hide from animals*, *invisibility*

3/day—*break* (DC 15), *reduce person* (DC 15)

1/day—*entangle* (DC 15)

Special Attacks farmer's curse^{MA}, mythic power (2/day, surge +1d6)

STATISTICS

Str 19, **Dex** 16, **Con** 14, **Int** 9, **Wis** 13, **Cha** 18

Base Atk +3; **CMB** +4; **CMD** 17

Feats Catch Off-Guard^{MF}, Combat Reflexes, Throw

Anything, Two-Handed Thrower

Skills Acrobatics +10, Bluff +11, Diplomacy +10, Handle Animal +13, Knowledge (nature), Perception +9, Sense Motive +6, Stealth +16, Survival +3;

Racial Modifiers +4 Handle Animal

Languages Common, Sylvan; *speak with animals*

SQ compression, oversized weapons, plantbringer^{MA}, wild empathy +19

ECOLOGY

Environment any land

Organization solitary or gathering (3-6)

Treasure none

SPECIAL ABILITIES

Farmer's Curse (Su) A mythic dvorovoi is helpful while appeased but turns spiteful if disrespected and may imbue his enemies with the enmity of all beasts. After making a successful attack with its pitchfork, or by making a melee touch attack that deals no damage, a mythic dvorovoi may expend one of its uses of mythic power to deliver the curse. The target must succeed at a Will save (DC 17) to negate the effect; otherwise, the target receives a -10 penalty on Handle Animal and wild empathy checks. Additionally, creatures with the animal type have a starting attitude of Hostile toward the target until the curse is removed. Animal companions, mounts, and pets become disobedient and their attitude toward the target shifts one step closer to Hostile each day; once Hostile, the animal will attack the target. This effect is permanent until removed via an effect such as *remove curse*. Once the curse is broken, any altered animal attitudes are reverted to what they were prior to the curse. If the victim of this curse attempts to cultivate crops, those plants are affected as *diminish plants*. In addition, animals and plants treat all spells and effects used by the accursed creature as hostile acts, even harmless or beneficial effects. Using such effects may require a successful melee touch attack if touching the animal or plant is required, and animals and plant creatures must always attempt saving throws against any effect the accursed creature uses on them, even if the effect is harmless or beneficial. The save DC is Charisma-based.

Oversized Weapons (Ex) A mythic dvorovoi can wield weapons sized for Medium creatures without penalty.

Plantbringer (Su) All plants within a 1-mile radius of a mythic dvorovoi's home grow at double their normal rate and don't suffer from any disease, parasites, fungal infestations, or similar blights. Furthermore, allied plant creatures within 30 feet of a mythic dvorovoi gain fast healing 2.

Wild Empathy (Ex) This ability works like the druid ability of the same name. The mythic dvorovoi's total bonus includes a +8 racial bonus.

Covered in sleek black fur, this vaguely feline humanoid holds flickering flames in its clawed hand.

Mythic Ovinnik

CR 3/MR 1

XP 600

Pathfinder Roleplaying Game Bestiary 5

CN Tiny fey (mythic)

Init +3; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 18, touch 15, flat-footed 15 (+3 Dex, +3 natural, +2 size)

hp 28 (4d6+14)

Fort +3, **Ref** +7, **Will** +6

DR 2/cold iron; **Resist** fire 5

OFFENSE

Speed 30 ft., climb 20 ft.

Melee 2 claws +7 (1d3+3)

Special Attacks luck touch, menacing bark^{MA}, mythic power (1/day, surge +1d6), oracle of fire^{MA}, sneak attack +1d6

Spell-Like Abilities (CL 4th; concentration +7)

At will—*daze* (DC 13), *produce flame*

1/month—*divination*

STATISTICS

Str 12, **Dex** 17, **Con** 15, **Int** 9, **Wis** 14, **Cha** 16

Base Atk +2; **CMB** +3; **CMD** 14

Feats Go Unnoticed, Weapon Finesse^{MF}

Skills Acrobatics +8, Climb +11, Escape Artist +10, Intimidate +5, Knowledge (local) +4, Knowledge (nature) +4, Perception +9, Stealth +18

Languages Common, Sylvan

SQ compression

ECOLOGY

Environment any land

Organization solitary

Treasure none

SPECIAL ABILITIES

Luck Touch (Su) With a claw attack or touch attack, a mythic ovinnik can alter a creature's luck. If the target fails a DC 14 Will save, it either gains a +4 bonus or takes a -4 penalty (the mythic ovinnik's choice) on its next three d20 rolls. The target can choose to

automatically fail the saving throw, but must choose before it knows whether the touch will be beneficial or harmful. The save DC is Charisma-based.

Menacing Bark (Su) The bark of a mythic ovinnik fills its targets with dread. A mythic ovinnik may attempt an Intimidate check to demoralize an opponent as a move action. If the mythic ovinnik expends one use of mythic power, it may attempt to use Intimidate to demoralize all opponents within 30 feet as a standard action, adding the result of its mythic surge die to the result of its Intimidate check against non-mythic creatures. This ability does not affect creatures immune to fear effects.

Oracle of Fire (Su) Fires generated by the mythic ovinnik put out magical smoke that dazzles living creatures within 30 feet of the source fire for as long as they remain within this area and for 1 round thereafter. In addition, if the ovinnik expends one use of its mythic power, living creatures in the smoke have their vision warped by the mystic smoke (DC 15 Fortitude negates), leaving them unable to see beyond 30 feet for 1 hour. However, a creature whose vision is warped in this way may gaze through any flame within 10 feet as a full-round action once during this time, allowing the creature to observe a distant location as if using *clairvoyance/clairaudience*, but this ability can be used only to see, not to hear. This scrying lasts up to 1d4 rounds, though if there is a fire source at the target location, it lasts for up to 1 minute instead. Creatures may willingly fail their saving throws against this effect. The save DC is Charisma-based.



Humbaba

This towering, horned, lion-faced giant has long, braided hair and is outfitted in various pieces of plate armor.

Mythic Humbaba

CR 23/MR 9

XP 819,200

Pathfinder Roleplaying Game Bestiary 3

CN Colossal monstrous humanoid (mythic)

Init +8/-12, dual initiative^{MA}; **Senses** darkvision 120 ft., true seeing; Perception +33

Aura prismatic aura^{MA} (30 ft., DC 27)

DEFENSE

AC 43, touch 2, flat-footed 43 (+8 armor, +33 natural, -8 size)

hp 431 (22d10+310); fast healing 10

Fort +17, **Ref** +16, **Will** +23

DR 10/epic; **Immune** blindness, death effects, fire, sonic; **SR** 39

Defensive Abilities absorb blow^{MA}, unstoppable^{MA}

OFFENSE

Speed 60 ft. (40 ft. in armor)

Melee longsword +31/+26/+21/+16 (6d6+25/17-20/x3) or 2 slams +31 (2d8+17), 2 wings +17 (2d8+8)

Ranged rock +18 (2d8+24)

Space 30 ft.; **Reach** 30 ft.

Special Attacks breath weapon (60-ft. cone, 20d6 fire, DC 31, usable every 1d4 rounds), false radiance^{MA}, fatal blade^{MA}, grounding gaze^{MA}, mythic magic^{MA} (3/day), mythic power (9/day, surge +1d10), rock throwing (180 ft.)

Spell-like Abilities (CL 20th, concentration +25)

Constant--true seeing

3/day--greater shout (DC 24)

1/day--destruction (DC 23), earthquake (DC 24), power word stun

STATISTICS

Str 45, **Dex** 16, **Con** 30, **Int** 11, **Wis** 26, **Cha** 23

Base Atk +22; **CMB** +47; **CMD** 60

Feats Cleave^{MF}, Critical Focus^{MF}, Greater Vital Strike, Improved Vital Strike, Improved Critical^{MF} (longsword), Improved Initiative, Intimidating Prowess, Iron Will^{MF}, Power Attack, Staggering Critical, Vital Strike^{MF}

Skills Climb +36, Intimidate +46, Perception +33, Survival +33

Languages Abyssal, Common, Giant

SQ territorial sense^{MA}

ECOLOGY

Environment any forests

Organization solitary

Treasure standard (masterwork half-plate, longsword, other treasure)

SPECIAL ABILITIES

Absorb Blow (Su) Whenever a mythic humbaba takes hit point damage from a single source, it may expend one use of mythic power to reduce the damage taken by that source by 45 (to a minimum of 0 damage taken). Reduce the damage taken with absorb blow before applying any other damage-reducing effects. For every 10 points of damage this ability prevents, the mythic humbaba gains DR 1/epic for 1 minute which stacks with its existing DR.

False Radiance (Sp) Once per day, by expending one use of daily power, a mythic humbaba may cloak itself in a vision of its former glory, as *veil*, with enormous bird-like wings of radiant, rainbow plumage. Mythic creatures within 120 feet of the mythic humbaba must attempt Will saves (DC 26) to resist becoming fascinated with the mythic humbaba for 2d6 rounds. Non-mythic creatures are automatically stunned by a mythic humbaba's false radiance and must make Will saves (DC 26) each round to become fascinated instead. This is a mind-affecting effect. The save DC is Charisma-based.

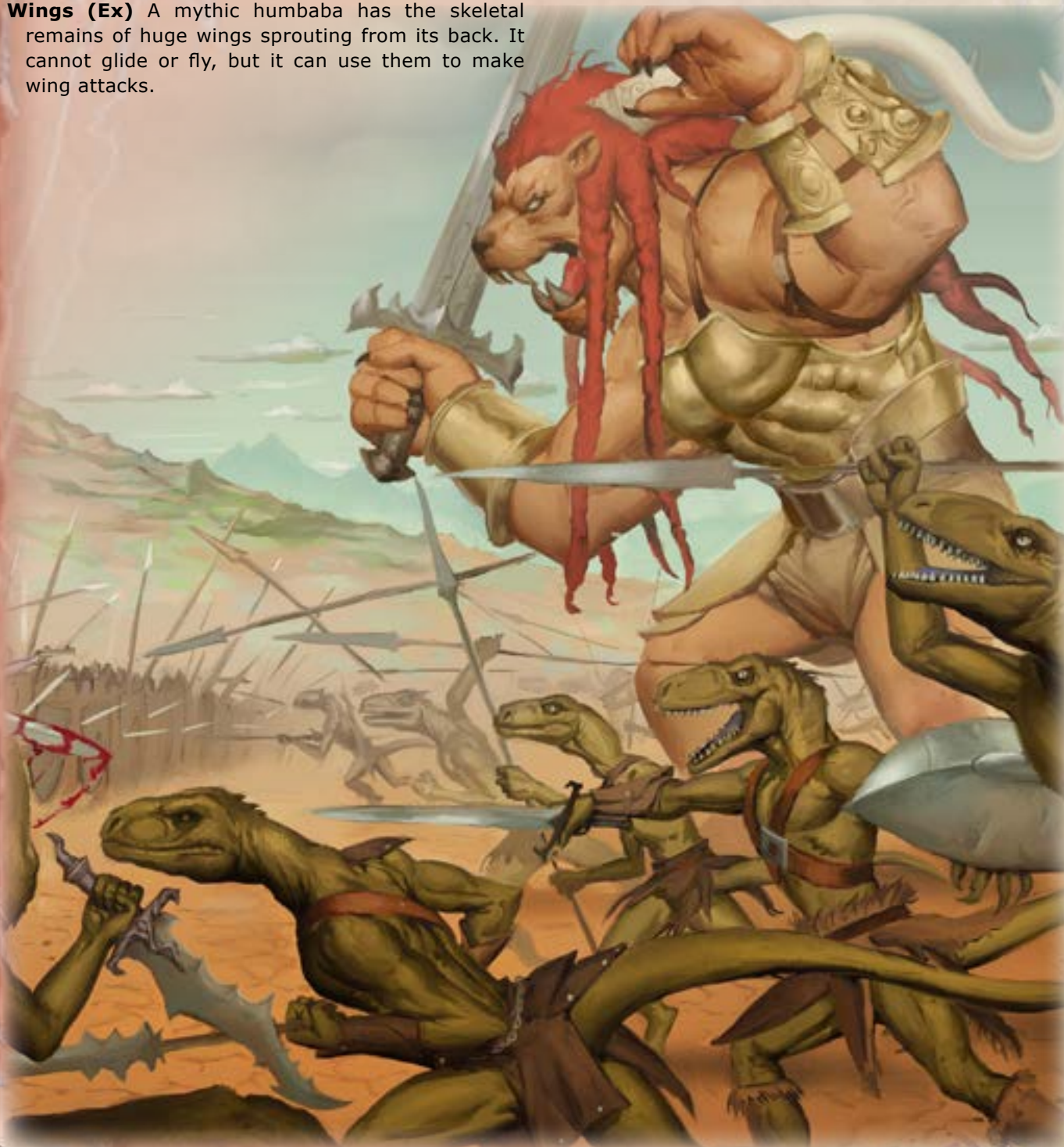
Fatal Blade (Ex) When a mythic humbaba confirms a critical hit against a non-mythic creature while wielding a slashing or piercing weapon, it automatically confirms the critical hit and deals maximum damage to that creature. A mythic humbaba may expend two uses of mythic power as an immediate action to apply fatal blade to a mythic creature after rolling a critical threat.

Grounding Gaze (Su) Gaze attack--Forces flying creature to fall, 120 feet, Fortitude DC 27 to force flying creature to land on next initiative instead.

Prismatic Aura (Su) As a swift action once per day, a mythic humbaba can activate its prismatic aura. Doing so causes brilliant light to radiate from the mythic humbaba to a radius of 30 feet. Each round at the start of the humbaba's turn, roll 1d8 and consult the table of *prismatic spray* effects to determine the color and effect of the light (reroll results of 8). If a creature begins its turn in the prismatic aura's area, it must make the appropriate saving throw (DC 26) against that effect. Once activated, a humbaba's prismatic aura lasts for 7 rounds. By expending one use of mythic power, a mythic humbaba may extend its prismatic aura duration by 5 rounds. The save DC is Charisma-based.

Territorial Sense (Su) A mythic humbaba is constantly aware of its own forest territory. As a free action, a mythic humbaba may extend its senses throughout its territory within 20 miles looking for changes, danger, and intruders, as if it cast *commune with nature*. By expending one daily use of mythic power, a mythic humbaba may *greater teleport* itself to any place within its territory it senses using this power.

Wings (Ex) A mythic humbaba has the skeletal remains of huge wings sprouting from its back. It cannot glide or fly, but it can use them to make wing attacks.



Hungry Fog

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

Mythic Hungry Fog

CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary 3

N Huge ooze (mythic)

Init -3; **Senses** mistsight^{MA}; Perception -5

Aura bewitching brume (10 ft., DC 8, 1 round)

DEFENSE

AC 8, touch 5, flat-footed 8 (-3 Dex, +3 natural, -2 size)
hp 90 (7d8+59)

Fort +7, **Ref** -1, **Will** -3

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

Weaknesses vulnerable to wind

OFFENSE

Speed fly 15 ft. (perfect)

Melee touch +5 (6d6 negative energy)

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

Special Attacks enveloping mists (DC 18, 3d6 negative energy and staggered), fearsome phantoms^{MA}, mythic power (5/day, surge 1d6+1), soul eater^{MA}

Spell-Like Abilities (CL 7th; concentration +2)

At will—*obscuring mist*

STATISTICS

Str —, **Dex** 4, **Con** 20, **Int** —, **Wis** 1, **Cha** 1

Base Atk +5; **CMB** +7; **CMD** 14 (can't be tripped)

Feats Extra Mythic Power, Potent Surge

SQ mistcaller^{MA}

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.

Fearsome Phantoms (Su) When a creature fails its saving throw against a mythic hungry fog's bewitching brume, a mythic hungry fog can spend one use of its mythic power to target that creature with a *phantasmal killer* (DC 12). Non-mythic creatures take a -2 penalty to their saving throw against this effect, as do creatures engulfed by the mythic hungry fog's enveloping mists; these penalties stack.

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.

Mistcaller (Sp) A mythic hungry fog can use *obscuring mist* at will as a spell-like ability. In addition, it may spend one use of its mythic power to create the mythic version of *obscuring mist*, or two uses of mythic power to create the augmented mythic version of *obscuring mist* (as a caster with 3 mythic tiers), as described in the Mythic Spells chapter of *Pathfinder Roleplaying Game Mythic Adventures*.

Mistsight (Ex) As described in the New Universal Monster Rules section of the Mythic Monsters chapter of *Pathfinder Roleplaying Game Mythic Adventures*.

Soul Eater (Su) When a mythic hungry fog engulfs a dying creature within its enveloping mists, it can spend one use of its mythic power as a swift action to kill that creature (DC 18 Fortitude negates). If the target is killed, the hungry fog gains the benefit of an *aid* spell with a caster level equal to the dead creature's Hit Dice. In addition, the save DC of its bewitching brume and fearsome phantoms abilities are increased by 2 for the duration of the *aid* effect. These benefits stack if the hungry fog kills multiple creatures with this ability. This is a death effect. The save DC is Constitution-based.

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.

Immortal Ichor

This strange—almost beautiful —purple ooze thrums with powerful energy and glows with an eerie light.

Mythic Immortal Ichor

CR 21/MR 8

XP 409,600

Pathfinder Roleplaying Game Bestiary 4

NE Medium ooze (extraplanar, mythic)

Init +7; **Senses** blindsense 60 ft.; Perception +26

DEFENSE

AC 41, touch 33, flat-footed 36 (+3 Dex, +2 dodge, +8 natural, +18 profane)

hp 334 (20d8+244); regeneration 10 (epic and good weapons, good spells)

Fort +16, **Ref** +9, **Will** +12; second save^{MA}

Defensive Abilities amorphous, split^{MA} (slashing, 10 hp); **DR** 15/—; **Immune** acid, bludgeoning damage, electricity, mind-affecting effects, ooze traits, piercing damage; **Resist** cold 30

OFFENSE

Speed 20 ft., fly 20 ft. (average)

Melee acidic strike^{MA} +23 touch (6d6 acid plus 1d4 Wis drain^{MA}) or slam +23 (6d6+9 plus 1d4 Wis drain^{MA})

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

Special Attacks drown^{MA}, mythic power (8/day, surge +1d10), unrelenting swarms^{MA}

Spell-Like Abilities (CL 17th; concentration +24)

At will—*charm person* (DC 20), *detect thoughts* (DC 19), *summon swarm*, *telekinesis* (DC 22)

3/day—*charm monster* (DC 21), quickened *charm person* (DC 20), *control undead* (DC 24), *creeping doom* (DC 24), *insect plague*, *mind fog* (DC 22), *nightmare* (DC 22)

STATISTICS

Str 22, **Dex** 17, **Con** 26, **Int** 21, **Wis** 22, **Cha** 25

Base Atk +15; **CMB** +21 (+25 grapple); **CMD** 36 (can't be tripped)

Feats Ability Focus (*charm person*), Combat Casting, Dodge^{MF}, Great Fortitude^{MF}, Hover, Improved Great Fortitude, Improved Initiative, Quicken Spell-Like Ability^{MF} (*charm person*), Toughness, Weapon Focus^{MF} (slam)

Skills Fly +3, Intimidate +27, Knowledge (arcana, history, planes) +25, Perception +26, Sense Motive +26, Spellcraft +25

Languages Abyssal, Aklo, Infernal, Undercommon (can't speak any language); telepathy 300 ft.

SQ corrupt ally^{MA}, fluidity^{MA}, no breath, zombie locus^{MA}

ECOLOGY

Environment any ruins or underground

Organization solitary or cult (1 plus 3–20 worshippers or advanced juju zombies)

Treasure standard

SPECIAL ABILITIES

Acidic Strike (Ex) A mythic immortal ichor can deal 4d6 points of acid damage with its melee attack in place of bludgeoning damage.

Corrupt Ally (Su) Any creature *charmed* by an immortal ichor takes 1d6 points of Wisdom damage per day. When a *charmed* creature's Wisdom damage equals its Wisdom score, it becomes completely subservient to the immortal ichor (as *dominate monster*, except it even obeys self-destructive orders) and loses the Wisdom damage it has taken from this ability. A subservient ally who is killed rises the next round as a juju zombie under the immortal ichor's control. If the ichor is killed, these zombies are immediately destroyed. Juju zombies created by a mythic immortal ichor have the advanced simple template. By spending one use of mythic power, the ichor can instead apply the [agile or invincible mythic simple template](#), as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*, to a newly created juju zombie.

Drown (Su) When a mythic immortal ichor hits an opponent with its melee attack, it can spend one use of its mythic power to flood its target's lungs with liquid. If the target cannot breathe water, it immediately begins to drown. At the start of the target's next turn, it must succeed at a DC 28 Fortitude save to cough up this liquid or it falls unconscious and is reduced to 0 hit points. If the target failed the initial save, it must succeed at a new Fortitude save on the next round or drop to –1 hit point and start dying; on the third round it must save successfully again or die. A target that dies due to this ability rises the next round as an advanced juju zombie as per corrupt ally. The save DC is Constitution-based.

Fluidity (Ex) A mythic immortal ichor has increased reach and can pass through small holes or narrow openings without having to squeeze.

Unrelenting Swarms (Su) Swarms summoned by a mythic immortal ichor have 50% more hit points, and their duration increases by a number of rounds or minutes (as appropriate to the spell-like ability) equal to the ichor's mythic rank.

Wisdom Drain (Su) A mythic immortal ichor can



choose to gain 5 temporary hit points for each point of Wisdom drain it inflicts or 1 temporary point of Charisma (regardless of how much Wisdom it drains during its attack). The hit points last for a maximum of 1 hour, while the Charisma increase lasts for a maximum of 1 minute.

Zombie Locus (Su) A mythic immortal ichor can use a juju zombie under its control within range of its telepathy as point of the origin of its spell-like abilities.



Invertebrate, Anemone

This enormous polyp is crowned with bright red-and-blue striped tentacles. A long, thin stinger darts from the center.

Mythic Deep Tiger Anemone CR 17/MR 7

XP 102,400

N Colossal vermin (aquatic, mythic)

Init +4; **Senses** blindsight 60 ft.; Perception +1

DEFENSE

AC 27, touch 5, flat-footed 24 (+3 Dex, +22 natural, -8 size)

hp 346 (20d8+256); fast healing 6^{MA}

Fort +22, **Ref** +9, **Will** +6; second save^{MA}

Defensive Abilities acid cloud, amorphous; **DR** 10/epic; **Immune** acid, gaze attacks, mind-affecting effects, poison, vision-based attacks

OFFENSE

Speed 10 ft.

Melee tentacles +22 (6d6+24 plus grab and poison)

Ranged bile shard +9 ranged touch (2d6+16 plus 6d6 acid and poison)

Space 30 ft.; **Reach** 30 ft.

Special Attacks constrict^{MA} (3d6+16), fast swallow^{MA}, grappling net^{MA}, mythic power (9/day, surge +1d8), swallow whole (8d6 bludgeoning damage plus poison, AC 21, 34 hp), toxic stomach^{MA}

STATISTICS

Str 42, **Dex** 17, **Con** 30, **Int** —, **Wis** 10, **Cha** 2

Base Atk +14; **CMB** +38 (+42 grapple, +45 to maintain grapple); **CMD** 49 (can't be tripped)

Feats Ability Focus^{B1} (poison)^{B, MF}, Combat Reflexes^B, Extra Mythic Power^{MF}, Savage Grip^{MF}

Skills Stealth -5 (+11 in reefs, +19 if stationary);

Racial Modifiers +8 Stealth (+16 in reefs)

SQ anchored, mindless combat reflexes^{MA}, reef lurker^{MA}, sightless

ECOLOGY

Environment warm coastlines or oceans

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

Treasure incidental

SPECIAL ABILITIES

Acid Cloud (Ex) Deep tiger anemones use concentrated acid to incapacitate and digest their prey. Whenever an attacker rolls a critical threat against the anemone (even though it is immune to critical hits) or when a

creature cuts its way out of the anemone's stomach, the space within the anemone's reach is polluted with acid for 1d6 rounds. Creatures within 30 feet of the anemone take 1d6 points of acid damage and are sickened for 1 round (DC 30 Fortitude negates), and creatures must save again each round they begin their turn within this area or enter it.

Anchored (Ex) As a full-round action, a mythic deep tiger anemone can affix itself to a solid surface. While anchored, it cannot move and gains a +4 bonus to its CMD against bull rush, drag, overrun, and reposition combat maneuvers. This bonus increases by +4 for each size category larger the deep tiger anemone is compared to the opponent. It can unanchor as a full-round action.

Bile Shard (Ex) As a standard action, deep tiger anemones can fire a barb of crystallized bile at a single target within 60 feet. This crystal begins to dissolve immediately upon exposure to water. The shard deals piercing damage and exposes the target to the anemone's poison. In addition, it coats the target's wound with potent acid, dealing 6d6 points of acid damage on contact, plus an additional 3d6 points of acid damage on the target's next turn and 1d6 points of acid damage the round after that.

Grappling Net (Ex) As a standard action, a deep tiger anemone can attempt to grapple all creatures in a 10-foot-radius spread, making a single combat maneuver check with a -10 penalty and applying the result against the CMD of each creature in the area. Creatures grappled in this way take constrict damage (but not its normal tentacle damage) and are exposed to the anemone's poison. It can make a combat maneuver check to maintain a grapple on a single creature as a move action, two creatures as a standard action, or as many creatures as it wishes as a full-round action. A deep tiger anemone is not considered grappled unless it is grappling another Colossal creature.

Mindless Combat Reflexes (Ex) A mythic deep tiger anemone gains Combat Reflexes as a bonus feat.

Potent Poison (Ex) Bile shard or tentacles—injury; save Fort DC 34; frequency 1/round for 6 rounds; effect 1d6 Dex damage; cure 2 consecutive saves. In addition, if a creature succeeds on its saving throw, the deep tiger anemone can expend one use of mythic power as a swift action to force that creature to reroll its saving throw.

Reef Lurker (Ex) A mythic deep tiger anemone's camouflage allows it to blend into reefs, halving its size penalty on Stealth checks when it moves or attacks and reducing it to zero when it is stationary.



In addition, as a move action it can withdraw its tentacles and mouth into its body, encasing itself in a stony carapace. This reduces its reach and speed to 0 ft. but increases its natural armor bonus by +10 and increases its DR to 20/epic. It cannot withdraw in this fashion when grappling a creature unless it swallows the target whole.

Sightless (Ex) A mythic deep tiger anemone is blind and thus unaffected by effects that rely on sight, such as blindness or gaze attacks.

Toxic Stomach (Ex) Creatures swallowed by a mythic deep tiger anemone are exposed to its poison every

round, and swallowed creatures take a -2 penalty on their saves vs. its poison.

The largest anemones in the ocean depths are capable predators despite their plodding movement. They lie in fields of other, usually smaller, anemones and among brightly colored coral societies. Deep tiger anemones feed local scavengers by attacking large prey or schools of fish, scattering uneaten remains to their neighbors. While their mouths cannot be used to attack directly, they can easily transfer grappled prey into their massive gullet to be digested.



Jack-O'-Lantern

A carved pumpkin sits atop a writhing mass of thick ropey vines. Sinister flames dance within its leering, crudely carved face.

Mythic Jack-O'-Lantern

CR 2/MR 1

XP 400

Pathfinder Roleplaying Game Bestiary 4

NE Medium plant (mythic)

Init -2; **Senses** low-light vision, tremorsense 30 ft.; Perception +7

Aura fear (20 ft., DC 13)

DEFENSE

AC 12, touch 8, flat-footed 12 (-2 Dex, +4 natural)

hp 19 (2d8+10)

Fort +4, **Ref** -2, **Will** +2

Immune plant traits; **Resist** fire 15

OFFENSE

Speed 15 ft.

Melee bite +3 (1d6+2), slam +3 (1d4+2 plus strangling entangle)

Space 5 ft.; Reach 5 ft. (10 ft. with slam)

Special Attacks breath weapon (20-ft. cone, 1d10 fire, Reflex DC 12 half, usable every 1d4 rounds), explode, strangling ensnare (DC 14)

STATISTICS

Str 15, **Dex** 7, **Con** 12, **Int** 2, **Wis** 14, **Cha** 7

Base Atk +1; **CMB** +3; **CMD** 11 (can't be tripped)

Feats Ability Focus (strangling ensnare), Feel Footfall^{MF}

Skills Perception +7

SQ feed on fear^{MA}, nightmare seed^{MA}, pumpkin form

ECOLOGY

Environment temperate forests, hills, or plains (pumpkin patches)

Organization solitary or patch (2-12)

Treasure none

SPECIAL ABILITIES

Explode (Ex) One round after a jack-o'-lantern is reduced to 0 or fewer hit points, it explodes in a burst of flaming spores. Creatures within 10 feet of an exploding jack-o'-lantern must succeed at a DC 12 Reflex save or take 2d6 points of fire damage and be stunned for 1 round. A successful save halves the damage and negates the stun. The save DC is Constitution-based.

Fear Aura (Su) Any creature within 30 feet of a jack-

o'-lantern must succeed at a DC 13 Will save or be shaken for 2d6 minutes. If the Will save is successful, the creature is immune to that jack-o'-lantern's fear aura for 24 hours. This is a vision-based mind-affecting fear effect. The save DC is Charisma-based and includes a +4 racial bonus.

Feed on Fear (Su) Any time a mythic jack-o'-lantern is within 15 feet of a creature subject to a fear effect, it gains fast healing 5.

Nightmare Seed (Su) If a mythic jack-o'-lantern is killed within 15 feet of a creature subject to a fear effect, it can expend one use of its mythic power to plant a psychic seed in the mind of that creature. Thereafter, once every 1d4 days when that creature sleeps it is affected by a *nightmare* (DC 13) of being surrounded by sinister burning jack-o'-lanterns. If the creature succeeds on consecutive saves, the *nightmares* end. If the creature fails consecutive saving throws, the nightmares also ends and the mythic jack-o'-lantern returns to life (as *raise dead*, but its negative levels fade in 1d4 days) in a random location within 1 mile.

Pumpkin Form (Su) A jack-o'-lantern can shrink in size and douse its sinister fiery radiance, allowing it to blend in almost perfectly with normal pumpkins and take 20 on its Stealth checks to hide in plain sight as a normal pumpkin. While using this ability, a jack-o'-lantern loses its fear aura. A jack-o'-lantern can use this ability as a full-round action and end it as a free action.

Strangling Ensnare (Ex) A jack-o'-lantern's slam attack entangles the target in its vines for 2d4 rounds unless the target succeeds at a DC 14 Reflex save. The target can attempt to burst these entangling vines before the duration expires with a successful DC 12 Strength check as a full-round action. While the target is entangled, its vines also grasp at the target's mouth. The target cannot speak or cast spells with verbal components while it is entangled by the jack-o'-lantern. When a creature is entangled by this ability, the jack-o'-lantern loses its slam attack, but it can end this ability as a free action. The save and the burst DCs are Constitution-based.





Jubjub Bird

This enormous bird has a lizardlike tail and bright purple feathers on its back and wings; the rest of its body is bare and scaly.

Mythic Jubjub Bird

CR 18/MR 7

XP 153,600

Pathfinder Roleplaying Game Bestiary 3

N Huge magical beast (mythic)

Init +2/-18, dual initiative^{MA}; **Senses** darkvision 60 ft., low-light vision, scent; Perception +24

DEFENSE

AC 38, touch 11, flat-footed 35 (+2 Dex, +1 dodge, +27 natural, -2 size)

hp 320 (20d10+210); fast healing 10

Fort +19, **Ref** +14, **Will** +11;

Defensive Abilities adaptive defense^{MA}, fortification (50%); **DR** 10/epic; **Immune** acid; **SR** 29

OFFENSE

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

Melee bite +33 (3d6+30/18-20/x3 plus grab), 2 talons +33 (1d8+15)

Space 15 ft.; **Reach** 15 ft. (20 ft. with bite)

Special Attacks carnage^{MA}, charging slaughter^{MA}, deadly bite^{MA}, lunging strike^{MA}, mythic power (7/day, surge +1d10), shriek^{MA}, swallow whole (3d6+30 bludgeoning plus 2d6 acid damage, AC 23, 32 hp)

STATISTICS

Str 41, **Dex** 15, **Con** 24, **Int** 2, **Wis** 16, **Cha** 13

Base Atk +20; **CMB** +37 (+41 grapple); **CMD** 50

Feats Blind-Fight, Cleave^{MF}, Combat Reflexes, Dodge, Improved Critical (bite), Iron Will^{MF}, Mobility, Power Attack^{MF}, Run, Spring Attack^{MF}

Skills Acrobatics +14 (+22 when jumping), Fly +7, Perception +24; **Racial Modifiers** +12 Acrobatics, +8 Perception

SQ planar acclimation

ECOLOGY

Environment temperate or warm forests

Organization solitary or pair

Treasure incidental

SPECIAL ABILITIES

Adaptive Defense (Su) A mythic jubjub bird has no natural energy resistance; however, when damaged by an attack that causes cold, electricity, fire, or sonic damage, it gains immunity to that energy type for the

next 1d4 rounds. If an attack causes more than one type of energy damage, the mythic jubjub bird gains immunity to all the types of energy damage dealt.

Carnage (Ex) As a full-round action, a mythic jubjub bird can expend one use of mythic power to make a single bite attack at a number of creatures equal to its mythic rank within 20 feet. The mythic jubjub bird makes a attack roll (and critical hit confirmation roll, if applicable) using its highest attack bonus and rolls damage once, applying damage to all creatures hit by the attack. The mythic jubjub bird may select one target that was hit and apply any special effects that affect only one target (including grab, deadly bite, and swallow whole) against that target.

Charging Slaughter (Ex) When a mythic jubjub bird charges or uses its Spring Attack feat, it can expend one use of mythic power as a free action to make a full attack rather than a single attack.

Deadly Bite (Ex) A mythic jubjub bird adds twice its Strength modifier to its bite damage. A successful critical hit decapitates and instantly slays a Large or smaller victim (DC 35 Fortitude negates decapitation; creatures without a head are immune to this effect) and deals triple normal damage, regardless of the decapitation result. Additionally, a mythic jubjub bird can expend one use of mythic power as a swift action to force a creature subject to its decapitation effect to roll two Fortitude saves and take the lower result. The save DC is Strength-based.

Lunging Strike (Ex) A mythic jubjub bird can expend one use of mythic power as a swift action to extend the reach of its bite attack to 30 feet for one attack. If the mythic jubjub bird scores a critical threat with the bite attack, the critical hit is automatically confirmed.

Planar Acclimation (Ex) A mythic jubjub bird is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.

Shriek (Ex) Once every 1d6 rounds as a standard action, a mythic jubjub bird can voice a piercing screech. All creatures (other than jubjub birds) within a 60-foot-radius spread take 10d6 points of sonic damage and are stunned for 1d4 rounds. A successful DC 27 Fortitude save reduces the sonic damage by half and negates the stun effect. Additionally, a mythic jubjub bird can expend one use of mythic power as a swift action to augment its shriek. For each use of mythic power it expends, the mythic jubjub birds adds +2d6 sonic damage and increases the DC of the Fortitude save by 2. So, a mythic jubjub birds that expends 3 uses of mythic power deals 16d6 points of sonic damage and improves the shriek's Fortitude DC to 33. This is a sonic effect. The save DC is Constitution-based.



Kikimora

This crone has avian features, including a long nose resembling a beak, clawed hands, and birdlike feet.

Mythic Kikimora

CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary 5

CN Medium fey (mythic)

Init +8; **Senses** low-light-vision; Perception +13

DEFENSE

AC 21, touch 16, flat-footed 15 (+4 Dex, +2 dodge, +5 natural)

hp 57 (7d6+33)

Fort +4, **Ref** +9, **Will** +8

DR 5/cold iron and epic; **SR** 18

OFFENSE

Speed 30 ft.

Melee 2 claws +7 (1d4+1)

Spell-Like Abilities (CL 7th; concentration +12)

At will—*forced quiet*, *invisibility* (self only), *mending*, *prestidigitation*, *stone call*

3/day—*break* (DC 17), *charm animal* (DC 17), *deep slumber* (DC 19), *pain strike* (DC 17)

1/day—*major image* (DC 19), *make whole*, *summon swarm*

Special Attacks flaxen trap^{MA}, insightful nightmare^{MA}, mythic magic^{MA} 3/day, mythic power (2/day, surge +1d6)

STATISTICS

Str 13, **Dex** 18, **Con** 15, **Int** 12, **Wis** 16, **Cha** 23

Base Atk +3; **CMB** +4; **CMD** 19

Feats Dodge^{MF}, Improved Initiative, Stealthy, Toughness, Weapon Finesse

Skills Acrobatics +14, Appraise +8, Bluff +16, Escape Artist +16, Perception +13, Sleight of Hand +14, Stealth +16

Languages Common, Sylvan

SQ hidey-hole

ECOLOGY

Environment any urban

Organization solitary

Treasure standard

SPECIAL ABILITIES

Flaxen Trap (Su) A mythic kikimora can spin flax with supernatural speed and skill using nothing but her

claws. She can weave cloth as if using *minor creation*, creating up to 1 cubic foot of cloth per round, up to a maximum of 14 cubic feet per day. In addition, a mythic kikimora threatened by an adjacent creature can expend one use of her mythic power as a move action to catch her opponent in a web of spun flax, causing the creature to become entangled (DC 19 Reflex negates) and then move up to her speed without provoking an attack of opportunity from the target. The strands of enchanted flax persist until destroyed by fire or a slashing weapon (hardness 0, hp 7). An entangled character may attempt to escape by breaking them with a Strength check (DC 10) or Escape Artist check (DC 19). The save DC for this ability is Charisma-based.

Hidey-Hole (Su) When a mythic kikimora chooses a house to inhabit, she can create an extradimensional space by scrawling a sigil on a wall, baseboard, cupboard, or other permanent object (such as a stove). This sigil serves as the entrance to the mythic kikimora's tiny domain, where she can live within the house without being detected. Only the mythic kikimora can enter this hidey-hole. Anytime after designating a hidey-hole, the mythic kikimora can transport herself and up to 50 pounds of objects to the hidey-hole as a standard action, as long as she is in the same room as the sigil. The mythic kikimora can exit the hidey-hole in the same way, appearing in the nearest empty square to the sigil. Any objects left within the hidey-hole remain there when the mythic kikimora exits the space, even if she removes the sigil and places it in another location. While inside the hidey-hole, the mythic kikimora can see what is going on outside of the space through a special sensor, as if the mythic kikimora were standing where her sigil is placed. As a result, mundane objects placed in front of the sigil can block the mythic kikimora's sight from the hidey-hole.

Insightful Nightmare (Su) A mythic kikimora may enter the dreams of a slumbering target once per day, remaining and observing the target's dreams for 1 hour. The target is affected as *nightmare* (DC 19), but the kikimora can learn much about the target by observing the target's responses to the corrupted dream, granting her an insight bonus equal to her Charisma modifier on attack and damage rolls and opposed skill checks made against that target for the next 24 hours. While in a dream, a mythic kikimora's body is helpless; should her body be slain, she is stranded in the Ethereal Plane. The save DC for this ability is Charisma-based.





Kirin

With draconic scales covering much of its body, this staglike creature moves with awe-inspiring grace.

Mythic Kirin

CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary 3

LG Large magical beast (air, mythic)

Init +6; **Senses** darkvision 60 ft., *detect evil*, low-light vision, scent; Perception +17

Aura corona of cleansing flame^{MA} (5 ft., DC 18)

DEFENSE

AC 23, touch 15, flat-footed 17 (+6 Dex, +5 dodge, +3 natural, -1 size)

hp 115 (9d10+66)

Fort +10, **Ref** +12, **Will** +10

Defenses aerial freedom^{MA}; **DR** 5/epic; **Resist** cold 10, electricity 30, fire 10; **SR** 21

OFFENSE

Speed 60 ft., fly 120 ft. (good)

Melee gore +15 (1d8+5), 2 hooves +8 (1d6+2)

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

Special Attacks breath weapon (15-ft. cone, 5d6 fire damage, Reflex DC 18 for half, usable every 1d4 rounds), mythic power (3/day, surge +1d6), powerful charge (gore, 2d8+14), smite evil^{MA} (3/day, +7 attack and AC, +9 damage)

Spell-Like Abilities (CL 9th; concentration +15)

Constant—*detect evil*, *water walk*

At will—*gaseous form*, *gust of wind*

1/day—*break enchantment*, *create food and water*, *major creation*, *wind walk* (self only)

Spells Known (CL 6th; concentration +13)

3rd (4/day)—*lightning bolt* (DC 20)

2nd (7/day)—*lesser restoration*, *scorching ray*

1st (8/day)—*color spray* (DC 18), *cure light wounds*, *disguise self*, *remove fear*, *sanctuary* (DC 18)

0 (at will)—*arcane mark*, *create water*, *detect magic*, *guidance*, *mage hand*, *mending*, *stabilize*

STATISTICS

Str 20, **Dex** 23, **Con** 18, **Int** 18, **Wis** 21, **Cha** 25

Base Atk +9; **CMB** +15; **CMD** 31

Feats Combat Casting, Eschew Materials^B, Flyby Attack, Hover, Iron Will^{MF}, Weapon Focus^{MF} (gore)

Skills Diplomacy +16, Fly +20, Knowledge (history) +13, Perception +17, Perform (sing) +16, Sense Motive +14

Languages Abyssal, Auran, Celestial, Common, Draconic; telepathy 100 ft.

SQ quick cure^{MA}

ECOLOGY

Environment any

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Aerial Freedom (Su) A mythic kirin gains the benefit of *freedom of movement* while it flies. In addition, it ignores the effects of strong winds (up to and including tornadic winds), taking no penalties to its Fly checks and ignoring checked or blown away wind effects. Mythic spells and effects bypass the mythic kirin's aerial freedom, unless it expends one use of mythic power for each spell or effect as a free action.

Corona of Cleansing Flame (Su) Neutral creatures within 5 feet of a mythic kirin take 1d6 points of fire damage at the beginning of the kirin's turn. Evil creatures within 5 feet of the kirin take 1d8 points of fire damage and an additional 1d8 points of damage which is not affected by resistance or immunity to fire. A successful DC 18 Fortitude save halves the damage; neutral creatures receive a +2 circumstance bonus on their saves. The save DC is Constitution-based.

If a mythic kirin dies and has any uses of mythic power remaining, its corona detonates, dealing 6d6 points of fire damage per use of mythic power to all non-good creatures within 30 feet (DC 21 Reflex save halves).

Against evil creatures, half this damage is not subject to resistance or immunity to fire. The save DC is Constitution-based and includes the kirin's mythic rank.

Quick Cure (Su) A mythic kirin can expend one use of mythic power to cast a *cure* spell it knows as a quickened spell, as per the Quicken Spell feat.

Smite Evil (Su) A mythic kirin can expend one use of mythic power as a swift action to increase its smite's bonuses by its mythic rank for the duration of its smite. It doubles its mythic rank for damage dealt on the first successful attack against an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, if that creature is the target of the kirin's smite.

Spells A kirin casts spells as a 6th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a kirin, meaning that the creature does not need a divine focus to cast them.





Kongamato

A massive draconic creature with a birdlike head dives from the sky, letting loose a piercing scream as it descends.

Mythic Kongamato

CR 18/MR 7

XP 153,600

Pathfinder Roleplaying Game Bestiary 3

N Gargantuan^{MA} dragon (mythic)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +23

Aura frightful presence^{MA} (60 ft., DC 22)

DEFENSE

AC 38, touch 9, flat-footed 35 (+3 Dex, +29 natural, -4 size)

hp 403 (18d12+286)

Fort +23, **Ref** +16, **Will** +13

Defensive Abilities ferocity^{MA}, fortification (50%)^{MA}; **DR** 10/magic and epic; **Immune** magical paralysis, sleep; **Resist** acid 10, cold 10, electricity 10, fire 10; **SR** 33

OFFENSE

Speed 40 ft., fly 160 ft. (average)

Melee bite +31 (2d8+17), 2 claws +31 (2d6+17), tail slap +31 (2d8+17), 2 wings +31 (2d6+17)

Ranged rock +20 (4d6+25)

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

Special Attacks breath weapon (50-ft. cone, 14d6 sonic damage plus deafened, Reflex DC 31 for half, usable every 1d4 rounds), dive bombing^{MA} (240 ft.), feral savagery^{MA} (full attack), mythic power (7/day, surge +1d10), piercing screech^{MA}, prehistoric rage^{MA}, wailing dive

STATISTICS

Str 44, **Dex** 17, **Con** 34, **Int** 9, **Wis** 14, **Cha** 17

Base Atk +18; **CMB** +35 (+42 sunder); **CMD** 48 (52 vs. trip)

Feats Flyby Attack, Greater Sunder, Hover, Improved Initiative, [Improved Sunder](#)^{MF}, [Multiattack](#)^{MF}, [Power Attack](#)^{MF}, [Snatch](#)^{MF}, Wingover

Skills Climb +24, Fly +18, Intimidate +16, Perception +23, Sense Motive +15, Stealth +9, Survival +20

Languages Draconic

SQ compression, piercing beak

ECOLOGY

Environment tropical forests

Organization solitary or pair

Treasure standard

SPECIAL ABILITIES

Dive Bombing (Ex) A mythic kongamato can fly high into the air with a boulder, log, or similar massive object in tow and dive directly at its target hurling the missile in its descent. This functions like the rock throwing universal monster ability, but it may only throw the object at creatures below it. If there is no suitable loose material nearby, a mythic kongamato can make a Strength check to can tear a natural boulder (DC 30) or tree trunk (DC 25) apart as a standard action in order to use the object as a hurled weapon.

The kongamato can expend one use of mythic power to lift an immense boulder into the air and drop it on its foes. This boulder affects a 15-foot square, dealing 4d6+25 points of damage to all creatures in the area (DC 31 Reflex half). In addition, Medium or smaller creatures failing their saves are pinned under the boulder, gaining the pinned condition and taking damage again each round at the end of their turn if they do not escape, requiring a DC 38 Escape Artist check or grapple combat maneuver check.

Frightful Presence (Ex) All creatures within 120 ft. that hear the mythic kongamato's breath weapon with fewer HD than the kongamato must succeed on a Will save (DC 22) or become shaken for 5d6 rounds. The save DC is Charisma-based.

Piercing Beak (Ex) A kongamato's beak is extremely hard and adept at breaking objects. When attempting to damage an item, a kongamato's beak attack does double damage and is treated as if it were adamantite for the purposes of overcoming the object's hardness.

Piercing Screech (Ex) Creatures affected by the mythic kongamato's breath weapon that fail their Reflex save are deafened for a number of rounds equal to the amount of damage they receive from the attack. In addition, a mythic kongamato can expend one use of its mythic power to lace its breath weapon with even greater shattering properties; any creature damaged by its breath weapon also applies the same amount of sonic damage to one item it is wearing or wielding, as if it had rolled a natural 1 on its saving throw. A creature that rolls a natural 1 on its save applies this sonic damage to two worn or wielded items.

Prehistoric Rage (Ex) When the mythic kongamato is looked in the eyes or takes damage in combat, it automatically flies into a rage as a free action on its next turn. It gains +4 Constitution and +4 Strength, but takes a -4 penalty to its AC. The rage lasts as



long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.

Wailing Dive (Su) When a kongamato makes a charge while flying or uses its Flyby Attack feat, the creature's body becomes infused with energy, causing its bite to deal an extra +1d6 points of sonic damage on that attack.



Kyton, Augur

A single eye peers from behind the armor plates and keen-edged blades that compose the cage-like exterior of this tiny flying orb.

Mythic Augur

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 3

LE Tiny outsider (evil, extraplanar, kyton, lawful, mythic)

Init +7; **Senses** darkvision 60 ft., deathwatch; Perception +7

DEFENSE

AC 18, touch 15, flat-footed 15 (+3 Dex, +3 natural, +2 size)

hp 29 (3d10+13); regeneration 2 (good weapons and spells, silver weapons)

Fort +2, **Ref** +8, **Will** +4

DR 5/good or silver; **Immune** cold

OFFENSE

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

Melee gore +4 (1d4-1 plus bleed)

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

Special Attacks bleed (1d2), mythic power (3/day, surge +1d6), unnerving gaze (30 ft., DC 9)

Spell-Like Abilities (CL 6th; concentration +4)

Constant—*deathwatch*

At will—*bleed* (DC 8), *mage hand*, *open/close*

3/day—*inflict light wounds* (DC 10)

1/week—*commune* (CL 12th, 6 questions)

STATISTICS

Str 8, **Dex** 17, **Con** 12, **Int** 13, **Wis** 12, **Cha** 7

Base Atk +3; **CMB** +4; **CMD** 13 (can't be tripped)

Feats Extra Mythic Power^{MF}, Improved Initiative, Lightning Reflexes

Skills Bluff +4, Escape Artist +9, Fly +11, Intimidate +4, Perception +7, Sense Motive +7, Sleight of Hand +9, Stealth +17

Languages Common, Infernal (cannot speak)

ECOLOGY

Environment any (Plane of Shadow)

Organization solitary, pair, pack (3-5), or squad (6-8)

Treasure standard

SPECIAL ABILITIES

Adamant Awl (Ex) A mythic augur's natural weapons are considered adamantite for the purpose of overcoming damage reduction and hardness.

Blood Spurt (Ex) Whenever a mythic augur confirms a critical hit (or if a mythic augur expends one use of mythic power after a normal hit), as a free action it can make a ranged touch attack to fling the blood and gore at another opponent within 30 feet. If the touch attack hits, the foe is sickened for 1 round (1d3 rounds if the target of the blood spurt is not a mythic creature). If the touch attack is a critical hit, the foe is also blinded for the same duration. A blinded foe can spend a full-round action to remove the gore and end the blindness. When it uses this ability, the save DC of its unnerving gaze is increased by 2 until the end of its next turn.

Unnerving Gaze (Ex) A creature that succumbs to an augur's unnerving gaze becomes shaken for 1 round.



Kyton, Interlocutor

A glistening mass of viscera, wire-bound into humanoid shape, forms the core of a metal monstrosity of bladed gray-black metal limbs.

Mythic Interlocutor

CR 15/MR 6

XP 51,200

Pathfinder Roleplaying Game Bestiary 3

LE Large outsider (evil, extraplanar, kyton, lawful, mythic)

Init +7^{MF}; **Senses** darkvision 60 ft.; Perception +23

DEFENSE

AC 32, touch 13, flat-footed 28 (+3 Dex, +1 dodge, +19 natural, -1 size)

hp 221 (14d10+144); regeneration 5 (good weapons and spells, silver weapons)

Fort +14, **Ref** +9, **Will** +17; second save^{MA}

DR 10/silver or good and epic; **Immune** cold; **SR** 29

OFFENSE

Speed 40 ft.

Melee 4 claws +21 (1d8+12/19-20 plus bleed)

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

Special Attacks bleed (1d6), control the mindless^{MA}, mythic power (6/day, surge +1d8), poison, feral savagery (rend)^{MA}, rend (2 claws, 1d8+8), shadow barbs^{MA}, surgical strikes, unnerving gaze (30 ft., DC 23)

Spell-Like Abilities (CL 14th; concentration +20)

At will—*bleed* (DC 16), *plane shift* (from the Material

Plane to the Plane of Shadow, self only), *stabilize*

3/day—*cure serious wounds*, *restoration*

1/day—*breath of life*

STATISTICS

Str 26, **Dex** 17, **Con** 23, **Int** 15, **Wis** 22, **Cha** 22

Base Atk +14; **CMB** +23; **CMD** 37 (39 vs. trip)

Feats Cleave^{MF}, Combat Reflexes, Dodge, Improved Initiative^{MF}, Iron Will, Lightning Reflexes, Power Attack^{MF}

Skills Heal +23, Intimidate +23, Knowledge (arcana, local, religion) +9, Knowledge (dungeoneering, nature, planes) +12, Perception +23, Sense Motive +23, Stealth +16

Languages Common, Infernal

SQ mark of shadow^{MA}, powerful blows (claws)^{MA}

ECOLOGY

Environment any (Plane of Shadow)

Organization solitary, pair, or gang (3-5)

Treasure standard

SPECIAL ABILITIES

Control the Mindless (Su) Masters of flesh and metal, mythic interlocutors can gain control over mindless constructs and undead. Using this ability is a standard action. The mythic interlocutor makes a Knowledge check against the target's CMD, using Knowledge (arcana) for constructs, and Knowledge (religion) for undead. If the check equals or exceeds the target's CMD, the mythic interlocutor can give it an order that lasts up to 1 round. For every 5 by which it beats the target's DC, its control lasts 1 additional round. The mythic interlocutor can expend one use of mythic power when using this ability to extend the duration of control from rounds to minutes.

Mark of Shadow (Su) If a mythic interlocutor successfully strikes a creature with a claw attack and draws blood, then it can mark the target with a bit of its own shadow essence as a free action, forming a link between it and the target. As long as the target remains within 1 mile, the mythic interlocutor always knows the direction and approximate distance to the target. If the marked creature has any weaknesses or vulnerabilities (including a mythic flaw), the mythic interlocutor immediately knows this information. This ability only affects creatures that can be affected by the bleed condition. The mythic interlocutor can only maintain a mark upon one creature at a time; if it uses this ability on another creature, then its connection to the previous creature is lost.

Shadow Barbs (Ex) When a mythic interlocutor confirms a critical hit with its claws, a sliver of the shadow-forged metal remains behind in the wound. This barb writhes in the wound with a life of its own, burrowing deeper and dealing 6 points of damage (half of which is cold damage) a round over the next 6 rounds, after which it dissolves into a wisp of shadowstuff. While the barb is in the wound, the bleeding cannot be stopped by mundane means. If magic is used to heal the wound and stop the bleeding, the barb remains. The following round, the damage it inflicts causes the bleed damage to continue. A successful Heal check (DC 23) allows the barb to be extracted; doing so is a full-round action that draws attacks of opportunity. The DC is Charisma-based.

Surgical Strikes (Ex) An interlocutor's claws threaten a critical hit on a roll of 19–20. On a successful critical hit, that claw deals 2d6 bleed damage rather than 1d6.

Unnerving Gaze (Ex) A creature that succumbs to an eremite's unnerving gaze becomes staggered for 1 round as it becomes convinced that it recognizes some of its own body parts entangled in the interlocutor's body.

Kyton, Sacristan

Wisps of darkness leak between the hooks holding shut the ruined mouth of this chain-wielding creature.

Mythic Sacristan

CR 12/MR 5

XP 19,200

Pathfinder Roleplaying Game Bestiary 4

LE Medium outsider (evil, extraplanar, kyton, lawful, mythic)

Init +3; **Senses** darkvision 60 ft., see in darkness^{MA}; Perception +17

DEFENSE

AC 27, touch 13, flat-footed 24 (+3 Dex, +14 natural)
hp 176 (12d10+110); regeneration 5 (good weapons and spells, silver weapons)

Fort +13, **Ref** +7, **Will** +10

Defensive Abilities pain's lesson learned^{MA}; **DR** 10/ silver or good and epic; **Immune** cold; **SR** 26

OFFENSE

Speed 30 ft.

Melee masterwork spiked chain +18/+13/+8 (2d4+7) or 2 claws +17 (1d4+5)

Space 5 ft.; **Reach** 5 ft. (10 ft. with spiked chain)

Special Attacks drive back^{MA}, maw of darkness^{MA}, mythic power (5/day, surge +1d8), shadow scream, twilight's reach^{MA}, unnerving gaze (30 ft., DC 20)

STATISTICS

Str 20, **Dex** 16, **Con** 21, **Int** 13, **Wis** 14, **Cha** 19

Base Atk +12; **CMB** +17 (+19 bull rush); **CMD** 30 (32 vs. bull rush)

Feats Bleeding Critical^{MF}, Cleave, Critical Focus^{MF}, Great Cleave, Improved Bull Rush, Power Attack^{MF}

Skills Acrobatics +15, Bluff +17, Climb +17, Intimidate +19, Perception +17, Sense Motive +17, Stealth +18

Languages Common, Infernal

ECOLOGY

Environment any (Plane of Shadow)

Organization solitary, pair, bodyguard (1d4 plus 1 kyton of lower CR [usually an ostiarius]), or entourage (2d6 plus 1 kyton of higher CR)

Treasure standard

SPECIAL ABILITIES

Drive Back (Ex) As a full-round action, a mythic sacristan can attempt one bull rush combat maneuver check and apply it to all opponents within

reach. After it has pushed opponents backward, the mythic sacristan may move with any one of its bull rush targets. This ability may be used in conjunction with twilight's reach, but the mythic sacristan can only move with a bull rushed opponent that started adjacent to itself.

Maw of Darkness (Su) As a swift action, a mythic sacristan can expend two uses of mythic power at the ending of its shadow scream ability. The darkness expelled by the shadowscream becomes tangible, clinging to creatures within its area as the mythic sacristan draws it back into its mouth and dragging them along. Up to 5 creatures (of Medium or smaller size) are drawn into its mouth and cast into the Plane of Shadow. If there are more than 5 eligible creatures within the area of effect, start with those closest to the mythic sacristan, followed by any unconscious or otherwise helpless targets. A successful Reflex save (DC 20) allows a creature to avoid the effect. The save DC is Charisma-based.

Pain's Lesson Learned (Ex) Whenever a mythic sacristan fails a saving throw against a spell, spell-like ability, or supernatural ability that inflicts damage, it gains a +5 bonus on all further saves against that spell or ability, including subsequent saves against an ongoing effect, or against the same effect produced by a different source or creature. This bonus lasts for a 5 minutes. If the sacristan fails another saving throw against the same ability, the duration of pain's lesson learned resets, but the bonus doesn't stack with itself.

See in Darkness (Ex) A mythic sacristan can see without difficulty in natural or magical darkness, including that created by *deeper darkness* and similar spells.

Shadow Scream (Su) Once per hour as a standard action, a sacristan can burst the bonds sealing its mouth and unleash a cacophony of darkness and soul-shaking howls from the pits of the Shadow Plane. The area within 25 feet of the sacristan is affected by *deeper darkness*. All creatures within the area are deafened for as long as they remain in the area and must succeed at a DC 20 Will save or be confused. The confusion effect lasts for as long as the creature is in the shadow scream's area of effect and for 1d4 rounds after leaving. Any creature that falls unconscious while under the effects of this confusion effect must succeed at an additional DC 20 Will save or be afflicted by a random insanity—roll on the [insanity table](#) in the *Pathfinder Roleplaying Game GameMastery Guide* to determine which. A sacristan's shadow scream lasts for 3 rounds and remains centered on the kyton even if it moves. The sacristan



can end the shadow scream at will. The scream also ends if the sacristan is killed or is affected by the spell *dimensional lock*, which prevents this ability's use for as long as the spell is in effect. The save DCs are Charisma-based.

Twilight's Reach (Su) When making a full-attack action, a mythic sacristan can choose 5 squares within 25 feet of itself that are in dim light. By expending one use of mythic power, the mythic sacristan can

attack as if it occupied any and all of those chosen squares, using either its spiked chain or claw attacks. This ability lasts for a number of rounds equal to the mythic sacristan's mythic tier, or until it takes an action other than a full attack.

Unnerving Gaze (Ex) A creature that succumbs to an augur's unnerving gaze becomes staggered for 1 round.



Leprechaun

This small humanoid has pointed ears, green eyes, and a wicked grin. He carries a bottle in one hand and a club in the other.

Mythic Leprechaun

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 2

CN Small fey (mythic)

Init +3; **Senses** low-light vision; Perception +17

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 24 (4d6+10)

Fort +2, **Ref** +7, **Will** +6

DR 5/cold iron; **SR** 14

OFFENSE

Speed 40 ft.

Melee +1 *club* +7 (1d8+4)

Special Attacks bewildering blarney^{MA}, clouting cudgel^{MA}, mythic power (1/day, surge +1d6)

Spell-Like Abilities (CL 4th; concentration +7)

Constant—*shillelagh*

At will—*dancing lights*, *ghost sound* (DC 13), *invisibility* (self only), *mage hand*, *major image* (visual and auditory elements only, DC 16), *prestidigitation*, *ventriloquism* (DC 14)

3/day—*color spray* (DC 14), *fabricate* (1 cubic foot of material only)

1/day—*major creation*

STATISTICS

Str 7, **Dex** 16, **Con** 13, **Int** 14, **Wis** 15, **Cha** 16

Base Atk +2; **CMB** -1; **CMD** 12

Feats Skill Focus (Bluff), Weapon Finesse^{MF}

Skills Bluff +17, Escape Artist +10, Knowledge (nature) +9, Perception +17, Perform (comedy) +8, Perform (dance) +8, Sense Motive +9, Sleight of Hand +14, Stealth +14; **Racial Modifiers** +4 Bluff, +8 Perception, +4 Sleight of Hand

Languages Common, Elven, Halfling, Sylvan

SQ leprechaun magic

ECOLOGY

Environment temperate forests

Organization solitary, pair, band (1 mythic leprechaun and 3–6 leprechauns), or family (2 mythic leprechauns and 7–10 leprechauns)

Treasure standard (club, other treasure)

SPECIAL ABILITIES

Bewildering Blarney (Su) A mythic leprechaun gains a +4 racial bonus on Bluff checks, and if engaged in conversation it can use its spell-like abilities without being noticed with a successful Bluff check opposed by observers' Sense Motive checks. Using these abilities does not provoke attacks of opportunity from creatures that do not notice their use. When engaged in conversation with a creature, a mythic leprechaun can use *memory lapse* (DC 14) at will as a spell-like ability, and once per day it may spend one use of its mythic power to use *charm person* (DC 14), *enthrall* (DC 15), *hideous laughter* (DC 15), *modify memory* (DC 17), *suggestion* (DC 16), or *veil* (DC 19) as a spell-like ability. These abilities have no effect against a creature that is not conversing with the mythic leprechaun (GM's discretion).

Clouting Cudgel (Ex) A mythic leprechaun can use its shillelagh as a light weapon, and if it confirms a critical hit with its shillelagh the target is knocked prone and dazed for 1 round. A creature succeeding on a DC 15 Fortitude is staggered instead of dazed and is not knocked prone. The save DC is Charisma-based.

Leprechaun Magic (Sp) When a leprechaun uses any of its spell-like abilities to deceive, trick, or humiliate a creature (at the GM's discretion), including pretending it has the ability to grant wishes or that it will reveal the location of a hidden hoard of gold or other treasure, the spell-like ability resolves at caster level 8th rather than 4th. If a leprechaun uses its spell-like abilities in this manner, it has a bonus of +11 on concentration checks.



Leshy, Seaweed

This massive, eel-like dragon has two webbed talons. Its tail ends in large and powerful-looking flukes.

Mythic Seaweed Leshy

CR 4/MR 1

XP 1,200

N Small plant (aquatic, leshy, mythic, shapechanger)

Init +1; **Senses** low-light vision; Perception +7

DEFENSE

AC 16, touch 12, flat-footed 15 (+1 armor, +1 Dex, +3 natural, +1 size)

hp 38 (4d8+20)

Fort +6, **Ref** +2, **Will** +3

Immune electricity, sonic, plant traits

OFFENSE

Speed 20 ft., swim 20 ft.

Melee slam +4 (1d6)

Ranged jet +5 (1 plus blind)

Special Attacks sargasso strangler^{MA}, sneak attack +1d6, mythic power (1/day, surge 1d6)

Spell-Like Abilities (CL 8th; concentration +9)
Constant—*pass without trace*
1/day—*entangle* (in water only, DC 12), *plant shape I* (aquatic assassin vine)

STATISTICS

Str 10, **Dex** 13, **Con** 14, **Int** 9, **Wis** 15, **Cha** 12

Base Atk +3; **CMB** +2; **CMD** 13

Feats Ability Focus (water jet), Toughness^{MF}

Skills Perception +7, Stealth +9 (+13 in water), Survival +3 (+7 in water), Swim +8; **Racial**

Modifiers +4 Stealth in water, +4 Survival in water

Languages Druidic, Sylvan, plantspeech (seaweed)

SQ air cyst, amphibious, change shape (Small seaweed; *tree shape*), seaweed strider^{MA}, verdant burst

ECOLOGY

Environment any ocean or coastline

Organization solitary or patch (2–16)

Treasure standard

SPECIAL ABILITIES

Air Cyst (Su) Seaweed leshys constantly grow small bulbs filled with air. As a move action, they can detach a bulb and give it to another creature. If consumed as a standard action, this air cyst grants *water breathing*

(as the spell) for 10 minutes. Seaweed leshys can have a maximum of four usable air cysts at any one time, and air cysts regrow at a rate of one per 24 hours.

Change Shape (Su) Mythic seaweed leshys can transform into seaweed, sea grass, kelp, and similar small plants, with results similar to the *tree shape* spell. In this form, the leshy appears as a particularly healthy specimen of that particular plant. A leshy can assume plant form or revert to its true form as a swift action.

Plantspeech (Ex) Mythic seaweed leshys can speak with seaweed and similar aquatic plants as if subject to a continual *speak with plants* spell.

Sargasso Strangler (Sp) Once per day, a mythic seaweed leshy can expend one use of its mythic power to assume the form of an aquatic assassin vine, as if using *plant shape I*. In this form it retains its swim speed and its special abilities and special qualities.

Seaweed Strider (Ex) A mythic seaweed leshy can see without obstruction and move through areas of kelp, seaweed, sea grass, and similar aquatic vegetation without indrance or damage, even if that vegetation is magically animated. This ability does not protect it from the attacks of plant creatures.

Verdant Burst (Ex) When slain, a mythic seaweed leshy explodes in a burst of fertile energies. All plant creatures within 30 feet heal 1d8+2 points of damage and fungi quickly infest the area. If in aquatic or swamp terrain, the area is treated as difficult terrain for 24 hours and then subsides to a normal level of aquatic plant growth.

Water Jet (Ex) A seaweed leshy can expel a high-pressure jet of water from its mouth to a range of 30 feet. It must make a ranged touch attack to strike a target; if it hits, the blast deals 1 point of bludgeoning damage (this damage is not modified by Strength). In addition, the target is blinded for 1 round (DC 15 Fortitude negates). The save DC is Dexterity-based.

GROWING A MYTHIC SEAWEED LESHY

A mythic fungus leshy can be grown in seawater, knitted together from strands of kelp and sea grass treated with algae and bone ash every day. A mythic seaweed leshy quickly constructs its armor from driftwood, shells, and stones without need for a skill check, taking one day of labor. Only a mythic creature can create a mythic seaweed leshy, expending one use of mythic power per day spent on the ritual.

CL 10th; **Price** 6,750 gp

RITUAL

Requirements 1st mythic tier, Knowledge (nature) 5 ranks, *plant growth*, *summon nature's ally III*, *water breathing*; Skill Knowledge (nature) DC 16; **Cost** 3,375 gp



Linnorm, Cairn

Pallid and horribly gaunt, this enormous but emaciated dragonlike creature has two forearms and no wings.

Mythic Cairn Linnorm

CR 22/MR 9

XP 615,000

Pathfinder Roleplaying Game Bestiary 3

CE Gargantuan dragon (mythic)

Init +20^{MF}; **Senses** darkvision 60 ft., low-light vision, scent, *true seeing*; Perception +24

Aura frightful presence^{MA} (180 ft., DC 29), stench^{MA} (DC 29, 10 rounds)

DEFENSE

AC 44, touch 13, flat-footed 37 (+7 Dex, +31 natural, -4 size)

hp 400 (20d12+270); regeneration 10 (cold iron)

Fort +21, **Ref** +21, **Will** +17

Defensive Abilities *freedom of movement*; **DR** 15/ cold iron and epic; **Immune** acid, curse effects, energy drain, mind-affecting effects, negative energy, paralysis, poison, sleep; **SR** 38

OFFENSE

Speed 40 ft., climb 40 ft., fly 100 ft. (average)

Melee bite +31 (3d8+15/19-20/x3 plus poison), 2 claws +31 (2d6+15 plus paralysis), tail +26 (2d6+7 plus grab)

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

Special Attacks breath weapon, broken gravesite^{MA}, cold iron hatred^{MA} +10, consume undead flesh^{MA}, constrict (tail, 2d6+22), death curse^{MA}, ghost eater^{MA}, mythic power (9/day, surge +1d10), paralysis^{MA} (2d6+2 rounds, DC 29)

STATISTICS

Str 41, **Dex** 24, **Con** 28, **Int** 5, **Wis** 20, **Cha** 29

Base Atk +20; **CMB** +39 (+43 grapple); **CMD** 56 (can't be tripped)

Feats Blind-Fight, Cleave^{MF}, Great Cleave, Improved Critical^{MF} (bite), Improved Initiative^{MF}, Improved Vital Strike, Lightning Reflexes^{MF}, Power Attack, Skill Focus (Perception), Vital Strike^{MF}

Skills Climb +35, Fly +13, Perception +24, Stealth +26, Swim +30; **Racial Modifiers** +8 Stealth

Languages Aklo, Draconic, Sylvan

SQ ghost walker^{MA}

ECOLOGY

Environment cold hills

Organization solitary

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds as a standard action, a cairn linnorm can expel a 60-foot cone of acidic bile, dealing 18d8 points of acid damage to all creatures struck. In addition, this bile is infused with negative energy, and inflicts 1d4 negative levels on all creatures struck by it. A successful DC 29 Reflex save halves the damage and completely negates the negative levels. The save DC is Constitution-based. As an immediate action, a mythic cairn linnorm can expend one use of mythic power to cause all creatures who make the breath weapon's Reflex save to gain 1d2 negative levels. A creature taking no damage from the breath weapon also gains no negative levels.

Broken Gravesite (Ex) Once per day as a move action, a mythic cairn linnorm can render ground in a 120-foot radius difficult terrain. As a swift action, the linnorm can spend one use of mythic power to bull rush, reposition, or trip (using its CMB) a number of creatures equal to its mythic rank in the difficult terrain. It can only choose one combat maneuver to apply to all creatures, but it may choose different directions for bull rush or different locations for reposition.

Consume Undead Flesh (Su) A mythic cairn linnorm deals an additional 1d6 points of damage with its natural attacks against undead creatures. Once per day as a standard action, a mythic linnorm can expend one use of mythic power to gain benefits from killing undead creatures for 1 hour afterwards. When it deals the killing blow to an undead creature with a natural attack, it gains 3d6 temporary hit points and a +2 enhancement bonus to Constitution. These effects last for 1 round per HD of the undead creature. When the linnorm loses the temporary hit points gained from this ability, it also loses the bonus to Constitution. The linnorm can gain up to a maximum of 100 temporary hit points and +10 bonus to Constitution using this ability.

Death Curse (Su) *Curse of Decay*: save Will DC 29; *effect* the creature takes 1 point of Constitution damage per day, and ages at an accelerated rate of 1 year per day, eventually incurring all of the penalties of old age but none of the benefits.

When a mythic cairn linnorm expends one use of mythic power with its curse of decay, a creature instead takes 1d2 points of Constitution drain per day and ages at a rate of 1 year per hour. Additionally, any nonmythic spell or effect that restores the



victim's Constitution must succeed at a caster level check equal to the curse's save DC to work. When it expends two uses of mythic power, nonmythic spells or effects cannot restore the victim's Constitution, and mythic spells or effects must succeed at a caster level check equal to the curse's save DC. A creature that dies due to this curse disintegrates into dust, requiring *resurrection* or a more powerful spell to revive the dead creature.

Frightful Presence (Su) A creature that fails its initial save against a mythic cairn linnorm's frightful presence must attempt another Will save. Failure causes the creature to become frightened instead.

Ghost Eater (Su) A mythic cairn linnorm deals full damage to incorporeal creatures with its natural attacks.

Ghost Walker (Su) A mythic cairn linnorm can expend one use of mythic power to become incorporeal for a number of rounds equal to its mythic rank. While it is incorporeal,

it deals full damage to corporeal creatures with its natural attacks.

Poison (Su) Bite—injury; *save* Fort DC 29; *frequency* 1/round for 10 rounds; *effect* 4d6 acid damage and 1d6 Con drain; cure 2 consecutive saves. The save DC is Constitution-based.



Linnorm, Taiga

With menacing black horns jutting from its head, this two-legged dragon is covered in dark green scales and vicious black barbs.

Mythic Taiga Linnorm

CR 23/MR 9

XP 820,000

Pathfinder Roleplaying Game Bestiary 3

CE Colossal dragon (mythic)

Init +21^{MF}; **Senses** darkvision 60 ft., low-light vision, scent, *true seeing*; Perception +30

Aura frightful presence^{MA} (180 ft., DC 30)

DEFENSE

AC 44, touch 10, flat-footed 36 (+8 Dex, +34 natural, -8 size)

hp 436 (21d12+300); regeneration 15 (cold iron)

Fort +22, **Ref** +22, **Will** +18

Defensive Abilities dragon blood^{MA} (2d8 electricity), *freedom of movement*, spines^{MA}; **DR** 15/cold iron and epic; **Immune** curse effects, electricity, mind-affecting effects, paralysis, poison, sleep; **SR** 39

OFFENSE

Speed 40 ft., fly 100 ft. (average), swim 60 ft.; *tree stride*^{MA}

Melee bite +30 (3d8+25/19-20/x3 plus poison), 2 claws +30 (2d6+17), tail +25 (3d6+8 plus grab)

Space 30 ft.; **Reach** 30 ft.

Special Attacks breath weapon, cold iron hatred^{MA} +10, constrict (tail, 3d6+25 plus voltaic tail^{MA}), death curse^{MA}, mythic power (9/day, surge +1d10)

STATISTICS

Str 45, **Dex** 27, **Con** 30, **Int** 6, **Wis** 23, **Cha** 30

Base Atk +21; **CMB** +46 (+48 bull rush, +50 grapple);

CMD 64 (66 vs. bull rush, can't be tripped)

Feats Awesome Blow, Blind-Fight, Cleave^{MF}, Combat Reflexes^{MF}, Great Cleave, Improved Bull Rush, Improved Critical^{MF} (bite), Improved Initiative^{MF}, Lightning Reflexes, Power Attack^{MF}, Vital Strike

Skills Fly +24, Perception +30, Stealth +16 (+24 in forests), Swim +49; **Racial Modifiers** +8 Stealth in forests

Languages Aklo, Draconic, Sylvan

SQ forest awakener^{MA}, powerful blows^{MA} (bite)

ECOLOGY

Environment cold forests

Organization solitary

Treasure triple

SPECIAL ABILITIES

Breath Weapon (Su) Once every 1d4 rounds as a standard action, a taiga linnorm can expel a 60-foot cone of electrified vapor, dealing 21d8 points of electricity damage to all creatures struck (Reflex DC 31 for half). The vapor itself persists for 1d4 rounds, filling its cone-shaped area with electrified mist that deals 4d6 points of electricity damage (no save) to any creature that ends its turn in the mist. The mist does not hinder vision. The save DC is Constitution-based.

Death Curse (Su) *Curse of Electrocutation*: save Will DC 30; *effect* the creature gains vulnerability to electricity. When a mythic taiga linnorm expends one use of mythic power with its curse of electrocution, a creature failing the Will save loses nonmythic resistances and immunities to electricity. It cannot benefit from nonmythic spells or effects granting protection from electricity while suffering from this curse. When the linnorm expends two uses of mythic power, the victim loses mythic resistances and immunities to electricity and cannot benefit from mythic spells or effects granting protection from electricity.

Favored Woodland (Ex) A mythic taiga linnorm chooses a contiguous—no more than one square mile—coniferous forest as its home. While within its favored area, it gains a +2 morale bonus on attack and damage rolls, saves, and skill checks. The linnorm can choose a different area to call home, but it requires 24 hours of attunement before it can gain this ability's benefits in the new area.

Forest Awakener (Sp) A mythic taiga linnorm can convert its frozen forest into a veritable army. As a standard action that costs one use of mythic power, it can change a coniferous tree into a treant, as per the spell *liveoak*. Additionally, once per day, the linnorm can expend one use of mythic power as a standard action to use *greater siege of trees*^{UC} as a spell-like ability. While the treant lives, it can spend the standard action required by the spell to target opponents.

Poison (Su) Bite—injury; save Fort DC 31; *frequency* 1/round for 10 rounds; *effect* 4d6 electricity damage and 1d8 Dex drain; *cure* 3 consecutive saves. The save DC is Constitution-based.

Spines (Ex) Any creature that makes a melee attack against a taiga linnorm takes 1d6 points of piercing damage per attack from the linnorm's spines. A melee weapon with reach provides protection from these spines.

A creature striking a mythic taiga linnorm must succeed at a DC 31 Reflex save to avoid having a

spine break off in its flesh. Each spine inflicts a –1 penalty on attack rolls, ability checks, and saves. The save DC is Constitution-based.

A mythic taiga linnorm can use a standard action to extend its spines for 1 minute. Melee weapons must have a reach greater than 10 feet to afford protection from linnorm's spines. The linnorm can spend one use of mythic power to make its spines razor sharp. They deal 2d6 points of piercing damage and inflict 1d4 points of bleed.

Tree Stride (Su) A mythic taiga linnorm constantly

benefits from *tree stride*, as per the spell, but it may only move between coniferous trees.

Voltaic Tail (Ex) When a mythic taiga linnorm constricts a creature with its tail, the creature takes 2d6 points of electricity damage and becomes stunned for 1d4 rounds. A DC 31 Fortitude save halves the damage and negates the stunned condition. The save DC is Constitution-based.



Living Mirage

A glimmering vision shimmers on the horizon, the very air coalescing into an oasis that may or may not exist.

Mythic Living Mirage

CR 11/MR 4

XP 12,800

Pathfinder Roleplaying Game Bestiary 5

N Gargantuan ooze (mythic)

Init +0; **Senses** Perception –5

DEFENSE

AC 10, touch 6, flat-footed 10 (+4 natural, –4 size)

hp 178 (12d8+124) concentrated regeneration 5 (wind)^{MA}

Fort +11, **Ref** +4, **Will** –1

Defensive Abilities dogged delusion^{MA}, natural invisibility; **DR** 10/epic and magic;

Immune sonic, ooze traits; **Resist** cold 10, fire 10; **SR** 20^{MA}

Weaknesses vulnerable to wind

OFFENSE

Speed fly 20 ft. (perfect)

Melee touch +5 (8d6 plus desiccation)

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

Special Attacks enticing mirage (DC 23, 6d6, desiccation, and fascination)^{MA}, desiccation, mythic power (4/day, surge +1d8), project mirage (DC 20)

STATISTICS

Str —, **Dex** 10, **Con** 24, **Int** —, **Wis** 1, **Cha** 10

Base Atk +9; **CMB** +13; **CMD** 23

Skills Fly +2

SQ gaseous predation^{MA}

ECOLOGY

Environment any deserts or oceans

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Concentrated Regeneration (Su) This ability functions like regeneration except the strong or magic wind effects cause the mythic living mirage's regeneration to stop functioning for 1 round.

Desiccation (Ex) A living mirage siphons streamers of blood and other vital fluids away from living creatures it touches or engulfs. A living creature that takes damage from the living mirage must succeed at a Constitution check to avoid the effects of thirst, with a DC equal to either the DC against thirst as

if 1 additional hour had passed or half the amount of damage dealt by the living mirage, whichever is higher. The target takes a cumulative –1 penalty on this check for each consecutive round beyond the first it takes damage from the living mirage. A creature that takes nonlethal damage from thirst as a result of this ability is fatigued.

Dogged Delusion (Su) A mythic living mirage can expend one use of mythic power as an immediate action to suppress its vulnerability to wind for 1 round. During this round, wind effects do not cause the mythic living mirage's regeneration to stop functioning.

Enticing Mirage (Ex) A living mirage can engulf foes (as per the universal monster ability). A creature engulfed by a living mirage gains the fascinated condition instead of the pinned condition—such a creature is not in danger of suffocating—but as long as it begins its turn engulfed, it's subject to desiccation in addition to the damage the attack causes. Damage dealt by enticing mirage and desiccation do not break the fascination effect. The save DC is Constitution-based. This ability replaces consuming mirage.

Gaseous Predation (Ex) A mythic living mirage has a body composed of shimmering air specialized for lying in wait just under the surface of its environment. It can pass through sand, water, small holes, narrow openings, and even mere cracks. It has no Strength score and cannot manipulate objects as a result. This ability replaces gaseous.

Natural Invisibility (Ex) A living mirage remains invisible at all times, even when attacking. This ability isn't subject to the invisibility purge spell. Against foes that cannot pinpoint its location, a living mirage gains a +20 bonus on Stealth checks when moving or a +40 bonus when standing still. These bonuses are not included in the statistics above. Because of its size and pervasiveness within the area it occupies, a living mirage gains only a 20% miss chance due to its invisibility.

Project Mirage (Ex) As a standard action, a living mirage can create an illusory vision in areas of extreme heat or reflection—such as a desert, open ocean, or snow plain—to lure victims toward it, instinctively using the victims' own desires for comfort to form the illusion. This is a non-magical mind-affecting glamer effect that is otherwise identical to hallucinatory terrain and that the living mirage can dismiss as a swift action. The save DC to disbelieve the illusion is Charisma-based, and the DC includes a +4 racial bonus.

Vulnerable to Wind (Ex) A living mirage is treated as if it were a Small creature for the purposes of determining the effects high wind has upon it.



Medusa, Stheno

This lithe yet muscular creature has a winged and golden-skinned female torso atop a serpentine lower body clad in scales of tarnished brass. Her fingers are tipped with golden claws and her face flickers between passing beauty and a twisted mask of torment surmouned by a nest of golden serpens with glowing eyes.

Stheno

CR 13/MR 4

XP 25,600

NE Large monstrous humanoid (mythic)

Init +1; **Senses** all-around vision, darkvision 60 ft.; Perception +21

DEFENSE

AC 25, touch 10, flat-footed 24 (+1 Dex, +15 natural, -1 size)

hp 199 (13d10+128)

Fort +10, **Ref** +9, **Will** +9

Defensive Abilities brazen scales^{MA}, fortification (50%)^{MA}, immortal vitality^{MA}, poisonous blood (DC 22)^{MA}; **DR** 15/adamantine, epic, and magic; **Immune** poison, curses; **SR** 27

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee 2 claws +20 (1d6+8/17-20), tail slap +20 (2d6+8 plus grab), snake bite +20 (1d6+8 plus poison)

Ranged +1 composite longbow +14/+9/+4 (2d6+9/x3 plus poison)

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

Special Attacks blood rage, blood brood, constrict (2d6+6), envenomed arrows^{MA}, loathsome visage^{MA}, mythic power (5/day, surge +1d8), petrifying gaze (DC 19), poison, rend (2 claws, 1d6+12)

STATISTICS

Str 24, **Dex** 13, **Con** 22, **Int** 12, **Wis** 13, **Cha** 17

Base Atk +13; **CMB** +22 (+26 grapple, +28 sunder); **CMD** 33 (37 vs. sunder, can't be tripped)

Feats Greater Sunder, Improved Critical (claw)^{MF}, Improved Sunder^{MF}, Point Blank Shot, Power Attack, Precise Shot^{MF}, [Sundering Strike](#)^{APG}

Skills Bluff +10, Climb +10, Disguise +10, Fly +6, Intimidate +19, Knowledge (history) +10, Perception +21, Stealth +13, Survival +13, Swim +10; **Racial**

Modifiers +4 Perception

Languages Common, Draconic

SQ lingering life

Gear +1 composite longbow with 40 arrows

ECOLOGY

Environment temperate or warm hills

Organization solitary

Treasure double

SPECIAL ABILITIES

Blood Brood (Su) Once per minute when a stheno takes bleed or blood drain damage or sustains a critical hit from a piercing or slashing weapon, as an immediate action she can spill her blood on the ground, causing a [venomous snake swarm](#)^{B3} or 1d3 [giant scorpions](#)^{B1} (equal chance of either) to erupt from the ground adjacent to that location (or in the nearest open space) 1 round later. These creatures are immune to petrification and obey the medusa but crumble to dust 1 minute after they are created.

Brazen Scales (Ex) The metallic scales of a stheno are imbued with an immortal hardness that shatters most mortal weapons. Her claws are of unearthly sharpness, increasing their critical threat range and allowing them to ignore hardness below 20. In addition, any creature or weapon striking a stheno suffers 1d6+6 points of slashing damage; this damage also ignores hardness below 20. This damage is applied after an attack hits, so attack deals their normal damage even if the weapon used to attack is broken or destroyed.

Envenomed Arrows (Ex) A stheno's serpentine hair constantly licks her arrows, tainting them with a poison identical to that delivered by her snake bite attack.

Immortal Vitality (Ex) A stheno does not age and is immune to death effects, disease, energy drain, exhaustion, fatigue, and necromantic effects that cause ability damage, drain, or temporary ability score penalties. A stheno automatically stabilizes at negative hit points and treats each hour of rest as a full day of rest for the purpose of natural healing.

Lingering Life (Ex) A stheno's head remains alive even after its death. As a full-round action, a creature can raise the head aloft and trigger its loathsome visage and petrifying gaze powers, which have the same effect they did when the stheno was alive until the beginning of the user's next turn. Using this power is not without risk, however, as the stheno attempts a snake bite attack against the creature using it, and even if the attack misses the user must succeed on a DC 19 Will save or be affected as *bestow curse*. Each time the head's power is used, it has a 10% cumulative chance to lose its powers forever.

Loathsome Visage (Su) A stheno can concentrate to

maintain the illusion of a pleasant mien when she wishes, as if using *disguise self* (but affecting only her face and hair), but only for a maximum of 10 minutes per day; this duration need not be continuous but must be in 1-minute increments. As a free action (which occurs automatically whenever her blood rage is triggered), she can end this disguise, transforming her face into a ruin of indescribable hideousness

and causing all creatures within 60 feet to become nauseated (DC 19 Will negates). This effect persists for up to 13 days whenever creatures are within 60 feet and have line of sight to the stheno. Creatures can avoid this effect by shutting their eyes or averting their gaze as if it were a gaze attack. A creature that successfully saves is immune to the loathsome visage of that stheno for 24 hours; however, the stheno can



expend one use of mythic power as a swift action to force all creatures within range and with line of sight to save again or be affected, even if they have previously saved. This is a mind-affecting curse effect. The save DC is Charisma-based.

Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 16 negates. The save DC is Charisma-based.

Poison (Ex) Bite—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d3 Str; *cure* 2 consecutive saves. The save DC is Constitution-based.

Twisted Coils (Ex) When a stheno grapples a Medium or smaller creature with its tail, it does not gain the grappled condition and can maintain that grapple as a swift or move action.

The stheno, or brazen medusa, is far larger than its mortal cousin, and while it has the ability to don a comely guise for a brief period of time, inevitably its seething bloodlust erupts in violence and its rue monstrous appearance is revealed. Far more savage than other medusas, sthenos enjoy destroying foes that have been petrified. Sometimes they simply etch and carve the soft stone with their immortal claws, resulting in horrid disfigurement for creatures returned to flesh (GM's discretion as to effects), but in darker moods will simply pulverize their victims, in whole or in part, making restoration impossible through normal means.

ECOLOGY

Sthenos are rare evolutionary throwbacks among medusa-kind, often birthed when a medusa mates with a creature that has previously been petrified by a medusa or slain by the serpent-venom of a medusa. In an unknown way, the resurgent life-force tainted by such prior demise taps into the latent seeds of divinity within the original bloodline of the namesake progenitor

of the medusa race and her hideous ravishment that first awakened the medusa's curse of vengeance. In some ways, sthenos live in both the present and the past, for the memories that are but distant history to others of their kind assail them in a constant reverie of faded glory and remembered anguish.

HABITAT AND SOCIETY

Sthenos are natural bullies, with little patience for the intrigues of common medusas. They may dominate a circle or society of their lesser kin for a time, who respect their power and hope that none can stand against them with their mighty sister on their side, but sthenos swiftly grow bored and contemptuous of their cousins and may lash out and slay them on a whim or simply because it pleases them to inflict pain. They will torment other medusas as readily as any other race, and in some ways their torment is even more terrifying because medusas are immune to their petrifying gaze, allowing them to take their time with the most exquisite torments while looking deep into their victim's eyes and savoring the sweet sting of their torment.

Most medusas are wary of sthenos and treat them as outcasts, an unpleasant reminder of the dawn of their race and something to be forgotten and not discussed in polite company, at least whenever they have enough of a numerical advantage to dissuade the stheno from lashing out at them. Without strength of numbers, however, common medusas will grovel before a stheno to deflect her wrath while making plans to escape at their first opportunity. Some sthenos go to great lengths to keep their captives in thrall, hunting them down and dragging them back to their grisly torture chambers, while others consider the flight of their lesser kin good riddance and seek only solitude in the crumbling ruins of ancient glory, where they collect to themselves relics, wonders, and architectural marvels that echo the long-lost age that to them feels like just yesterday.



Mephrit

This small humanoid creature has thin, leathery wings, small horns, and a mischievous smile.

Mythic Mephrit

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary

N Small outsider (mythic, varies)

Init +6; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 19, touch 15, flat-footed 15 (+2 Dex, +2 dodge, +4 natural, +1 size)

hp 29 (3d10+13); fast healing 2

Fort +2, **Ref** +5, **Will** +3

DR 5/epic and magic

OFFENSE

Speed 30 ft.; fly 40 ft. (average)

Melee 2 claws +5 (1d3+1)

Special Attacks breath weapon (15-foot cone, effect based on type, Reflex DC 13 for half), mythic power (1/day, surge +1d6)

Spell-Like Abilities (CL 6th; concentration +6)

1/day—summon (level 2, 1 mephrit of the same type 25%), additional abilities based on mephrit type

STATISTICS

Str 13, **Dex** 15, **Con** 12, **Int** 6, **Wis** 11, **Cha** 14

Base Atk +3; **CMB** +3; **CMD** 15

Feats Dodge^{MF}, Improved Initiative

Skills Bluff +8, Fly +10, Perception +6, Stealth +12

Languages Common, one appropriate elemental language (Aquan, Aura, Ignan, or Terran)

ECOLOGY

Environment any land (elemental planes)

Organization solitary, pair, gang (1 mythic mephrit plus 3–6 non-mythic mephrits with the same subtype), mob (1–2 mythic mephrits plus 7–12 non-mythic mephrits with the same subtype)

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) Each type of mythic mephrit can unleash a particular breath weapon every 4 rounds as a standard action. The DC is Constitution-based and includes a +1 racial bonus.

Air Mephrit (Air)

Breath Weapon: A cone of sand and grit that deals 2d8 points of slashing damage. If the mythic air mephrit expends one use of mythic power when using its breath weapon, it deals an additional 1d8 points of slashing damage, and creatures that fail their Reflex save must succeed on a secondary Fortitude save or be blinded for 1d4 rounds.

Favorable Winds (Su): A mythic air mephrit is constantly surrounded by small eddies and gusts of wind that cause all ranged attacks made against it to suffer a 20% miss chance.

Dust Mephrit (Air)

Breath Weapon: A cone of dust that deals 2d4 points of slashing damage. The dust also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect. If the mythic dust mephrit expends one use of mythic power when using its breath weapon, it deals an additional 1d4 points of slashing damage, and creatures that fail their Reflex save must succeed on a secondary Fortitude save or be nauseated for 1 round, then sickened for 1d6 rounds, instead of the normal sickening effect.

Reduce to Dust (Su): As a standard action, a mythic dust mephrit can expend one use of mythic power and touch an object in order to inflict 5d8 points of damage to it, which ignores hardness. If this reduces the object's hit points to 0, it crumbles into useless dust. A Fortitude save halves this damage, and if the object is attended, this requires a melee touch attack.

Earth Mephrit (Earth)

Breath Weapon: A cone of rocks that deals 1d8 points of bludgeoning damage. If the mythic earth mephrit expends one use of mythic power when using its breath weapon, it deals an additional 2d8 points of bludgeoning damage.

Earth Glide (Ex): A mythic earth elemental gains a burrow speed of 30 feet and the earth glide universal monster ability.

Fire Mephrit (Fire)

Breath Weapon: A cone of flames that deals 2d8 points of fire damage. If the mythic fire mephrit expends one use of mythic power when using its breath weapon, it deals an additional 1d8 points of





fire damage, and creatures that fail their Reflex save catch on fire, suffering 1d6 points of fire damage per round until the fire is put out.

Burn (Ex): A mythic fire mephit gains the burn universal monster ability. Its burn inflicts 1d6 points of fire damage.

Ice Mephit (Cold)

Breath Weapon: A cone of ice that deals 2d4 points of cold damage. The cold also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect. If the mythic ice mephit expends one use of mythic power when using its breath weapon, it deals an additional 1d4 points of cold damage, and creatures that fail their Reflex save must succeed on a secondary Fortitude save or be slowed, as the spell *slow*, for 3 rounds, in addition to being sickened.

Ice Shield (Su): As a standard action, a mythic ice mephit can create a shield of pure ice, which grants it a +3 shield bonus to AC as long as it is wielded. Shields created in this way melt into nothingness after 1 minute, or as soon as the mythic ice mephit suffers at least 1 point of fire damage.

Magma Mephit (Fire)

Breath Weapon: A cone of flames that deals 2d8 points of fire damage. If the mythic magma mephit expends one use of mythic power when using its breath weapon, it deals an additional 1d8 points of fire damage, and creatures that fail their Reflex save catch on fire, suffering 1d6 points of fire damage per round until the fire is put out.

Lava Pool (Su): By expending one use of mythic power as a standard action, a magma mephit can create a 10-foot-radius pool of lava centered on its current location. This lava is 2 inches deep, and deals 2d6 points of fire damage to any creature that enters the area or begins its turn within the area. The lava cools and hardens into rock after 1d3 rounds.

Ooze Mephit (Water)

Breath Weapon: A cone of slime that deals 2d4 points of acid damage. The slime also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect. If the mythic ooze mephit expends one use of mythic power when using its breath weapon, it deals an additional 1d4 points of acid damage, and creatures that fail their Reflex save suffer an additional 2d4 points of acid damage on the following round unless they spend a full-round action removing the acidic ooze from their body before then.

Oozy Body (Su): A mythic ooze mephit's body is comprised largely of ooze, granting it the amorphous and compression universal monster abilities.

Salt Mephit (Earth)

Breath Weapon: A cone of salt crystals that deals 2d4 points of slashing damage. The salt also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect. If the mythic salt mephit expends one use of mythic power when using its breath weapon, it deals an additional 1d4 points of slashing damage, and creatures that fail their Reflex save must succeed on a secondary Fortitude save or become fatigued.

Salt Armor (Ex): A mythic salt mephit's body is



covered in hard salt deposits, which grow naturally from its flesh, granting it DR 10/—, in addition to the damage reduction all mephitis possess. Each time it benefits from this damage reduction, however, some of these salt crystals break off, reducing this damage reduction by 1 (to a minimum of 0). Lost points of damage redirect are regrown at a rate of 1 per hour.

Steam Mephit (Fire)

Breath Weapon: A cone of steam that deals 2d4 points of fire damage. The scalding water also causes living creatures to be sickened for 3 rounds. A Reflex save halves the damage and negates the sickened effect. If the mythic steam mephit expends one use of mythic power when using its breath weapon, it deals an additional 1d4 points of fire damage, and creatures that fail their Reflex save must succeed on a secondary Fortitude save or suffer terrible burns, inflicting 1 point of bleed damage.

Wreathed in Steam (Su): A mythic steam mephit can create a cloud of steam around itself as a

standard action, granting itself concealment against all creatures 5 feet or farther away. This cloud is stationary and lasts for 1d3 rounds before dissipating, and is dissipated instantly by winds of 10 mph or more.

Water Mephit (Water)

Breath Weapon: A cone of acid that deals 2d8 points of acid damage. If the mythic water mephit expends one use of mythic power when using its breath weapon, it deals an additional 2d8 points of acid damage.

Control Water (Sp): A water mephit can cast *control water* as a spell-like ability once per hour. In addition to the spell's normal effects, whenever a mythic water mephit uses this ability, it can also cause the water in the affected area to change its shape, including causing it to take shapes that are normally impossible (such as making the water form a vertical column).

Mercane

The tall, blue-skinned humanoid is clad in loose, flowing robes. Its alien face has too many eyes and its hands have too few fingers.

Mythic Mercane

CR 6/MR 3

XP 2,400

Pathfinder Roleplaying Game Bestiary 2

LN Large outsider (extraplanar, mythic)

Init +2; **Senses** darkvision 60 ft.; Perception +12

DEFENSE

AC 20, touch 13, flat-footed 16 (+2 Dex, +2 dodge, +7 natural, -1 size)

hp 81 (6d10+48)

Fort +8, **Ref** +4, **Will** +8

DR 5/epic; **SR** 22

OFFENSE

Speed 30 ft.

Melee masterwork falchion +8/+3 (2d6+3/18-20)

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

Spell-Like Abilities (CL 9th; concentration +12)

3/day—*dimension door*, *invisibility* (self only)

1/day—*plane shift* (DC 18)

Special Attacks mythic power (5/day, surge +1d6)

STATISTICS

Str 15, **Dex** 14, **Con** 16, **Int** 20, **Wis** 17, **Cha** 17

Base Atk +6; **CMB** +9; **CMD** 22

Feats Combat Casting, Combat Expertise, Dodge^{MF}, Extra Mythic Power^{MF}

Skills Appraise +14, Bluff +12, Diplomacy +9, Intimidate +9, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +12, Profession (merchant) +9, Sense Motive +12, Sleight of Hand +11, Spellcraft +14

Languages Abyssal, Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SQ decoy chest^{MA}, multiversal moneychanger^{MA}, ready mind^{MA}, secret chest, true appraisal^{MA}

ECOLOGY

Environment any land or underground

Organization solitary or company (1-4 and 3-12 bodyguards of various races)

Treasure double (large masterwork falchion, other treasure)

SPECIAL ABILITIES

Decoy Chest (Sp) A mythic mercane has two *secret*

chests, one of which is a decoy that is summoned in a way indistinguishable from the real *secret chest*. Anyone but the mythic mercane who opens the decoy chest is paralyzed as if it had read a *sepia snake sigil* (DC 16 Will negates). If the creature is not a mythic creature, it is also affected as if it had read an *illusory script*, requiring a separate DC 16 Will save. If the mythic mercane is present when the decoy chest is opened, it may spend one use of its mythic power to force the creature(s) opening the decoy chest to roll twice on their saving throw(s), taking the worst result.

Multiversal Moneychanger (Su) A mythic mercane can tap into an interplanar exchange of goods and currency as a full-round action, allowing it to convert items placed into its chest into their equivalent value in whatever the local currency may be, at their current sale value. A mythic mercane is treated as a small city for the purpose of being able to buy and sell magical and mundane goods, as long as they are items that could reasonably fit inside its chest. A mythic mercane can expend one use of mythic power and spend one hour tapping into its network to treat itself as a large city for the purpose of making a single transaction or spend two uses of mythic power to treat itself as a metropolis.

The mythic mercane cannot be compelled by any means to exchange items without payment. Attempting to use counterfeit or cursed goods as payment causes those items to disappear from the mercane's chest (at the GM's option, any cursed items return to their previous bearer and the DC to remove their curse is permanently increased by 2) but the desired item does not appear in exchange in the mercane's chest. This also causes the mercane to become hostile to the would-be swindler, and further the attempted cheat is affected as *nature's exile*^{AG}, but its effect is permanent and applies to all mercane rather than to animals and similar creatures.

Ready Mind (Su) A mythic mercane's mind is always shielded as if it were wearing a *ring of mind shielding*. In addition, a mythic mercane can make a Spellcraft check to identify any divination effect used against it, even if it is not aware of the caster. This does not require an action. If it successfully identifies the effect, it can expend one use of its mythic power as an immediate action to use *misdirection* or *false vision* (caster level 6th) to confuse the attempted divination, or two uses of its mythic power to use the mythic version of one of these spells.

Secret Chest (Sp) A mythic mercane can retrieve or hide an extradimensional storage chest, as the *secret chest* spell (caster level 5th). The mythic mercane

does not need an expensive replica chest to use this ability; any chest will do. It can only use this ability on one chest at a time.

True Appraisal (Su) When a mythic mercane makes an Appraise check, a Perception check to oppose Sleight of Hand or detect a forgery, or a Sense Motive check to oppose a Bluff check, it rolls twice and takes

the higher result. A mythic mercane may expend one use of mythic power to take 20 on one of these checks, and if examining an item with Appraise the mercane simultaneously discerns the item's true nature and properties as if using *identify* and *true seeing* (and *legend lore*, if the item is an artifact or legendary item).



Merfolk

Slipping in and out of the crashing waves, this beautiful woman has the lower torso of a long, slender fish.

Mythic Merfolk

CR 1/MR 1

XP 400

Merfolk warrior 1

N Medium humanoid (aquatic)

Init +1; **Senses** low-light vision, mistsight^{MA}; Perception +0

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 15 (1d10+10)

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

OFFENSE

Speed 5 ft., swim 50 ft.

Melee trident +2 (1d8+1)

Ranged heavy crossbow +2 (1d10/19-20)

Special Attacks mythic power (1/day, surge 1d6)

STATISTICS

Str 13, **Dex** 13, **Con** 14, **Int** 10, **Wis** 9, **Cha** 10

Base Atk +1; **CMB** +2; **CMD** 13 (can't be tripped)

Feats Eel Strike, Share Breath^{MF}

Skills Perception +3, Swim +13

Languages Aquan, Common, aquatic telepathy^{MA}

SQ amphibious

ECOLOGY

Environment temperate ocean

Organization solitary, company (2-4), patrol (3-10 plus 2 lieutenants of 3rd level and 1 leader of 3rd-6th level), or shoal (11-60 plus 1 sergeant of 3rd level per 20 adults, 5 lieutenants of 5th level, 3 captains of 7th level, and 8-12 dolphins)

Treasure NPC gear (trident, heavy crossbow with 10 bolts, other treasure)

SPECIAL ABILITIES

Aquatic Telepathy (Su) A mythic merfolk can mentally communicate with aquatic animals. She can calm them as a druid using wild empathy, with a +6 bonus on the check. She also can communicate with them as if using *speak with animals* but with a range of 100 feet. In addition, if she expends one use of mythic power she can duplicate any of the following spells: *animal trance*, *calm animals*, *charm animal*, *hold animal*,

possess animal, or *whispering wind* (though this spell is transmitted through water rather than air). These take effect at caster level 3 but are supernatural rather than spell-like. This ability can affect aquatic vermin and magical beasts with Intelligence 3 or lower as if they were animals. Save DCs are Charisma-based.



Mi-Go

This unnaturally graceful creature has a bulbous fungoid lump for a head, spiny insectoid wings, and a tangle of spiky, clawed legs.

Mythic Mi-Go

CR 7/MR 3

XP 3,200

Pathfinder Roleplaying Game Bestiary 4
NE Medium plant (alien, mythic, mythos)

Init +6; **Senses** blindsight 30 ft., low-light vision; Perception +12

DEFENSE

AC 23, touch 16, flat-footed 17 (+6 Dex, +7 natural)
hp 90 (7d8+59)

Fort +10, **Ref** +8, **Will** +4

DR 5/epic and slashing; **Immune** cold, plant traits;
Resist electricity 10, fire 10

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee 4 claws +11 (1d4+6/19-20 plus 1d6 bleed^{MA} and grab)

Special Attacks evisceration^{MA}, grab (Large), lethal restraint^{MA}, mythic power (3/day, surge +1d6), sneak attack +2d6, surgical strikes^{MA}

STATISTICS

Str 16, **Dex** 22, **Con** 21, **Int** 25, **Wis** 14, **Cha** 15

Base Atk +5; **CMB** +11 (+17 grapple); **CMD** 24 (32 vs. trip)

Feats Agile Maneuvers, Combat Reflexes, Deceitful^{MF}, Weapon Finesse^{MF}

Skills Bluff +20, Disable Device +13, Disguise +20, Fly +10, Heal +9, Knowledge (arcana, geography) +14, Perception +12, Spellcraft +14, Stealth +16; **Racial Modifiers** +4 Bluff, +4 Disguise

Languages Aklo, Common, Mi-Go

SQ deceptive, item creation, no breath, starflight

ECOLOGY

Environment any

Organization solitary, pair, scouting party (1 mythic mi-go and 2-8 mi-go), or invasion (2 mythic mi-go and 7-14 mi-go)

Treasure double

SPECIAL ABILITIES

Deceptive (Ex) A mi-go is a master of deception. It gains a +4 racial bonus on Bluff and Disguise checks. Bluff and Disguise are always class skills for a mi-go.

Evisceration (Ex) A mythic mi-go's claws are capable of swiftly and painfully performing surgical operations

upon helpless creatures or those it has grappled. When a mythic mi-go makes a successful grapple check, it also sneak attack and bleed damage to the victim, and the target must succeed at a DC 19 Fortitude save or take 1d4+1 points of ability damage to an ability score chosen by the mythic mi-go. If a mythic mi-go spends one use of its mythic power as a free action when dealing ability damage, the eviscerated creature is also sickened with pain for 1d4+1 rounds or, if already sickened from this ability, nauseated for the same duration. The save DC is Dexterity-based.

Item Creation (Ex) A mi-go possesses the ability to create strange items that blur the line between magic and technology, given time and resources. This ability allows a mi-go to ignore all of the Item Creation feat requirements and spellcasting requirements for creating a magic item; the resulting item is always mi-go technology. A mi-go can use the Heal skill to craft mi-go technology. When a mi-go uses this ability to craft an item, it must use a larger amount of strange ingredients and expendable resources—this effectively doubles the gp cost to create the item.

Lethal Restraint (Ex) A mythic mi-go has a +2 racial bonus on grapple checks and can use its grab ability on creatures of up to Large size. In addition, a grappled or pinned creature that attempts to break the grapple of a mythic mi-go and fails takes 1d6 bleed damage.

Starflight (Su) A mi-go can survive in the void of outer space. It flies through space at incredible speeds. Although exact travel times vary, a trip within a single solar system normally takes 3d20 months, while a trip beyond normally takes 3d20 years (or more, at the GM's discretion)—provided the mi-go knows the way to its destination.

Surgical Strikes (Ex) A mythic mi-go's claws threaten a critical hit on a roll of 19-20. On a successful critical hit, that claw deals 2d6 bleed damage rather than 1d6.



Moon-Beast

This creature has a pale, froglike appearance with clawed hands, no eyes, a wide mouth, and a snout ending in pink tentacles.

Mythic Moon Beast

CR 14/MR 5

XP 25,600

Pathfinder Roleplaying Game Bestiary 3

CE Large aberration (mythic)

Init +27/+7, dual initiative^{MA}; **Senses** blindsight 90 ft.; Perception +21

DEFENSE

AC 30, touch 13, flat-footed 26 (+3 Dex, +1 dodge, +17 natural, -1 size)

hp 173 (14d8+110)

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

Defensive Abilities amorphous, **DR** 10/epic and piercing or slashing; **Immune** cold, gaze attacks, illusions, poison; **Resist** electricity 30; **SR** 24

OFFENSE

Speed 50 ft., climb 20 ft., *air walk*

Melee 2 claws +16 (1d6+7), 4 tentacles +18 (1d6+7)

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

Special Attacks dream possession^{MA}, dream stalking^{MA}, mythic power (5/day, surge +1d8), mythic spell-like abilities^{MA}, rend (2 tentacles, 1d6+10 plus Wisdom drain), tentacular titan^{MA}, the twisting^{MA}

Spell-Like Abilities (CL 13th; concentration +19)

Constant—*air walk*

At will—*detect thoughts* (DC 20)

3/day—*charm monster* (DC 21), *dispel magic*, *dominate person* (DC 23), *shadow conjuration* (DC 22), *shadow evocation* (DC 23), *veil* (DC 24)

1/day—*confusion* (DC 22), *major image* (DC 21), *mirage arcana* (DC 23), *plane shift* (self only)

STATISTICS

Str 24, **Dex** 17, **Con** 20, **Int** 19, **Wis** 18, **Cha** 27

Base Atk +10; **CMB** +18; **CMD** 32 (36 vs. trip)

Feats Combat Casting, Dodge, Improved Initiative, Iron Will, Lightning Reflexes^{MF}, Lunge^{B, MF} (tentacles only), Mobility, Weapon Focus^{MF} (tentacles)

Skills Climb +15, Diplomacy +15, Intimidate +25, Knowledge (arcana) +11, Knowledge (planes) +18, Perception +21, Sense Motive +18, Spellcraft +21, Stealth +24, Use Magic Device +22; **Racial Modifiers** +8 Stealth

Languages Aklo (can't speak); telepathy 300 ft.

SQ compression, no breath

ECOLOGY

Environment any land

Organization solitary, pair, or triumvirate (3)

Treasure double

SPECIAL ABILITIES

Dream Possession (Su) As a standard action, a mythic moon-beast may possess a sleeping target or a target with a Wisdom score of 0, as *magic jar* (DC 25 Will negates). The target may resist but takes a -5 penalty on their Will save to avoid possession. If it successfully possesses a target, it may expending one use of its mythic power as a free action to *plane shift* its body to the Dimension of Dreams while its spirit remains on the current plane possessing its host body. If the possession is ended, the mythic moon-beast's soul returns to the Dimension of Dreams to reunite with its body. *Protection from evil* and similar effects block this form of possession; however, if the *protection from evil* (or equivalent effect) is not a mythic effect, the mythic moon-beast may expend one use of its mythic power as a swift action to break through the protection. Make a caster level check, using the caster level of the protection effect, against the mythic moon-beast's spell resistance. If the check fails to overcome its spell resistance, the protective effect is dispelled and it can attempt to possess the target.

Dream Stalking (Su) A mythic moon-beast can prowl the Dimension of Dreams in search of the secrets that living, dreaming creatures hide from the world. Once per day as a standard action, a mythic moon-beast that is within the Dimension of Dreams can investigate a living creature that requires sleep and that actively dreams, as if using a *vision* spell (caster level CL 13th). This ability cannot be used on objects or places. By expending one use of its mythic power, the moon-beast can observe the target as if using *greater scrying*. By expending 2 uses of mythic power, it can use *detect thoughts* while scrying the target.

Tentacular Titan (Ex) A mythic moon-beast's tentacles are considered primary natural weapons and it gains Lunge as a bonus feat. In addition, using its Lunge feat increases the reach of its tentacles by 10 feet rather than 5 feet.

The Twisting (Su) A mythic moon-beast can create a minion out of a helpless creature of the humanoid type that is physically within the Dimension of Dreams. This requires a full round action and 1 use of the moon-beast's mythic power. The creature must make a DC 25 Will save, failure means the creature falls into a coma, remaining unconscious for 1d4 days. During this time, it can be awakened and the

effects of the twisting undone by *break enchantment* or *remove curse* (DC 25 caster level check). Once the twisting is complete, the target is transformed into a [denizen of Leng](#)^{B2} under the command of the moon-beast that created it. Once transformed, the twisting is irreversible save for use of a *miracle* or *wish*. A moon-beast may have multiple enslaved denizens, so long as their total Hit Dice total no more than twice its own Hit Dice; any denizens it creates that would exceed this limit become free-willed creatures. A moon-beast may free an enslaved denizen in order to

enslave a new one, but once freed, a denizen cannot be enslaved again. The save DC is Charisma-based.

Wisdom Drain (Su) A creature that takes rend damage from a moon-beast must succeed at a DC 22 Will save or take 1d4 points of Wisdom drain. A moon-beast heals 5 points of damage for each point of Wisdom it drains in this manner. If it drains a victim to 0 Wisdom, the moon-beast gains the effects of a *heal* spell. The save DC is Constitution-based.



Moonflower

A twisted trunk clustered with bulbous blossoms holds up a gaping mouth ready to swallow a victim whole.

Mythic Moonflower

CR 10/MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary 2

N Huge plant (alien, mythic)

Init +8^{MF}; **Senses** darkvision 60 ft., greensight^{MA} 60 ft., low-light vision; Perception +9

DEFENSE

AC 25, touch 8, flat-footed 25 (+17 natural, -2 size)

hp 136 (11d8+87); fast healing 5

Fort +12, **Ref** +3, **Will** +4

Defensive Abilities defensive pulse^{MA}; **DR** 10/epic and slashing; **Immune** electricity, plant traits; **Resist** cold 10

Weaknesses vulnerable to fire

OFFENSE

Speed 20 ft.

Melee bite +17 (2d6+11 plus grab), 2 tentacles +15 (1d8+5)

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

Special Attacks enhanced pods^{MA}, mythic power (4/day, surge +1d8), light pulse, pod prison

STATISTICS

Str 32, **Dex** 10, **Con** 21, **Int** 5, **Wis** 12, **Cha** 17

Base Atk +8; **CMB** +21 (+25 grapple); **CMD** 31 (can't be tripped)

Feats Blind-Fight, Improved Initiative^{MF}, Improved Sunder, Multiattack, Power Attack^{MF}, Skill Focus (Stealth)

Skills Perception +9, Stealth +4 (+20 in thick vegetation); **Racial Modifiers** +16 Stealth in thick vegetation

Languages telepathy (1 mile, other moonflowers and pod prisons only)

SQ greensight^{MA}, mythic pod spawn^{MA}, woodland stride^{MA}

ECOLOGY

Environment any land

Organization solitary or patch (1 mythic moonflower and 2-3 advanced moonflowers)

Treasure standard

SPECIAL ABILITIES

Defensive Pulse (Ex) When struck by a critical hit

or sneak attack, a mythic moonflower can spend one use of mythic power as an immediate action to use its light pulse ability. If the creature that made the triggering attack is blinded by the light pulse, the critical hit or sneak attack is negated (similar to the *fortification* armor special ability, but without requiring a roll). The damage is instead rolled normally.

Enhanced Pods (Ex) When a mythic moonflower cocoons a creature in a pod prison, it can spend one use of mythic power to apply one of the following modifications to the pod prison.

Rigid shell: The pod prison's skin immediately hardens into a thick protective shell. Its AC increases by 4, and its hit points are doubled.

Flailing tendrils: The pod prison is covered in flailing tendrils that lash out at nearby creatures. Any creature other than a moonflower that begins its turn next to the pod takes 2d6 points of bludgeoning damage. Creatures damaged by the pod must make a DC 20 Reflex save or be entangled for 1d4 rounds. This save DC is Constitution-based.

Skittering roots: Thick, dextrous roots sprout from the bottom of the pod, pulling it nimbly across the ground. The pod can move up to 30 ft. per round. The pod moves in a straight line unless directed to do otherwise by the moonflower. Controlling the pod's movement is a move action. The pod stops moving if it strikes an impassable barrier, though if a creature tries to block its movement, the pod can attempt an overrun check, provoking an attack of opportunity as normal. The pod uses the moonflower's CMB, but does not receive the moonflower's size bonus.

Draining thorns: The interior of the pod is covered in blood-sucking thorns. Rather than take bludgeoning and acid damage, the target takes 2d6 points of piercing damage and 1 Con damage each round. Additionally, the pod heals 5 points of damage each round.

Light Pulse (Su) As a standard action, a moonflower can release a pulse of bright light. All creatures within a 50-foot burst that can see the moonflower must make a DC 20 Fortitude save or be blinded for 1d4 rounds. Moonflowers are immune to this ability. The save DC is Constitution-based.

Mythic Pod Spawn (Ex) Should a mythic moonflower's pod prison kill and digest a Small or larger creature, the pod transforms into an adult moonflower with full hit points and the advanced simple template after 1d4 hours. The newly formed moonflower has its own consciousness, but some aspect of its trunk or blossoms resembles the creature that died within. The dead creature's equipment remains inside the



new moonflower and can be retrieved by killing it.

A mythic moonflower can spend one use of mythic power as a standard action to force a pod prison containing a deceased creature to sprout prematurely. The pod transforms into a moonflower immediately, but the resulting plant is weaker than a normal moonflower and lives only for a short time. It gains the young simple template, and dies 1d4 hours after sprouting.

Pod Prison (Ex) This works like the swallow whole ability, except the moonflower can only use it once every 1d4 rounds, and the swallowed creature is immediately wrapped in a tight digestive cocoon

and expelled into an adjacent square, where it takes damage every round (2d6 bludgeoning and 2d6 acid, AC 15, 25 hp). The cocooned target cannot use Escape Artist to get out of the cocoon. Other creatures can aid the target by attacking the cocoon with piercing or slashing weapons, but the creature within takes half the damage from any attack against the cocoon. Once the cocoon is destroyed, it deflates and decays. Each creature swallowed by a moonflower is encased in its own cocoon.

Woodland Stride (Ex) A mythic moonflower gains woodland stride, as the druid class ability.



Neh-Thalggu

This crab-like nightmare has a lamprey mouth, twitching eyes on its legs, and several blisters along its back that hold humanoid brains.

Mythic Neh-Thalggu

CR 10/MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary 2

CE Large aberration (mythic)

Init +11/-9^M, dual initiative^{MA}; **Senses** darkvision 60 ft.; Perception +17

DEFENSE

AC 25, touch 19, flat-footed 22 (+3 Dex, +7 insight, +6 natural, -1 size)

hp 147 (10d8+102)

Fort +10, **Ref** +6, **Will** +11

DR 10/epic and magic; **Immune** confusion effects; **SR** 21

OFFENSE

Speed 10 ft., fly 40 ft. (perfect)

Melee bite +13 (1d8+7 plus poison), 2 claws +13 (1d6+7)

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

Special Attacks behold the horror^{MA} (DC 19), mythic power (4/day, surge +1d8), rend (2 claws, 2d6+7)

Sorcerer Spells Known (CL 10th; concentration +24)

5th (3/day)—*cloudkill*^{MS} (DC 19)

4th (5/day)—*arcane eye*, *lesser globe of invulnerability*

3rd (7/day)—*dispel magic*^{MS}, *hold person* (DC 17), *lightning bolt*^{MS} (DC 17)

2nd (7/day)—*acid arrow*, *alter self*, *invisibility*

1st (7/day)—*grease* (DC 15), *magic missile*^{MS}, *ray of enfeeblement* (DC 15), *shield*, *unseen servant*

0 (at will)—*acid splash*, *bleed* (DC 14), *dancing lights*, *daze* (DC 14), *detect magic*, *mage hand*, *open/close*, *prestidigitation*, *read magic*

STATISTICS

Str 24, **Dex** 16, **Con** 25, **Int** 19, **Wis** 18, **Cha** 19

Base Atk +7; **CMB** +15; **CMD** 35 (cannot be tripped)

Feats Arcane Strike, Combat Reflexes, Eschew Materials^B, Extend Spell, Improved Initiative^{MF}, Mythic Spell Lore^{MF}, Power Attack

Skills Fly +15, Knowledge (arcana) +23, Knowledge (dungeoneering) +23, Knowledge (planes) +23, Perception +17, Sense Motive +17, Spellcraft +17, Stealth +12, Use Magic Device +17

Languages Abyssal, Aklo, Common, Draconic, Protean, Undercommon; telepathy (100 ft.)

SQ brain consumption^{MA}, brain collection^{MA}, strange knowledge

ECOLOGY

Environment any

Organization solitary

Treasure double

SPECIAL ABILITIES

Behold the Horror (Su) Once per minute as a standard action, a mythic neh-thalggu can expend 1 use of mythic power to open its mind to all creatures with an Intelligence score of 3 or greater within 60 feet and flood their minds with telepathic visions of the mind-rending horrors and unspeakable atrocities awaiting them on the neh-thalggu homeworld. The mythic neh-thalggu's targets must succeed on a DC 19 Will save or take 1d6 points of Wisdom damage and become staggered for 1d6 rounds. Even with a successful save, targets of this effect are staggered for 1 round. This is a mind-affecting insanity effect and the save DC is Charisma-based.

Brain Collection (Ex) A neh-thalggu can store up to 13 humanoid brains and use them to enhance its knowledge and power. Each stored brain grants a neh-thalggu a cumulative +1 insight bonus to AC, concentration checks, and Knowledge checks (maximum +7). A neh-thalggu can extract a brain from a helpless opponent with a coup de grace attack, or as a standard action from a body that has been dead for no more than 1 minute. A neh-thalggu that has fewer than seven brains gains one negative level for each brain less than seven. These negative levels can never become permanent, but they can only be removed by collecting new brains to replace those missing.

Brain Consumption (Su) A mythic neh-thalggu can consume one of its stored brains as a free action to gain an additional point of mythic power or recall any spell it has cast in the last 24 hours. It must use the recalled spell or point of mythic power before the end of its next turn or it is lost. A mythic neh-thalggu that is about to be affected by a mind-affecting effect can consume a stored brain as an immediate action to negate a non-mythic mind-affecting effect (negating its effects only for itself, not for other creatures) or gain a new saving throw against a mythic mind-affecting effect. It can consume two brains simultaneously as a full-round action, enabling it to recall a previously cast spell and convert the spell into its mythic version. If the mythic spell is not cast by the end of its next turn, the effect is wasted.

Extradimensional Interloper (Su) A mythic neh-



thalggu's alien physiology exists across multiple dimensions simultaneously. It functions as if under a constant *blink* effect, though this is not a spell and cannot be dispelled, and no miss chance applies to the mythic neh-thalggu's attacks against other creatures. A mythic neh-thalggu may suppress or resume this ability as a swift action. While *blinking*, it can expend one use of its mythic power to use a quickened *dimension door* or two uses of its mythic power to use *plane shift* or *greater teleport* as a move action. These teleportation effects affect only the mythic neh-thalggu and what it carries. A mythic neh-thalggu automatically notes the presence of extradimensional spaces (or their apertures, such as the door of a *magnificent mansion* or the rope of a *rope trick*) within 60 feet, and as a standard action it may expend one use of its mythic power to dispel that effect as if using *greater dispel magic*. At the GM's option, a successful caster level check to

dispel could instead allow the mythic neh-thalggu to intrude into the extradimensional space and attack creatures within.

Poison (Ex) Bite—injury; *save* Fort DC 22; *frequency* 1/round for 6 rounds; *effect* 1d2 Strength, Constitution, and Dexterity damage and staggered; *cure* 2 consecutive saves. The save DC is Constitution-based.

Spells A mythic neh-thalggu casts spells as a sorcerer whose level is equal to 3 plus the number of brains it has in storage (maximum 10th). A mythic neh-thalggu's caster level is reduced by 1 for each negative level it acquires due to missing brains; however, unlike their non-mythic kin a mythic neh-thalggu with no collected brains can still cast spells, albeit at a reduced caster level.

Strange Knowledge (Ex) All Knowledge skills are class skills for neh-thalggus.



Nian

This massive beast appears equal parts ox, lion, and dragon. Its body bears thick, plated scales, a wild mane, and twisting horns.

Mythic Nian

CR 7/MR 3

XP 3,200

NE Huge magical beast (aquatic, mythic)

Init +1; **Senses** darkvision 60 ft., low-light vision, scent; Perception +10

DEFENSE

AC 21, touch 9, flat-footed 21 (+1 Dex, +12 natural, -2 size)

hp 98 (8d10+54)

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

DR 5/epic; **Resist** cold 5

Weaknesses color aversion, sensitive ears, vulnerability to sonic

OFFENSE

Speed 50 ft., swim 30 ft.

Melee bite +12 (2d6+5 plus grab), gore +12 (2d6+5), 2 claws +12 (1d8+5)

Space 15 ft.; **Reach** 10 ft.

Special Attacks fast swallow^{MA}, mythic power (3/day; surge +1d6), pounce, shake and toss^{MA} (DC 20), swallow whole (1d6 acid and 1d6 bludgeoning, AC 16, 10 hp)

STATISTICS

Str 21, **Dex** 12, **Con** 17, **Int** 7, **Wis** 12, **Cha** 14

Base Atk +8; **CMB** +15 (+19 grapple); **CMD** 26 (30 vs. trip)

Feats Iron Will, Lightning Reflexes, Power Attack^{MF}, Vital Strike^{MF}

Skills Acrobatics +6 (+14 to jump), Climb +9, Perception +10, Stealth +6, Swim +16; **Racial Modifiers** +4 Perception, +4 Stealth

Languages Common (cannot speak)

SQ amphibious, twisting prow^{MA}

ECOLOGY

Environment Any cold or temperate mountain or ocean

Organization solitary

Treasure incidental

SPECIAL ABILITIES

Color Aversion (Ex) Nians have a deep-seated aversion to the color red. When confronted with a large amount of the color (a person wearing an entirely red outfit, a waving red flag, a field of red

flowers, et al) it will recoil. Red objects don't harm the nian; they merely keep it at bay. A recoiling nian must stay at least 5 feet away from the red object and cannot touch or make melee attacks against the object or a creature near it. After 1 round, the nian can overcome its fear of the color and function normally each round it makes a DC 20 Will save.

Ferocious Challenge (Su) Creatures attacked by a nian as part of a charge are affected as if the nian had the [frightful presence](#) ability (DC 16), which can affect Large or larger non-mythic creatures of up to 16 Hit Dice. In addition, once per day as a swift action taken as part of a charge action, a nian can issue a hissing, growling challenge to a Large or larger creature with at least 4 Hit Dice. This challenge grants it a +4 morale bonus on damage rolls and a +2 morale bonus on attack rolls and saving throws (+4 against fear) against that creature, though its focus on that challenged foe causes it to take a -2 penalty to its AC against other attackers. This effect lasts for 1 minute or until that creature is dead; however, if the nian kills the target with a critical hit (including a coup de grace), these bonuses persist for an additional 1d4 rounds against all foes. It can use this ability more than once per day by expending one use of its mythic power for each additional use.

Sensitive Ears (Ex) Nians find loud noises extremely painful. Whenever it is exposed to a loud sound (such as a banging drum, loud screaming, gunfire or loud fireworks, thunderstones, or a sonic spell) within 15 feet, the nian becomes sickened for 1 round (DC 16 Fortitude negates). In addition, at the beginning of its next turn it must move at least 15 feet away from the source of that sound (DC 16 Will negates). A nian that succeeds on this Will save typically attacks the source of the sound, attempting to destroy it or at least stop the noise.

Shake and Toss (Ex) A nian that hits an opponent with its bite or gore attack using Vital Strike or during a charge can violently shake and throw its foe with a special combat maneuver check. The opponent must be corporeal and at least one size category smaller than the nian. If the combat maneuver check succeeds, the opponent takes one-half normal bite or gore damage (in addition to the initial damage from the attack) of the nian as it is violently lashed about, and then is thrown 10 feet through the air in a direction chosen by the nian and falls prone, and also must succeed on a DC 17 Fortitude save or be staggered for 1 round. The nian can only toss its opponent in a straight line. If an obstacle prevents the creature's movement, both the creature tossed and the object struck take 1d6 points of damage, and the creature falls prone in the space adjacent to the obstacle. A nian can also toss



its opponent 10 feet up into the air. The victim lands in the same square it started in, taking 1d6 points of damage, and falls prone.

If the nian expends one use of its mythic power, it can throw the tossed creature in a 30-foot line. Creatures in this line take 1d6 points of bludgeoning damage and are knocked prone (DC 17 Reflex negates), while the tossed creature takes 1d6 points of nonlethal damage for each creature in the line. If the nian tosses the creature straight up, it takes 3d6 points of falling damage when it lands. The save DC is Constitution-based.

Twisting Prowl (Su) Despite its apparent bulk, a nian is very agile and able to weave effortlessly through crowds across the battlefield. It can turn up to 90 degrees (either as a single 90-degree turn or two 45-degree diagonal turns) at any point during its movement when using the charge, run, or withdraw actions. This erratic, undulating motion when performing such actions grants the nian a +2 dodge bonus to its AC until the beginning of his next turn, increased to +4 against attacks of opportunity.

The nian is a ravenous creature that is equally at home in high mountain areas or in coastal seas. While a nian can subsist on nearly anything animal or vegetable, it prefers meat and savors the taste of humanoid flesh. A

nian will venture into inhabited areas to prey on isolated settlements near its home, especially in deep winter, when prey and forage are scarce and humanoids are cloistered against the cold with stockpiles of food. The nian will gorge itself on whatever it can catch and kill or raid from storage houses before returning to its lair to hibernate for the remainder of the winter.

The nian's intelligence is dull, but it is cunning and takes great pride in its abilities as a predator. Nian consider other predators, especially other magical beasts, aberrations, and dragons, as competition. On occasion, brave and clever individuals have been able to deter a nian by playing on its pride. An individual might mention the terrible prowess of a competing predator and convince the nian to challenge it for the territory. The nian might also be convinced to hunt more dangerous prey to demonstrate its might. Such measures may only be temporary. Once a nian has satisfied its pride by eliminating competing predators or wiping out larger, more difficult prey, it will return to hunt where food is easiest to find.

Settlements within a nian's hunting territory will attempt to protect themselves from attack by using the creature's inherent weaknesses against it. Festivals are held during the winter when the nian is likely to be abroad. Loud music with drums and horns is played. Houses and other buildings are draped in red decorations and fireworks are set off to deter the nian and convince it to seek food elsewhere.



Nightgaunt

This lanky ebon humanoid has batlike wings and a long prehensile tail, yet its most unsettling feature is its lack of a face.

Mythic Nightgaunt

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary 4

CN Medium monstrous humanoid (extraplanar, mythic, mythos)

Init +7; **Senses** all-around vision, blindsight 60 ft., darkvision 60 ft.; Perception +6

DEFENSE

AC 22, touch 15, flat-footed 17 (+3 Dex, +2 dodge, +7 natural)

hp 57 (5d10+30)

Fort +3, **Ref** +9, **Will** +6

Defensive Abilities faceless; **DR** 5/epic; **Immune** cold, gaze attacks, inhaled poison, scent-based attacks

OFFENSE

Speed 30 ft., fly 40 ft. (average)

Melee 2 claws +9 (1d6+4 plus grab)

Special Attacks clutches, mythic power (2/day, surge +1d6), remove armor^{MA} (DC 17), rend (2 claws, 1d6+6), tickle^{MA} (DC 17)

STATISTICS

Str 18, **Dex** 17, **Con** 14, **Int** 5, **Wis** 14, **Cha** 11

Base Atk +5; **CMB** +9 (+17 grapple); **CMD** 23

Feats Dodge^{MF}, Improved Initiative, Lightning Reflexes

Skills Fly +8, Perception +6, Stealth +12; **Racial Modifiers** +4 Stealth

Languages Aklo (can't speak)

SQ no breath

ECOLOGY

Environment any mountains (Dimension of Dreams)

Organization single, flight (1 mythic nightgaunt and 3–12 nightgaunts), or colony (1 mythic nightgaunt and 20–50 nightgaunts)

Treasure none

SPECIAL ABILITIES

Clutches (Ex) A nightgaunt has a +4 racial bonus on grapple combat maneuver checks. If a nightgaunt uses its fly speed to move itself and a grappled target, it can fly at full speed.

Faceless (Ex) A nightgaunt has no face, but can still see in all directions as if its entire body were an eye.

It is immune to gaze attacks, but not to illusions that rely upon vision to function. It has no need to breathe, and is immune to all inhaled and scent-based effects.

Remove Armor (Ex) A mythic nightgaunt's razor-tipped tail can slip through small seams and openings in armor and slice through chain links and leather straps with surgical precision, allowing the mythic nightgaunt to remove a grappled or helpless foe's armor. As a standard action, the mythic nightgaunt can make a combat maneuver check against a grappled, pinned, or helpless foe. If the check is successful, the foe's armor loses half its hit points and gains the broken condition if the target fails a DC 17 Reflex save. A mythic nightgaunt cannot use its tickle attack in the same round in which it uses this ability. The save DC is Dexterity-based and includes a +2 racial bonus.

Tickle (Ex) As a swift action, a nightgaunt can use its tail to tickle a grappled or helpless foe with horrible efficiency. The target must succeed at a DC 17 Fortitude save or be nauseated for 1d4 rounds. A mythic nightgaunt can expend 1 use of mythic power as a free action to force the target of its tickle attack to roll two Fortitude saves and keep the lowest roll. The save DC is Dexterity-based and includes a +2 racial bonus.



Nightshade, Nightwalker

This towering, night-black giant has demonic features, including a huge pair of ram-like horns. Its arms end in massive blades.

Mythic Nightwalker

CR 20/MR 8

XP 307,200

Pathfinder Roleplaying Game Bestiary 2

CE Huge undead (extraplanar, mythic, nightshade)

Init +2/-18, dual initiative^{MA}; **Senses** darkvision 60 ft., darksense, *detect magic*; Perception +29

Aura desecrating aura (30 ft., DC 29, 10 rounds)

DEFENSE

AC 39, touch 10, flat-footed 37 (+2 Dex, +29 natural, -2 size)

hp 347 (21d8+253)

Fort +18, **Ref** +11, **Will** +19

Defensive Abilities blackbody^{MA}, magical decay^{MA}, scion of night^{MA}; **DR** 15/epic, good, and silver;

Immune cold, undead traits; **SR** 35

Weaknesses light aversion

OFFENSE

Speed 40 ft.

Melee 2 claws +28 (3d6+15/19-20 plus 4d6 cold)

Space 15 ft.; Reach 15 ft.

Special Attacks darkwalker^{MA}, dread gaze^{MA}, entropic annihilation^{MA}, mythic power (8/day, surge +1d10), mythic spell-like abilities^{MA}, swift sundering, uttercold^{MA}

Spell-Like Abilities (CL 16th; concentration +25)

Constant—*air walk*, *detect magic*, *magic fang*

At will—*contagion* (DC 23), *deeper darkness*, *greater dispel magic*, *unholy blight* (DC 23)

3/day—*confusion* (DC 23), empowered *unholy ice*^{APG} (DC 24), *haste*, *hold monster* (DC 24), *invisibility*, quickened *deeper darkness*

1/day—*cone of cold* (DC 24), *finger of death* (DC 26), *plane shift* (DC 26), *polar midnight*^{UM} (DC 28), *summon* (level 7, 4 greater shadows)

STATISTICS

Str 35, **Dex** 14, **Con** —, **Int** 20, **Wis** 21, **Cha** 29

Base Atk +15; **CMB** +32 (+40 sunder); **CMD** 41 (47 vs. sunder)

Feats Command Undead, Empower Spell-Like Ability (*unholy ice*^{APG}), Greater Sunder, Improved Critical (claw), Improved Sunder^{MF}, Improved Vital Strike, Power Attack^{MF}, *Quick Channel*^{UM}, Quicken Spell-Like Ability (*deeper darkness*), *Sundering Strike*^{APG, MF},

Vital Strike^{MF}

Skills Intimidate +33, Knowledge (arcana) +29, Knowledge (planes) +26, Knowledge (religion) +29, Perception +29, Sense Motive +29, Spellcraft +29, Stealth +18 (+26 dim light and darkness, +34 magical darkness), Survival +23, Swim +15; **Racial Modifiers** +8 Stealth dim light and darkness, +16 magical darkness

Languages Abyssal, Common, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Negative Energy Plane)

Organization solitary, pair, or legion (1-2 mythic nightwalkers plus 2-4 non-mythic nightwalkers)

Treasure standard

SPECIAL ABILITIES

Blackbody (Ex) When a mythic nightwalker is struck by a manufactured weapon that overcomes its damage reduction, the attacker must succeed on a DC 29 Reflex save or the weapon becomes embedded in the nightwalker's body. Removing the weapon requires a DC 22 Strength check or a successful combat maneuver check against the nightwalker's CMD. Weapons embedded within its body take 6d6 points of damage per round (DC 29 Fortitude half), and weapons reduced to 0 hit points are disintegrated. Artifacts and legendary items are unaffected by this ability. The save DC is Charisma-based.

Darkwalker (Su) In dim light or darkness, a mythic nightwalker's movement is not impeded by difficult terrain or by squeezing through a space up to 10 feet wide, and it can squeeze through a space only 5 feet wide. In areas of magical darkness, a mythic nightwalker gains an additional +8 bonus on Stealth checks and also gains continuous freedom of movement. In addition, it can teleport up to 40 feet as a move action or 80 feet as a standard action, as long as the destination is within its line of sight and also in an area of magical darkness.

Dread Gaze (Su) Cower in fear for 8 rounds, 30 feet, Will DC 29 partial (mythic creatures are shaken for 1 round on a successful save, non-mythic creatures are shaken for 8 rounds). This is a mind-affecting fear effect. The save DC is Charisma-based.

In addition, creatures in a magical darkness effect within 30 feet of a mythic nightwalker are affected by its gaze even if they cannot see it, as long as the nightwalker has line of effect to them. If a creature within 30 feet has line of sight to a mythic nightwalker, the nightwalker can attempt an Intimidate check to demoralize that creature as a swift action. If the mythic nightwalker expends a use of its mythic power



as part of this swift action, it adds its mythic surge die as a bonus on the Intimidate check. If the target has immunity to fear, that immunity is suppressed for 1 minute (DC 29 Will negates). This effect does not apply if the target's mythic rank or tier is higher than the nightwalker's. This ability replaces the fear gaze of a non-mythic nightwalker.

Entropic Annihilation (Sp) As a standard action, a mythic nightwalker can focus the power of absolute entropy to *disintegrate* (Fortitude DC 34, caster level 16th) a single unattended object or a mass of nonliving material up to a 10-foot cube. It must be able to touch the object or material with both hands to use this power. The save DC is Strength-based.

Magical Decay (Su) When a mythic nightwalker is struck by a magical item, as an immediate action it can attempt to drain the power of that item (DC 29 Fortitude negates). This draining leaves a permanent item powerless for 1d4 rounds, while single-use items are permanently drained and items with charges lose 1d6 charges. It can use this ability when struck by a magical weapon, or against a magical ring, glove, bracer, or similar item on the hand of a creature making a successful touch attack or unarmed strike against it. If the item's properties are suppressed, that occurs after resolving the attack. Artifacts are immune to this effect. Legendary items cannot be rendered powerless but are drained of 1d4 uses of legendary power on a failed save.

If the nightcrawler uses this ability against an item that confirmed a critical hit against it, the nightcrawler can expend one use of its mythic power as an immediate action to *disintegrate* the item used in the attack (DC 29 Fortitude partial, caster level 16th) rather than draining its magical power. If the weapon is destroyed by this effect, damage from the attack is negated. Artifacts and legendary items are immune to this effect. The save DC is Charisma-based.

Scion of Night (Ex) A mythic nightwalker does not become sickened in bright light unless that light was created by a mythic effect. It takes the normal penalties for being sickened in direct sunlight, rather than double the normal penalties. A mythic nightwalker can expend one use of mythic power as a free action (even if it is not on its turn) when exposed to bright light or direct sunlight to suppress these penalties for 1 minute.

Swift Sundering (Su) A nightwalker can make a sunder attempt as a swift action with one of its claws.

Uttercold (Su) A mythic nightwalker gains *polar midnight*^{UM} and *unholy ice*^{UM} as spell-like abilities. In addition, one-half of any cold damage dealt by a mythic nightwalker is untyped destructive energy and is not subject to cold resistance or immunity.

Norn

This towering, stern woman wears her long blonde hair in braids. She carries a reel of golden thread and a pair of shears.

Mythic Norn

CR 22/MR 9

XP 614,400

Pathfinder Roleplaying Game Bestiary 3

LN Large fey (mythic)

Init +27/+7^{MF}, dual initiative^{MA}; **Senses** all-around vision, blindsight 120 ft., low-light vision, *greater arcane sight*, *true seeing*; Perception +30

DEFENSE

AC 46, touch 22, flat-footed 45 (+10 armor, +1 Dex, +12 insight, +14 natural, -1 size)

hp 324 (20d6+254); regeneration 10 (cold iron and epic)

Fort +18, **Ref** +18, **Will** +21; +8 vs. mind-affecting spells and effects; +4 vs. death spells and effects

Defensive Abilities *death ward*, *fated*, *foresight*, fortification (50%), *mind blank*, never surprised or flat-footed, unstoppable^{MA}; **DR** 15/cold iron and epic; **Immune** cold, energy drain, negative energy; **Resist** acid 30, electricity 30, fire 30; **SR** 38

OFFENSE

Speed 40 ft. (30 ft. with armor)

Melee shears^{MA} +23/+23/+18 (1d8+14/15-20 plus energy drain), touch +13 (energy drain)

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

Special Attacks energy drain^{MA} (2 levels, DC 32), mythic power (9/day, surge +1d10), mythic spell-like abilities^{MA}, pluck thread^{MA}, shift fate^{MA}, snip thread^{MA}

Divine Source Spell-Like Abilities (CL 22nd; concentration +34)

1/day—*align weapon* (law only) or *augury*, *borrow fortune* or *magic circle against chaos*, *break enchantment* or *dispel chaos* (DC 27), *dictum* (DC 29) or *spell turning*, *freedom of movement* or *order's wrath* (DC 26), *quicken hold monster* (DC 28) or *mislead*, *miracle* or *summon monster IX* (law spell only), *moment of prescience* or *shield of law* (DC 30), *protection from chaos* or *true strike*.

Norn Spell-Like Abilities (CL 22nd; concentration +34)

Constant—*death ward*, *foresight*, *greater arcane sight*, *mind blank*, *tongues*, *true seeing*

At will—*bestow curse* (DC 25), *divination*, *greater dispel magic*, *geas/quest*, *vision*, *wind walk* (self only)

1/day—*maze*, *moment of prescience*, *quicken phantasmal killer* (DC 26), *power word kill*, *time stop*, *weird* (DC 31)

STATISTICS

Str 29, **Dex** 14, **Con** 30, **Int** 21, **Wis** 24, **Cha** 35

Base Atk +10; **CMB** +20; **CMD** 42

Feats Combat Expertise, Combat Reflexes^{MF}, Diehard^B, Great Fortitude^{MF}, Improved Great Fortitude, Improved Initiative^{MF}, Improved Iron Will, Improved Lightning Reflexes, Iron Will, Lightning Reflexes^{MF}, Quicken Spell-Like Ability (*hold monster*, *phantasmal killer*)

Skills Bluff +25, Craft (cloth) +18, Heal +11, Intimidate +32, Knowledge (all) +18, Perception +30, Perform (oratory) +20, Sense Motive +30, Use Magic Device +25

Languages Common, Giant, Sylvan; *tongues*

SQ change shape (humanoid; *alter self* or *giant form II*), divine source^{MA} (fate, law), immortal^{MA}

ECOLOGY

Environment cold mountains

Organization solitary, pair, or trio

Treasure double (+3 *moderate fortification linnorm hide banded mail*, shears, golden thread worth 500 gp, other treasure)

SPECIAL ABILITIES

Energy Drain (Su) A creature struck by a mythic norn's shears or touch attack must immediately succeed on a DC 32 Fortitude save or the bestowed negative levels are permanent. A creature that saves gains temporary negative levels as normal and must still make a Fortitude save after 24 hours to avoid the temporary negative levels becoming permanent. A mythic norn can make an opposed caster level check each time it successfully strikes a creature with its shears or touch attack to ignore any effect that protects a struck creature from energy drain. If the creature is protected by multiple effects, the mythic norn must succeed on every caster level check to affect the creature with its energy drain.

Fated (Su) A norn adds her Charisma modifier as an insight bonus to AC and on initiative checks.

Mythic Spell-Like Abilities (Su) Three times per day, a mythic norn may cast the mythic spell version of any of its corresponding spell-like abilities. A mythic norn must expend the same amount of mythic power that would normally be required to cast a mythic spell, treating its mythic rank as its mythic tier for the purpose of qualifying to use augmented versions of mythic spells.

Pluck Thread (Su) As a standard action up to three times per day but no more often than once every 1d4 rounds, a mythic norn may produce a golden thread linked to a creature's fate and then attempt to manipulate it to her desire. The target



creature must be within 120 feet and in the mythic norn's line of sight. The target must immediately succeed on a DC 32 Will save or be affected as per *mythic dominate monster*. This is a necromantic compulsion effect but it is not mind-affecting and it does not establish telepathic contact; commands are given to the dominated creature through manipulation of its golden thread which can be performed at any range once control is established, provided the mythic norn and the subject are on the same plane. The mythic norn need not see the subject to control it. However, by concentrating on the creature's golden thread (a standard action), the mythic norn can understand what a dominated creature is experiencing, in a similar fashion to the spell. The save DC is Charisma-based.

Shears (Su) A norn's shears function as a +5 *keen speed mithral scimitar*, but only for a norn. A mythic norn who expends one use of mythic power can add the *vorpal* weapon special ability to her shears for 1 minute. The *vorpal* ability functions only for mythic norns.

Shift Fate (Su) As an immediate action, a norn can force any one target within 120 feet to reroll a d20 roll and take a -4 penalty to the reroll—this ability must be used immediately after the d20 is rolled, and the target must abide by the result of this second roll. As a free action once per round, a mythic norn can expend one use of mythic power to reroll a d20 roll she just made, even when it is not her turn, and after the results are revealed. She must take the result of the second roll, even if it is lower.

Snip Thread (Su) As a standard action up to three times per day but no more often than once every 1d4 rounds, a mythic norn may produce a golden thread linked to a creature's fate and then attempt to snip it short with her shears. The target creature must be within 120 feet and in the mythic norn's line of sight. The target must immediately succeed on a DC 32 Fortitude save or die. A target that succeeds on the saving throw takes 20d6 points of damage less 2d6 per mythic rank or tier. If the target dies, the norn has cut through the thread—in this case, the target may only be restored to life via *mythic miracle*, *mythic wish*, or divine intervention. This is a death effect. The save DC is Charisma-based.



Nuckelavee

A mounted horseman gallops forth, soaked head to toe in gore and waving a blade with wild abandon. Yet as he moves, it becomes clear that horse and rider are joined as one—a humanoid torso sprouting from equine withers—and the gore is a grisly vision of naked muscle and leaking veins.

Mythic Nuckelavee

CR 11/MR 4

XP 12,800

Pathfinder Roleplaying Game Bestiary 3

NE Large fey (aquatic, mythic)

Init +8; **Senses** low-light vision; Perception +17

Aura frightful presence (30 ft., DC 20), [putrefy food and drink](#)^{MA} (10 ft.)

DEFENSE

AC 28, touch 18, flat-footed 19 (+8 Dex, +1 dodge, +10 natural, -1 size)

hp 128 (11d6+90)

Fort +9, **Ref** +17, **Will** +10

DR 10/cold iron and epic; **Immune** disease, poison

OFFENSE

Speed 50 ft., swim 50 ft.

Melee masterwork longsword +12 (1d8+10/19–20), bite +11 (1d8+7 plus disease^{MA} and reek of pollution^{MA}), 2 hooves +6 (1d6+3 plus disease^{MA})

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

Special Attacks breath weapon (30-ft. cone, 10d6 damage plus disease^{MA} and reek of pollution^{MA}, Reflex DC 21 for half, usable every 1d4 rounds), expedite corruption^{MA}, mythic power (4/day, surge +1d8), trample (1d6+10, DC 22)

Spell-Like Abilities (CL 9th; concentration +14)

3/day—*control water*, *diminish plants*, *obscuring mist*

STATISTICS

Str 24, **Dex** 26, **Con** 22, **Int** 13, **Wis** 17, **Cha** 21

Base Atk +5; **CMB** +13; **CMD** 32 (36 vs. trip)

Feats Dodge, Lightning Reflexes^{MF}, Lightning Stance, Mobility^{MF}, Spring Attack, Wind Stance

Skills Acrobatics +22 (+30 when jumping), Escape Artist +22, Intimidate +16, Knowledge (nature) +15, Perception +17, Stealth +18, Swim +29

Languages Aklo, Common, Sylvan

SQ amphibious, spread of sewage^{MA}, undersized weapons

ECOLOGY

Environment cold swamps or coastlines

Organization solitary

Treasure standard (masterwork sword, other treasure)

SPECIAL ABILITIES

Aura of Putrefy Food and Drink (Su) A mythic nuckelavee can use a standard action to target a single potion within the aura's radius. Once per day, it can expend one use of mythic power as a swift action to double the aura's radius for 1 minute.

Breath Weapon (Su) A nuckelavee's breath weapon is a cone of withering foulness that causes painful welts, cramps, and bleeding, and only harms living creatures—this damage bypasses all energy resistance and damage reduction. Non-creature plants in the area are affected as if by a *blight* spell. Any creature that fails its Reflex save against the breath weapon must make a DC 21 Fortitude save or contract mortasheen (see below). The save DC is Constitution-based.

Disease (Su) Mortasheen: Contact; save Fort DC 21; onset immediate; frequency 1/day; effect 1d4 Con and target is fatigued; cure 2 consecutive saves. Animals take a -2 penalty on their saves against this disease. The save DC is Constitution-based. Removing a mythic nuckelavee's mortasheen from a victim using magical means requires a mythic spell or a mythic creature casting a non-mythic spell. A mythic nuckelavee can expend one use of mythic power as a free action to cause a creature to become highly contagious, spreading mortasheen to any other creature it touches or that touches it with natural weapons or unarmed strikes. The affected creature must succeed on a DC 17 Fort save to avoid contracting mortasheen.

Expedite Corruption (Su) As a standard action, a mythic nuckelavee can expend one use of mythic power to force all creatures infected with mortasheen within 180 feet of it to make new Fortitude saves against the disease. A success on this save counts toward the consecutive saves needed to cure it.

Reek of Pollution (Su) A creature taking damage from a mythic nuckelavee's bite attack or its breath weapon is coated in pollution and must make a DC 21 Fortitude save or become sickened for 1d4 minutes. If the creature is already sickened due to this ability, it becomes nauseated for 1 round (this does not affect the duration of the sickened condition). Regardless of the result of the save, the creature incurs a -4 penalty on all Charisma-based checks involving other living creatures until it washes off the filth, requiring 2 gallons of water and soap, or 1 gallon of alcohol. This is a poison effect, and the save DC is Constitution-based.



Spread of Sewage (Su) A mythic nuckelavee coats surfaces it walks upon with a layer of sewage. This gives it the benefit of *water walk* when it moves across liquids, and causes the spaces it moves through to become difficult terrain for 1 round after it moves through them (it ignores difficult terrain it creates this way). This allows other creatures to treat liquids affected by this ability as difficult terrain rather than a liquid surface.



Ochre Jelly

This yellow-orange amoeboid creature slithers across the ground, pseudopods grasping ahead of its slow approach.

Mythic Nuckelavee

CR 4/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary

N Large ooze (mythic)

Init -5; **Senses** blindsight 60 ft.; Perception -5

DEFENSE

AC 6, touch 4, flat-footed 6 (-5 Dex, +2 natural, -1 size)

hp 85 (6d8+58)

Fort +9, **Ref** -3, **Will** -3

Defensive Abilities split (piercing, slashing, and electricity, 10 hp); **DR** 5/epic; **Immune** electricity, mind-affecting effects, slashing and piercing damage, ooze traits

OFFENSE

Speed 10 ft., climb 10 ft.

Melee slam +5 (2d4+3 plus 1d4 acid, grab, and primordial poison)

Space 10 ft.; **Reach** 5 ft. (10 ft. with toxic tendrils)

Special Attacks constrict (2d4+3 plus 1d4 acid), flesh leaching^{MA}, mythic power (4/day, surge 1d6), toxic

tendrils^{MA} (+5 melee touch, 1d4 acid plus poison)

STATISTICS

Str 14, **Dex** 1, **Con** 24, **Int** —, **Wis** 1, **Cha** 1

Base Atk +4; **CMB** +7 (+11 grapple); **CMD** 12 (can't be tripped)

Feats Extra Mythic Power

Skills Climb +10

SQ noxious fumes^{MA}

SPECIAL ABILITIES

Acid (Ex) An ochre jelly secretes a digestive acid that dissolves only flesh (not bone) when it strikes a foe—creatures not made of flesh (including most constructs and oozes, skeletal undead, plants, and incorporeal creatures) are immune to the ochre jelly's acid damage.

Flesh Leaching (Ex) The acid of a mythic ochre jelly not only dissolves flesh but digests it for the jelly's nourishment. Whenever it deals acid damage to a target made of flesh, it heals an equal amount of damage. If the jelly is already at maximum hit points, any excess hit points are gained as temporary hit points lasting 1 hour, up to a maximum number of temporary hit points equal to its normal hit point total. If a creature dies while grappled by the ochre jelly, the target's flesh is totally consumed at the end of the jelly's next turn, providing it with additional healing (or temporary hit points) equal to twice the creature's Hit Dice.

Noxious Fumes (Ex) As a full-round action, a mythic ochre jelly can vent caustic fumes that burn the eyes and throats of creatures within 10 feet, dealing 2d4 points of acid damage and causing them to become dazzled and nauseated for 1d4 rounds (DC 20 Fortitude negates the nauseated condition but not the other effects). It may spend one use of its mythic power to vent these fumes as a swift action rather than a full-round action.

Toxic Tendril (Ex) As a standard action, a mythic ochre jelly can extrude a tendril with 10-foot reach and use it to make a melee touch attack. This attack deals acid damage but no slam damage, and in addition delivers a dose of the jelly's poison. If a mythic ochre jelly begins its turn grappling a target, it can attack that target with its toxic tendril as a swift action. Poison--contact; *save* Fort DC 20; *frequency* 1/round for 6 rounds; *effect* sickened 1 minute and 1d3 Con; *cure* 2 consecutive saves. The save DC is Constitution-based.



Oni, Ogre Mage

Clad in beautiful armor, this exotically garbed giant roars, its tusks glistening and its eyes afire with murderous intent.

Mythic Ogre Mage

CR 10/MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary

LE Large outsider (giant, mythic, native, oni, shapechanger)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 25, touch 12, flat-footed 22 (+4 armor, +3 Dex, +9 natural, -1 size)

hp 140 (8d10+96); regeneration 5 (fire or acid)

Fort +13, **Ref** +5, **Will** +10

DR 5/epic; **Immune** disease^{MA}; **SR** 23

OFFENSE

Speed 40 ft., fly 60 ft. (good)

Melee greatsword +15/+10 (3d6+12), bite +10 (1d8+4 plus disease^{MA}), gore +10 (1d8+4)

Ranged composite longbow +10 (2d6+7)

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

Special Attacks mythic power (4/day, surge +1d8), otherworldly abandon^{MA}, supernatural sorcery^{MA}

Spell-Like Abilities (CL 9th)

Constant—fly

At will—darkness, invisibility

1/day—charm monster (DC 17), cone of cold (DC 18), gaseous form, deep slumber (DC 16)

STATISTICS

Str 26, **Dex** 17, **Con** 25, **Int** 14, **Wis** 14, **Cha** 17

Base Atk +8; **CMB** +17; **CMD** 30

Feats [Combat Expertise](#)^{MF}, Combat Reflexes, Improved Initiative, [Iron Will](#)^{MF}

Skills Bluff +14, Disguise +14, Fly +5, Intimidate +14, Knowledge (arcana) +13, Perception +13, Sense Motive +13, Spellcraft +13, Use Magic Device +14

Languages Common, Giant

SQ change shape (Small, Medium, or Large humanoid; alter self or giant form I), flight, man-eating beast ^{MA}



ECOLOGY

Environment cold hills

Organization solitary, pair, or patrol (1–2 plus 2–4 ogres)

Treasure double (chain shirt, greatsword, composite longbow [+7 Str] with 20 arrows, other treasure)

SPECIAL ABILITIES

Disease (Ex) Despite being immune to disease, the mouth of a mythic ogre mage is rife with pestilence and gore. *Filth fever*: Bite—injury; *save* Fort DC 21; *onset* immediate; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Man-eating Beast (Ex) A mythic ogre mage is even better suited for devouring people. He gains a bite attack with his mouth and a gore attack with his horns. In addition, the ogre mage can expend one

use of mythic power as a swift action to imbue his bite attack with the *bane* property against a single humanoid subtype for 1 minute.

Otherworldly Abandon (Su) A mythic ogre mage can expend one use of mythic power to fly into a supernatural rage as a free action. While raging, he gains +4 to Strength and Constitution, but loses his regeneration. This rage lasts as long as the battle or 1 minute, whichever is shorter.

Supernatural Sorcery (Su) While all ogre magi draw upon otherworldly power to fuel spells, the mythic ogre mage can draw a more direct connection. Three times per day, the mythic ogre mage can expend one use of mythic power to increase the DC of the next spell he casts by 4. A mythic ogre mage can use this ability as a free action.



Phycomid

This tangle of purple-capped mushrooms growing out of a nasty green sludge shudders and writhes, wafting tendrils of smoke.

Mythic Phycomid

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary 2

N Small plant (mythic)

Init +1; **Senses** low-light vision, tremorsense 30 ft.; Perception +0

Aura acid vapor^{MA} (5 ft. DC 15)

DEFENSE

AC 20, touch 12, flat-footed 19 (+1 Dex, +8 natural, +1 size)

hp 55 (6d8+28)

Fort +7, **Ref** +3, **Will** +2

DR 5/epic; **Immune** acid, plant traits

OFFENSE

Speed 10 ft.

Melee --

Ranged acid pellet +6 touch (2d6 acid plus spores)

Special Attacks bursting pellet^{MA}, mythic power (2/day, surge 1d6), rapid pellets^{MA}

STATISTICS

Str 5, **Dex** 12, **Con** 15, **Int** —, **Wis** 11, **Cha** 1

Base Atk +4; **CMB** +0; **CMD** 11 (can't be tripped)

Feats Rapid Shot^{MFB}

ECOLOGY

Environment any underground

Organization solitary or infestation (2–8)

Treasure incidental

SPECIAL ABILITIES

Acid Pellet (Ex) A phycomid attacks by firing a glob of acid from one of its several mushroom-like stalks. This attack has a range increment of 10 feet. A phycomid can fire up to six acid pellets per minute—during rounds in which the fungus has no acid pellets, it has no method of attacking except to move near a creature with its acrid vapors and must wait until its acid stores replenish before continuing a battle.

Acrid Vapor (Ex) The fumes rising from a mythic phycomid deal 1d3 points of acid damage to any creature beginning its turn adjacent to it, and such creatures are also exposed to the phycomid's spores as if they were an inhaled poison.

Bursting Pellet (Ex) When a mythic phycomid hits a target with its acid pellet, creatures adjacent to its target in a 5-foot burst (centered on the portion of its target nearest the phycomid) take 1d6 points of acid damage (DC 15 Reflex negates). Creatures failing their Reflex save are exposed to the phycomid's spores. The save DC is Constitution-based.

Rapid Pellets (Ex) A mythic phycomid gains Rapid Shot as a bonus feat, and it takes no penalty for shooting into melee at targets whose only adjacent enemies are phycomids. A mythic phycomid can spend one use of its mythic power as a swift action to replenish 1d4 acid pellets when it runs out or is running low.

Spores (Ex) Any creature that takes damage from a phycomid's acid pellet (or consumes even a small portion of the fungus) becomes exposed to the fungus's spores. These spores grow quickly in living creatures. This affliction is a disease effect, although its course runs much faster than most diseases and is more poison-like in its speed, and like a poison, the spores "burn out" after a short period. A creature that is slain by a phycomid spore infestation bursts open in 1d4 rounds as a fully grown new phycomid emerges.

Phycomid Spores: Disease—injury or ingested; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Con damage; cure 1 save. The save DC is Constitution-based.



Pisacha

This feral-looking figure's dark skin is covered in bulging veins and its face dominated by red, protruding eyes.

Pisacha

CR 5/MR 2

XP 1,600

CE Medium outsider (mythic, native, shapechanger)

Init +6; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 19, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +6 natural)

hp 62 (5d10+35)

Fort +4, **Ref** +6, **Will** +5

DR 5/epic and good; **Immune** disease, poison

Weakness holy repulsion

OFFENSE

Speed 30 ft.

Melee bite +7 (1d4+2), 2 claws +7 (1d6+2)

Special Attacks mythic power (4/day, surge +1d6), sons of anger^{MA}

Spell-Like Abilities (CL 9th; concentration +11)

At will—*invisibility*

1/day—*dominate person* (DC 18)

STATISTICS

Str 14, **Dex** 15, **Con** 16, **Int** 11, **Wis** 13, **Cha** 16

Base Atk +5; **CMB** +7; **CMD** 19

Feats Alertness, Dodge, Extra Mythic Power^{MF}, Improved Initiative

Skills Bluff +10, Climb +10, Perception +11, Sense Motive +11, Stealth +10, Swim +10

Languages Abyssal, Common

SQ feed on anguish^{MA}

ECOLOGY

Environment any (near humanoid settlements)

Organization single, pair, or pack (3-6)

Treasure standard

SPECIAL ABILITIES

Feed on Anguish (Su) When a *dominated* victim is made to perform an act it considers abominable (a human made to commit cannibalism, for example) the pisacha can feed on its emotional turmoil. As long as the pisacha is within 10 feet of its victim when it commits the act, the pisacha is invigorated, gaining a +2 profane bonus to damage rolls, skill checks, and saving throws for 1 minute. In addition,

whenever a pisacha begins its turn within 10 feet of a creature affected by a harmful emotion effect, including fear effects it gains fast healing 5 until the beginning of its next turn.

Holy Repulsion (Ex) While not undead, mythic pisacha are affected by channeled positive energy. They are not damaged by it, but become frightened and sickened for 1d6 rounds unless they succeed on a Will save against the channeled energy. **Sons of Anger (Su)** When a humanoid under the effects of a mythic pisacha's *domination* commits an act in front of witnesses that they consider disgusting, heinous, or otherwise taboo, the pisacha can amplify their feelings as a standard action. All creatures within 30 feet of the pisacha that witnessed the act must succeed at a DC 15 Will save or give in to their outrage, attacking the *dominated* creature as if affected by *murderous command*^{UM} for 1 round. The pisacha can expend one use of mythic power to extend the duration of this *murderous command* effect by 1d4 rounds, though affected creatures can attempt a saving throw each round after the first to act normally that round and resist the compulsion to attack. by a number of rounds equal to its mythic tier. A creature that successfully saves cannot be affected again by same pisacha's sons of anger ability for 24 hours.

Like the rakshasa, a pisacha is an evil spirit made flesh. Where the rakshasas are the embodiment of decadence and materialistic evil, pisachas are the reincarnated spirits of taboo-violators, the truly deranged and perverse, those who reveled in evil for evil's sake.

Pisacha feast on dead humanoid flesh, and so are often found near charnel houses, fresh battlefields, and other areas where the recently dead are common. They delight in taking control of humanoids and making them engage in terrible acts against their will, especially in front of others of their kind. The emotional trauma this causes is a secondary form of nourishment for them, though they do it just as often for entertainment and invigoration. Strange cases of panic, rioting, hysteria, and mass murder are often the product of several pisachas working together to orchestrate a grand production of mayhem.



Popobala

This brawny, sallow-skinned figure is muscular but lean, with batlike wings and a single hideous eye in its noseless face.

Mythic Popobala

CR 18/MR 7

XP 153,600

Pathfinder Roleplaying Game Bestiary 3

CE Medium monstrous humanoid (mythic, shapechanger)

Init +18^{MF}; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +24

Aura frightful presence (30 ft., DC 25), stench (DC 25, 1d6 minutes)

DEFENSE

AC 37, touch 18, flat-footed 30 (+7 Dex, +1 dodge, +19 natural)

hp 295 (18d10+196); fast healing 10 (see harvester of sorrow)

Fort +12, **Ref** +18, **Will** +14

Defensive Abilities harvester of sorrow^{MA}; **DR** 10/epic and magic; **Immune** disease, nausea, poison, sickened, stunning

OFFENSE

Speed 30 ft., climb 30 ft., fly 80 ft. (average)

Melee bite +27 (2d6+7 plus 1d4 Cha drain), 2 talons +27 (1d6+7 plus grab and popobala fever^{MA}), 2 wings +21 (1d6+3)

Special Attacks disfiguring rend^{MA}, friend to foe^{MA}, mythic power (7/day, surge +1d10), overwhelming dispirt^{MA}, persistent dominator^{MA}, rend (2 talons, 2d6+9 plus 1d6 Cha), terror drinker^{MA}

Spell-Like Abilities (CL 16th; concentration +23)

At will—*clairaudience/clairvoyance*, *ghost sound* (DC 17), *ventriloquism* (DC 18)

3/day—*dominate person*^{MS} (DC 22, can only dominate and control one person at a time), *eyebite* (DC 23), *feeblemind* (DC 22), *spell turning*, *suggestion* (DC 20), *telekinesis* (DC 22)

1/day—*animate objects*

STATISTICS

Str 25, **Dex** 24, **Con** 22, **Int** 17, **Wis** 17, **Cha** 24

Base Atk +18; **CMB** +25 (+29 grapple); **CMD** 43

Feats Dodge, Flyby Attack, Improved Initiative^{MF}, Mobility, Power Attack, Skill Focus^{MF} (Intimidate), Toughness, Weapon Focus^{MF} (bite), Weapon Focus^{MF} (talons)

Skills Acrobatics +16, Bluff +25 (+32 to fool a creature), Climb +15, Disguise +16, Intimidate +34, Knowledge (local) +21, Perception +24, Perform

(act) +16, Sense Motive +13, Stealth +28; **Racial Modifiers** +7 Bluff to fool a creature

Languages Common

SQ change shape^{MA} (bat, dire bat, or humanoid; *polymorph*), horrid haunting

ECOLOGY

Environment warm coasts or forests

Organization solitary

Treasure standard

SPECIAL ABILITIES

Change Shape (Su) A popobala loses its frightful presence, popobala fever, and stench abilities when not in its true form; however, a mythic popobala can expend one use of mythic power as a swift action when assuming a new form to retain any or all of the above abilities. If it changes shape again to something other than its true form again, it loses those abilities unless it expends an additional use of mythic power as part of that transformation.

Disfiguring Rend (Ex) When a mythic popobala deals rend damage to a target, the creature takes an additional 1d6 points of Charisma damage.

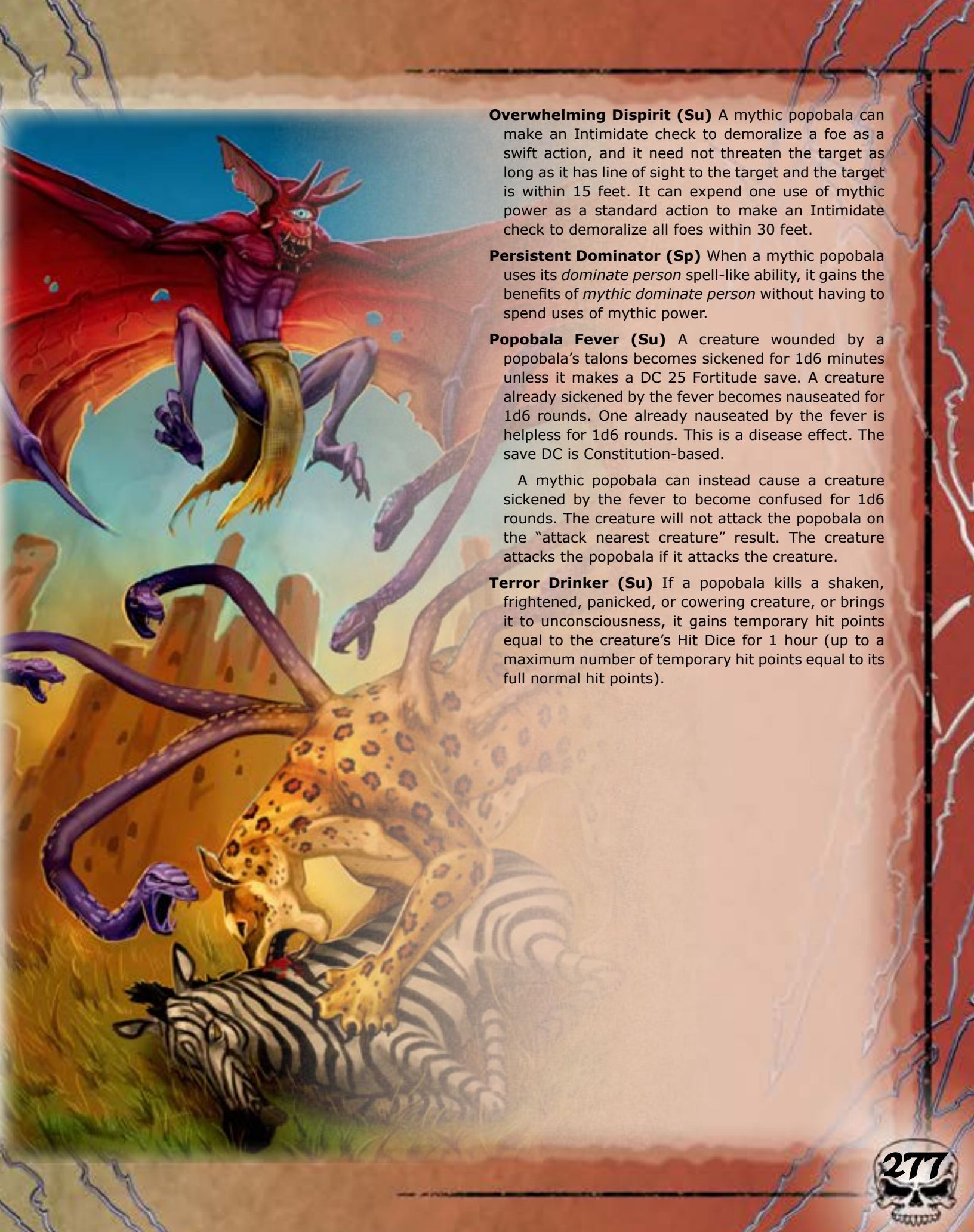
Friend to Foe (Su) A mythic popobala gains a racial bonus on Bluff checks to fool a creature equal to its mythic rank. It can attempt a Bluff check to lie to an opponent as a full-round action to convince the target to attack an ally, as if it had cast *murderous command*^{UM} (DC 26). The save DC is Charisma-based. If the popobala expends one use of mythic power as a swift action, it ignores any negative modifiers to its Bluff check.

Harvester of Sorrow (Su) A popobala heals as a result of the suffering of others. It gains fast healing 10 if at least one creature within 15 feet has one or more of the following conditions: confused, cowering, dying, exhausted, fatigued, frightened, nauseated, panicked, shaken, sickened, staggered, or stunned

At the beginning of a mythic popobala's turn, it can select any two of the above conditions for which it gains fast healing if at least one creature within 30 feet suffers from it. It can expend one use of mythic power as a swift action to gain fast healing if at least one creature within 60 feet suffers from any of the above conditions.

Horrid Haunting (Su) A popobala may use *ghost sound* or *ventriloquism* as a free action whenever it manipulates a creature or object with *animate objects*, *dominate person*, or *telekinesis*. The *ghost sound* or *ventriloquism* originates from the controlled object or creature.





Overwhelming Dispirit (Su) A mythic popobala can make an Intimidate check to demoralize a foe as a swift action, and it need not threaten the target as long as it has line of sight to the target and the target is within 15 feet. It can expend one use of mythic power as a standard action to make an Intimidate check to demoralize all foes within 30 feet.

Persistent Dominator (Sp) When a mythic popobala uses its *dominate person* spell-like ability, it gains the benefits of *mythic dominate person* without having to spend uses of mythic power.

Popobala Fever (Su) A creature wounded by a popobala's talons becomes sickened for 1d6 minutes unless it makes a DC 25 Fortitude save. A creature already sickened by the fever becomes nauseated for 1d6 rounds. One already nauseated by the fever is helpless for 1d6 rounds. This is a disease effect. The save DC is Constitution-based.

A mythic popobala can instead cause a creature sickened by the fever to become confused for 1d6 rounds. The creature will not attack the popobala on the "attack nearest creature" result. The creature attacks the popobala if it attacks the creature.

Terror Drinker (Su) If a popobala kills a shaken, frightened, panicked, or cowering creature, or brings it to unconsciousness, it gains temporary hit points equal to the creature's Hit Dice for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points).



Quickwood

Were it not for the image of a sinister face peeking out from its dark gray bark, this would look like any other ragged oak tree.

Mythic Quickwood

CR 10/MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary 2

N Huge plant (mythic)

Init +3; **Senses** darkvision 120 ft., low-light vision, oaksight; Perception +21

Aura fear aura (variable distance, DC 20)

DEFENSE

AC 23, touch 7, flat-footed 23 (–1 Dex, +16 natural, –2 size)

hp 127 (10d8+82)

Fort +12, **Ref** +2, **Will** +5

Defensive Abilities root wall^{MA}, superior spell absorption^{MA}; **Immune** electricity, fire, plant traits; **SR** 23 (see spell absorption)

OFFENSE

Speed 10 ft.

Melee bite +16 (2d6+11), 3 roots +16 (1d6+5 plus pull and entrap)

Space 15 ft.; **Reach** 15 ft. (60 ft. with root)

Special Attacks entrap (DC 20, hardness 5, hp 10)^{MA}, mythic power (6/day, surge +1d8), pull (root, 10 ft.), root tangle^{MA}, whipping roots^{MA}

STATISTICS

Str 33, **Dex** 8, **Con** 21, **Int** 12, **Wis** 15, **Cha** 12

Base Atk +7; **CMB** +20; **CMD** 29 (can't be tripped)

Feats Extra Mythic Power^{MF}, Improved Initiative, Lunge, Multiattack^{MF}, Power Attack, Skill Focus (Perception)

Skills Knowledge (nature) +11, Perception +21, Stealth +4 (+8 in forests); **Racial Modifiers** +4 Stealth in forests

Languages Common, Sylvan

ECOLOGY

Environment temperate forests

Organization solitary

Treasure standard

SPECIAL ABILITIES

Fear Aura (Su) A quickwood with stored magical energy (see below) can activate its fear aura as a standard action. The aura has a radius of 10 feet per spell level of the effect and lasts for 1 round (Will DC

20 negates). Creatures that fail their saving throws become panicked for 1 minute. The DC is Charisma-based and includes a +4 racial bonus.

Oaksight (Su) A quickwood may observe the area surrounding any oak tree within 360 feet as if using *clairaudience/clairvoyance*. It can use this ability on any number of oak trees in the area. Although the quickwood does not need line of sight to establish this link, if it does have line of sight to even a single oak tree, it cannot be flanked.

Roots (Ex) A quickwood has dozens of long roots, but can only attack with up to three of them in any given round. If the quickwood uses its pull ability to pull a target within reach of its bite attack, it can immediately make a free bite attack with a +4 bonus on its attack roll against that target.

Root Tangle (Sp) As a standard action, a mythic quickwood may expend one use of mythic power to raise up its roots in a writhing mass that entangles any creature in a 40 ft. radius. This area is considered difficult terrain, and creatures entering or beginning their turn within this area become entangled (DC 20 Reflex negates). Entangled creatures cannot move unless they succeed on a DC 20 Reflex save, Escape Artist check, or Strength check as a move action. Success allows them to move but they still have the entangled condition as long as they remain in the area unless they succeed on a second save or check in the same round. The save DC is Constitution-based.

Root Wall (Sp) As a swift action a mythic quickwood can expend one use of mythic power to throw up an impenetrable 10-foot-high wall of roots in a straight line up to 30-feet long. This root wall functions as *wall of thorns* spell but does not deal damage to creatures in its space. A mythic quickwood may only have one root wall in effect at a time.

Superior Spell Absorption (Su) If a quickwood's spell resistance protects it from a magical effect, the creature absorbs that magical energy into its body. When a creature makes a caster level check to overcome its spell resistance, the quickwood can expend one use of mythic power as a free action to add the result of its surge die to its spell resistance against that effect, or to negate a spellcaster's ability to roll twice and take the better result on a caster level check.

A mythic quickwood can store up to 10 levels of spells at a time and can discharge spell energy as a swift or immediate action. It can release 3 spell levels of this energy to activate its fear aura ability, or it also can use absorbed spell energy to heal 1d6 points of



damage and 1 point of ability damage per spell level it expends. Alternatively, it can increase its natural armor bonus to AC by 1 per spell level it expends, or add a +2 enhancement bonus to its Strength score for every 2 spell levels it expends; this effect lasts for 1 minute. If a mythic quickwood absorbs a mythic spell, it gains one extra use of mythic power that it must use before the end of its next turn or it is lost.

A mythic quickwood's spell resistance is reduced by 1 for every 2 levels of spells it has absorbed (rather than being reduced by 5).

Whipping Roots (Ex) When a mythic quickwood succeeds on a combat maneuver check with its pull ability, it can make a second combat maneuver check against the same target as a free action to perform a dirty trick, disarm, or trip combat maneuver. This does not provoke attacks of opportunity. If it hits the target with multiple roots, it can use this ability once per root that hits.



Rajput Ambari

Standing motionless, this creature could easily be mistaken for a huge skeletal display of a long-dead war elephant. At further glance, its eyes burn a smoky black and pieces of stench-ridden flesh hang from crusty bones. Rusty barding drapes loosely over its skeletal spine, and ancient, rotten finery hangs over its skull and drapes flaccidly toward the ground.

Mythic Rajput Ambari

CR 8/MR 3

XP 4,800

CE Huge undead (mythic)

Init +1; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 24, touch 9, flat-footed 23 (+1 Dex, +15 natural, -2 size)

hp 128 (16d8+56)

Fort +5, **Ref** +6, **Will** +10

Defensive Abilities spirit howdah^{MA}, undead traits; **DR** 10/bludgeoning and epic

OFFENSE

Speed 40 ft.

Melee gore +21 (2d8+11), slam +21 (2d6+11)

Space 15 ft.; **Reach** 10 ft.

Special Attacks mythic power (5/day, surge +1d6), powerful charge^{MA} (4d8+22), terrifying trumpet^{MA}, trample (2d8+16, DC 29), war stomp^{MA}

STATISTICS

Str 32, **Dex** 13, **Con** --, **Int** --, **Wis** 10, **Cha** 10

Base Atk +12; **CMB** +24; **CMD** 35

Feats Extra Mythic Power^{MF}, Toughness^{B, MF}

SQ undead servitor

ECOLOGY

Environment warm forests

Organization any

Treasure standard

SPECIAL ABILITIES

Spectral Howdah (Ex) A mythic rajput ambari is surrounded by the ghostly vestiges of long-dead warriors that once fought alongside it and mounted upon it. These misty spirits grant the rajput ambari a 20% miss chance against ranged attacks and melee attacks made by creatures not adjacent to it, such as those using reach weapons. If the rajput ambari is controlled, these spirits also grant this benefit to creatures that master designates that are riding on the rajput ambari.

Terrifying Trumpet (Su) Once per minute as a swift action, a mythic rajput ambari can unleashes deafening trumpeting call that affects all creatures within 30 feet as [frightful presence](#) ability (DC 18). In addition, if the mythic rajput ambari expends one use of its mythic power, it can affect a 30-foot cone-shaped spread as simultaneous *fear* and *shout* spells (DC 18). The save DC is Charisma-based.

Undead Servitor (Su) Rajput ambaris are completely subservient to their creators and any other creature capable of commanding undead. A rajput ambari is treated as an undead creature of half its Hit Dice for the purposes of being commanded and when counting the total Hit Dice of undead its master can control. A rajput ambari always understands the language of its master and anyone controlling it.

War Stomp (Su) Rajput ambaris are trained to slam their skeletal front feet hard into the earth, creating a small shockwave that can knock nearby opponents prone. Any opponent standing immediately adjacent to a rajput ambari when it uses this ability must make a DC 29 Reflex save or be knocked prone. War stomp is a move action, or a swift action during any round in which the mythic rajput ambari makes a charge or slam attack. In addition, when any creature damaged by its trample attack must save against its war stomp ability as well. The save DC is Strength-based.





Rakshasa, Maharaja

Impeccably dressed and bedecked in exotic jewelry, this fiend holds an ornate saber in its backward-facing hands.

Mythic Maharaja Rahshasa CR 25/MR 10

XP 1,638,400

Pathfinder Roleplaying Game Bestiary 3

LE Medium outsider (native, shapeshanger)

Init +23^{MF}, extra initiative; **Senses** all-around vision, darkvision 60 ft., *true seeing*^{MA}; Perception +31

DEFENSE

AC 47, touch 24, flat-footed 37 (+4 deflection, +9 Dex, +1 dodge, +23 natural)

hp 450 (20d10+140)

Fort +18, **Ref** +21, **Will** +18

Defensive Abilities illusory doubles^{MMA}; second save^{MA}; **DR** 20/epic, good, and piercing; **SR** 40

OFFENSE

Speed 40 ft., fly 30 ft. (good)

Melee +5 *keen falchion* +33/+28/+23/+18 (2d4+17/15-20), 4 bites +23 (1d6+4)

Special Attacks *detect thoughts* (DC 32), executioner's blade^{MA}, extra initiative, forced reincarnation^{MA}, mythic power (10/day, surge +1d12), orgiastic revel^{MA}, psychic bondage^{MA}, sneak attack +6d6^{MA}, telepathic revelation^{MA}

Spell-Like Abilities (CL 18th; concentration +30)

Constant—*comprehend languages, tongues, true seeing*

At will—*clairvoyance/clairaudience*

1/day—*dominate monster* (DC 31), *wish*

Spells Known (CL 18th; concentration +30)

9th (4/day)—*weird*^{MS} (DC 33)

8th (6/day)—*greater shadow evocation* (DC 32), *mind blank*

7th (7/day)—*finger of death*^{MS}, *greater shadow conjuration* (DC 31), *spell turning*

6th (7/day)—*contingency*^{MS}, *globe of invulnerability*^{MS}, *mislead*^{MS} (DC 30)

5th (8/day)—*baleful polymorph*^{MS} (DC 27), *feeblemind* (DC 27), *fickle winds*^{UM}, *mind fog* (DC 27)

4th (8/day)—*charm monster* (DC 26), *dimension door*, *greater invisibility*, *scrying*

3rd (8/day)—*dispel magic*^{MS}, *haste*, *suggestion*^{MS} (DC 25), *vampiric touch*

2nd (8/day)—*darkness*, *knock*, *mirror image*^{MS}, *misdirection* (DC 26), *resist energy*

1st (9/day)—*charm person* (DC 23), *identify*, *mage armor*^{MS}, *magic missile*, *ventriloquism* (DC 25)

0 (at will)—*arcane mark*, *bleed* (DC 22), *daze* (DC 22), *detect magic*, *ghost sound*, *mage hand*, *message*, *prestidigitation*, *read magic*

STATISTICS

Str 27, **Dex** 28, **Con** 34, **Int** 25, **Wis** 22, **Cha** 35

Base Atk +20; **CMB** +28; **CMD** 52

Feats Blinding Critical, Combat Casting, Critical Focus^{MF}, Dodge, Improved Critical (falchion), Improved Initiative^{MF}, Mythic Spell Lore^{MF}, Quicken Spell, Silent Spell, Spell Focus (illusion)^{MF}, Still Spell^{MF}

Skills Acrobatics +27 (+31 when jumping), Appraise +25, Bluff +38, Diplomacy +33, Disguise +33, Fly +31, Intimidate +33, Knowledge (arcana, history, nobility, religion) +25, Perception +31, Sense Motive +27, Spellcraft +25, Stealth +30; **Racial Modifiers** +4 Bluff, +8 Disguise, +4 Perception

Languages Abyssal, Common, Infernal, Undercommon; *comprehend languages, tongues*

SQ change shape (any humanoid; *alter self*), mindslaver^{MA}, rajadhiraja^{MA}

ECOLOGY

Environment any

Organization solitary

Treasure double (+5 *keen falchion*, other treasure)

SPECIAL ABILITIES

Executioner's Blade (Ex) When a mythic maharaja confirms a critical hit with its falchion against a non-mythic creature of its own size or smaller, it severs the target's head as a *vorpal weapon*. It can use this ability against a mythic creature by expending one use of its mythic power, and against creatures larger than itself if they are prone or denied their Dexterity bonus against it.

Extra Initiative (Su) When an encounter starts, a maharaja rolls twice for initiative. The maharaja acts normally on the higher of the two initiative counts each round. On the lower initiative count, the maharaja can take a single standard action.

Forced Reincarnation (Su) As a standard action, a mythic maharaja can cause a creature within 30 feet to die and be immediately reincarnated into a new body. A Will save negates this effect and grants immunity to this effect for 24 hours. Those that fail are slain and immediately brought back to life with the spell *reincarnate* and are treated as if they had failed a save against the maharaja's *detect thoughts* ability for the purpose of its psychic bondage and telepathic revelation abilities.

Illusory Doubles (Su) When hit by a melee or ranged attack, a mythic maharaja can expend one use of mythic power as an immediate action to replace itself with an illusory duplicate and teleport to any open square within 30 feet of its current position, while creating three additional illusory doubles that appear anywhere it chooses within 30 feet of its former location. The



maharaja takes no damage from the attack, which instead destroys the illusory duplicate. Using this ability requires line of effect to the teleportation target square.

These illusory doubles persist for 1 minute, and as a move action the mythic maharaja can command its illusory doubles to move as he directs, though they must remain within 100 feet of him and he must have line of sight to them; otherwise, they remain in their current position. He can treat any of those doubles as his own position for determining line of sight, and he also can cause any spell effect he creates to originate from any of the illusory doubles, as *project image*, and once per round as a free action he can expend one use of mythic power to teleport to the location of one of his doubles, replacing himself with an illusory double at his former position.

Mindslaver (Su) Mind-affecting effects created by a mythic maharaja are very difficult to detect or dispel, requiring creatures to roll twice and take the worse result on any die roll made to notice the presence of such an effect, identify its exact nature, or to dispel or otherwise remove it (including rerolling a saving throw to resist or end the effect). *Detect magic* and other divinations notice a maharaja's mind-affecting effects only with a successful DC 35 caster level check, though using a mythic divination effect allows the caster to add its mythic rank or tier as a bonus on this check.

Orgiastic Revel (Su) As a full-round action, a mythic maharaja can call all creatures within a 15-foot-radius spread or a 30-foot cone-shaped spread to shed their garments and hurl themselves headlong into exuberant carnal frivolity. All creatures in the area are stunned for 1 round and staggered for 20 rounds thereafter; creatures succeeding on a DC 32 Will save are staggered for 1 round instead and cannot thereafter be further affected by this effect for 24 hours.

Creatures staggered by this effect must save again every round or be compelled to spend a move action stripping off a worn item (as the *shamefully overdressed*^{UI} spell) or passionately kissing or caressing the nearest creature (as the *unnatural lust*^{UM} spell), with an equal chance of either. This is a mind-affecting emotion effect. The save DC is Charisma-based.

Psychic Bondage (Su) When a creature fails its save against a mythic maharaja's *detect thoughts* ability, the maharaja can expend one use of mythic power to establish a mental link with that creature for 24 hours, and can maintain the mindlink by expending one use of its mythic power for each additional 24 hours. At any time, from any distance as long as they are on the same plane, the maharaja can keep track of the target as *status*, and once per day each he can target the creature with *dream*, *nightmare*, *suggestion*, or *mind probe*^{OA} (DC 32 for all effects).

Rajadhiraja (Su) A mythic maharaja is treated as a rajadhiraja, gaining a new spell-like ability usable at will (1st-4th level), 3/day (5th-7th level), or 1/day (8th-9th level). A typical mythic maharaja might take *wish* 1/day or *limited wish* 3/day. In addition, once per day as a standard action a mythic maharaja can restore a creature to life as *reincarnate*, except that the target must have been dead less than 1 day and can have been killed by a death effect. As with any effect that restores life to a creature, the reincarnating creature can choose not to be reincarnated if it wishes, but if it does allow the effect to happen, it returns to life at full capacity, as if restored via *true resurrection* in a new form. Some rajadhirajas slay their own allies in combat, then use this ability to in order to allow the allies to continue the battle in a new body. The new form granted by this effect can be any form within one size category of the dead creature's original size—the exact form of this new body is chosen by the rajadhiraja. Use the results listed for the *reincarnate* spell as guidelines for determining the new body's physical ability score adjustments.

Spells A maharaja casts arcane spells as an 18th-level sorcerer.

Telepathic Revelation (Ex) When a creature fails its save against a mythic maharaja's *detect thoughts* ability, as a swift or move action it can learn that creature's habits and tendencies in combat situations, granting it a +5 insight bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks made against that creature, as well as on weapon attack and damage rolls against it. This bonus also applies on caster level checks and to the save DC of divination and mind-affecting effects it uses against the creature. A mythic maharaja can gain this bonus against up to five creatures at a time; adding a new studied creature causes it to lose knowledge of a previously studied creature of its choice.

MYTHIC WEIRD

This spell affects all targets as *mythic phantasmal killer*, as described in Chapter 3 of *Pathfinder Roleplaying Game Mythic Adventures*. For targets that fail their Will save but succeed on their Fortitude saves, each one's *weird* persists in its mind, giving it the dazed condition until your next turn. On your next turn, each target must attempt another Fortitude save against the phantasm. Success means it takes 3d6 points of damage; failure means it dies from fear.

Augmented (6th): If you expend two uses of mythic power, the spell can affect living targets that are immune to fear, illusions, or mind-affecting effects.

Rakshasa, Raktavarna

What at first appears to be a bejeweled blade shimmers and writhes, transforming into a hideous, red-eyed serpent.

Mythic Raktavarna Rakshasa **CR 3/MR 1**

XP 800

Pathfinder Roleplaying Game Bestiary 3

LE Tiny outsider (mythic native, rakshasa, shapechanger)

Init +3; **Senses** darkvision 60 ft., *detect magic*; Perception +9

DEFENSE

AC 18, touch 15, flat-footed 15 (+3 Dex, +3 natural, +2 size)

hp 32 (3d10+16)

Fort +3, **Ref** +6, **Will** +4

DR 5/good or piercing; **SR** 18

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +8 (1d4+3 plus poison)

Special Attacks *detect thoughts* (DC 13), mythic power (1/day, surge +1d6), vicious delusion^{MA}

Spell-Like Abilities (CL 6th; concentration +8)

Constant—*comprehend languages*, *nondetection*

1/day—*charm person* (DC 13), *suggestion* (DC 15)

1/week—*commune* (CL 12th, 6 questions)

STATISTICS

Str 7, **Dex** 16, **Con** 15, **Int** 12, **Wis** 13, **Cha** 14

Base Atk +3; **CMB** +4; **CMD** 12 (can't be tripped)

Feats Alertness, Weapon Finesse^{MF}

Skills Bluff +12, Climb +9, Disguise +16, Escape Artist +6, Perception +9, Sense Motive +9, Stealth +17, Swim +6; **Racial Modifiers** +4 Bluff, +8 Disguise

Languages Common, Infernal, Undercommon; *comprehend languages*

SQ change shape (Tiny living object), master's eyes

ECOLOGY

Environment any

Organization solitary, pair, or rack (3-10)

Treasure standard

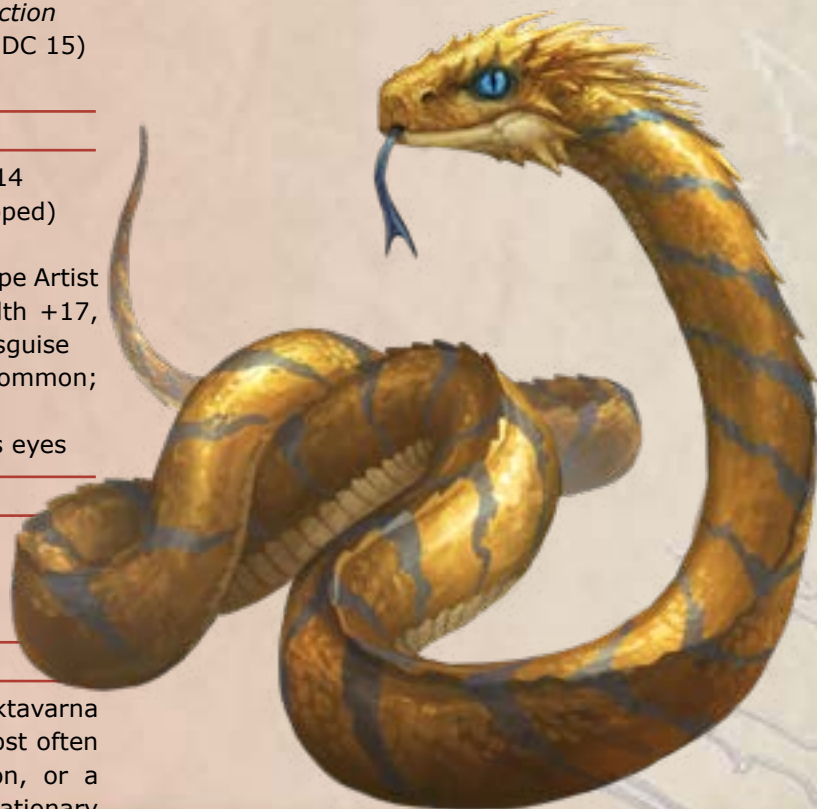
SPECIAL ABILITIES

Change Shape (Su) As a full-round action, a raktavarna can take the shape of a handheld object, most often an ornamental light, a one-handed weapon, or a piece of treasure. If the rakshasa remains stationary

in such a form, it can attempt Stealth checks even while being observed. It can remain motionless in object form indefinitely, but reverts to its true form as soon as it takes any action.

Hidden Aura (Su) A mythic raktavarna is warded by a constant *nondetection* spell, and if it wishes it may share this effect with any creature carrying, wearing, or wielding it in object form. The raktavarna may suppress or resume this ability at any time as a free action. In addition, whenever it successfully charms a creature, that creature is also warded with *nondetection*, and by expending one use of its mythic power the raktavarna can extend the duration of both the charm and *nondetection* effects to 24 hours.

Master's Eyes (Su) A raktavarna can designate a single creature as its master as a standard action. If the raktavarna is a spellcaster's familiar, its master is automatically that spellcaster, and the raktavarna cannot change this. As a full-round action, a raktavarna's master can observe the world as if looking through the raktavarna's eyes. The master must concentrate to maintain this link each round. The master's visual senses are suppressed for this time, and he uses the raktavarna's darkvision, detect magic, and regular eyesight to observe the world. This ability has no limit on range, and functions even



across planar boundaries. If the raktavarna is slain while its master is using this ability, the master is stunned for 1d4 rounds (no save).

Poison (Su) Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis plus *modify memory*; *cure* 1 save. Each time a victim takes Wisdom damage from this poison, a modify memory effect causes the victim to forget the previous minute's interactions with the raktavarna, as long as the raktavarna is no longer visible or is in object form. The save DC is Constitution-based.

Vicious Delusion (Su) A mythic raktavarna in item form can expend one use of its mythic power to enchant itself as a +1 *vicious* weapon for 10 rounds per day; this duration need not be continuous. This

effect applies only when the raktavarna is used as a weapon (even an improvised weapon). In addition, it can persuade its wielder that it possesses other magical powers, altering the wearer or wielder's perceptions so that it believes those powers are real (DC 13 Will negates). A creature that saves is immune to this delusion effect for 24 hours. This functions as a cursed magical item of delusion, and once a creature believes the raktavarna item has powers, he cannot be convinced otherwise without first using *remove curse* to break the effect. Any creature trying to dispel or remove the curse takes 2d6 points of damage, while the raktavarna's wearer or wielder takes 1d6 points of damage; this damage applies whether or not the attempt succeeds.

Rat

This filthy rat is the size of a small dog. It has a coat of coarse fur, a long and scabby tail, and two glittering eyes.

Mythic Dire Rat

CR 1/MR 1

XP 400

Pathfinder Roleplaying Game Bestiary

N Small animal (mythic)

Init +3; **Senses** low-light vision, scent; Perception +1

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 13 (1d8+9)

Fort +3, **Ref** +5, **Will** +1

OFFENSE

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +4 (1d4+3 plus disease)

Special Attacks disease, feral savagery (full attack)^{MA}, mythic power (1/day, surge +1d6), pernicious plague^{MA}

STATISTICS

Str 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +0; **CMB** -1; **CMD** 12 (16 vs. trip)

Feats Weapon Finesse^{MF}

Skills Climb +11, Perception +1, Stealth +11, Swim +11;

Racial Modifiers uses Dex to modify Climb and Swim

ECOLOGY

Environment any urban

Organization solitary or pack (2–20)

Treasure none

SPECIAL ABILITIES

Disease (Ex) Filth fever: Bite—injury; *save* Fort DC 11; *onset* 1 round; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

Pernicious Plague (Ex) A mythic dire rat's disease is far more deadly than that of a normal rat, manifesting symptoms in a single round. In addition, a creature already infected must attempt an additional save each time he is exposed to the rat's disease; for each failed save, the disease's save DC increases by 1 until the disease is cured. If the rat expends one use of its mythic power when a creature fails its saving throw, that creature's disease becomes contagious, and

any creature spending more than 1 minute within 10 feet of the creature must succeed on a Fortitude save with a +2 circumstance bonus or contract the disease. The circumstance bonus to the save does not apply if that creature shares food or drink with the infected creature or contacts their blood (or is otherwise exposed to a higher risk of infect, at the GM's discretion), including when making a Heal check or casting a curative spell on the infected creature.

A squirming, roiling mass of squeaking rats draws closer, teeth flashing and claws scratching everything in its path.

Mythic Rat Swarm

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary

N Tiny animal (mythic, swarm)

Init +7; **Senses** low-light vision, scent; Perception +8

DEFENSE

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

hp 24 (3d8+11)

Fort +4, **Ref** +5, **Will** +2

Defensive Abilities swarm traits

OFFENSE

Speed 15 ft., climb 15 ft., swim 15 ft.

Melee swarm (1d6 plus disease)

Space 10 ft.; **Reach** 0 ft.

Special Attacks crawling fear, disease, evasion^{MA}, distraction (DC 12), mythic power (1/day, surge +1d6)

STATISTICS

Str 2, **Dex** 15, **Con** 13, **Int** 2, **Wis** 13, **Cha** 2

Base Atk +2; **CMB** —; **CMD** —

Feats Improved Initiative^{MF}, Skill Focus (Perception)

Skills Acrobatics +6, Climb +10, Perception +8, Stealth +14,, Swim +10; **Racial Modifiers** uses Dex to modify Climb and Swim

ECOLOGY

Environment any

Organization solitary, pack (1 mythic rat swarm and 2–5 swarms) or infestation1 mythic rat swarm and 6–12 swarms)

Treasure none

SPECIAL ABILITIES

Crawling Fear (Ex) A creature that fails its Fortitude



save against a mythic rat swarm's distraction ability must succeed at a DC 14 Will save or become shaken. This is a mind-affecting fear effect. A creature that succeeds at its Will save cannot be affected by the same swarm's crawling fear ability for 24 hours. The save DC is Charisma-based and includes a +2 racial bonus.

Disease (Ex) *Filth fever*: Swarm—injury; save Fort DC 12; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.



Robot, Arachnid

This humanoid plant creature has the prickly hide of a cactus, and smaller cactuses seemingly sprout from its flesh.

Mythic Arachnid Robot

CR 1/MR 1

XP 400

d20pfsrd.com^{NU}

N Small construct (mythic, robot)

Init +1; **Senses** darkvision 60 ft., low-light vision; Perception +5

DEFENSE

AC 15, touch 12, flat-footed 14 (+1 Dex, +3 natural, +1 size)

hp 25 (1d10+20)

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

Immune construct traits; **Resist** fire 5

Weaknesses fragile, vulnerable to critical hits and electricity

OFFENSE

Speed 40 ft., climb 20 ft.

Melee 2 claws +3 (1d3+1)

Special Attacks arc lightning^{MA}, enhanced explosion^{MA}, explode, mythic power (1/day, surge +1d6), plasma torch

STATISTICS

Str 9, **Dex** 13, **Con** —, **Int** 10, **Wis** 12, **Cha** 1

Base Atk +1; **CMB** -1; **CMD** 10 (18 vs. trip)

Feats Weapon Finesse^M

Skills Climb +7, Disable Device +10, Perception +5, Stealth +10; **Racial Modifiers** +5 Disable Device, +5 Stealth

Languages Common

ECOLOGY

Environment any

Organization solitary, pair, or colony (1 plus 3–12 non-mythic arachnid robots)

Treasure none

SPECIAL ABILITIES

Arc Lightning (Ex) A mythic arachnid robot has sensitive electrical systems that overload when it is heavily damaged. At the beginning of the mythic arachnid robot's turn, if it has less than half its maximum hit points, it emits a burst of electricity in a 15-foot cone, dealing 2d4 points of electricity damage to each creature in the cone. A successful DC

11 Reflex save halves this damage. The saving throw DC is Dexterity-based.

Enhanced Explosion (Ex) If a mythic arachnid robot has at least one use of mythic power remaining when it explodes, the explosion is much more powerful, taking the form of a 20-foot-radius burst and dealing an additional 2d4 points of plasma damage to each target. Finally, this increases the DC of the Reflex save for half damage to 12.

Explode (Ex) If an arachnid robot is destroyed or takes damage while below half its maximum hit points, it must attempt a Fortitude saving throw with a DC equal to the amount of damage taken. If it fails, the robot explodes, dealing 2d4 points of plasma damage to all targets in a 10-foot-radius burst (Reflex DC 11 half). Half the damage dealt by plasma is fire damage, and half is electricity damage. This destroys the robot if it was still animate. The save DC is Dexterity-based.

Fragile (Ex) When badly damaged, arachnid robots function poorly. An arachnid robot reduced to fewer than half its maximum hit points is staggered and moves at half speed. Further damage may cause the robot to explode.

Plasma Torch (Ex) An arachnid robot can use its arm-mounted plasma torch in two ways. First, it can use the torch to make a ranged touch attack against a target within 15 feet, dealing 1d6 points of plasma damage on a successful hit. Alternatively, the robot can emit a 15-foot cone from its torch, dealing 1d4 points of plasma damage to all targets in the area of effect (Reflex DC 10 half). The robot's plasma torch requires 1 full round to recharge between uses. Half the damage dealt by plasma is fire damage, and half is electricity damage.



Robot, Surgeon

This robot has the general appearance of a skeletal praying mantis fashioned entirely from gleaming metal. An array of limbs fitted with laser scalpels, syringes, and other surgical devices spring from its body.

Mythic Surgeon Robot

CR 18/MR 7

XP 153,600

N Medium construct (robot)

Init +11; **Senses** darkvision 60 ft., low-light vision, superior optics; Perception +25

DEFENSE

AC 34, touch 17, flat-footed 27 (+7 Dex, +17 natural)
hp 339 (18d10+150 plus 90 hp force field)

Fort +11, **Ref** +18, **Will** +15

Defensive Abilities draw fire^{MA}, field boost^{MA}, fortification^{MA} (50%), hardness 10, hardy; **DR** 10/epic; **Immune** construct traits

OFFENSE

Speed 60 ft., fly 60 ft. (good); impossible speed^{MA}

Melee 2 claws +25 (1d6+6 plus grab plus 5 precision), 4 scalpels +25 (1d6+6/19–20 plus 5 precision), and syringe +25 (1d4+6/19–20 plus poison plus 5 precision)

Ranged integrated surgical laser +25 touch (1d6 fire/19–20)

Special Attacks combined arms, constrict (1d6+9), mythic power (7/day, surge +1d10), surgical precision^{MA}, syringe

STATISTICS

Str 22, **Dex** 25, **Con** —, **Int** 14, **Wis** 19, **Cha** 1

Base Atk +18; **CMB** +24; **CMD** 41 (45 vs. trip)

Feats Critical Focus, Improved Critical (integrated surgical laser, scalpel, syringe), Improved Initiative^{MF}, Nimble Moves^{MF}, Sickening Critical^{MF}, Skill Focus^{MF} (Heal), Weapon Finesse

Skills Disable Device +11, Heal +36, Knowledge (engineering) +15, Knowledge (local) +15, Knowledge (nature) +15, Perception +25, Sense Motive +12; **Racial Modifiers** +8 Heal

Languages Bahgra, Common, Jagladine

SQ master surgeon, nanite repair^{MA}, specialized programming

ECOLOGY

Environment any (region of conflict)

Organization solitary or team (2–6)

Treasure none

SPECIAL ABILITIES

Combined Arms (Ex) When making a full attack, a mythic surgeon robot can make all its melee natural weapon attacks plus its ranged integrated weapon attacks.

Draw Fire (Su): As an immediate action, when an ally within 30 feet is targeted with a ranged weapon attack, a mythic surgeon robot can have that attack target it instead. If the mythic surgeon robot would normally be out of range for that attack, the attack is able to hit it as if the attack were at maximum range. The mythic surgeon robot can use this ability without using an immediate action by expending one use of mythic power.

Field Boost (Ex) As an immediate action, a mythic surgeon robot can expend any number of uses of mythic power to boost its force field. For each use of mythic power expended, the force field's hit points are increased by 2 times the mythic surgeon robot's CR. The force field's hit points cannot exceed 5 times the robot's CR (90 hp for most mythic surgeon robots) at any one time through the use of this ability. Using this ability reactivates the force field if it has already collapsed.

Force Field (Ex) A mythic surgeon robot is sheathed in a thin layer of shimmering energy that grants it 90 bonus hit points. All damage dealt to a robot with an active force field is deducted from these hit points first. As long as the force field is active, the mythic surgeon robot is immune to critical hits. A mythic surgeon robot's force field has fast healing 18, but once these bonus hit points are reduced to 0, the force field shuts down and doesn't reactivate for 24 hours.

Hardy (Ex) Mythic surgeon robots are designed to survive in the field, and do not have a robot's standard vulnerability to critical hits or electricity. Note that the mythic surgeon robot has fortification (50%), but this applies only when the force field is not operating.

Impossible Speed (Ex): A mythic surgeon robot's base land speed increases by 30 feet (this is included above). In addition, it can expend one use of mythic power as a free action to increase its base land speed increases by +10 feet per mythic rank. (+70 ft. for a typical mythic surgeon robot)..

Master Surgeon (Ex) Programmed to execute advanced medical procedures, a mythic surgeon robot can perform surgeries and other procedures that heal humanoid creatures of all manner of maladies. A mythic surgeon robot can heal wounds, set broken



bones, cure diseases, treat burns, remove poison, and even install cybertech items. These procedures take varying amounts of time for the surgeon robot to complete and require different Heal check DCs. The DCs for these surgical procedures increase by 10 when they're performed on a non-humanoid creature. These procedures leave the patient with the exhausted condition. If the mythic surgeon robot fails any of its Heal checks, the surgery fails and the patient takes 1d4 points of Constitution damage and is exhausted for 24 hours. The mythic surgeon robot can expend a use of mythic power to reduce the required time by 90%, or to turn a failed Heal skill check into a success. The procedures a surgeon robot can perform are as follows:

- *Cure Blindness/Deafness (DC 35)*: The patient's sight or hearing is restored. *Required Time*: 30 minutes.
- *Install Cybertech (DC = 5 + the cybertech install DC)*: Cybernetic equipment is installed safely. *Required Time*: 20 minutes per point of implantation of the cybertech being installed.
- *Minor Surgery (DC 25)*: The patient is healed of 1d8+1 points of damage. *Required Time*: 5 minutes.
- *Moderate Surgery (DC 30)*: The patient is healed of 2d8+3 points of damage and 1d4+1 points of ability damage to a selected ability score. *Required Time*: 10 minutes.
- *Major Surgery (DC 35)*: The patient is healed of 3d8+5 points of damage and is cured of blindness and deafness. *Required Time*: 15 minutes.
- *Critical Surgery (DC 40)*: The patient is healed of 4d8+7 points of damage and either all ability damage to all ability scores or all ability drain to one ability score. *Required Time*: 30 minutes.
- *Treat Toxin (DC = 10 + the save DC of disease or poison)*: One disease or poison currently afflicting the patient is removed. *Required Time*: 10 minutes.

Nanite Repair (Ex) A mythic surgeon robot's nanites heal it, restoring a number of hit points equal to its Hit Dice every hour (18 hit points per hour for most mythic surgeon robots). Once per day, as a full-round action, the mythic surgeon robot can heal itself or any robot it touches of 12d6 points of damage. The mythic surgeon robot can expend a use of mythic power to activate the once per day ability again even if it has already been used.

Resilient (Ex) Mythic surgeon robots receive a +5 racial bonus on all saving throws (bonus included above).

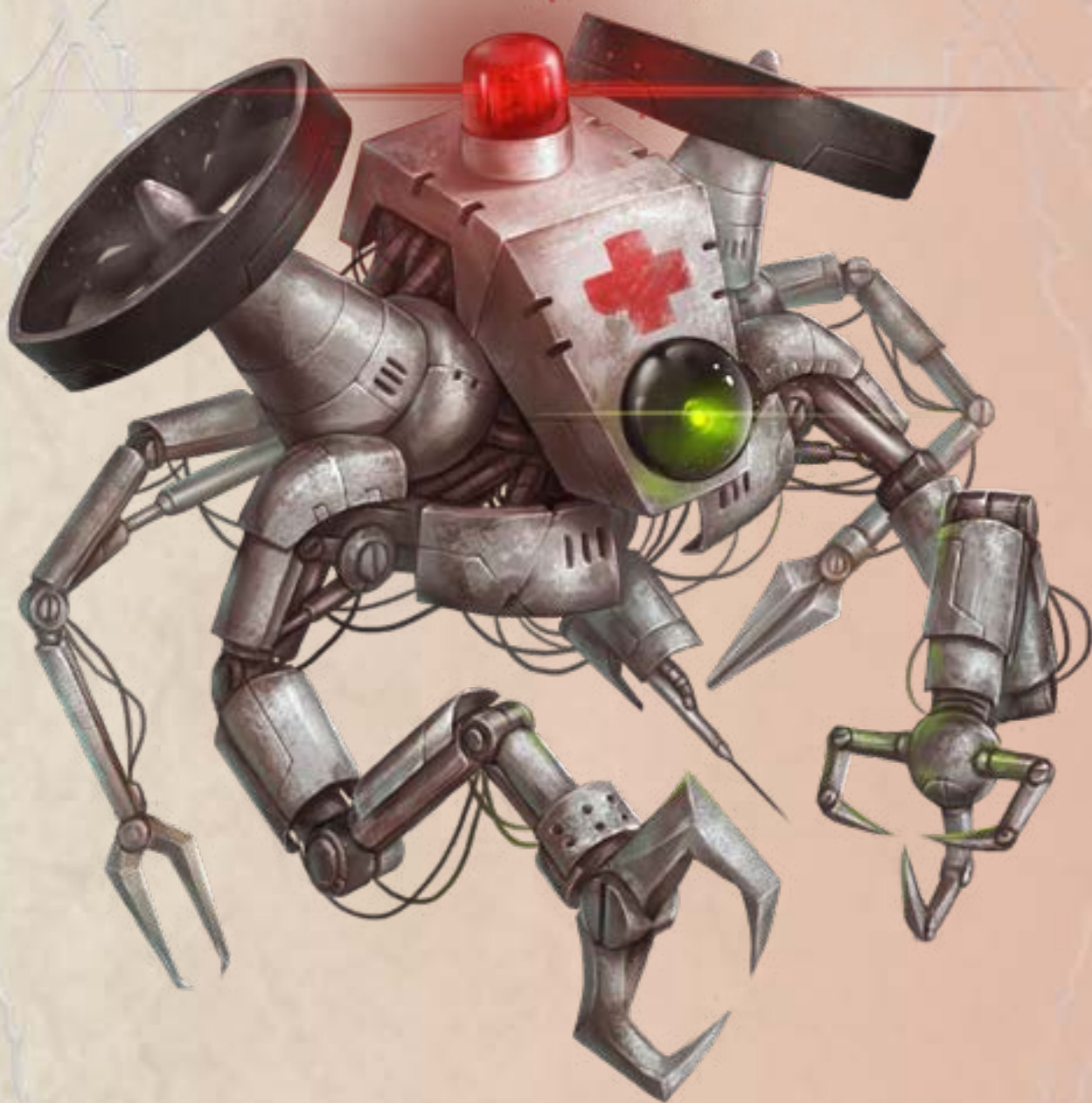
Specialized Programming (Ex) Heal is always a class skill for mythic surgeon robots, and they gain a +8 racial bonus on Heal checks.

Superior Optics (Ex) Mythic surgeon robots see invisible creatures or objects as if they were visible.

Surgical Precision (Ex) A mythic surgeon robot can strike precisely with its natural weapon attacks (excluding its integrated surgical laser), adding +5 to the damage dealt. Any creature that is immune to sneak attacks is immune to the additional damage granted by surgical precision, and any item or ability that protects a creature from critical hits also protects a creature from the additional damage of its surgical precision. This additional damage is precision damage and is not multiplied on a critical hit.

Syringe (Ex) When a mythic surgeon robot makes a successful attack with its syringe, it can inject the target with pharmaceuticals. The robot contains nanites that fabricate the pharmaceuticals stored within its body. Up to 10 doses of these pharmaceuticals can be administered per day. The surgeon robot can choose to affect its target with cardioamp, cureall, hemochem (grade III), torpinal, or zortaphen each time it uses this ability. Rules for these [pharmaceuticals](#)^{TG} can be found in the official *Pathfinder Roleplaying Game* guide to technology.





Robot, Terraformer

This large robot's arms end in an assortment of drills, torches, hammers, and vises.

Mythic Terraformer Robot

CR 9/MR 4

XP 6,400

Pathfinder Roleplaying Game Bestiary 5

N Large construct (mythic, robot)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +13

DEFENSE

AC 26, touch 12, flat-footed 23 (+3 Dex, +14 natural, -1 size)

hp 125 (10d10+70)

Fort +5, **Ref** +6, **Will** +3

DR 5/epic; **Defensive Abilities** hardness 10; **Immune** construct traits; **Resist** acid 5, cold 5, fire 15

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed 30 ft., burrow 20 ft., climb 30 ft., fly 10 ft. (clumsy), swim 20 ft.

Melee integrated drill +17 (2d6+6/x3), slam +15 (1d6+6 plus grab), integrated laser torch +14 touch (1d6 fire)

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

Special Attacks bioengineered poison^{MA}, breath weapon (30-ft. cone, 3d6 acid plus poison, Reflex DC 15 half, usable every 1d4 rounds), create natural disaster^{MA}, mythic power (4/day, surge +1d8), powerful drill^{MA}

STATISTICS

Str 22, **Dex** 16, **Con** —, **Int** 17, **Wis** 11, **Cha** 5

Base Atk +10; **CMB** +17; **CMD** 30

Feats Acrobatic Steps, Great Fortitude, Improved Great Fortitude, Nimble Moves^M, Weapon Focus (drill)^M

Skills Acrobatics +6, Climb +14, Fly +3, Knowledge (engineering) +20, Knowledge (geography) +16, Knowledge (nature) +20, Perception +13, Swim +14; **Racial Modifiers** +4 Knowledge (engineering), +4 Knowledge (nature)

Languages Common

SQ reprogram terrain^{MA}, technological wonders, terraform^{MA}

ECOLOGY

Environment any

Organization solitary, pair, trio, or team (1 plus 3–10 non-mythic terraformers)

Treasure none

SPECIAL ABILITIES

Bioengineered Poison (Ex) Whenever a mythic terraformer uses its breath weapon, it can choose to spray a specially bioengineered poison, instead of its standard poison. The mythic terraformer must choose a single creature type (and a subtype, in the case of humanoids and outsiders). Against creatures of that type, the mythic terraformer adds its Intelligence modifier to the poison's saving throw DC, and the effect changes to 1d3+1 Con. Against all other creatures, the poison's DC is reduced by 2, and its effect changes to 1d3–1.

Create Natural Disaster (Ex) As a full-round action, by expending 2 uses of mythic power, a mythic terraformer can release a cloud of nanites that performs an incredibly drastic terrain reprogramming. This mimics one of the following spells, using twice the mythic terraformer's Hit Dice as its caster level: *earthquake*, *storm of vengeance*, or *tsunami*^{APG}. While the mythic terraformer's technological wonders ability does apply to these effects, their durations still expire as normal for the spell.

Poison (Ex) Breath weapon—inhaled; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves.

Powerful Drill (Ex) A mythic terraformer's drill is exceptionally powerful. Its damage dice are increased to 2d6, and its critical multiplier is x3.

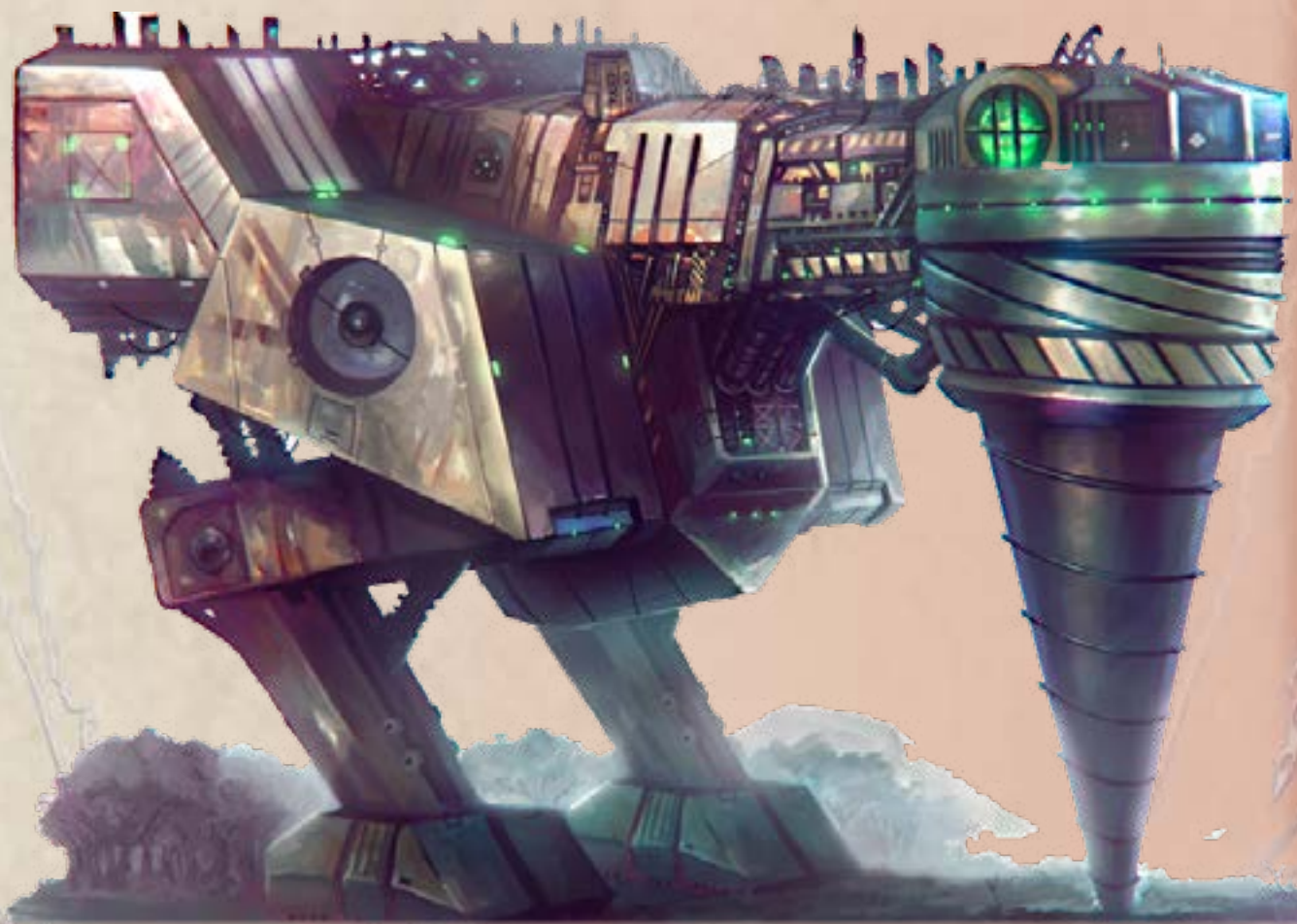
Reprogram Terrain (Ex) Three times per day as an action that takes 1 full round, a mythic terraformer can release a cloud of nanites that mimics the effects of one of the following spells, using the terraformer's Hit Dice as the caster level: *expeditious excavation*, *soften earth and stone*, or *stone shape*. If the mythic terraformer expends one use of mythic power when it uses this ability, it does not count against the number of times it can use this ability per day, and it may choose to have the nanites replicate one of the following effects, instead of the ones normally available: *control weather*, *move earth*, *obsidian flow*^{UC}, *shifting sand*^{APG}, *spike stones*, *transmute mud to rock*, *transmute rock to mud*, or *wall of stone*. In the case of *control weather* and *shifting sand*, while the mythic terraformer's technological wonders ability still applies, the effect's duration ends normally.

Terraform (Ex) A single mythic terraformer can perform permanent changes to the local environment that normally require ten terraformers working in



tandem. By spending two weeks doing nothing but releasing nanites as a full-round action each round, a mythic terraformer can cause one of the following effects (mythic, robots' choice) to occur in a 1-mile radius: the terrain is shaped as per *move earth*; water in the area is altered as per *control water*; plants in the area are affected as per either *plant growth* or *diminish plants*; or the average temperature in the area is raised or lowered by 10° Fahrenheit. If three or more mythic terraformers work in tandem in the same 1-mile radius area, they can completely reshape the terrain to match any layout and topography they desire, and adjust the average temperature by up to 50° Fahrenheit.

Technological Wonders (Ex) Effects from a terraformer's abilities are non-magical in nature, and can't be identified, dispelled, or affected by effects that can affect only spells. The duration of these effects never expires.



Robot, Torturer

Spinning blades, long needles, and crystal-tipped rods stud the surface of this hovering metallic sphere.

Mythic Torturer Robot

CR 10/MR 4

XP 9,600

d20pfsrd.com^{NU}

N Small construct (mythic, robot)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +19

DEFENSE

AC 30, touch 20, flat-footed 21 (+7 Dex, +2 dodge, +10 natural, +1 size)

hp 145 (10d10+50 plus 50-hp force field)

Fort +3, **Ref** +10, **Will** +5

DR 5/epic; **Defensive Abilities** all-around vision, block attacks^{MA}, field boost^{MA}, hardness 10; **Immune** construct traits

Weaknesses vulnerable to critical hits, vulnerable to electricity

OFFENSE

Speed fly 40 ft. (perfect)

Melee 4 rotating blades +18 (1d4+7/18–20)

Ranged 4 surgical lasers +18 touch (1d8 fire/19–20)

Special Attacks agile, interrogate^{MA}, mythic power (4/day, surge +1d6), nanosurgeon^{MA}, truth serum^{MA}

STATISTICS

Str 8, **Dex** 25, **Con** —, **Int** 10, **Wis** 15, **Cha** 1

Base Atk +10; **CMB** +8; **CMD** 26 (can't be tripped)

Feats Alertness, Dodge^M, Mobility, Vital Strike^M, Weapon Finesse

Skills Fly +17, Heal +17, Perception +19, Sense Motive +19; **Racial Modifiers** +15 Heal

Languages Common

ECOLOGY

Environment any

Organization solitary, pair, or inquisition (1 plus 2–3 non-mythic torturer robots)

Treasure none

SPECIAL ABILITIES

Agile (Ex) A torturer robot adds its Dexterity modifier to its damage rolls in place of its Strength modifier when using its rotating blades attack.

Field Boost (Ex) By expending one use of mythic power as an immediate action, a mythic torturer

robot can boost the power of its force field. For each use of mythic power expended, the force field's hit points are increased by twice the mythic torturer robot's CR. The force field's hit points cannot exceed 5 times the mythic torturer robot's CR (50 hp for most mythic torturer robots) at any one time through the use of this ability. Using this ability reactivates the force field if it has already collapsed.

Force Field (Ex) A field of shimmering energy surrounds a torturer robot. Damage dealt to the robot is applied to the force field first. As long as the field is active, the robot is immune to critical hits. The force field has fast healing 10, but once the field's hit points are reduced to 0, the field collapses and does not reactive for 24 hours.

Interrogate (Ex) As a standard action, the torturer robot can attempt a Heal check to deal 1d4 points of damage to an ability of its choice possessed by an adjacent, helpless target. A successful Fortitude saving throw with a DC equal to the robot's Heal check result negates this damage. By expending one use of mythic power, the mythic torturer robot can use this ability against an adjacent creature that is not helpless, although it must succeed on a melee touch attack to do so, and it suffers a –5 penalty on both the attack roll and the Heal check.

Nanosurgeon (Ex) As a standard action, a mythic torturer robot can inject purpose-programmed nanites into a target as a melee touch attack. The nanites produce one of the following effects or conditions (CL 10th, where applicable): *cure critical wounds*, *restoration*, *neutralize poison*, *remove disease*, exhaustion, nauseated for 1d4 minutes, or paralyzed (nauseated targets only, for remainder of original duration).

If the victim succeeds at a DC 17 Fortitude saving throw, exhaustion is reduced to fatigue, nauseated is reduced to sickened, and other effects are negated. The mythic torturer robot carries 5 doses of nanites, and it constructs replacements at a rate of 1 dose per hour. By expending one use of mythic power, the mythic torturer robot can create a dose of nanites as a move action. The save DC is Wisdom-based.

Surgical Lasers (Ex) The torturer robot's lasers have a range of 50 feet with no range increment, and threaten a critical hit on a 19 or 20. Lasers pass through transparent creatures and objects without causing harm (including force fields, force effects, and invisible creatures; it can pass through glass, but the glass takes damage), and can strike targets behind them normally. Fog, smoke, and other clouds provide cover in addition to concealment



from laser attacks.

Truth Serum (Ex) A mythic torturer robot can inject a creature with a dose of a powerful cocktail of drugs that makes them highly susceptible and willing to divulge information. In order to do so, the mythic torturer robot must succeed on a melee touch attack. The target is entitled to a Fortitude save (DC 15) to resist the serum's effects, and the serum is treated as a poison for the purposes of creatures with resistances or immunity to poison.

An affected creature takes a -5 penalty on Will saving throws, and the DC of any Intimidate checks made against the creature is reduced by 5, or by 10, if the Intimidate check is a request for information. These effects last for 1 hour. A mythic torturer robot can store up to 3 doses of truth serum at a time, and it constructs replacements at a rate of 1 dose per day.



Roc

This immense raptor unleashes a shrill cry as it bares its talons, each large enough to carry off a horse.

Mythic Advanced Roc

CR 15/MR 5

XP 51,200

Pathfinder Roleplaying Game Bestiary

N Gargantuan animal (mythic)

Init +13^{MF}; **Senses** low-light vision; Perception +17

DEFENSE

AC 31, touch 10, flat-footed 27 (+4 Dex, +21 natural, -4 size)

hp 224 (16d8+152)

Fort +17, **Ref** +16, **Will** +10

Defensive Abilities feathered fortification^{MA}; **DR** 10/epic

OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee 2 talons +20 (2d6+11/19-20/x3 plus grab), bite +19 (2d8+11)

Space 20 ft.; **Reach** 15 ft.

Special Attacks carry off^{MA}, crush^{MA} (4d6+16, DC 29), deadly drop^{MA}, devastating stoop^{MA}, mythic power (5/day, surge 1d8), wingstorm^{MA}

STATISTICS

Str 32, **Dex** 19, **Con** 25, **Int** 2, **Wis** 16, **Cha** 15

Base Atk +12; **CMB** +27 (+31 grapple); **CMD** 41

Feats Flyby Attack, Improved Critical (talons)^{MF}, Improved Initiative^{MF}, Iron Will, Lightning Reflexes, Power Attack^{MF}, Skill Focus (Perception), Weapon Focus (talons)

Skills Fly +7, Perception +17

ECOLOGY

Environment warm mountains

Organization solitary or mated pair

Treasure none

SPECIAL ABILITIES

Carry Off (Ex) A mythic roc can grapple a single Large creature or two Medium or smaller creatures simultaneously in its claws without being considered grappled itself. It does not need to succeed at a grapple check to move while carrying grappled creatures of size Large or smaller.

Crush (Ex) A mythic roc can land on foes as a standard action, using its whole body to crush as many Medium or smaller creatures as fit in its space. This attack

deals 4d6+16 points of damage, and creatures in the area must succeed on a DC 29 Reflex save or be pinned underneath the mythic roc, automatically taking this damage again each round until the mythic roc moves off of them. If the mythic roc wishes to maintain the pin, it must make one grapple check which applies to all trapped creatures. If this check fails to overcome an individual creature's CMD, that creature becomes entangled rather than pinned but can move (at half speed) out from under the mythic roc on its next turn. A mythic roc can use its mythic Power Attack feat to increase the damage of its crush attack, increasing damage to 4d6+28 but decreasing the save DC (and any combat maneuver checks it makes to grapple or pin) by 4. It can spend one use of its mythic power to gain this increased damage with its crush attack without these penalties for 1 minute. The save DC is Strength-based.

Deadly Drop (Ex) Mythic rocs often carry heavy boulders or similar objects high into the air to drop them on creatures below. A mythic roc can carry two



Large or smaller or one Huge or Gargantuan object in flight. Dropping these objects requires a ranged touch attack, with a range increment of 20 feet. A mythic roc typically aims at a specific square (AC 5) rather than a moving creature. Dropped objects deal damage as listed below (DC 15 Reflex half), affecting all creatures in the listed area. Damage is doubled if the object is dropped from 150 feet or more in the air, but it is halved if the dropped object is not fairly heavy and solid. Hence, a log or boulder would deal full damage, but a wagon, boat, or creature (living or dead) would deal only half damage.



Object Size	Damage	Area of Effect
Small	2d6	One 5-foot square
Medium	3d6	One 5-foot square
Large	4d6	10-foot by 10-foot square
Huge	6d6	15-foot by 15-foot square
Gargantuan	8d6	20-foot by 20-foot square

If the ranged touch attack misses, the object lands 1d6 squares away in a random direction. Wherever the dropped object lands, the area of effect becomes dense rubble terrain until 1 minute is spent clearing it. If the mythic roc spends one use of its mythic power, the save DC increases to 20 and any creature failing its save is entangled and stuck in place by rubble until they can succeed at a DC 20 Escape Artist check or Strength check. Creatures or objects dropped by a mythic roc take falling damage normally.

Devastating Stoop (Ex) A mythic roc can tear buildings and structures apart with ease. A mythic roc deals double damage to Large or larger objects with its natural weapons or its crush attack. It can spend one use of its mythic power to ignore up to 10 points of hardness from objects it attacks for 1 minute.

Feathered Fortification (Ex) A mythic roc's massive plumage makes it hard to target the true vital areas of the bird. When a critical hit is confirmed against a mythic roc, it has a 50% chance to negate the critical hit, converting it into a normal hit. Any touch or ranged touch attack against a roc has a 20% miss chance, as the attack may hit a roc's loose feather rather than striking true. When rolling this percentage, a mythic roc can spend one use of its mythic power as an immediate action to reroll.



Wingstorm (Ex) As a standard action, a mythic roc can create a 120-foot-long, 20-foot-wide gust of [strong wind](#)^{CRB} as often as desired. By spending one use of its mythic power, it can increase this wind to windstorm strength.

Rot Grubs

This nauseating carpet of wriggling white grubs undulates outward in a pallid wave of hunger.

Mythic Rot Grub Swarm

CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary 3

N Fine vermin (mythic, swarm)

Init +2; **Senses** blindsense 30 ft.; Perception +0

DEFENSE

AC 23, touch 20, flat-footed 21 (+2 Dex, +3 natural, +8 size)

hp 119 (10d8+74)

Fort +12, **Ref** +5, **Will** +3

Defensive Abilities swarm traits; **DR** 5/epic;

Immune mind-affecting effects, weapon damage

OFFENSE

Speed 10 ft.

Melee swarm (2d6 plus distraction, horrid disfigurement^{MA}, and mythic infestation^{MA})

Space 10 ft.; **Reach** 0 ft.

Special Attacks burrowing birth^{MA}, distraction (DC 20), flesh consumption^{MA}, mythic power (5/day, surge +1d6+1)

STATISTICS

Str 1, **Dex** 15, **Con** 20, **Int** —, **Wis** 10, **Cha** 1

Base Atk +7; **CMB** —; **CMD** —

Feats Extra Mythic Power^{MF}, Potent Surge^{MF}

ECOLOGY

Environment any

Organization solitary

Treasure none

SPECIAL ABILITIES

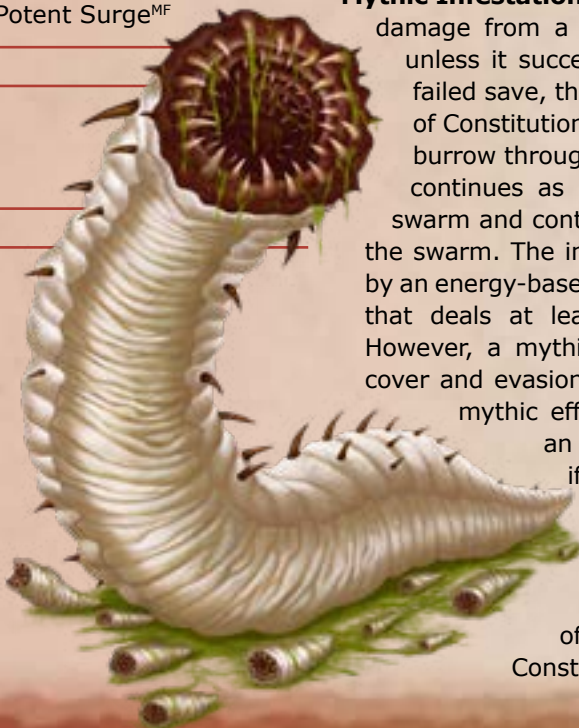
Burrowing Birth (Ex) A mythic rot grub swarm that begins its turn with an infested creature within its space can burrow all of its rot grubs into that infested creature. It no longer deals damage as a swarm, harming only the infested creature, who takes a –4 penalty on its saving throws against the

swarm's abilities. A rot grub swarm using this ability gains total cover, and while it can be harmed by energy effects that also damage its host it is only destroyed if its hit points are reduced to zero. Each round the swarm infests a single target in this fashion, it has a 50% chance to go dormant and begin gestating. A host gestating a mythic rot grub swarm feels normal and suffers no ill effects for 1d4 hours, at which point the host becomes nauseated and begins taking 1d4 points of Constitution damage per round and must succeed at a DC 20 Fortitude save each round at the beginning of its turn or die. Upon the host's death, 1d4+1 [giant rot grubs](#) burrow out of the host's body, followed 1d4 rounds later by the mythic rot grub swarm. The swarm takes 2 points of Constitution damage for each giant rot grub birthed in this manner.

Flesh Consumption (Ex) A mythic rot grub swarm can expend one use of its mythic power as a swift action to consume the flesh of its victims. Until the beginning of its next turn, any creature taking Constitution damage from the swarm also takes an equal amount of Strength and Dexterity damage. If the swarm is damaged, it heals a number of hit points equal to the amount of Strength, Dexterity, and Constitution damage it deals to all targets. This healing cannot bring the swarm above its maximum hit points.

Horrid Disfigurement (Ex) A creature failing its saving throw against a mythic rot grub swarm's distraction attack is also wracked with pain as the rot grubs tear apart its flesh and bone, affecting it as [excruciating deformation](#)^{UM}.

Mythic Infestation (Ex) Any living creature that takes damage from a rot grub swarm becomes infested unless it succeeds at a DC 20 Reflex save. On a failed save, the infested creature takes 1d4 points of Constitution damage per round as the rot grubs burrow through and consume its flesh—this effect continues as long as the victim remains in the swarm and continues for 1d6 rounds after it leaves the swarm. The infesting rot grubs can be destroyed by an energy-based attack (including negative energy) that deals at least 20 points of energy damage. However, a mythic rot grub swarm gains improved cover and evasion when infesting a creature. A non-mythic effect that removes disease destroys an infestation of mythic rot grubs only if the caster succeeds on a DC 20 caster level check. If the caster is a mythic creature, it may add its mythic rank or tier as a bonus on this check. Immunity to disease offers no defense. The save DC is Constitution-based.



Sahuagin

This scaly humanoid has a long, fish-like tail. Its arms and legs end in webbed claws, and its piscine head features a toothy maw.

Mythic Sahaugin

CR 3/MR 1

XP 800

LE Medium monstrous humanoid (aquatic)

Init +1; **Senses** blindsense 30 ft., darkvision 60 ft.; Perception +6

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)
hp 25 (2d10+14)

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

Weaknesses light blindness

OFFENSE

Speed 30 ft., swim 60 ft.

Melee trident +4 (1d8+3), bite -1 (1d4+1) or 2 claws +4 (1d4+2), bite +4 (1d4+2)

Ranged heavy crossbow +3 (1d10/19-20)

Special Attacks blood frenzy^{MA}, mythic power (3/day, surge 1d6), spontaneous mutation^{MA}

STATISTICS

Str 14, **Dex** 13, **Con** 14, **Int** 14, **Wis** 13, **Cha** 9

Base Atk +2; **CMB** +4; **CMD** 15

Feats Extra Mythic Power^{MF}, Great Fortitude

Skills Handle Animal +1, Perception +6, Ride +6, Stealth +6, Survival +6, Swim +15

Languages Aquan, Common; speak with sharks

ECOLOGY

Environment temperate or warm ocean

Organization solitary, pair, team (5-8), patrol (11-20 plus 1 lieutenant of 3rd level and 1-2 sharks), band (20-80 plus 100% noncombatants, 1 lieutenant of 3rd level and 1 chieftain of 4th level per 20 adults, and 1-2 sharks), or tribe (70-160 plus 100% noncombatants, 1 lieutenant of 3rd level per 20 adults, 1 chieftain of 4th level per 40 adults, 9 guards of 4th level, 1-4 under-priestesses of 3rd-6th level, 1 priestess of 7th level, 1 baron of 6th-8th level, and 5-8 sharks)

Treasure NPC gear (trident, heavy crossbow with 10 bolts, other treasure)

SPECIAL ABILITIES

Blood Frenzy (Ex) Once per day, a sahuagin that takes damage in combat can fly into a frenzy in

the following round. It gains +2 Constitution and +2 Strength, but takes a -2 penalty to its AC. The frenzy lasts as long as the battle or 1 minute, whichever is shorter. While in a blood frenzy, a mythic sahuagin's melee attacks deal 1 point of bleed damage with each hit, and this bleed damage stacks. In addition, a mythic sahuagin's blindsense is treated as blindsight for the purpose of perceiving creatures taking bleed damage.

Speak with Sharks (Su) A sahuagin can communicate telepathically with sharks to a distance of 150 feet. This communication is limited to simple concepts, such as "come here," "defend me," or "attack this target."

Spontaneous Mutation (Ex) A mythic sahuagin can tap into the latent mutational potential of its species by expending one use of mythic power as a swift action, granting it one of the following mutational benefits for 1 minute.

Blind Angler: The sahuagin's skin becomes pallid and eyeless. While blind (and therefore immune to visual effects), its blindsense increases to 90 feet and it gains Blind-Fight as a bonus feat. A glowing tendril protruding from its head a sightless sahuagin causes all sighted creatures to be dazzled while within 10 feet, and it can use *animal trance* once per day as a spell-like ability. This animal trance effect is entirely visual, so it doesn't have the sonic descriptor or work on blind creatures.

High Mutant: The sahuagin gains four arms, giving it two additional claw attacks. It gains Multiattack and Toughness as bonus feats, and gains multiweapon mastery, removing penalties for attacking with multiple weapons.

Malenti: The sahuagin's appearance shifts to resemble an aquatic elf. Its natural armor bonus to AC is reduced by 3 and it loses its natural weapons, but it also loses its light blindness and gains a +4 enhancement bonus to Dexterity and Charisma. It gains Deceitful and Skill Focus (Bluff) as bonus feats and can use *command* once as a spell-like ability (aquatic creatures only).

Primordial: The sahuagin's size increases as if it had used *enlarge person* and its natural armor bonus to AC also increases by 2. In this form, it can use its speak with sharks ability on aquatic dinosaurs and megafauna.

Spinefish: The sahuagin's flesh becomes covered with hundreds of needle-like spines. Creatures that grapples or are grappled by the sahuagin, or hit it with an unarmed strike, melee touch attack, or natural weapon, take 1d4 points of piercing damage.

The sahuagin also gains Defensive Combat Training and Improved Grapple as bonus feats.

Thresher: The sahuagin's maw expands and fills with rows of shark-like teeth, while its lower body becomes shark-like, resembling a monstrous merfolk. Its land speed is decreased to 5 feet but its swim speed increased to 80 feet. It gains a primary bite attack dealing 1d6 points of damage and is immune to trip combat maneuvers.



Sandman

A whirling cloud of fine desert sand piles up upon itself, forming into the shape of a humanoid figure.

Mythic Sandman

CR 4/MR 1

XP 1,200

NE Medium outsider (earth, elemental, extraplanar, mythic)

Init +5/-15, dual initiative^{MA}; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +7

Aura sleep (20 ft., DC 14)

DEFENSE

AC 16, touch 11, flat-footed 15 (+1 Dex, +5 natural)
hp 40 (4d10+18)

Fort +6, **Ref** +5, **Will** +3

Defensive Abilities amorphous; **DR** 10/bludgeoning;
Immune elemental traits

OFFENSE

Speed 30 ft., burrow 30 ft.; sand glide^{MA}

Melee slam +6 (1d6+3 plus sleep)

Special Attacks mythic power (1/day, surge +1d6)

STATISTICS

Str 14, **Dex** 13, **Con** 15, **Int** 10, **Wis** 11, **Cha** 10

Base Atk +4; **CMB** +6; **CMD** 17

Feats Improved Initiative, Iron Will^{MF}

Skills Acrobatics +8, Climb +9, Knowledge (planes) +7, Perception +7, Sense Motive +7, Stealth +8 (+12 in sand); **Racial Modifiers** +4 Stealth in sand

Languages Terran

SQ compression, sand form

ECOLOGY

Environment any land (Plane of Earth)

Organization solitary, gang (2-4), or shoal (5-10)

Treasure none

SPECIAL ABILITIES

Sand Form (Su) As a standard action, a mythic sandman can cause its humanoid form to collapse into a pile of animated sand. In this form, treat the mythic sandman as if it were a Small mythic earth elemental made out of sand. The mythic sandman retains its compression and sleep aura abilities when in sand form, but loses its sleep attack and its damage reduction, as its sandy body in this form is much more compact and easier to scatter with solid weapon blows.

Sand Glide (Ex) This ability functions like the earth

elemental's earth glide ability, but works only on sand, dirt, and other fine-grained solid matter. The mythic sandman's speed using sand glide as the same as its base speed.

Sleep (Su) A creature struck by a mythic sandman's slam attack must succeed on a DC 14 Will save or immediately fall asleep, as if affected by a *sleep* spell (caster level 8th). There is no limit to the number of Hit Dice a sandman can affect with this ability. The save DC is Constitution-based.

Sleep Aura (Su) A mythic sandman radiates an aura in a 20-foot-radius spread that puts creatures to sleep. Any creature in the area must succeed on a DC 14 Will save or fall asleep, as if affected by a *sleep* spell (caster level 8th). There is no limit to the number of Hit Dice a mythic sandman can affect with this ability. A creature that successfully saves is immune to that mythic sandman's sleep aura for 24 hours. The save DC is Constitution-based.



Scylla

This horrifying creature has the upper body of a beautiful woman, but a lower body of snapping wolf heads and writhing tentacles.

Mythic Scylla

CR 20/MR 8

XP 307,200

Pathfinder Roleplaying Game Bestiary 2

CE Huge aberration (aquatic, mythic)

Init +15/-5, dual initiative^{MA}; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft., low-light vision, mistsight^{MA}, *see invisibility*; Perception +29

Aura frightful presence (30 ft., DC 26)

DEFENSE

AC 42, touch 24, flat-footed 26 (+15 Dex, +1 dodge, +18 natural, -2 size)

hp 314 (20d8+224); fast healing 10

Fort +14, **Ref** +21, **Will** +18

Defensive Abilities *freedom of movement*, improved evasion, second save^{MA}; **DR** 10/cold iron, epic, and lawful; **Immune** cold, charm effects, confusion and insanity effects; **Resist** acid 20, fire 20; **SR** 35

OFFENSE

Speed 30 ft., swim 50 ft.

Melee 4 bites +29 (1d8+15/19-20/x3 plus bleed), 4 tentacles +27 (1d6+15 plus grab)

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

Special Attacks bleed (1d6), constrict (1d6+8), flexible grapppler^{MA}, mythic power (8/day, surge +1d10), mythic drain^{MA}, mythic spell-like abilities^{MA}, toss overboard^{MA}, wolf down^{MA}

Spell-Like Abilities (CL 16th; concentration +22)

Constant—*freedom of movement*, *nondetection*, *see invisibility*

At will—*acid arrow*, *control water*, *fog cloud*, *greater dispel magic*, *major image* (DC 19)

3/day—*black tentacles*, *charm monster* (DC 20), *insanity* (DC 23), *mirage arcana* (DC 21), *solid fog*

1/day—*control weather*, *power word stun*, *project image* (DC 23), *summon* (level 8, 1 charybdis)

STATISTICS

Str 27, **Dex** 40, **Con** 27, **Int** 20, **Wis** 23, **Cha** 22

Base Atk +15; **CMB** +32 (+36 grapple); **CMD** 51 (can't be tripped)

Feats Agile Maneuvers, Arms of the Deep^{MF}, Combat Reflexes, Dodge, Improved Critical (bite)^{MF}, Mobility, Multiattack, Power Attack^{MF}, Weapon Finesse^{MF}, Weapon Focus (bite), Weapon Focus (tentacles)

Skills Acrobatics +38, Bluff +26, Intimidate +29, Knowledge (nature)* +25, Perception +29, Sense Motive +26, Stealth +30, Swim +39, Use Magic Device +26

Languages Abyssal, Aquan, Common

SQ amphibious, change shape (1 humanoid form, *alter self*), sorcerous spite^{MA}, undersized weapons*

ECOLOGY

Environment any water

Organization solitary

Treasure triple

SPECIAL ABILITIES

Flexible Grapppler (Ex) A mythic scylla does not gain the grappled condition when she grapples a foe with her tentacles, and she can maintain one grapple per round as a free action, two grapples as a swift action, three grapples as a move action, or four grapples as a standard action.

Mythic Drain (Su) Whenever a mythic scylla confirms a critical hit with a natural weapon against a creature that has mythic power, she steals one use of that creature's mythic power and adds it to her own daily uses of mythic power. If the mythic scylla has a mythic feat or ability that has a daily limit on its use, she can use this stolen mythic power to recharge and activate one daily use of that ability, but this must be done within 1 minute of stealing the mythic power. Otherwise, the additional use of mythic power is subject to the normal restrictions on its use.

Mythic Spell-Like Abilities (Su) Three times per day, a mythic scylla may use the mythic spell version of any of its corresponding spell-like abilities. She must expend the same amount of mythic power that would normally be required to cast a mythic spell, treating her mythic rank as her mythic tier for the purpose of qualifying to use augmented versions of mythic spells.

Sorcerous Spite (Su) Mythic scyllas have a tremendous loathing for arcane spellcasters (including alchemists), due to an ancient rivalry between the progenitor of their kind and a legendary sorceress. Mythic scyllas gain continuous *arcane sight*, though this effect detects only arcane spells and extracts, as well as the spellcasting ability of arcane spellcasters and extract users. Such creatures take a -8 penalty on concentration checks when threatened by a mythic scylla. When a creature casts an arcane spell or uses an arcane extract within a mythic scylla's reach, she can expend 1 use of her mythic power to make a single melee attack against that creature. This is separate from (and potentially in addition to) any attack of opportunity that would normally be provoked.



Toss Overboard (Ex) When a mythic scylla successfully grapples a creature smaller than itself with one of her tentacles, as a swift action she can fling the target 1d6 x 10 feet in any direction she chooses. The creature takes 1d6 points of damage per 10 feet traveled or else falling damage from the height it was when it was grappled, whichever is greater. A mythic scylla that has summoned a charybdis often uses this ability to toss grappled creatures into the gullet of the charybdis.

Wolf Down (Ex) When a mythic scylla confirms a critical hit on a Medium or smaller creature with her bite attack, she may choose to forgo dealing additional damage in order to swallow the target whole, as though she had the [fast swallow](#) and [swallow whole](#) (6d6 acid damage, AC 19, 31 hp) special attacks. She may instead expend one use of mythic power (including a use of mythic power she gains from her mythic drain special attack) to deal normal critical hit damage and then swallow the target. Each wolf-head has its own hit points for the purpose of swallowing whole, and damage dealt a creature cutting its way out

of one of a scylla's gullets does not affect the scylla's actual hit points. Cutting out of a gullet does not prevent a scylla from swallowing whole with its other bite attacks.



Sea Bonze

Massive and blacker than the darkest depths of the sea, this colossal watery form glares with two immense, hate-filled eyes.

Mythic Sea Bonze

CR 19/MR 7

XP 204,800

NE Gargantuan undead (aquatic, mythic)

Init +11/-9, dual initiative^{MA}; **Senses** blindsight 120 ft., mistsight^{MA}, see in darkness; Perception +33

DEFENSE

AC 37, touch 6, flat-footed 37 (+31 natural, -4 size)

hp 287 (22d8+188)

Fort +19, **Ref** +15, **Will** +25

Defensive Abilities elusive, unholy grace^{MA}; **DR** 10/epic and magic and slashing; **Immune** cold, electricity, undead traits; **Resist** acid 10, fire 10

OFFENSE

Speed 40 ft., swim 80 ft.

Melee 2 slams +25 (4d10+13 plus draining strike)

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

Special Attacks capsize (DC 35), dooming gaze (60 ft., DC 27), draining strike^{MA}, mythic power (7/day, surge +1d10), simple divine spellcasting^{MA}

Spell-Like Abilities (CL 22nd; concentration +28)

1/day—*antilife shell*, *commune with nature*, *control water* (none or DC 20), *control weather*, *control winds* (DC 21), *protection from energy*, *storm of vengeance* (none or DC 25)

STATISTICS

Str 36, **Dex** 11, **Con** —, **Int** 13, **Wis** 18, **Cha** 23

Base Atk +16; **CMB** +33; **CMD** 43 (can't be tripped)

Feats Alertness, Blind-Fight, Combat Reflexes^{MF}, Critical Focus, Improved Initiative^{MF}, Improved Iron Will, Intimidating Prowess, Iron Will, Lightning Reflexes^{MF}, Stand Still, Vital Strike^{MF}

Skills Intimidate +44, Perception +33, Sense Motive +33, Stealth +13, Swim +50; **Racial Modifiers** +4 Swim

Languages Aquan, Common

ECOLOGY

Environment any oceans

Organization solitary

Treasure standard

SPECIAL ABILITIES

Cursed Wound (Su) The damage a mythic sea bonze deals doesn't heal naturally and resists magical

healing. A character attempting to use magical healing on a creature damaged by a mythic sea bonze must succeed on a DC 27 caster level check, or the healing has no effect on the injured creature.

Dooming Gaze (Su) Paralyzed with fear for 1 round, 60 feet, Will DC 27 negates. A creature that is already paralyzed by this gaze attack and fails a saving throw to resist being paralyzed for 1 more round gains 1 negative level (Fortitude DC 27 to remove after 24 hours). The paralysis effect of this gaze is a mind-affecting fear effect, but the negative level is not. The save DC is Charisma-based.

Draining Strike (Su) A living creature struck by a mythic sea bonze's slam attack takes 3d6 points of negative energy damage. Alternatively, the sea bonze can choose to make the target fatigued for 1 hour or shaken for 1 minute rather than dealing this negative energy damage. If the target is a mythic creature, the sea bonze can instead drain one use of its mythic power; it can then use that mythic power itself but must use it before the end of its next turn or it is lost.

A mythic sea bonze may expend one use of mythic power as a free action to inflict one negative level on the target (DC 27 to remove). It can expend more than one use of mythic power if it wishes, inflicting one negative level for each use of mythic power it expends. If the hit is a critical hit, it inflicts two negative levels for each use of mythic power it expends.

Elusive (Su) A mythic sea bonze has long been the stuff of maritime legends, but despite countless attempts to hunt them, they are rarely encountered unless they wish it. As a full-round action while in water, the mythic sea bonze can move up to its run speed (400 ft.) without leaving any trace of its passing (identical in effect to a *pass without trace* spell). The mythic sea bonze gains a +40 circumstance bonus to its Stealth check. In addition, except when in combat, the creature is considered to be under the effects of a *nondetection* spell. Both of these spell effects are at caster level 20th and cannot be dispelled.

Unholy Grace (Su) A mythic sea bonze adds its Charisma modifier as a profane bonus on all its saving throws (bonus included above).



Seaweed Siren

This creature's three singing heads sway atop serpentine necks that extend from a bulbous body split by a wide, toothy mouth. Pungent strands of seaweed cover the creature like slimy hair.

Mythic Seaweed Siren

CR 16/MR 6

XP 76,800

Pathfinder Roleplaying Game Bestiary 4

CN Large magical beast (aquatic, mythic)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +17

Aura cacophony (100 ft., DC 23)

DEFENSE

AC 33, touch 12, flat-footed 30 (+3 Dex, +21 natural, -1 size)

hp 260 (16d10+172)

Fort +17, **Ref** +13, **Will** +8

Defensive Abilities fortification (50%)^{MA}; **DR** 10/epic; **Immune** mind-affecting effects; **Resist** fire 10, sonic 10

OFFENSE

Speed 30 ft., swim 30 ft.

Melee bite +25 (4d6+15/19-20/x3 plus grab^{MA})

Ranged 3 sonic beams^{MA} +18 (5d6/19-20 sonic)

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

Special Attacks fast swallow^{MA}, gulping gullet^{MA}, howling hurricane^{MA}, mythic power (6/day, surge 1d8), staggering gaze, swallow whole (4d6 bludgeoning and slashing plus drowning, AC 20, hp 26)^{MA}, trample (1d10+15, DC 28)

Spell-Like Abilities (CL 16th; concentration +20)

At will—*shatter* (DC 17)

3/day—*charm monster* (DC 19), quickened *confusion* (DC 19)

1/day—*bestow curse* (DC 19, ranged touch attack, 30 ft.)

STATISTICS

Str 30, **Dex** 17, **Con** 24, **Int** 11, **Wis** 16, **Cha** 21

Base Atk +16; **CMB** +27 (+31 grapple); **CMD** 40 (48 vs. trip)

Feats Blind-Fight, Critical Focus^{MF}, Deadly Aim^{MF}, Improved Critical (bite)^{MF}, Improved Critical (sonic beam), Power Attack, Quicken Spell-Like Ability (*confusion*), Skill Focus (Perception)

Skills Bluff +13, Perception +17, Stealth +18 (+22 in water), Swim +18; **Racial Modifiers** +4 Stealth in water

Languages Aklo; *tongues*

SQ false heads, water dependency

ECOLOGY

Environment any coastlines

Organization solitary

Treasure standard

SPECIAL ABILITIES

Cacophony (Su) A seaweed siren's noises disrupt spellcasting; casting within 100 feet of a seaweed siren requires a concentration check (DC 15 + the level of the spell being cast). All other concentration checks and Perception checks involving hearing made inside the aura have their DCs increased by 5. A siren can begin or end this ability as a free action. This is a sonic effect.

False Heads (Ex) A seaweed siren's false heads can be severed. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting the head. A head is considered a separate weapon with hardness 0 and hit points equal to the siren's Hit Dice (typically 16 hp). To sever a head, an opponent must deal enough damage to reduce the head's hit points to 0 or fewer. Severing a head deals an amount of damage to the siren's body equal to the siren's Hit Dice. A siren can't attack with a severed head. A siren with no remaining heads can't use its cacophony ability or its spell-like abilities.

Gulping Gullet (Ex) A mythic seaweed siren's gullet is filled with brackish seawater choked with silt and kelp. Any creature swallowed is treated as being underwater and must hold its breath or begin [drowning](#)^{CRB}, and the filthy seawater also blocks vision (including darkvision). In addition, swallowed creatures become entangled (DC 23 Reflex negates), and this condition persists even after a creature escapes being swallowed until it succeeds on a DC 23 Strength check or Escape Artist check to remove the tangled seaweed. The save DC is Constitution-based.

Howling Hurricane (Su) A mythic seaweed siren can use its ululating mystic song to call down powerful storms, creating any of the following spell effects by howling and screaming for a number of rounds equal to the level of the spell: *call lightning storm*, [cloak of winds](#)^{APG}, *control weather*, *control winds*, [river of wind](#)^{APG}, *whirlwind*, *wind wall*. These effects are supernatural rather than spell-like, with a caster level equal to the siren's Hit Dice. It can create up to 10 spell levels of such effects each day, though it can expend one use of its mythic power to gain an additional 10 spell levels. It also can expend mythic power to augment these spell effects. Save DCs are Charisma-based.



Sonic Beams (Su) Each of the siren's false heads can fire a beam at a range of 60 feet, dealing 5d6 points of sonic damage. Making these ranged attacks does not provoke attacks of opportunity. Alternatively, it can combine the voices of all three heads to create a 60-foot line dealing 10d6 points of sonic damage (DC 23 Reflex half). If the siren expends one use of mythic power when creating its sonic beams, this damage is increased to 5d10 per beam, or 10d10 for a line. The save DC is Constitution-based.

Staggering Gaze (Su) Staggered 1d6 rounds, 30 feet, DC 23 Will negates. This is a mind-affecting effect. The save DC is Charisma-based.

Water Dependency (Ex) A seaweed siren can survive out of the water for 1 hour per point of Constitution (typically 24 rounds). Beyond this limit, a seaweed siren begins to suffocate.



Selkie

This beautiful woman changes shape rapidly to become a sleek, aquatic creature with a gray hide of short fur. Her webbed hands end in sharp claws, and her jaws open unnaturally wide to reveal pointed teeth.

Mythic Selkie

CR 6/MR 2

XP 2,400

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CN Medium monstrous humanoid (aquatic, mythic, shapechanger)

Init +7; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSE

AC 20, touch 13, flat-footed 17 (+3 Dex, +7 natural)

hp 65 (6d10+32)

Fort +4, **Ref** +8, **Will** +5

DR 5/epic; **Resist** cold 10

OFFENSE

Speed 20 ft., swim 50 ft.

Melee bite +10 (1d8+6/19-20/x2 plus grab), 2 claws +10 (1d6+4)

Special Attacks grab (Large), mythic power (2/day, surge +1d6), powerful blows (bite), shake, smother

Spell-Like Abilities (CL 6th; concentration +11)

3/day—*charm person* (DC 16), *vocal alteration* (DC 16)

1/day—*reckless infatuation*^{UM} (DC 18), *suggestion* (DC 18)

STATISTICS

Str 18, **Dex** 17, **Con** 14, **Int** 13, **Wis** 10, **Cha** 21

Base Atk +6; **CMB** +10; **CMD** 23 (can't be tripped)

Feats Combat Reflexes, Deceitful^{MF}, Improved Critical (bite)^B, Improved Initiative

Skills Bluff +15, Disguise +13, Perception +9, Sense Motive +4, Stealth +10, Swim +21

Languages Aquan, Common

SQ change shape (any Small or Medium humanoid; *alter self*), echo of reason, hold breath

ECOLOGY

Environment cold oceans

Organization solitary, pair, or pack (1 mythic selkie plus 2–13 non-mythic selkies)

Treasure standard

SPECIAL ABILITIES

Echo of Reason (Su) A selkie can instinctively alter

the intonation of its voice to make anything it says sound more pleasing to those who understand it. When using the Bluff skill, a mythic selkie treats its lies as one step more believable for the purposes of bonuses or penalties on the check.

Shake (Ex) On a successful critical hit with its bite attack, a mythic selkie automatically violently shakes a Large or smaller target. The target must succeed at a DC 15 Fortitude save or it is dazed for 1 round. Even on a successful save, the target still takes a –2 penalty on all attack rolls and skill checks for the next 2 rounds. The save DC is Constitution-based.



Shadow

Barely seen out of the corner of the eye, this wisp of shadow is vaguely humanoid in outline and writhes with unholy life.

Mythic Shadow

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary

CE Medium undead (incorporeal, mythic)

Init +2; **Senses** darkvision 60 ft., shadowsight^{MA}, Perception +8

DEFENSE

AC 17, touch 17, flat-footed 13 (+3 deflection, +2 Dex, +2 dodge)

hp 27 (3d8+14)

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

Defensive Abilities incorporeal, channel resistance +2; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (good)

Melee incorporeal touch +4 (1d6 Strength damage)

Special Attacks create spawn, mythic power (1/day, surge +1d6), snuff the light^{MA}

STATISTICS

Str —, **Dex** 14, **Con** —, **Int** 6, **Wis** 12, **Cha** 15

Base Atk +2; **CMB** +4; **CMD** 17

Feats Dodge^{MF}, Skill Focus (Perception)

Skills Fly +11, Perception +8, Stealth +8 (+12 in dim light, +4 in bright light); **Racial Modifiers** +4 Stealth in dim light (–4 in bright light)

Languages Common

ECOLOGY

Environment any

Organization solitary, pair, gang (1 mythic shadow and 3–6 shadows), or swarm (2–4 mythic shadows and 5–8 shadows)

Treasure standard

SPECIAL ABILITIES

Create Spawn (Su) A humanoid creature killed by a shadow's Strength damage becomes a shadow under the control of its killer in 1d4 rounds.

Shadowsight (Ex) A mythic shadow can see perfectly in any form of darkness. In addition, in conditions of total darkness, a mythic shadow sees as if it had *true seeing*.

Snuff the Light (Su) A mythic shadow is surrounded



by an aura of gloom that dims light from non-mythic effects within 10 feet of the shadow, reduced illumination by one category. In addition, as a standard action a mythic shadow can dispel any non-mythic magical light effect as if using a targeted *dispel magic* (caster level 3rd), though the shadow must touch the object (requiring a melee touch attack to hit an attended object) in order to do so. A mythic shadow can expend one use of its mythic power to use this ability to dispel a mythic light effect.

Strength Damage (Su) A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

Shadowperson

This vague, shadowy shape appears humanoid, but all other details are shrouded in darkness.

Shadow Person

CR 3/MR 2

XP 1,200

NE Medium outsider (evil, extraplanar, incorporeal)

Init +6; **Senses** darkvision 90 ft.; Perception +8

Aura frightful presence (30 ft)

DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge)

hp 46 (4d10+24)

Fort +3, **Ref** +6, **Will** +5

Defensive Abilities corner of the eye, incorporeal; **SR** 13

Weaknesses light banishment

OFFENSE

Speed fly 30 ft.

Melee incorporeal touch +5 (1d6)

Special Attacks hypnagogia^{MA}, mythic power (2/day, surge +1d6), possession^{MA}

Spell-Like Abilities (CL 4th; concentration +6)

At will—*arcane mark*, *lullaby*

3/day—*memory lapse*^{APG} (DC 13), *sleep* (DC 13)

2/day—*plane shift* (self only; only between the Shadow Plane and the Material Plane)

1/day—*dust of twilight*^{APG} (DC 14), *twilight haze*^{ACG}

STATISTICS

Str —, **Dex** 14, **Con** 13, **Int** 11, **Wis** 12, **Cha** 15

Base Atk +3; **CMB** +5; **CMD** 18

Feats Dodge^{MF}, Improved Initiative

Skills Bluff +13, Knowledge (local) +7, Knowledge (planes) +7, Perception +8, Sense Motive +8, Stealth +9 (+13 in dim light, +5 in bright light); **Racial Modifiers** +4 Bluff, +4 Stealth in dim light (-4 in bright light)

Languages Common

SQ feed on fear

ECOLOGY

Environment any (Shadow Plane)

Organization solitary, pair, or obscurity (3-6)

Treasure none

SPECIAL ABILITIES

Corner of the Eye (Su) A shadow person remains invisible, even when it attacks, to anyone that directly observes it. It can only be seen out of the

corner of one's eye or in a reflection (assuming there is enough light for reflective surfaces to function). A creature viewing a shadow person in this fashion is considered to be averting their gaze, and the shadow person gains concealment against that opponent. A shadow person can repress or resume this ability as a free action.

Feed on Fear (Su) A shadow person that makes a successful melee touch attack on a creature suffering from a fear effect receives a +1 bonus to attack rolls, saving throws, skill checks, and DCs for spell-like abilities and special abilities for a number of rounds equal to the damage dealt. Successive attacks reset the duration of feed on fear, but the bonus does not stack with itself.

Hypnagogia (Su) A shadow person can use its mythic power to increase the effects of its frightful presence upon a single sleeping intelligent creature. By expending one use of mythic power, the shadow person can awaken the target from slumber. The target, upon seeing the shadow person, must make a Will save (DC 14) against the shadow person's aura, or be paralyzed for 2 rounds. A mythic creature can attempt another save the following round to negate the paralysis. This is a mind-affecting fear effect.

Light Banishment (Su) If a shadow person is caught within an area of bright light, it is thrown back into the nearest area of dim light or darkness. The shadow person must succeed at a DC 15 Will save at the end of this movement or be staggered for 1 round. Light banishment causes no damage to the shadow person, and it moves in a direct line, ignoring terrain and obstacles except for force effects. If a force effect blocks a shadow person's trajectory, it angles to another direction to the next nearest area of dim light or darkness. This movement is instantaneous and does not count as part of the shadow person's movement for the round. If a possessed individual is exposed to bright light, the shadow person is expelled from its body to the nearest area of dim light or darkness.

Possession (Su) A shadow person can merge itself with with a humanoid, or native outsider under the effects of its hypnagogia ability. This is similar to a *magic jar* spell (caster level 9th), except it does not require a receptacle. To use this ability, the shadow person must be adjacent to its target. The target can resist the attack with a successful DC 14 Will save. By expending one use of mythic power, the shadow person can raise the DC of this Will save by 2. A creature that successfully saves is immune to that same shadow person's malevolence for 24 hours. The save DC is Charisma-based.

The mysterious and malevolent shadow people are inhabitants of the Shadow Plane. They are sometimes mistaken for undead shadows, as they too are nothing more than immaterial patches of darkness in humanoid form. Their powers quickly differentiate them from the undead. Canny observers note that sometimes eyes can be seen on a shadow person, eerily glowing lights in an otherwise featureless face, typically when it has a victim under the effects of its hypnagogia ability. Otherwise, they simply appear to be shadowy figures in a range of heights and sizes that run the gamut of human appearance.

ECOLOGY

Shadow people prey on the fearful and timid, using their abilities to stalk their prey and draw sustenance from their terror, whispering threats from the darkness and offering vague glimpses of themselves. They rarely kill their targets, though they have no compunctions over doing so. They also delight in taking over victims and using them to sow distrust and paranoia. Some think their possession of others is an attempt to find a way back to the material world permanently, at the expense of those whose bodies they steal.

HABITAT & SOCIETY

The exact origins of the shadow people are a mystery, but the dominant theory is that they came to the Plane of Shadow from the Ethereal plane. They are perhaps lost souls of humanoids that died in their dreams, or the remnants of refugees from some catastrophe on another world. Fleeing the animate dreams and other terrors, they escaped to the Shadow Plane, closer to the material world they lost, and able to project themselves into worlds similar to their former home. They tend to be found almost exclusively in areas that mirror urban settlements on the Material Plane, especially in areas where passage to and from can be found, as to conserve their own limited abilities to cross the boundaries between the planes.

While they prey on the fear of others, shadow people themselves are not overly bold. They tend to avoid the more powerful creatures that inhabit the Shadow Plane. Shadow people are often coerced into serving such beings, albeit grudgingly. They can be talked into temporary alliances that will benefit them, however, and sometimes will serve as functionaries for umbral dragons or powerful spellcasters, especially if such service grants them opportunities to possess people on the Material Plane. Whatever their greater reasons for doing so, evidence suggests that shadow people revel in the ability to experience corporeal sensations. Given the similarities in their abilities, some speculate that umbral shepherds are created from shadow people, possibly by some powerful magical creature, or perhaps even a dark god.



Shantak

Larger than an elephant, this scaly, bird-like creature has a vaguely horse-like head and vast, slime-encrusted wings.

Mythic Shantak

CR 10/MR 4

XP 9,600

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CE Huge magical beast (mythic)

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

DEFENSE

AC 29, touch 15, flat-footed 26 (+4 deflection, +3 Dex, +4 deflection, +140 natural, -2 size)

hp 155 (11d10+95)

Fort +12, **Ref** +10, **Will** +6; second save^{MA}

Defensive Abilities slippery slime^{MA}; **DR** 10/epic; **Immune** cold, disease, fire

OFFENSE

Speed 20 ft., fly 80 ft. (average)

Melee bite +18 (2d6+9), 2 talons +18 (1d8+9/18-20 plus grab)

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

Special Attacks channel the void^{MA} (DC 20), deadly talons^{MA}, disemboweling flyby^{MA} (DC 24), mythic power (4/day, surge +1d8)

STATISTICS

Str 28, **Dex** 17, **Con** 21, **Int** 8, **Wis** 17, **Cha** 10

Base Atk +11; **CMB** +22

(+26 bull rush, +26 grapple);

CMD 35 (39 vs. bull rush, 43 vs. grapple)

Feats Awesome Blow, Flyby Attack, Hover, Improved Bull Rush^{MF}, Power Attack^{MF}, Snatch^B, Wingover

Skills Escape Artist +11, Fly +13, Knowledge (arcana) +6, Knowledge (dungeoneering) +6, Knowledge (planes) +6; **Racial Modifiers** +8 Escape Artist

Languages Aklo

SQ no breath, share defenses, starflight

ECOLOGY

Environment cold mountains

Organization solitary, pair, or flock (1 mythic shantak and 2-12 non-mythic shantaks)

Treasure none

SPECIAL ABILITIES

Deadly Talons (Ex) A mythic shantak's talons have a critical threat range of 18-20, and critical threats with its talons are automatically confirmed against non-mythic opponents.

Channel the Void (Su) Once per minute as a standard action, a mythic shantak can channel the obliterating energy of the darkest depths of deep space and surround itself in a region of absolute nothingness that is inimical to most creatures. All creatures within 30 feet of the mythic shantak take 4d6 points of damage and must succeed on a DC 20 Fortitude save or become staggered and unable to breathe, speak, or cast spells with verbal components for 1d4 rounds. Creatures that can survive the vacuum of deep space are immune to these effects. Additionally, when using this ability a mythic shantak can expend one use of mythic power as a swift action to force creatures to save twice against this ability, using the lower result. The save DC is Constitution-based.



Disemboweling Flyby (Ex) When in flight, a mythic shantak can attack with both talons as a single standard action when using the Flyby Attack feat. If it damages the same creature with both of its talons in the same round, it can expend one use of mythic power as a free action to deal an additional $2d8+18$ points of damage and 1d4 points of bleed damage (if either talon attack is a critical hit, this bleed damage becomes Constitution bleed rather than hit point damage). Additionally, the mythic shantak's victim must succeed on a DC 24 Fortitude save or be stunned for 1d3 rounds. The save DC is Strength-based.

Share Defenses (Su) As a free action, a mythic shantak can extend its no breath ability, cold immunity, and fire immunity to a single creature touching it. It can withdraw this protection as a free action.

Slippery Slime (Ex) A mythic shantak's scales seep slippery slime that grants it a +4 deflection bonus to AC. The slime also grants the creature a +8 bonus on all Escape Artist checks and to its CMD against grapple

combat maneuvers and imparts a -5 penalty on all Ride checks made by creatures attempting to ride a shantak. Additionally, once per minute as a standard action that does not provoke an attack of opportunity, a mythic shantak can shake itself and fill a 30-by-30-foot area with slippery slime. Any creature in the area must succeed on a DC 20 Reflex save or fall prone. A creature can walk within or through the area of slime at half normal speed with a DC 15 Acrobatics check. Failure means it can't move that round (and must then make a Reflex save or fall), while failure by 5 or more means it falls (see the Acrobatics skill for details). Creatures that do not move on their turn do not need to make this check and are not considered flat-footed. The save DC is Constitution-based.

Starflight (Su) A mythic shantak can survive in the void of outer space. It flies through space at an incredible speed. Although exact travel times vary, a trip within a single solar system should take 3d20 hours, while a trip beyond should take 3d20 days (or more, at the GM's discretion)—provided the shantak knows the way to its destination. Shantaks speak in a shrill voice that sounds like glass grinding against stone.

They are intelligent creatures and cannot be trained as mounts—a would-be shantak rider must use Diplomacy or magic to secure a shantak's cooperation as a mount, and even then, shantaks have a tendency to deliberately strand riders in dangerous areas.



Shard Slag

This smoldering mass of metal-encrusted goo sports half a dozen pseudopods, each tipped with a burning-hot sword blade.

Mythic Shard Slag

CR 10/MR 4

XP 9,600

N Huge ooze (fire)

Init +2/-18, dual initiative^{MA}; **Senses** blindsight 60 ft., tremorsense 60 ft.; Perception -5

Aura molten form (5 ft., 1d6 fire damage)

DEFENSE

AC 24, touch 6, flat-footed 24 (-2 Dex, +18 natural, -2 size)

hp 158 (12d8+104); molten regeneration^{MA} (cold)

Fort +10, **Ref** +2, **Will** -1

DR 10/epic and magic; **Immune** acid, electricity, fire, ooze traits

Weaknesses vulnerable to water

OFFENSE

Speed 30 ft., burrow 20 ft.

Melee 1d4+2 slag blades +15 (1d8+8/19-20 plus 2d6 fire and 1 Con damage)

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

Special Attacks excruciating burn (DC 22), molten form^{MA}, mythic power (4/day, surge +1d8), rend^{MA} (2 slag blades, 1d8+12), slag blades

STATISTICS

Str 26, **Dex** 6, **Con** 23, **Int** —, **Wis** 1, **Cha** 1

Base Atk +9; **CMB** +19; **CMD** 27 (can't be tripped)

Feats Combat Reflexes^{B, MF}, Suppress Vulnerability^{MF}

SQ mindless combat reflexes^{MA}, no breath

ECOLOGY

Environment any volcanoes or underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Burrow (Ex) A mythic shard slag can burrow through solid stone at half its normal burrow speed.

Excruciating Burn (Ex) A living creature that takes fire damage from a mythic shard slag must succeed at a DC 22 Fortitude save or be staggered for 1 round. This is a fire effect. The save DC is Constitution-based.

Mindless Combat Reflexes (Ex) A mythic shard slag gains Combat Reflexes as a bonus feat.

Molten Form (Ex) A mythic shard slag's molten metal body is hot enough to melt stone. Creatures that begin their turn within 5 feet of a mythic shard slag take 1d6 points of fire damage. Anyone striking a mythic shard slag with a natural weapon or unarmed strike takes 2d6 points of fire damage. A creature that grapples a mythic shard slag or is grappled by one takes 3d6 points of fire damage each round the grapple persists. A creature that strikes a mythic shard slag with a weapon can attempt a DC 22 Reflex save; if it fails, it's unable to pull the weapon away from the mythic shard slag's molten body quickly enough, and the weapon takes 2d6 points of fire damage. Unattended objects in contact with a mythic shard slag take 2d6 points of fire damage per round. Damage caused to weapons and unattended objects is not halved and ignores the first 5 points of hardness. The save DC is Constitution-based.

Molten Regeneration (Ex) A mythic shard slag has regeneration 5, which is suppressed by cold damage. When in contact with a Large or larger mass of metal or magma, its regeneration increases to 10. If it succeeds in trapping a magical metal weapon using its molten form ability as above, it can expend one use of mythic power as an immediate action to suppress that weapon's magical abilities; treat this as *dispel magic* (caster level 12th). If the dispel succeeds, the item's abilities are suppressed and the shard slag's regeneration is doubled for 1d4 rounds.

Slag Blades (Ex) Each round, a mythic shard slag manipulates its molten metal form to create 1d4+2 blade-like protrusions it can extend to attack prey. The slag blades each strike as Medium longswords that deal an additional +2d6 points of fire damage and 1 Constitution damage. Additionally, the slag blades are natural weapons, so a mythic shard slag can use them to attack creatures it grapples. Due to a mythic shard slag's constantly roiling molten body, the slag blades melt away at the end of the mythic shard slag's turn each round to be immediately replaced by 1d4+2 new slag blades.

Vulnerable to Water (Ex) If a significant amount of water— such as the contents of a large bucket, the liquid created by a *create water* spell, or a blow from a water elemental— strikes the mythic shard slag, it must succeed at a DC 20 Fortitude save or be staggered for 1d6 rounds. A mythic shard slag that is immersed in water is automatically staggered and must succeed at a DC 20 Fortitude save each round (this

DC increases by 1 each subsequent round) or be petrified, reverting to its molten metal form once the water is gone. When making any of these Fortitude saving throws, the mythic shard slag rolls twice and uses the best result.



Shark

This blue shark's fins slice through the water, its black eyes rolling and its gaping jaws showing countless teeth.

Mythic Shark

CR 3/MR 1

XP 800

N Large animal (aquatic, mythic)

Init +5; **Senses** blindsense 30 ft., keen scent; Perception +8

DEFENSE

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, -1 size)

hp 30 (4d8+12)

Fort +5, **Ref** +5, **Will** +2

OFFENSE

Speed swim 60 ft.

Melee bite +5 (1d8+4 plus bleed)

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

Special Attacks bleed (1d4)^{MA}, blood in the water^{MA}, mythic power (1/day, surge +1d6)

STATISTICS

Str 17, **Dex** 12, **Con** 13, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +3; **CMB** +7; **CMD** 18

Feats Improved Initiative, Swim-by Attack^{MF}

Skills Perception +8, Swim +11

ECOLOGY

Environment any ocean

Organization solitary, pair, school (3–6), or pack (7–13)

Treasure none

SPECIAL ABILITIES

Blood in the Water (Ex) When a mythic shark gains a +2 morale bonus on attack and damage rolls against creatures taking bleed damage, and if its attack misses it can expend one use of mythic power to reroll its attack, adding its surge die to the attack roll. In addition, as long as a creature taking bleed damage is within 30 feet a mythic shark is immune to fear and charm effects.

Large as a dragon, this shark's jaws open to reveal a cavernous, tooth-lined gullet capable of swallowing a horse whole.

Mythic Dire Shark (Megaladon) CR 11/MR 4

XP 12,800

Pathfinder Roleplaying Game Bestiary

N Gargantuan animal (aquatic)

Init +6; **Senses** blindsense 30 ft., keen scent; Perception +25

DEFENSE

AC 27, touch 8, flat-footed 25 (+2 Dex, +19 natural, -4 size)

hp 144 (15d8+77)

Fort +14, **Ref** +13, **Will** +8

Defensive Abilities indomitable^{MA}, serration^{MA}; **DR** 10/epic; **Immune** mind-affecting

OFFENSE

Speed swim 60 ft.

Melee bite +19 (4d10+17/19–20 plus grab)

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

Special Attacks fast swallow^{MA}, feral savagery (full attack)^{MA}, gargantuan gulp^{MA}, mythic power (4/day, surge +1d8), swallow whole (2d6+17 damage, AC 17, 11 hp)



STATISTICS

Str 34, **Dex** 15, **Con** 17, **Int** 1, **Wis** 12, **Cha** 10

Base Atk +11; **CMB** +27 (+31 grapple); **CMD** 39

Feats Bleeding Critical^{MF}, Critical Focus^{MF}, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (Perception)

Skills Perception +25, Swim +20

ECOLOGY

Environment any ocean

Organization solitary

Treasure none

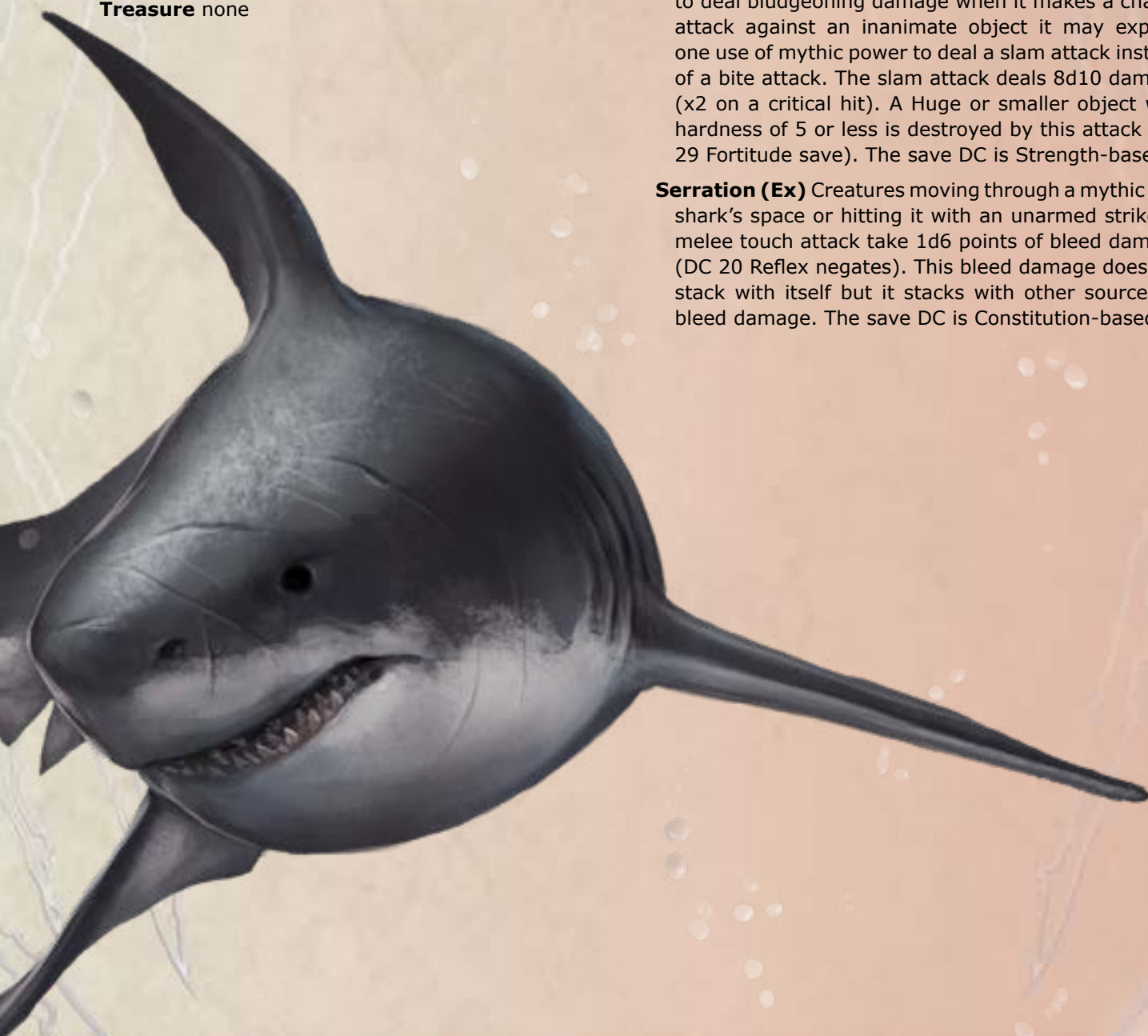
SPECIAL ABILITIES

Gargantuan Gulp (Ex) A mythic dire shark can swallow any number of Large or smaller creatures in its path, as if it had the [engulf](#) special attack (DC 29). Swallowed creatures are treated as if swallowed whole and are grappled rather than pinned.

Indomitable (Ex) A mythic dire shark is immune to mind-affecting effects. After a mythic dire shark makes a Will save it may expend one use of mythic power to roll again and take the higher result.

Ramming Speed (Ex) A mythic dire shark can choose to deal bludgeoning damage when it makes a charge attack against an inanimate object it may expend one use of mythic power to deal a slam attack instead of a bite attack. The slam attack deals 8d10 damage (x2 on a critical hit). A Huge or smaller object with hardness of 5 or less is destroyed by this attack (DC 29 Fortitude save). The save DC is Strength-based.

Serration (Ex) Creatures moving through a mythic dire shark's space or hitting it with an unarmed strike or melee touch attack take 1d6 points of bleed damage (DC 20 Reflex negates). This bleed damage does not stack with itself but it stacks with other sources of bleed damage. The save DC is Constitution-based.



Shedu

This noble creature stands strong and tall with the body of a powerful bull and the head of a wise-looking human.

Mythic Shedu

CR 11/MR 4

XP 12,800

Pathfinder Roleplaying Game Bestiary 3

LG Large magical beast (mythic)

Init +7; **Senses** darkvision 60 ft., *detect chaos*, *detect evil*, low-light vision, *true seeing*; Perception +20

DEFENSE

AC 28, touch 16, flat-footed 27 (+1 Dex, +6 insight, +12 natural, -1 size)

hp 166 (11d10+106); fast healing 5

Fort +13, **Ref** +14, **Will** +11

Defensive Abilities prescience; **DR** 10/epic and evil; **Resist** electricity 10, fire 10; **SR** 22

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee gore +18 (2d8+8/19-20/x3), 2 hooves +13 (1d6+4), 2 wings +13 (1d6+4)

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

Special Attacks astral avenger^{MA}, battering bull^{MA}, mythic power (4/day, surge 1d8), mythic spell-like abilities^{MA}, trample (2d6+12, DC 23)

Spell-Like Abilities (CL 12th; concentration +18)

Constant—*detect chaos*, *detect evil*, *true seeing*

3/day—empowered *cure moderate wounds*, *dispel magic*, *magic circle against evil*, *remove disease*, *shield other*, *statue*

1/day—*arcane lock*, *dismissal* (DC 18), *flame strike* (DC 18), *lesser astral projection*^{UM}, *restoration*

STATISTICS

Str 26, **Dex** 13, **Con** 22, **Int** 19, **Wis** 22, **Cha** 19

Base Atk +11; **CMB** +20 (+26 bull rush); **CMD** 37 (41 vs. bull rush and trip)

Feats Empower Spell-Like Ability (*cure moderate wounds*), Greater Bull Rush, Improved Bull Rush^{MF}, Improved Critical^{MF} (gore), Iron Will, Power Attack

Skills Diplomacy +15, Fly +13, Knowledge (planes) +15, Knowledge (religion) +15, Perception +20, Sense Motive +17

Languages Auran, Celestial, Common; telepathy 100 ft.

SQ gate guardian^{MA}, multiple monoliths^{MA}

ECOLOGY

Environment warm deserts

Organization solitary

Treasure standard

SPECIAL ABILITIES

Astral Avenger (Su) A mythic shedu can use *lesser astral projection*^{UM} once per day as a spell-like ability, and it can perceive astral silver cords and can immediately discern when a creature is astrally projected. If a mythic shedu confirms a critical hit against a creature using *astral projection*, whether an astral copy or a physically manifested body, the target must succeed on a DC 19 Will save or its astral copy or body is destroyed, causing the creature to awaken in its body with two negative levels.

Battering Bull (Ex) When a creature fails its save against a mythic shedu's trample (or forfeits its save in order to make an attack of opportunity), the mythic shedu can attempt a combat maneuver check to bull rush the target in addition to dealing its trample damage.

Gate Guardian (Sp) A mythic shedu can create an *arcane lock* once per day as spell-like ability. If one of the duplicate statues it creates with its multiple monoliths ability is adjacent to the doorway, gate, or portal that has been locked, the DC to breach the *arcane lock* with Disable Device, a Strength check, or *dispel magic* is increased by 2 (or by 4, if there are statues on both sides of the door), and it is also protected by an *alarm* spell. If the mythic shedu is present in *statue* form or is using *enter image*^{APG} to project its consciousness into one of the statues, this bonus is doubled, and a creature trying to use a *knock* spell to penetrate the *arcane lock* must first overcome the mythic shedu's spell resistance. The caster takes a -4 penalty on this check if it is not a mythic creature.

Multiple Monoliths (Su) A mythic shedu often stands watch for uncounted years in deep contemplation amidst ancient ruins. It can use *statue* 3/day as a spell-like ability, and while in *statue* form it can concentrate for one minute and expend one use of its mythic power to create a duplicate statue of itself in any unoccupied space within 30 feet. These duplicate statues persist for one month before crumbling to dust. While in *statue* form, a mythic shedu can project its consciousness into any of its duplicate statues as if using *enter image*^{APG}. While its consciousness is occupying one of these statues, it may expend one use of its mythic power as a standard action to transfer its consciousness (and any equipment) completely into the statue it occupies. It may then turn itself back into flesh at its new location, while its former *statue* body becomes a duplicate statue.



Prescience (Su) A shedu can see all the possible outcomes of any of its own futures. This grants the creature an insight bonus to its AC and on initiative checks and Reflex saves equal to its Wisdom bonus (+6 for most shedus).



Shredskin

This floating creature looks like an orc's animate, hollow skin. Its upper half is intact, but its lower half is in tatters.

Mythic Shredskin

CR 3/MR 1

XP 25,600

NE Small undead

Init +2; **Senses** darkvision 60 ft., *detect undead*; Perception +7

Aura terrifying appearance^{MA} (30 ft., frightened or shaken, Will DC 13)

DEFENSE

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

hp 30 (4d8+12)

Fort +2, **Ref** +3, **Will** +4

Defensive Abilities amorphous, evasion^{MA}; **Immune** undead traits

OFFENSE

Speed fly 40 ft. (average)

Melee bite +6 (1d4+2) and 2 claws +6 (1d4+2 plus grab)

Special Attacks constrict (1d4+2), control body, enshroud, grab (Medium), mythic power (1/day, surge +1d6)

Spell-Like Abilities (CL 3rd; concentration +4)

Constant—*detect undead*

1/day—*command undead* (DC 13)

STATISTICS

Str 10, **Dex** 15, **Con** —, **Int** 6, **Wis** 10, **Cha** 13

Base Atk +3; **CMB** +4 (+8 grapple); **CMD** 14 (can't be tripped)

Feats Agile Maneuvers, Weapon Finesse^{MF}

Skills Fly +4, Perception +7, Stealth +13

Languages Common (can't speak)

SQ compression

ECOLOGY

Environment any land

Organization solitary or pack (2–5)

Treasure incidental

SPECIAL ABILITIES

Control Body (Su) A mythic shredskin can wrap itself around a corpse (or a corporeal undead it controls using *command undead*). When wrapping a host body

in this way, the mythic shredskin gains Strength 14 or the host body's Strength, whichever is higher, but cannot use its grab or enshroud abilities which doing so. Attacks targeted at the mythic shredskin deal half damage to it and half damage to the host body; area attacks deal normal damage to both the mythic shredskin and its host. If the host is destroyed, the mythic shredskin unwraps itself as a free action on its next turn. A typical Medium corpse has 15 hit points for this purpose, while a Small corpse has 10 hit points. A mythic shredskin can only use this ability on a generally humanoid-shaped creature (two arms, one head, humanoid torso) of Medium or Small size.

Enshroud (Ex) A mythic shredskin that successfully pins a creature can wrap itself around that target like a shirt. The target gains the pinned condition, but the mythic shredskin has neither the grappled or pinned condition and can move itself and the target as if it controlled the target's body. The mythic shredskin deals constrict damage to the target on its turn each round (no combat maneuver check needed). Attacking the mythic shredskin while it's using this ability damages both it and the target as described in the control body ability. The mythic shredskin can release the target as a free action.

Terrifying Appearance (Su) All creatures within a 30-foot radius that see a mythic shredskin must make a DC 13 Will save or be frightened for 1d4 rounds. On a successful save, the creature is shaken for 1d4+2 rounds instead. Whether or not the save is successful, that creature cannot be affected again by the same mythic shredskin's terrifying appearance ability for 24 hours. Creatures with 6 or more HD are immune to this effect. This is a mind-affecting fear affect. The save DC is Charisma-based.





JETHRO
LENTLE



Shrimp, Giant Mantis

This brightly colored crustacean looks like a large lobster with cruel pincers poised at its fore.

Mythic Giant Mantis Shrimp CR 11/MR 4

XP 12,800

Pathfinder Roleplaying Game Bestiary 5

N Medium vermin (aquatic, mythic)

Init +7; **Senses** darkvision 60 ft., incredible sight; Perception +1

DEFENSE

AC 31, touch 18, flat-footed 23 (+8 Dex, +13 natural)
hp 137 (14d8+74)

Fort +12, **Ref** +12, **Will** +5

Defensive Abilities unbreakable carapace^{MA} **DR** 10/epic; **Immune** mind-affecting effects; **Resist** sonic 10

OFFENSE

Speed 40 ft.; swim 30 ft.

Melee 2 pincers +18/+13 (2d6+8 plus grab and sonic burst)

Space 5 ft.; **Reach** 5 ft. (10 ft. with pincer^{MA})

Special Attacks mythic power (6/day, surge +1d8), sonic burst^{MA}, speedy pincers^{MA}, sundering smash^{MA}

STATISTICS

Str 20, **Dex** 27, **Con** 16, **Int** —, **Wis** 13, **Cha** 16

Base Atk +10; **CMB** +15 (+19 grapple); **CMD** 33 (45 vs. trip)

Feats Extra Mythic Power^{MF}, Weapon Finesse^{B, MF}

ECOLOGY

Environment warm coastlines

Organization solitary

Treasure none

SPECIAL ABILITIES

Incredible Sight (Ex) A giant mantis shrimp's eyes pick up colors well beyond those visible to humans, and it can see perfectly in all light conditions, including supernatural darkness, fog, and murky water. As long as the giant mantis shrimp is not blinded, it is treated as having blindsight 60 feet.

Sonic Burst (Ex) A giant mantis shrimp attacks with such extreme speed that its pincers issue a



concussive blast of light and force when they snap closed. Each time a giant mantis shrimp makes a pincer attack, the target is dazzled for 1 round (DC 20 Fortitude negates). The duration of this effect stacks with multiple failed saves. In addition, whether its pincer attack hits or misses all creatures in a 10-foot-radius burst centered on the target takes 1d8 points of sonic damage and must succeed at a DC 20 Fortitude save or be stunned for 1 round. A creature that succeeds at this save is immune to this stunning effect (but not the sonic damage) from that giant mantis shrimp until the vermin's next turn. Giant mantis shrimp are immune to this effect. The save DC is Constitution-based.

Speedy Pincers (Ex) A mythic giant mantis shrimp can make iterative attacks with both pincers. It can expend one use of its mythic power to remove the -5 iterative penalty from its pincer attacks until the end of its turn, so that all 4 pincer attacks have a +18 attack bonus.

Sundering Smash (Ex) When a mythic giant mantis shrimp hits a target with its first (non-iterative) attack with either pincer, it can attempt a sunder combat maneuver as a free action against a random item worn or wielded by the target.

Unbreakable Carapace (Ex) A giant mantis shrimp has fortification (25%), and if a critical hit or precision damage overcomes this chance it can expend one use of its mythic power as an immediate action to gain a 75% chance to treat the attack as a normal hit.

VARIANTS

Cave Mantis Shrimp: A cave mantis shrimp has adapted to life in caves, losing its coastal cousin's vibrant shell and becoming almost translucent. A cave mantis shrimp gains a +8 racial bonus on Stealth checks and can take a full-round action when it acts on a surprise round. A mythic cave mantis shrimp loses the unbreakable carapace ability and instead gains concealment from its translucent shell.

Mantis Shrimp Lord: Found on the seabed in deeper waters than its smaller relatives, mantis shrimp lords are Large. Their attacks ignore the first 20 points of hardness when attacking objects, which the mantis shrimp lords use to their advantage, scuttling ships and devouring the unfortunate cargoes and crews. All pincer attacks from a mythic mantis shrimp lord allows it to perform a sunder combat maneuver against the same target as a free action on each successful hit. The sunder attempts from iterative attacks take a -4 penalty.

Sand Mantis Shrimp: Sand mantis shrimp bury themselves in deserts, waiting for passersby to approach a little too close to their claws. A sand mantis shrimp loses the aquatic subtype. A mythic sand mantis shrimp cannot dazzle a creature with its sonic burst. Instead the sonic burst deals 1d8 points of piercing damage in addition to the sonic damage (DC 20 Reflex half).

Siren

This creature has the body of a hawk and the head of a beautiful woman with long, shining hair.

Mythic Siren

CR 6/MR 3

XP 2,400

Pathfinder Roleplaying Game Bestiary 2

CN Medium magical beast (mythic)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +15

DEFENSE

AC 21, touch 14, flat-footed 17 (+3 Dex, +2 dodge, +7 natural)

hp 82 (8d10+38)

Fort +7, **Ref** +11, **Will** +6

DR 5/epic

Immune mind-affecting effects

OFFENSE

Speed 30 ft., fly 60 ft. (good)

Melee 2 talons +11 (1d6)

Special Attacks bardic performance, love at first sight^{MMA}, mythic power (3/day, surge +1d6), siren's song, sneak attack +2d6

Spell-Like Abilities (CL 7th; concentration +12)
3/day—*cause fear* (DC 17), *charm person* (DC 17), *deep slumber* (DC 19), *shout* (DC 20)

STATISTICS

Str 10, **Dex** 17, **Con** 12, **Int** 14, **Wis** 19, **Cha** 23

Base Atk +8; **CMB** +8; **CMD** 22

Feats Dodge^{MF}, Flyby Attack, Lightning Reflexes^{MF}, Weapon Finesse

Skills Fly +7, Knowledge (history) +10, Perception +15, Perform (sing) +14, Stealth +14

Languages Auran, Common

SQ persistent obsession^{MMA}

ECOLOGY

Environment temperate or warm hills

Organization solitary or flight (2–7)

Treasure standard

SPECIAL ABILITIES

Bardic Performance (Su) A siren may use bardic performance as a 4th-level bard (9 rounds/day), and can use countersong, distraction, fascinate, inspire competence, and inspire courage. Levels in the bard class stack with this ability.

Love at First Sight (Su) The first time a creature sees

a specific mythic siren the creature must succeed on a DC 20 Will save or be charmed as the spell charm person. Love at first sight can only affect a creature once for each mythic siren it sees.

Persistent Obsession (Su) When a mythic siren successfully affects a creature with her obsession effect, she may expend 1 use of mythic power. The obsessed victim remains obsessed for the next 3 hours. If the mythic siren remains in control of the victim at the end of that time period she may expend another use of mythic power to extend the period of obsession by 3 days.

Siren Song (Su) When a siren sings, all non-sirens within a 300-foot spread must succeed on a DC 20 Will save or become enthralled (see below). The effect depends on the type of song the siren chooses, and continues for as long as the siren sings and for 1 round thereafter. A creature that successfully saves cannot be affected again by any of that siren's songs for 1 hour. These are sonic, mind-affecting effects. The save DC is Charisma-based. Enthralled creatures behave in one of the following four ways, which the siren chooses when she begins singing.

Captivation: A siren's song has the power to infect the minds of those that hear it, calling them to the siren's side. When a siren sings, all creatures aside from other sirens within a 300-foot spread must succeed on a DC 17 Will saving throw or become captivated. A creature that successfully saves is not subject to the same siren's song for 24 hours. A victim under the effects of the captivating song moves toward the siren using the most direct means available. If the path leads them into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the siren simply stands and offers no resistance to the siren's attacks. This effect continues for as long as the siren sings and for 1 round thereafter. This is a sonic mind-affecting charm effect. The save DC is Charisma-based.

Fascination: Affected creatures are fascinated.

Obsession: An obsessed victim becomes defensive of the siren and does all he can to prevent harm from coming to her, going so far as attacking his allies in her defense. The victim is not controlled by the siren but views her as a cherished ally. This is a charm effect.

Slumber: The victim immediately falls asleep, rendering the creature helpless. While the siren is singing, no noise will wake the sleeping creature,



though slapping or wounding him does. The creature continues sleeping for 1d4 minutes after the siren stops singing but can be awakened by loud noises or any other normal method.



Slug, Giant

This massive, gray-brown slug leaves a viscous trail of slime in its wake as a long rasping tongue tastes the air for prey.

Mythic Giant Slug

CR 10/MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary

N Huge vermin (mythic)

Init -4; **Senses** blindsight 60 ft.; Perception +0

DEFENSE

AC 24, touch 4, flat-footed 24 (-4 Dex, +20 natural, -2 size)

hp 146 (12d8+92); regeneration^{MA} 10 (salt)

Fort +13, **Ref** +0, **Will** +4

Defensive Abilities fortification^{MA} (50%); **DR** 10/epic plus slashing or piercing; **Immune** acid, mind-affecting effects

Weaknesses susceptible to salt

OFFENSE

Speed 20 ft.

Melee tongue +16 (2d10+13 plus 2d8 acid)

Ranged spit acid^{MA} +3 (10d6 acid)

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

Special Attacks engulf^{MA} (DC 25, 2d6+13 bludgeoning damage), mythic power (6/day, surge +1d8), sticky body^{MA}

STATISTICS

Str 29, **Dex** 2, **Con** 20, **Int** —, **Wis** 10, **Cha** 1

Base Atk +9; **CMB** +20; **CMD** 26 (30 vs. disarm, can't be tripped)

Feats Extra Mythic Power^{MF}, Weapon Focus (tongue)

SQ malleable

ECOLOGY

Environment temperate and warm marshes and underground

Organization solitary

Treasure none

SPECIAL ABILITIES

Malleable (Ex) A giant slug's body is very malleable, allowing it to fit into narrow areas with ease. A giant slug takes no penalty to its speed or checks when squeezing in an area that is one size category smaller than its actual size (10 feet wide for most giant slugs). A giant slug can squeeze normally through an area two size categories smaller than its actual size

(5 feet wide for most giant slugs).

Spit Acid (Ex) A giant slug can spit acid at an opponent within 60 feet (no range increment). With a successful ranged touch attack, the target takes 10d6 points of acid damage (no save). A mythic giant slug can spend one use of mythic power to instead deal 10d6 points of acid damage to all creatures in a 10-foot spread (DC 21 Reflex half). The save DC is Constitution-based.

Sticky Body (Ex) A mythic giant slug secretes mucus that traps objects in it. If an opponent's attack roll with a melee weapon falls between the slug's touch AC and its normal AC, the slug receives a free disarm attempt against the opponent without provoking an attack of opportunity. If the slug succeeds at the disarm attempt, the weapon is stuck to its body. A successful disarm check, or the slug's death, is required to pull the weapon free. A mythic slug receives a +4 racial bonus to CMD against disarm checks.

Susceptible to Salt (Ex) A handful of salt burns a giant slug as if it were a flask of acid, causing 1d6 points of damage per use.



Snake

This massive green cobra rears its head upward aggressively, its brightly colored, scaly hood flaring in an unmistakable warning.

Mythic Emperor Cobra

CR 6/MR 3

XP 1,600

N Large animal (mythic)

Init +6; **Senses** low-light vision, scent; Perception +13

DEFENSE

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)

hp 75 (6d8+48)

Fort +9, **Ref** +7, **Will** +5

DR 5/epic; **Defensive Abilities** strike the darkness^{MA}

OFFENSE

Speed 30 ft., climb 30 ft., swim 30 ft.

Melee bite +12 (2d6+10 plus poison)

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

Special Attacks mythic power (3/day, surge +1d6), warning growl^{MA}

STATISTICS

Str 24, **Dex** 15, **Con** 18, **Int** 1, **Wis** 17, **Cha** 2

Base Atk +4; **CMB** +12; **CMD** 24 (can't be tripped)

Feats Improved Initiative, Skill Focus^{MF} (Stealth), Weapon Focus^{MF} (bite)

Skills Acrobatics +10, Climb +15, Perception +13, Stealth +11, Swim +15; **Racial Modifiers** +8 Acrobatics, +4 Perception, +4 Stealth

SQ blend with shadows^{MA}, virulent venom^{MA}

ECOLOGY

Environment temperate or warm swamps

Organization solitary, pair, or nest (3–8)

Treasure none

SPECIAL ABILITIES

Blend With Shadows (Ex) Whenever a mythic emperor cobra is in dim lighting or darkness, it can move at full speed within that area without taking a penalty on Stealth checks. As a move action, a mythic emperor cobra can expend one use of mythic power to teleport from one area of darkness to another within 100 feet as if using greater teleport. It must have line of effect to the destination.

Poison (Ex) Bite—injury; save Fort DC 20; frequency 1/round for 6 rounds; effect 1d3 Con; cure 2 consecutive saves.

Strike the Darkness (Ex) Whenever a creature makes a successful critical hit against a mythic emperor cobra, the creature must succeed a DC 15 Will save or the attack is negated. The mythic emperor cobra disappears and reappears in an unoccupied square no more than five feet from its original square. If a non-mythic creature successfully hits a mythic emperor cobra with any attack, a mythic emperor cobra may expend one use of mythic power to negate the attack automatically and reappear five feet from its original square. The save DC is Dexterity-based.

Virulent Venom (Ex) A mythic emperor cobra adds one-half its mythic rank to its poison save DC and duration. In addition, if it bites a living creature that is immune to poison or has a saving throw bonus that applies specifically to poison, it can expend one use of its mythic power as a free action to bypass that immunity and negate that bonus until the end of its next turn.

Warning Growl (Ex) As a standard action, a mythic emperor cobra can rear up and utter a loud, guttural hiss that reverberates like the growl of a much larger creature. Creatures hearing the growl within 30 feet of a mythic emperor cobra must succeed a Will save (DC 16) or be shaken for 1d6 rounds, or frightened if they are less than 4 HD. Non-mythic creatures that fail the save are panicked for 1d6 rounds and shaken even on a successful save. This ability has no effect on creatures immune to fear effects. The save DC is Charisma- and Strength-based.

Coils as thick as tree trunks comprise this eighty-foot long serpent. It flicks its enormous tongue from jaws large enough to swallow a crocodile in a single bite.

Giant Mythic Giant Anaconda (Titanboa)

CR 13/MR 5

XP 25,600

N Colossal animal (mythic)

Init +5; **Senses** low-light vision, scent; Perception +22

DEFENSE

AC 28, touch 4, flat-footed 26 (+1 Dex, +1 dodge, +24 natural, -8 size)

hp 202 (12d8+148)

Fort +17, **Ref** +9, **Will** +5

DR 10/epic

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +18 (8d6+24/19–20/x3 plus grab)

Space 30 ft.; **Reach** 30 ft.

Special Attacks capsize, constrict (8d6+24 plus smother^{MA} and squeeze^{MA}), encircle^{MA}, fast swallow, feral savagery (full attack)^{MA}, mythic power (3/day, surge +1d8), swallow whole (4d6 acid, AC 22, hp 20)

STATISTICS

Str 42, **Dex** 12, **Con** 29, **Int** 1, **Wis** 13, **Cha** 2

Base Atk +9; **CMB** +31 (+35 grapple); **CMD** 43 (can't be tripped)

Feats Dodge, Improved Critical^{MF} (bite), Improved Initiative, Inescapable Grasp^{MF}, Power Attack^{MF}, Skill Focus (Perception), Weapon Focus (bite)

Skills Climb +24, Perception +22, Swim +24

SQ dangerous wake^{MA}

ECOLOGY

Environment warm swamps

Organization solitary or pair

Treasure none

SPECIAL ABILITIES

Dangerous Wake (Ex) The enormous slithering bulk of a titanoboa disturbs the terrain around it. Whenever a titanoboa moves 10 feet or more, each square it passes through becomes difficult terrain. Any squares located underwater require any creature passing into them to succeed a Swim check (DC 15) or Strength check (DC 15) or go under (see the drowning rules in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*). The effects of dangerous wake on underwater squares last for the titanoboa's full turn.

Encircle (Ex) By expending one-half of its movement, a mythic anaconda can use the length of its body to form an enclosed barrier surrounding an open 20-foot-square space. The outer edge of the anaconda's space becomes a 40-foot square until the beginning of its next turn. While it encircles its prey, any creature within the 20-foot inner square is considered flanked by the anaconda, and creatures cannot exit the inner square unless they are able to fly, burrow, or move through the anaconda's



space, such as with an overrun combat maneuver or Acrobatics check.

Squeeze (Ex) A creature that takes damage from a titanoboa's constrict ability must attempt a Fortitude save (DC 26) or lose all available air. The target must hold his or her breath to avoid suffocation (see Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*), starting the round after the failed save. Against a non-mythic creature, a titanoboa can expend the use of one mythic power as a free action to force the creature to expel all air upon failing its save. The creature must begin checks to avoid suffocation starting the round after the failed save. This ability has no effect on creatures that do not need to breathe. The save DC is Strength-based.

Mythic Giant Anaconda

Without the giant simple template, a mythic giant anaconda's stats are as follows: **CR** 12/**MR** 5; **XP** 19,200; **Size** Gargantuan; **Init** +6; **AC** 30, touch 9, flat-footed 27; **hp** 178; **Fort** +15, **Ref** +10; **Melee** bite +20 (4d6+21/19-20/x3 plus grab); **Space** 20 ft., **Reach** 20 ft.; **Special Attacks** constrict (4d6+21 plus smother and squeeze), swallow whole (4d6 acid, AC 20, hp 17); **Str** 38, **Dex** 14, **Con** 25; **CMB** +27 (+31 grapple); **CMD** 40 (can't be tripped); **Skills** Climb +22, Swim +22.

A chaotic tangle of writhing serpents of many species knots together in a hissing cacophony of sound and many-hued scales.

Mythic Venomous Snake Swarm CR 5/MR 2

XP 1,600

N Tiny animal (mythic, swarm)

Init +7; **Senses** low-light vision, scent; Perception +13

DEFENSE

AC 20, touch 16, flat-footed 16 (+4 Dex, +4 natural, +2 size)

hp 53 (5d8+31)

Fort +7, **Ref** +10, **Will** +2

DR 5/epic; **Defensive Abilities** swarm traits

OFFENSE

Speed 20 ft., climb 20 ft., swim 10 ft.

Melee swarm (1d6 plus distraction and poison)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 15), feeding frenzy^{MA}, mythic power (3/day, surge +1d6)

STATISTICS

Str 9, **Dex** 18, **Con** 17, **Int** 1, **Wis** 12, **Cha** 2

Base Atk +3; **CMB** —; **CMD** —

Feats Improved Initiative, Lightning Reflexes^{MF}, Skill Focus (Perception)

Skills Acrobatics +7 (+3 when jumping), Climb +16, Perception +13, Stealth +20, Swim +12; Racial Modifiers +4 Perception, +4 Stealth; uses Dex to modify Climb and Swim

SQ compression, overwhelming venom^{MA}

ECOLOGY

Environment any

Organization solitary, nest (2–4 swarms), or knot (5–7 swarms)

Treasure none

SPECIAL ABILITIES

Feeding Frenzy (Ex) When attacking a wounded creature, a mythic venomous snake swarm inflicts 1 point of bleed damage when it deals damage with its bite. This bleed damage stacks with itself and other sources of bleed damage.

Overwhelming Venom (Ex) Creatures facing a venomous spider swarm must contend with an overwhelming number of toxic bites. Whenever a creature attempts a save to resist a mythic venomous snake swarm's poison, that creature must roll twice and take the worse result. In addition, if it bites a living creature that has a saving throw bonus that applies specifically to poison, a mythic venomous snake swarm can expend one use of mythic power as a free action to negate that bonus for the turn. This has no effect on creatures immune to poison.

Poison (Ex) Swarm—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Con; cure 2 consecutive saves. The save DC is Constitution-based.

Soulbound Doll

This doll's glass eyes glisten with unmistakable curiosity as it comes to life with a fluid grace.

Mythic Soulbound Doll

CR 3/MR 1

XP 800

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N (see below) Tiny construct (mythic)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +3

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 29 (3d10+13)

Fort +1, **Ref** +3, **Will** +1

DR 2/magic; **Immune** construct traits

Weaknesses susceptible to mind-affecting effects

OFFENSE

Speed 20 ft.

Melee dagger +5 (1d2+2/19–20)

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

Special Attacks mythic power (3/day, surge +1d6)

Spell-Like Abilities (CL 3rd, concentration +2)

3/day—*ghost sound*, *light*, *mage hand*, *open/close*, *prestidigitation*

1/day—*levitate*, *ventriloquism*, one additional ability dependent on alignment

STATISTICS

Str 7, **Dex** 14, **Con** --, **Int** 11, **Wis** 10, **Cha** 9

Base Atk +3; **CMB** +3; **CMD** 11

Feats Improved Initiative, Weapon Finesse^{MF}

Skills Perception +3, Perform (any) +3, Stealth +13,

Racial Modifiers +4 Perform

Languages Common

SQ alignment variation, soul focus

ECOLOGY

Environment any

Organization solitary, pair, or family (3–12)

Treasure standard

SPECIAL ABILITIES

Alignment Variation (Ex) Soulbound dolls are at least partially neutral in alignment, although they can also be chaotic, evil, good, or lawful. They have an alignment-dependent spell-like ability usable once per day as listed below.

- Chaotic Neutral: *rage*
- Lawful Neutral: *suggestion* (DC 12)
- Neutral: *deep slumber* (DC 12)

- Neutral Evil: *inflict serious wounds* (DC 12)
- Neutral Good: *heroism*

Mimic Performance (Su) A mythic soulbound doll gains *ghost sound* and *ventriloquism* (DC 10) as spell-like abilities and can mimic any voice or sound it has heard, though creatures familiar with a voice being imitated recognize the imitation with a successful DC 10 Will save. In addition, a soulbound doll gains a +4 racial bonus on all Perform checks, and can use any of the following bardic performance abilities as a 3rd-level bard: countersong, distraction, fascinate (DC 10), inspire competence +2, inspire courage +1. It can use up to 7 rounds per day of bardic performance.

Right Behind You (Ex/Su) A mythic soulbound doll can make Stealth checks even when being directly observed and when no cover or concealment is available. If the soulbound doll succeeds on a Stealth check, it may expend one use of its mythic power as a swift action to teleport up to an unoccupied space within 40 feet, which must be adjacent to a creature unaware of the doll or whose Perception check failed to notice the doll. That creature is denied its Dexterity bonus against the doll until the beginning of the doll's next turn.

Susceptible to Mind-Affecting Effects (Ex) The weakened conviction of a soulbound doll's soul makes it susceptible to mind-affecting effects, despite the fact that it is a construct.

Soul Focus (Su) The soul bound to the doll lives within a focus integrated into the doll or its apparel, typically one of the doll's eyes or a gem embedded into its neck or chest. As long as this soul focus remains intact, it can be used to animate another doll, using the same cost as creating a new construct. Once bound into the soul focus, the soul continues to learn, and so if later it is put into a new doll body, the soul retains its personality and memories from its previous body or bodies. A soul focus has hardness 8, 12 hit points, and a break DC of 20.



Spawn of Yog-Sothoth

The shape of this creature gives the impression of a squirming mass accompanied by an indescribable monstrous stench.

Mythic Spawn of Yog-Sothoth CR 12/MR 5

XP 19,200

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CE Large aberration (alien, extraplanar, mythic, mythos)

Init +11^{MF}; **Senses** blindsight 30 ft., darkvision 60 ft.; Perception +20

Aura nauseating stench^{MA} (30 ft., DC 24, 10 rounds)

DEFENSE

AC 29, touch 11, flat-footed 27 (+2 Dex, +18 natural, -1 size)

hp 201 (14d8+138); regeneration^{MA} 10 (good or lawful)

Fort +11, **Ref** +8, **Will** +12

Defensive Abilities tenuous natural invisibility; **DR** 10/epic and magic; **Immune** cold, fire; **Resist** sonic 10; **SR** 26

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +17 (1d8+8/19-20/x3), 4 tentacles +18 (1d6+12 plus grab)

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

Special Attacks blood drain (1d4 Con), choral sink^{MA}, devastation, iridescent globes^{MA}, mythic power (5/day, surge +1d8), powerful blows^{MA} (tentacle)

Spell-Like Abilities^{MA} (CL 14th; concentration +19)
3/day—*dimension door*, *dimensional anchor*, *haste*
1/day—*reverse gravity*, [walk through space](#)^{UC}

STATISTICS

Str 26, **Dex** 15, **Con** 25, **Int** 17, **Wis** 17, **Cha** 20

Base Atk +10; **CMB** +19 (+24 grapple); **CMD** 31 (39 vs. trip)

Feats Combat Reflexes^{MF}, Improved Critical (bite), Improved Initiative^{MF}, Lightning Reflexes, Multiattack^{MF}, Vital Strike, Weapon Focus (tentacle)

Skills Climb +33, Escape Artist +19, Intimidate +22, Knowledge (arcana) +20, Perception +20, Spellcraft +20, Stealth +15

Languages Aklo

ECOLOGY

Environment temperate hills

Organization solitary

Treasure standard

SPECIAL ABILITIES

Choral Sink (Su) As a standard action every 1d4 rounds, a mythic spawn of Yog-Sothoth can emit a 30-foot-radius burst that dislocates affected creatures from the shared timestream. Creatures that fail a DC 24 Will save are slowed (as per *slow*, or as per *mythic slow* if the mythic spawn of Yog-Sothoth expends one use of its mythic power as a free action when activating the ability) for 14 rounds or, if already slowed by this effect, paralyzed and frozen in place (as per *hold monster*) for the same duration. As these conditions result from a subjective time manipulation effect, spells such as *freedom of movement* do not negate them. The save DC is Charisma-based and has a +2 racial bonus.

Devastation (Ex) When a mythic spawn of Yog-Sothoth performs a full-attack action, it deals double damage to structures and Large or larger objects.

Iridescent Globes (Su) As a standard action every 1d4 rounds, a mythic spawn of Yog-Sothoth can emit a number of 1-foot-diameter iridescent globes equal to its mythic rank (5 for most mythic spawns of Yog-Sothoth) that immediately fly to attack one or more creatures of the spawn's choosing within 60 feet before disappearing. Each globe makes a +11 ranged touch attack, and a creature struck by a globe must succeed on a DC 24 Will save or be shunted forward in time 1d4 rounds. An affected creature immediately disappears and then reappears at the same location at the later time; for the affected creature, it's as if no time passed. An affected creature can choose to resist being shifted forward in time, but the spacetime flux rips and tears at it. For each round the affected creature wishes to reduce from the duration it is shunted into the future, it takes 4d6 points of damage. Creatures that succeed at their saves are staggered for 1 round. The save DC is Charisma-based and has a +2 racial bonus.

Nauseating Stench (Ex) A mythic spawn of Yog-Sothoth exudes a hideous, unforgettable stench that nauseates living creatures within 30 feet for 10 rounds (DC 24 Fortitude negates). Creatures that successfully save are sickened for 1 round but cannot otherwise be affected by the same spawn's nauseating stench for 24 hours. A *delay poison* or *neutralize poison* spell removes the effect from a nauseated or sickened creature. Creatures with immunity to poison are unaffected, and creatures resistant to poison receive their normal bonus on their saving throws. The save DC is Constitution-based.

Tenuous Natural Invisibility (Ex) This functions like natural invisibility, except it is subject to *invisibility purge* and effects that outline invisible creatures (such as *glitterdust* and *faerie fire*). It cannot be dispelled.



Sphinx, Androsphinx

This regal, bird-winged lion has a human's head, clad in the golden raiment of a powerful pharaoh.

Mythic Androsphinx

CR 11/MR 4

XP 12,800

Pathfinder Roleplaying Game Bestiary 3

CG Large magical beast (mythic)

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception +24

DEFENSE

AC 27, touch 9, flat-footed 27 (+18 natural, -1 size)

hp 163 (13d10+92)

Fort +12, **Ref** +8, **Will** +8

Defensive Abilities stone sphinx^{MA}; **DR** 10/epic

OFFENSE

Speed 40 ft., fly 60 ft. (poor)

Melee 2 claws +20 (2d6+8/19-20 plus grab)

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

Special Attacks mythic power (4/day, surge +1d8), mythic spell-like abilities^{MA}, pounce, rake (2 claws +20, 2d6+8), riddle of magic^{MMA}, riddle of sand stone and sky^{MA}, roar^{MMA}

Spells Prepared (CL 10th; concentration +14)

5th—[greater forbid action](#)^{UM} (DC 19), [spell resistance](#)

4th—[aura of doom](#)^{UM} (DC 18), [blessings of fervor](#)^{APG}, [debilitating portent](#)^{UC} (DC 18), [divination](#)

3rd—[bestow curse](#) (DC 17), [sands of time](#), [searing light](#), [speak with dead](#)

2nd—[bull's strength](#), [calm emotions](#) (DC 16), [cure moderate wounds](#), [resist energy](#), [silence](#) (DC 16)

1st—[comprehend languages](#), [divine favor](#), [endure elements](#), [remove fear](#), [shield of faith](#)

0—[detect magic](#), [guidance](#), [purify food and drink](#), [stabilize](#)

STATISTICS

Str 27, **Dex** 10, **Con** 18, **Int** 16, **Wis** 19, **Cha** 19

Base Atk +13; **CMB** +22; **CMD** 32 (36 vs. trip)

Feats Alertness, Cleave^{MF}, Flyby Attack, Great Cleave, Hover, Improved Critical (claw), Power Attack^{MF}

Skills Fly +5, Intimidate +14, Knowledge (any one) +16, Perception +24, Sense Motive +14, Survival +17

Languages Common, Draconic, Sphinx

ECOLOGY

Environment warm deserts or hills

Organization solitary

Treasure standard

SPECIAL ABILITIES

Riddle of Fate (Su) As a swift action, a mythic androsphinx can choose two numbers, between 1 and 20. For 1 minute, whenever the result of a d20 roll made by a creature within 120 feet of the mythic androsphinx is one of these two numbers, it is treated as though it were the other number, instead. The mythic androsphinx can have multiple instances of this ability active simultaneously, but if it chooses the same number for two different instances of this ability, neither of them has any effect.

Riddle of Magic (Sp) As a full-round action, a mythic androsphinx can expend a use of mythic power in order to attempt to cast a spell. The mythic androsphinx must choose a single spell of 7th level or lower from among the cleric, druid, and sorcerer/wizard spell lists, with a casting time of 1 round or less, and announce its intention to cast a spell, and invite any nearby creatures to guess what that spell is. The mythic sphinx must provide any three of the following pieces of information: the spell's school and subschools, the spell list the mythic androsphinx is casting it from and the level at which it appears on that spell list, the spell's range, or the spell's components (including material components and focuses). At any time before the beginning of the mythic androsphinx's next turn, any creature can attempt to guess the spell. If a creature guesses correctly, it is rendered immune to the spell's effect, as though by the spell *spell immunity*. Alternatively, when guessing, a creature can designate another creature to gain this immunity. As a free action at the beginning of the mythic androsphinx's next turn, it casts the spell as a free action that does not provoke attacks of opportunity. For each creature that guessed incorrectly, the mythic androsphinx treats its caster level as 1 higher for the purposes of that spell (to a maximum of a +5 increase).

Riddle of Sand Stone and Sky (Su) As a standard action, a mythic androsphinx can call out a riddle to all creatures within 60 feet, demanding to know which is the strongest: sand, stone, or sky. Each creature can choose to answer with one of these three. Then, roll 1d3 to determine which answer the mythic androsphinx chooses. For the purposes of this riddle, sand beats stone, stone beats sky, and sky beats sand. Each creature gains a +2 morale bonus on attack and damage rolls made against characters who chose the answer that loses to their own. All creatures that chose an answer gain this bonus against creatures that chose not to give an answer, and such creatures do not gain any bonuses. These effects last for 10 minutes.

Roar (Su) A mythic androsphinx can roar up to three times per day as a standard action. Each progressive roar has a different effect, depending upon whether it is the first, second, or third of the androsphinx's roars for that day. All of these roars are sonic effects that fill a 60-foot-radius burst, centered on the androsphinx; the save DCs are Charisma-based. Sphinxes are immune to all of the effects of an androsphinx's roars.

- **First Roar:** Affected creatures become frightened for 2d6 rounds (DC 20 Will negates). Non-mythic creatures become panicked, instead. This is a mind-affecting fear effect in addition to being a sonic effect.
- **Second Roar:** Affected creatures are paralyzed with fear and deafened for 1d4 rounds (DC 20 Will negates). Non-mythic creatures that fail their Will save also suffer a fear-induced heart attack, which inflicts 6d10 points of damage (DC 20 Fortitude negates). This is a mind-affecting fear effect in addition to being a sonic effect.
- **Third Roar:** Affected creatures take a 2d4 penalty to Strength for 2d4 rounds, and take 4d8 points of sonic damage. Creatures smaller than

the androsphinx are knocked prone. A DC 20 Fortitude save negates the Strength penalty and being knocked prone.

By expending one use of mythic power, a mythic androsphinx can produce the effect of any of these three roars, even if it is not the first, second, or third time it has roared that day. This does not count against the androsphinx's three daily uses of its roar ability, and does not count as a roar for the purposes of determining the effects of any further roars it makes that day.

Spells A mythic androsphinx casts divine spells as a 10th-level cleric. They do not gain access to domains or other cleric abilities.

Stone Sphinx (Su) A mythic androsphinx can use *statue* at will, and its hardness in *statue* form is doubled against non-mythic attacks or effects. As long as it is not flying, it can shift into *statue* form as an immediate action. After resolving the attack or effect, it may choose to remain in *statue* form until the beginning of its next turn or to immediately shift back to flesh.



Sphinx, Criosphinx

This creature has the wings of a bird, the body of a lion, and the head of a ram with sad, wise eyes.

Mythic Criosphinx

CR 9/MR 4

XP 6,400

Pathfinder Roleplaying Game Bestiary 3

N Large magical beast (mythic)

Init +0; **Senses** all-around vision, darkvision 60 ft., low-light vision; Perception +10

DEFENSE

AC 24, touch 9, flat-footed 24 (+15 natural, -1 size)

hp 125 (10d10+70)

Fort +10, **Ref** +7, **Will** +6; +2 vs. fear effects

Defensive Abilities unassailable arrogance^{MMA}; **DR** 5/epic

OFFENSE

Speed 30 ft., fly 60 ft. (poor)

Melee 2 claws +15 (1d6+6), gore +16 (2d4+6/19-20/x3)

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

Special Attacks bowling blow^{MMA}, mythic power (4/day, surge +1d8), swooping charge (gore, 4d6+12)

Spell-Like Abilities (CL 10th; concentration +12)

Constant—*Speak with animals*, *undetected alignment*

At Will—*augury*, *charm animal* (DC 13)

3/day—*glibness*, *invisibility* (self only), *scrying* (DC 16)

1/week—*commune*, *geas/quest*

STATISTICS

Str 23, **Dex** 10, **Con** 17, **Int** 12, **Wis** 12, **Cha** 15

Base Atk +10; **CMB** +17; **CMD** 27 (31 vs. trip)

Feats Improved Bull Rush, Improved Critical (gore)^{MF}, Power Attack^{MF}, Skill Focus (Intimidate), Weapon Focus (gore)

Skills Bluff +12, Fly +1, Intimidate +18, Perception +10

Languages Common, Sphinx; *Speak with animals*

SQ consume wealth^{MMA}, sphinx-lust^{MMA}

ECOLOGY

Environment warm deserts or hills

Organization solitary

Treasure standard

SPECIAL ABILITIES

Bowling Blow (Ex) Whenever a mythic criosphinx successfully hits a creature with its gore attack as part of a charge, it can expend 1 use of mythic power.

If it does, it may immediately make a bull rush attempt against that creature as a free action. The mythic criosphinx gains a +1 bonus on the combat maneuver check for this bull rush for every 10 feet of movement travelled as part of the charge, but its total movement for the charge (both before and after the bull rush) is still limited to twice its movement speed. If the bull rush is successful, the target suffers an additional 1d6 points of damage for every 5 feet it was pushed, and falls prone in the square it ends its movement in.

Consume Wealth (Su) While all criosphinxes desire valuables, mythic criosphinxes regularly consume gold, gems, and magic items, drawing power from this strange and gluttonous act. A mythic criosphinx can make a disarm or steal combat maneuver in place of one of its claw attacks, and doing so does not provoke attacks of opportunity. As a standard action, a mythic criosphinx can consume up to 2,000 coins, 20 gems, or a single object of Small size or smaller (this allows it to consume one-handed weapons made for Medium creatures). If it does, it immediately gains 1 use of mythic power for every 2,000 gp in the market price for the consumed item or items. This can allow it to have more uses of mythic power than its normal daily allotment, but any remaining uses are lost the next time it rests and regains its daily uses of mythic power. Coins and gems consumed in this way are destroyed. Objects that are consumed in this way gain the broken condition, but can be recovered from the mythic criosphinx's stomach after it is killed, provided it is recovered within one week (after which time it is destroyed completely).

Sphinx-Lust (Ex) A mythic criosphinx is particularly affected by the presence of gynosphinxes and other intelligent, female, leonine creatures (potentially including female chimeras, manticores, and awakened or otherwise intelligent lions). As long as the mythic criosphinx is within 60 feet of such a creature, it gains a +2 morale bonus to attack rolls, damage rolls, ability checks, skill checks, and saving throws. However, the mythic criosphinx is also more susceptible to suggestions from such creatures, and any creature matching this description (subject to GM discretion) gains a +5 bonus on all Bluff, Diplomacy, and Intimidate checks made against the mythic criosphinx, and the saving throw DC of any charm or compulsion effects such creatures use against the mythic criosphinx increases by +2.

Swooping Charge (Ex) A charging mythic criosphinx deals 4d4+12 points of damage with its gore attack. A flying criosphinx who drops at least 20 feet in altitude as part of a charge deals 6d4+18 points instead.



Unassailable Arrogance (Ex) A mythic criosphinx's certainty in its own superiority shields it from mental assaults. A mythic criosphinx gains a bonus equal to its Charisma modifier on Will saving throws. This bonus is doubled for saving throws made to resist fear effects. Additionally, the DC for all Intimidate checks made against the mythic criosphinx increase by +10.



Spider

A spider the size of a man crawls silently from the depths of its funnel-shaped web.

Mythic Giant Spider

CR 2/MR 1

XP 600

N Medium vermin

Init +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural armor)

hp 24 (3d8+11)

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

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +2 (1d6 plus poison)

Special Attacks mythic power (3/day, surge +1d6), web (+5 ranged, DC 14, hp 4)

STATISTICS

Str 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +2; **CMB** +2; **CMD** 15 (27 vs. trip)

Feats Extra Mythic Power^{MF}

Skills Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in webs), +16 Climb

SQ sturdy web^{MA}

ECOLOGY

Environment any

Organization solitary, pair, or colony (3–8)

Treasure incidental

SPECIAL ABILITIES

Poison (Ex) Bite—injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

Stealthy Web (Ex) The Perception check to notice webs created by a mythic giant spider is DC 25. In addition, a mythic giant spider takes only a -10 penalty on Stealth checks to hide again after using its web attack, rather than the normal -20 penalty for [sniping](#). If it expends one use of its mythic power, it takes no penalty on Stealth checks when sniping.

Sturdy Web (Ex) The webs spun or thrown by a mythic giant spider are tougher than usual, requiring a DC 14 Strength check to burst and having 4 hit points per 5-foot square. A mythic giant spider can expend one use of its mythic power to create unusually sturdy webs for 1d6 rounds. These webs have hardness 2 and 8 hit points per 5-foot square.

If a mythic giant spider is adjacent to a creature entangled by its web or that of another spider, as a full-round action it can use the [entrap](#) special attack (DC 14, 1d10 rounds, hardness 0 (or 2), hp 4 (or 8)) to attempt to bind the target in webs. An entangled creature failing its save becomes helpless.



A spider the size of a man crawls silently from the shadows, venom dripping from its chelicerae.

Mythic Giant Hunting Spider CR 2/MR 1

XP 600

N Medium vermin

Init +7; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

DEFENSE

AC 17, touch 15, flat-footed 12 (+2 dodge, +3 Dex, +2 natural armor)

hp 24 (3d8+11)

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

Immune mind-affecting effects

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +2 (1d6 plus poison)

Special Attacks mythic power (1/day, surge +1d6), skittering swarm^{MA}

STATISTICS

Str 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

Base Atk +2; **CMB** +2; **CMD** 15 (27 vs. trip)

Feats Dodge^{B, MF}

Skills Acrobatics +11, Climb +16, Perception +4, Stealth +7; **Racial Modifiers** +8 Acrobatics, +4 Perception, +4 Stealth, +16 Climb

SQ skittering swarm^{MA}

ECOLOGY

Environment any

Organization solitary, pair, or colony (3–8)

Treasure incidental

SPECIAL ABILITIES

Mindless Dodge (Ex) A mythic giant hunting spider gains Dodge as a bonus feat.

Poison (Ex) Bite—injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

Skittering Swarm (Ex) A mythic giant hunting spider can share the same space as another giant spider (mythic or non-mythic). When sharing another spider's space, a mythic giant hunting spider gains [Pack Attack](#)^{UC} as a bonus feat and is considered to be flanking any creature that it and the spider whose space it shares both threaten.

Spring-Heeled Jack

With jet-black skin and a small but menacing pair of horns, this goateed, impish creature wields a bloody knife and a wicked grin.

Mythic Spring-Heeled Jack

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary 4

CE Small fey (mythic)

Init +5; **Senses** low-light vision; Perception +7

DEFENSE

AC 17, touch 16, flat-footed 12 (+5 Dex, +1 natural, +1 size)

hp 34 (4d6+18)

Fort +3, **Ref** +9, **Will** +4

OFFENSE

Speed 40 ft.

Melee masterwork dagger +9 (1d3+5/19–20 plus frightful bleed^{MA})

Special Attacks breath weapon (15-ft. cone, 2d6 fire damage, Reflex DC 14 half, usable every 2d4 rounds), cape glide^{MA}, frightening gaze, mythic power (1/day, surge +1d6), sneak attack +1d6, vault

Spell-Like Abilities (CL 4th; concentration +5)

Constant—*feather fall*, *pass without trace*

1/day—*passwall*

STATISTICS

Str 15, **Dex** 21, **Con** 14, **Int** 10, **Wis** 10, **Cha** 13

Base Atk +2; **CMB** +3; **CMD** 18

Feats Toughness, Weapon Finesse^{MF}

Skills Acrobatics +12 (+16 when jumping), Bluff +6, Climb +9, Escape Artist +12, Perception +7, Sleight of Hand +10, Stealth +16; **Racial Modifiers** +4 Acrobatics when jumping

Languages Common, Sylvan

ECOLOGY

Environment any land

Organization solitary

Treasure double (masterwork dagger, other treasure)

SPECIAL ABILITIES

Cape Glide (Ex) A mythic spring-heeled jack can use his ragged cape to swoop and glide, allowing him to glide up to 30 feet horizontally for every 10 feet he descends. He can use this ability when leaping from a height, or in conjunction with his vault ability to jump 20 feet straight up before gliding. When gliding, as

a swift action he can execute a single turn of up to 180 degrees (as if he had the Wingover^{B1} feat). He also can use a standard action during his movement (similar to the Flyby Attack feat) to use his breath weapon or make a single attack with his dagger.

Frightful Bleed (Ex) Creatures damaged by a mythic spring-heeled jack's dagger take 1 point of bleed damage. This bleed damage does not stack; however, it is increased to 1d3 if the target took sneak attack damage from the attack that caused the bleed damage. It is increased to 1d4 during any round in which the target is shaken, or to 1d6 if the target is frightened or panicked.

Frightening Gaze (Su) Any creature within a 10-ft. radius upon whom Spring-Heeled Jack's gaze falls is panicked for 1d6 rounds. A successful DC 13 Will save negates. The save DC is Charisma-based.

Vault (Su) Spring-Heeled Jack can jump up to 20 feet (vertically or horizontally in any combination) as a move action without provoking attacks of opportunity.



Squid, Giant

Immense in size, this great squid's tentacles writhe and flash with almost nauseating speed. The beast's eyes are as big as shields.

Mythic Giant Squid

CR 11/MR 4

XP 12,800

N Huge animal (aquatic)

Init +7; **Senses** low-light vision, mistsight^{MA}; Perception +22

DEFENSE

AC 24, touch 11, flat-footed 21 (+3 Dex, +13 natural, -2 size)

hp 134 (12d8+80)

Fort +14, **Ref** +13, **Will** +5

Defensive Ability deep dweller^{MA}, ink cloud (20-ft. radius) ; **DR** 10/epic; **Resist** cold 20

OFFENSE

Speed swim 60 ft., jet 260 ft.

Melee bite +16 (2d6+9), 2 arms +16 (1d6+9), tentacles +14 (4d6+13/19-20/x3 plus grab)

Space 15 ft.; **Reach** 15 ft. (30 ft. with arms and tentacles)

Special Attacks constrict (4d6+13), feral savagery (full attack)^{MA}, gnawing grapple^{MA}, mythic power (6/

day, surge 1d8), powerful blows (tentacles)^{MA}

STATISTICS

Str 29, **Dex** 17, **Con** 19, **Int** 2, **Wis** 12, **Cha** 2

Base Atk +9; **CMB** +20 (+24 grapple); **CMD** 33

Feats Combat Reflexes, Extra Mythic Power^{MF}, Great Fortitude, Improved Critical^{MF} (tentacle), Improved Initiative, Lightning Reflexes, Multiattack^B, Skill Focus (Perception)

Skills Perception +22, Swim +17

ECOLOGY

Environment any ocean

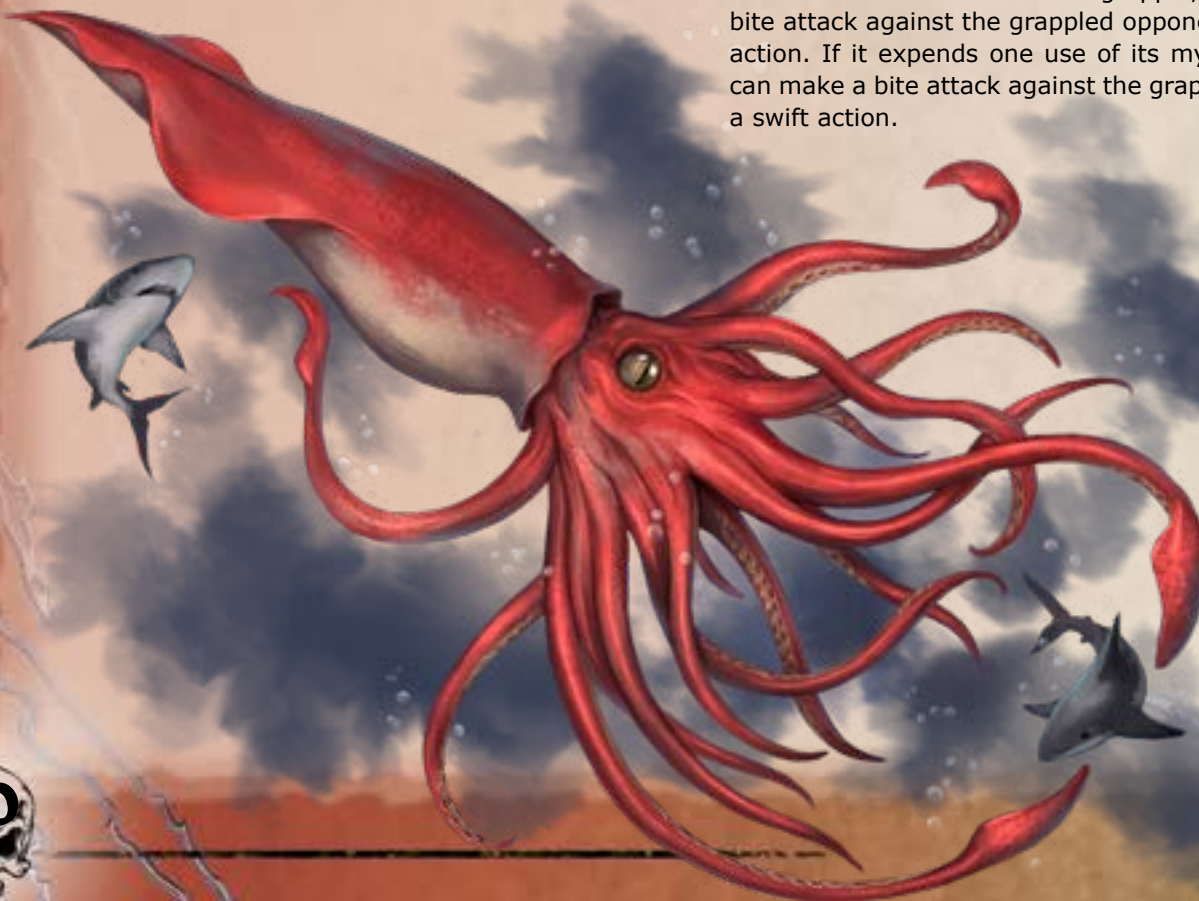
Organization solitary

Treasure none

SPECIAL ABILITIES

Deep Dweller (Ex) A mythic giant squid is immune to damage from water pressure and is highly resistant to cold due to their long ages spent in the chill pelagic depths. Unlike their lesser cousins, their bodies are can adjust instantly to the pressure at different water depths or even the surface with ease. Their enormous eyes gain darkvision with a range of 300 feet when they are underwater; this darkvision does not extent above the water's surface.

Gnawing Grapple (Ex) A mythic giant squid does not gain the grappled condition if it grapples a foe with its tentacles. In addition, when it succeeds on a combat maneuver check to maintain a grapple, it can make a bite attack against the grappled opponent as a move action. If it expends one use of its mythic power, it can make a bite attack against the grappled target as a swift action.



Stalimedved

A hulking brown bear thirty feet high rattles with metallic shifting of lengthy steel spikes capping its fur from its short underbelly to the steely forest of spears lining its back. It roars, an amber glow radiating behind its sword-like fangs.

Mythic Stalimedved

CR 21/MR 8

XP 409,600

N Gargantuan magical beast (mythic)

Init +10^{MF}; **Senses** darkvision 60 ft., low-light vision; Perception +28

DEFENSE

AC 40, touch 4, flat-footed 40 (-2 Dex, +46 natural, -4 size)

hp 390 (23d10+264)

Fort +24, **Ref** +11, **Will** +11

DR 15/epic and magic; **Immune** charm, fire, paralysis, poison; **SR** 31

Defensive Abilities fortification^{MA} (50%), steel quills^{MA}, unstoppable^{MA}

Weaknesses vulnerability to electricity

OFFENSE

Speed 50 ft.

Melee bite +32 (2d8+14 plus grab), 2 claws +33 (2d6+21), slam +33 (3d6+14)

Space 20 ft.; **Reach** 15 ft.

Special Attacks bellowing stomp^{MA}, breath weapon^{MA} (40-ft. cone, 10d6 fire, Reflex DC 34 for half, usable every 1d4 rounds), feral savagery (rend)^{MA}, lingering breath^{MA} (4d6 fire, 8 rounds), mythic power (8/day, surge +1d10), rend (1 claw, 2d8+20), swallow whole (3d6 acid damage, 3d6 fire damage, AC 33, 39 hp), sweeping paw^{MA}, trample (3d6+30, DC 35)

STATISTICS

Str 38, **Dex** 6, **Con** 27, **Int** 2, **Wis** 15, **Cha** 25

Base Atk +23; **CMB** +41; **CMD** 45

Feats Ability Focus (breath weapon), Awesome Blow, Great Fortitude^{MF}, Improved Bull Rush^{MF}, Improved Initiative^{MF}, Improved Natural Attack (slam), Improved Overrun, Iron Will, Power Attack^{MF}, Rending Claws^{UC}, Rending Fury^{APG}, Run

Skills Perception +28

SQ powerful blows (claws)^{MA}

ECOLOGY

Environment temperate forests

Organization solitary

Treasure standard

SPECIAL ABILITIES

Bellowing Stomp (Ex) As a full-round action, a mythic stalimedved may unleash a roaring bellow and powerful stomp to create a shockwave in a 120-ft. burst centered on itself. Medium creatures are deafened for 1d4 rounds and knocked prone by the force of this blast (DC 35 Fortitude negates). Medium creatures also take 1d6 points of nonlethal damage, Small creatures 4d6, and Tiny or smaller creatures 4d6; this damage is halved on a successful save. Huge or smaller flying creatures must succeed on a DC 35 Fly check or plummet up to 60 feet towards the ground, taking falling damage if forced to the ground.

The shockwave may also do anything a powerful sound burst might do, including shatter glass, damage structures, level trees, panic animals, and so on. By expending one use of mythic power, a mythic stalimedved may triple the burst radius of its shockwave to 360 feet. This is a sonic effect. The save DC is Strength-based.

Steel Quills (Ex) Any creature attacking a mythic stalimedved with a melee weapon, natural weapon, unarmed strike, or melee touch attack takes 1d6 points of piercing damage, or 2d6 points of damage if the attack hits; this damage is taken after the attack is resolved. Attacks made with a reach weapon do not endanger the attacker in this way. A creature that grapples a mythic stalimedved takes 4d6 points of piercing damage each round at the beginning of its turn as long as it maintains the grapple. As a move or immediate action, a mythic stalimedved may expend one use of its mythic power to bristle its quills until the end of its next turn. Any creature making a charge attack against the stalimedved during this time takes 6d6 points of piercing damage, or 12d6 if the charge attack hits.

Sweeping Paw (Ex) Whenever a mythic stalimedved could make a full attack, it may instead make a single claw attack and apply the result to all creatures within reach. Roll damage once and apply it to all opponents hit by the attack. If the attack roll is a critical hit, the mythic stalimedved chooses one target and attempts to confirm the critical against that target.

Stalimedveds—the “steely bears”—are powerful beasts of war and destruction, created by perverting the forms of godly titanic bears who once guarded sacred natural places. Enemies of the natural world corrupted these creatures, morphing them into steel-covered monstrosities bent on laying waste to everything they

encounter. A stalimedved stands 30 feet high at the shoulder and is 50 feet long and weighs a massive 200 tons.

ECOLOGY

While stalimedveds once served natural balance, almost all such instincts have abandoned it now. A stalimedved views living creatures as food and everything around it as a valid target for its immense rage and pain. According to lore, the first victim of the corrupted stalimedveds was a powerful elemental demigod of fire. These first steely bears devoured the demigod and it levied a curse against them to make them consumed by flame for eternity, but unable to perish by it. Stalimedveds could breathe flame ever since, but at the price of immense internal agony as they burn from within.

HABITAT & SOCIETY

Stalimedveds retain an instinctual link with natural places and do not stray far from the massive forests

they once stood shepherd over. They prefer to sleep through their pain but awaken every few decades to patrol their forests and surroundings. A stalimedved eats anything it finds, much to the misfortune of any logging camps or villages that have sprung up near its territory during its slumber.

Only death seems to bring peace to a stalimedved. They are too enraged with agony and their centuries-long corruption to be tamed; resolving their pain would require undoing much of what they are, including removing the steel coating them and dismissing the ancient curse tormenting them.



Stirge

This insectoid creature has two pairs of bat wings, a tangle of thin legs, and a needle-sharp proboscis.

Mythic Stirge

CR 1/MR 1

XP 400

Pathfinder Roleplaying Game Bestiary

N Tiny magical beast (mythic)

Init +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +1

DEFENSE

AC 17, touch 16, flat-footed 13 (+4 Dex, +1 natural, +2 size)

hp 15 (1d10+10)

Fort +2, **Ref** +6, **Will** +1

OFFENSE

Speed 10 ft., fly 40 ft. (average)

Melee touch +7 (4 + attach)

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

Special Attacks blood drain, mythic power (1/day, surge +1d6), surge^{MA}

STATISTICS

Str 3, **Dex** 19, **Con** 10, **Int** 1, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +3 (+11 grapple when attached); **CMD** 9 (17 vs. trip)

Feats Weapon Finesse^{MF}

Skills Fly +8, Stealth +16

SQ blood bloat^{MA}, diseased

ECOLOGY

Environment temperate and warm swamps

Organization solitary, colony (2–4), flock (5–8), storm (9–14), or swarm (15–40)

Treasure none

SPECIAL ABILITIES

Attach (Ex) When a stirge hits with a touch attack, its barbed legs latch onto the target, anchoring it in place. An attached stirge is effectively grappling its prey. The stirge loses its Dexterity bonus to AC and has an AC of 12, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A stirge has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached stirge can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the stirge is removed.



Blood Bloat (Ex) When a mythic stirge uses its blood drain ability, it gains 1d4 temporary hit points for every point of Constitution damage it inflicts as its body becomes bloated with blood. These temporary hit points stack with other temporary hit points, but they

fade at a rate of 1d4 per hour as the stirge digests its feast. If a mythic stirge is reduced below 0 hit points while bloated with blood, its body ruptures and sprays diseased blood in a 5-foot-radius burst. All creatures in this radius are dazzled for 1 minute or until they spend a full-round action to clean off the blood, and also have a 10% chance of being exposed to filth fever or blinding sickness (equal chance of each). If the mythic stirge has not expended its daily use of mythic power, it do so as it dies, increasing this chance to 100%.

Blood Drain (Ex) A stirge drains blood at the end of its turn if it is attached to a foe, inflicting 1 point of Constitution damage. Once a stirge has dealt 4 points of Constitution damage, it detaches and flies off to digest the meal. If its victim dies before the stirge's appetite has been sated, the stirge detaches and seeks a new target.

Diseased (Ex) Due to the stagnant swamps in which they live and their contact with the blood of numerous creatures, stirges are harbingers of disease. Any creature subjected to a stirge's blood drain attack has a 10% chance of being exposed to [filth fever, blinding sickness, or a similar disease](#), as described in the appendix of the *Pathfinder Roleplaying Game Core Rulebook*. Once this check is made, the victim can no longer be infected by this particular stirge, though attacks by different stirges are resolved normally and may result in multiple illnesses.

Swarming (Ex) Up to four mythic stirges can occupy the same square, which they can share with another creature of any size. Mythic stirges in the same square treat any non-stirge in that square as flanked, and a creature that begins its turn with more than one mythic stirge in its square because nauseated for 1 round due to the distraction caused by their flapping, swarming, and stabbing probosci. A successful Fortitude save negates this effect; the DC is equal to 10 plus the number of stirges in the creature's square (maximum DC 14). The save DC is Constitution-based. Even if a creature being swarmed by mythic stirges is not nauseated, any stirges in its space are treated as having cover against its attacks.



Tanuki

Short and pudgy, this raccoonlike humanoid wields a stout quarterstaff and weaves a little as if intoxicated.

Mythic Tanuki

CR 5/MR 2

XP 1,600

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CN Medium monstrous humanoid (mythic, shapechanger)

Init +3; **Senses** darkvision 60 ft., *detect poison*, low-light vision; Perception +8

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +5 natural, +1 shield)

hp 67 (5d10+40)

Fort +5, **Ref** +8, **Will** +6

DR 5/epic

OFFENSE

Speed 30 ft.

Melee masterwork quarterstaff +7 (1d6+2), masterwork quarterstaff +7 (1d6+1), slam +2 (1d6+1)

Ranged sling +9 (1d4+2)

Special Attacks mythic power (2/day, surge +1d6)

Spell-Like Abilities (CL 7th; concentration +11)

Constant—*detect poison*

At will—*purify food and drink*

3/day—*magic stone*, *major creation* (up to 1 cubic foot)

1/day—*create food and water*, *shrink item*, *veil* (self only)

STATISTICS

Str 14, **Dex** 19, **Con** 18, **Int** 13, **Wis** 14, **Cha** 19

Base Atk +5; **CMB** +7; **CMD** 21

Feats Two-Weapon Defense, Two-Weapon Fighting^{MF}, Weapon Focus (quarterstaff)

Skills Bluff +7, Diplomacy +6, Knowledge (nature) +5, Perception +8, Perform (percussion) +8, Sense Motive +4, Spellcraft +4, Stealth +11

Languages Common, Tanuki

SQ change shape (raccoon; *beast shape II*), drunken master^{MA}, sake affinity^{MA}

ECOLOGY

Environment temperate forests or urban

Organization solitary, pair, or gathering (1 mythic tanuki and 3–8 tanukis)

Treasure standard (masterwork quarterstaff, 4 gulps of sake in a gourd, other treasure)

SPECIAL ABILITIES

Drunken Master (Ex) A mythic tanuki has perfected the art of drunken fighting, even when it is sober. At the beginning of its turn, it can gain one of the following benefits to represent its unpredictability in combat: +2 morale bonus to AC, Combat Reflexes, Improved Dirty Trick, Improved Disarm, or Improved Trip. The tanuki can spend one use of mythic power at the beginning of its turn as a free action to gain a second benefit.

Pilfering Raccoon (Sp) When a mythic tanuki is in raccoon form, it gains the use of *pilfering hand*^{UC} 3 times per day as a spell-like ability. While making checks associated with the spell, the tanuki can expend one use of mythic power to add its mythic rank to the check.

Sake Affinity (Su) As a swift action, a tanuki can take a swig of sake from the gourd it always carries at its side. When it does so, it gains the effect of one of the following spells at caster level 7th: *divine favor*, *false life*, *haste*, or *rage*. Unusual tanukis might have additional spell effect choices at the GM's discretion. Each time a tanuki takes a swig of sake, it becomes progressively drunker and takes a –1 penalty on its AC and on Reflex saves for 1 minute. These penalties stack.

A mythic tanuki taking a swig of sake also gains immunity to fear for 1 minute. It can attempt a Fortitude save (DC 10, +1 for each previous swig) to avoid taking, or accumulating, the above penalties. If the tanuki has made all of its saves, it does not benefit from immunity to fear. Additionally, a mythic tanuki may forgo the above spell effects to save up for a blast of fire (up to 4 swigs), expelling it in a 30-foot cone as a standard action. When saving up swigs of sake in this way, it can take an additional swig as a standard action. It deals 2d6 points of fire damage for every swig saved this way (DC 16 Reflex halves). The save DC is Constitution-based.



Thrasfyr

Neither quite bear nor bull nor serpent, this immense, six-legged creature is bound in chains and covered with scintillating red scales.

Mythic Thrasfyr

CR 21/MR 8

XP 409,600

Pathfinder Roleplaying Game Bestiary 2

CE Huge magical beast (fire, mythic)

Init +13^M; **Senses** darkvision 120 ft., low-light vision, see invisibility; Perception +28

DEFENSE

AC 40, touch 9, flat-footed 39 (+1 Dex, +31 natural, -2 size)

hp 359 (18d10+260); regeneration 15 (acid or cold)

Fort +21, **Ref** +12, **Will** +15

DR 15/cold iron and epic and slashing; **Immune** fire, sonic; **Resist** electricity 30; **SR** 36

Weaknesses vulnerable to cold

OFFENSE

Speed 50 ft., climb 50 ft.

Melee 2 bites +30 (2d6+14), 4 claws +30 (1d8+21), gore +30 (2d6+14), 6 chains +25 (1d6+14 plus grab and pull)^{MA}

Space 15 ft.; **Reach** 15 ft. (30 ft. with chains)

Special Attacks breath weapon (80-foot cone, 20d8 fire damage, Reflex DC 29 half, usable once every 1d4 rounds), entangling chains^{MA}, lingering breath (2d8 fire, 8 rounds), mythic power (8/day, surge +1d10), powerful charge (gore, 4d8+30), powerful blows (claws), pull (chain, 5 ft.)^{MA}, rend (2 chains, 1d6+21)^{MA}

Spell-Like Abilities (CL 18th; concentration +23)

Constant—*air walk*, see *invisibility*

1/day—*greater teleport* (self plus 50 lbs. of objects only, and only to a master's side)

STATISTICS

Str 38, **Dex** 13, **Con** 31, **Int** 5, **Wis** 24, **Cha** 20

Base Atk +18; **CMB** +34 (+38 grapple); **CMD** 45 (53 vs. trip)

Feats Combat Reflexes^{MF}, Critical Focus, [Greater Rending Fury](#)^{MF, UC}, Improved Initiative^{MF}, [Improved Rending Fury](#)^{UC}, Iron Will, Power Attack^{MF}, [Rending Fury](#)^{UC}, Staggering Critical

Skills Climb +22, Perception +28

Languages Aklo, Sylvan

SQ chain binder^{MA}, master's bond, planar acclimation

ECOLOGY

Environment any

Organization solitary

Treasure double

SPECIAL ABILITIES

Chain Binder (Ex) A mythic thrasfyr does not gain the grappled condition if it grapples a foe with a chain attack. The chains can be sundered (hardness 15, hp 35, Break DC 32).

Entangling Chains (Su) A mythic thrasfyr can control the six chains that hang from its body as if they were its own limbs. As a standard action, it can cause these chains to snake outward to a radius of 30 feet. All creatures in this area take 15d6 points of slashing damage and are pulled 15 feet towards the mythic thrasfyr—a DC 33 Reflex save halves the damage and negates the pull. A mythic thrasfyr must release all opponents that are grappled by its chains prior to using this ability. The mythic thrasfyr creates these chains from its own body—destroyed chains regrow in 24 hours. A mythic thrasfyr that expends one use of mythic power immediately regrows all destroyed chains. The save DC is Strength-based.

Master's Bond (Su) A thrasfyr can form a bond with a willing creature by touching that creature. This allows the thrasfyr to communicate telepathically with the bonded creature with no range restriction (provided the thrasfyr and its master are on the same plane). Both thrasfyr and master can sense the other's condition as if both were under the effect of a *status* spell. A thrasfyr can maintain a bond with only one master at a time.

Planar Acclimation (Ex) A thrasfyr is always considered to be on its home plane, regardless of what plane it finds itself upon. It never gains the extraplanar subtype.



Thunderbird

This enormous bird has feathers the color of a stormy sky, a resemblance enhanced by the lightning that dances over its body.

Mythic Thunderbird

CR 13/MR 5

XP 25,600

Pathfinder Roleplaying Game Bestiary 2

N Gargantuan magical beast (mythic)

Init +12; **Senses** darkvision 60 ft., low-light vision, stormsight; Perception +20

Aura storm aura^{MA} (100 ft.)

DEFENSE

AC 31, touch 11, flat-footed 26 (+3 Dex, +2 dodge, +20 natural, -4 size)

hp 211 (14d10+134)

Fort +15, **Ref** +12, **Will** +9

Defensive Abilities electrified body^{MA}; **DR** 10/epic; **Immune** electricity, sonic

OFFENSE

Speed 30 ft.; fly 120 ft. (good)

Melee 2 claws +19 (2d6+9/19-20 plus grab), bite +19 (2d8+9/19-20)

Ranged thunderbolt ^{MA}+13 ranged touch (6d6 electricity and 6d6 sonic)

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

Special Attacks lightning form^{MA}, mythic power (5/day, surge +1d8), reptilian hatred^{MA}

Spell-Like Abilities (CL 11th; concentration +12)
At Will—*control weather*

STATISTICS

Str 28, **Dex** 17, **Con** 23, **Int** 12, **Wis** 16, **Cha** 13

Base Atk +14; **CMB** +26 (+30 grapple); **CMD** 40

Feats Critical Focus, Dodge^{MF}, Improved Critical (bite), Improved Critical (claw), Improved Initiative^{MF}, Iron Will, Power Attack^{MF}

Skills Acrobatics +13, Fly +11, Perception +20, Perform (sing) +8, Sense Motive +10

Languages Auran

SQ absorb lightning^{MA}

ECOLOGY

Environment any hills or mountains

Organization solitary

Treasure none

SPECIAL ABILITIES

Absorb Lightning (Su) Mythic thunderbirds draw

power from lightning and other sources of potent electricity. Whenever a mythic thunderbird would take 20 or more points of electricity damage from a single source, it immediately gains a single use of mythic power. As a swift action, a mythic thunderbird can change whether or not it is included amongst the potential random targets of lightning bolts created by its storm aura, but it cannot regain mythic power from its own lightning.

Electrified Body (Su) A mythic thunderbird's body constantly crackles with arcs of lightning and electric energy. Any creature that hits a mythic thunderbird with a natural attack or a melee weapon made primarily of metal takes 3d6 points of electricity damage with each hit.

Lightning Form (Su) As a full-round action, by expending one use of mythic power, a mythic thunderbird can transform into a bolt of living lightning, travelling up to 240 feet in a straight line. While moving in this way, it does not provoke attacks of opportunity, even for passing through opponents' spaces. Creatures in the path of the lightning take 12d6 points of electricity damage and objects take damage as per the *lightning bolt* spell. If the lightning strikes an object or barrier and fails to burst through it, the mythic thunderbird appears next to the impacted object and must succeed on a DC 20 Fortitude save or be staggered for 1 round.

Reptilian Hatred (Su) Thunderbirds are ancient enemies of a variety of reptilian creatures, including dragons and a race of evil underwater serpents known as the miskinubik (treat as [serpentfolk](#)^{B2} with the aquatic subtype and a swim speed equal to their land speed). A thunderbird gains a +2 morale bonus on attack and damage rolls made against reptilian creatures, including dragons and creatures with feats, bloodlines, or other abilities that imply a reptilian ancestry.

Storm Aura (Su) A mythic thunderbird is surrounded by a 100-foot-radius spread of severe winds that blow out from the center, dissipating swiftly at the limit of the aura's range. In this area, ranged weapons (but not siege weapons) take a -4 penalty on attack rolls, Fly checks are made at a -4 penalty, and exposed flames are extinguished. Small creatures must make a DC 10 Strength check (if on the ground) or a DC 20 Fly check to move toward the mythic thunderbird, while Tiny or smaller creatures can be knocked backward (1d4 × 10 feet if they are on the ground and fail a DC 15 Strength check, or 2d6 × 10 feet if they are flying and fail a DC 25 Fly check). Creatures on the ground that are pushed back take 1d4 points of nonlethal damage per 10 feet, and





flying creatures that are pushed back take 2d6 points of nonlethal damage regardless of the distance they are pushed. In addition, once every 1d4 rounds, a bolt of lightning strikes a random creature (other than the mythic thunderbird) within the area of its storm aura. This bolt of lightning deals 12d6 points of electricity damage (DC 23 Reflex halves). The save DC for the lightning bolt is Constitution-based, while those for resisting the wind effects are fixed.

As a move action, the mythic thunderbird can expend one use of mythic power to increase the severity of its storm aura. Doing so expands the aura's range to 200 feet, renders normal ranged attacks impossible in the area, and imposes a -4 penalty on ranged attacks with siege weapons. Medium creatures must succeed on a DC 10 Strength check (if on the ground) or a DC 20 Fly check to move towards the mythic thunderbird, while Small or smaller creatures can be knocked backward (1d4 × 10 feet if they are on the ground and fail a DC 15 Strength check, or 2d6 × 10 feet if they are flying and fail a DC 25 Fly check). Creatures on the ground that are pushed back take

1d4 points of nonlethal damage per 10 feet, and flying creatures that are pushed back take 2d6 points of nonlethal damage regardless of the distance they are pushed. Finally, the lightning strikes described above occur each round. These effects last for 1 minute.

Stormsight (Ex) A mythic thunderbird ignores all penalties on Perception checks, concealment, and total concealment caused by weather effects, including those created by *fog cloud*, *obscuring mist*, and similar spells.

Thunderbolt (Su) A mythic thunderbird can fire a ray of thunder and lightning from its outspread wings as a standard action. This attack has a range of 200 feet with no range increment and requires a ranged touch attack to hit. A creature critically hit by a thunderbolt is stunned and deafened for 1 round if it fails a DC 23 Fortitude save. If the mythic thunderbird expends one use of mythic power when activating this ability, it can fire up to six thunderbolts as a single standard action. Each thunderbolt must target a different creature or object, and the mythic thunderbird takes a -2 penalty on each attack roll. The save DC is Constitution-based.



Tiddalik

This green bipedal frog has bright green eyes and constantly sweats water. Multicolored chalk markings form swirls and arrows on the frog's skin.

Mythic Tiddalik

CR 5/MR 2

XP 1,600

CN Medium magical beast (mythic)

Init +6; **Senses** darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)
hp 62 (5d10+35); fast healing 5 (while immersed in water)

Fort +7, **Ref** +6, **Will** +3

DR 5/epic

Weaknesses vulnerability to *hideous laughter*

OFFENSE

Speed 30 ft.

Melee bite +8 (1d8+3), tongue +5 touch (grab)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tongue)

Special Attacks absorb liquid^{MA}, deluge^{MA}, mythic power (2/day, surge +1d6)

STATISTICS

Str 16, **Dex** 15, **Con** 17, **Int** 6, **Wis** 14, **Cha** 11

Base Atk +5; **CMB** +8 (+12 grapple); **CMD** 20

Feats Improved Initiative, Skill Focus (Stealth), Weapon Focus^{MF} (tongue)

Skills Acrobatics +7, Perception +7, Stealth +9

SQ locate water^{MA}

ECOLOGY

Environment warm deserts and forests

Organization solitary

Treasure none

SPECIAL ABILITIES

Absorb Liquid (Ex) If a tiddalik starts its turn grappling an opponent with its tongue, its opponent must succeed on a DC 15 Fortitude save or take 1d2 points of Constitution damage; this damage increases to 1d4 against a creature with the water subtype. The victim also begins to suffer from dehydration (requiring a DC 10 Constitution check and adding +1 to the DC for each previous check). The save DC is Constitution-based.

Alternatively, the tiddalik can take a full-round action, which does not incur an attack of

opportunity, to affect water it is touching as if by the lower water function of [control water](#) (CL 5th). If the tiddalik absorbs water four times using either method within 10 rounds, it gains the [giant creature template](#), changing its stats as follows: **Size** large; **AC** 19, touch 10, flat-footed 18; **hp** 72; **Fort** +9, **Ref** +5; **Melee** bite +7 (2d6+5), tongue +4 touch (grab); **Space** 10 ft.; **Reach** 10 ft.; **Str** 20, **Dex** 13, **Con** 21; **CMB** +11 (+15 grapple); **CMD** 22; **Skills** Acrobatics +6, Stealth +4.

The tiddalik can expend one use of mythic power as a swift action to grow after two times of absorbing liquid within 10 rounds.

Deluge (Ex) If a tiddalik is made to laugh, either by failing its Will save against [hideous laughter](#) or after three successful DC 25 Perform (comedy) checks, which must be completed within 10 rounds of each other, it unleashes stored water in a torrent as an immediate action. All creatures within 30 feet of the tiddalik take 6d6 points of bludgeoning damage and are knocked prone. A success on a DC 15 Reflex save halves the damage and negates the prone condition. The save DC is Dexterity-based. Additionally, the area around the tiddalik is affected as if it used the raise water function of [control water](#) (CL 10th). The tiddalik reverts to its normal size (losing the giant creature template) after it releases the water, and it cannot use its absorb liquid ability for 1 hour afterwards. If it expends one use of mythic power, it can ignore this wait time.

Locate Water (Su) A tiddalik can spend ten minutes to concentrate on the location of the nearest source of pure water measuring at least 10 gallons within a 5-mile radius. It can find water hidden behind natural barriers regardless of thickness, but it cannot discover water within manufactured objects, including worked stone. For each additional ten minutes of concentration, it can extend the radius an additional mile.

Vulnerability to Hideous Laughter (Su) A tiddalik does not gain a bonus on its saving throws against [hideous laughter](#) if a creature of a type different than it casts the spell. Additionally, it incurs a cumulative –1 penalty for each failed save. A tiddalik automatically fails its initial save against [mythic hideous laughter](#).

A tiddalik is typically shorter than a human and looks thin to the point of emaciation when it holds no water. When full of water, it bloats considerably, becoming nearly the size of a horse, and it loses all pretense of a humanoid appearance. It typically remains rooted in place during the day to avoid sweating out the water it



hoards jealously, while it travels at night to find bodies of water it can absorb into its body. Depending on how thirsty it gets, it rests peacefully in water reaching halfway up to its head, or it stands among dry, cracked ground. Purportedly, the tiddalik was an ordinary frog which morphed into a humanoid form as it grew to a disproportionate size—and acquired an equally disproportionate thirst. Theories for the tiddalik's powerful thirst run the gamut from the original frog insulting a deity to the frog accidentally swallowing a one-way portal to the Plane of Water. Whatever the cause of the frog's overwhelming desire for water, it unleashes the water uncontrollably when something makes it laugh.

ECOLOGY

A tiddalik is a walking ecological disaster regardless of how it reacts with respect to water. When it is thirsty, it dries out the land and kills plants, animals, and humanoids dependent on life-giving water. Oddly, killing a tiddalik does not return the water, and many people have learned the hard way that destroying a tiddalik ultimately leads to their own destruction. However, making it laugh is equally fraught with danger, since gushing water accompanies its gales of laughter. This watery release causes immediate damage to everything around it and eventually floods the land upon which it stands, as the water level rises several feet in short order. The best way to deal with a tiddalik is to return it to one of the places where it consumed all the water and trick it into returning the water to its source. Unfortunately, the tiddalik usually contains more water than the basin it dried out, so floods are still inevitable.

HABITAT AND SOCIETY

A tiddalik lives anywhere with a warm climate. Considering its sometimes-unquenchable thirst, it seems like the tiddalik would be more suited to cooler locales, but it becomes sluggish in such environments. A tiddalik must have fresh water, so it spends most of its time near lakes and other sources of fresh water. It avoids the ocean, since seawater makes it sick. Though not highly intelligent, a tiddalik has learned to keep its thirst hidden and tries not to overly dry out sources of water necessary for nearby settlements. As a tiddalik learns of its ability to absorb water from other creatures, it makes its way to populated areas, where it can desiccate a victim. It manages to curtail its killings by supplementing this source of water with nearby ponds and lakes. It also tries to keep its greed for water to a minimum to avoid transforming into a giant frog and giving itself away. A tiddalik is subconsciously

aware of the effect laughter has on it. Even if it has not experienced the effects first-hand, it avoids situations where it might find something funny and irrepressibly stream water from its body.



Torch-Wielding Mob

A gang of angry peasants and militia has gathered with hate in their eyes and blazing torches in their hands.

Torch-Wielding Mob (Villagers) CR 4/MR 1

XP 1,200

N Medium humanoid (human, mythic, troop)

Init +2; **Senses** Perception +7

DEFENSE

AC 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 natural)

hp 42 (4d8+24)

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

Defensive Abilities [troop traits](#)

OFFENSE

Speed 20 ft.

Melee troop +5 (1d6+2 plus burn)

Ranged alchemist's fire +5 (1d6 fire plus burn)

Space 20 ft.; **Reach** 5 ft.

Special Attacks bully-bashers, burn (1d6, DC 15), demolition, incendiaries, intimidating mob^{MA}, mythic power (1/day, surge +1d6), seize them!

STATISTICS

Str 15, **Dex** 14, **Con** 16, **Int** 11, **Wis** 10, **Cha** 11

Base Atk +3; **CMB** +5; **CMD** 17

Feats Dazzling Display^{B, MF}, Skill Focus (Intimidate), Toughness

Skills Intimidate +10, Perception +7

Languages Common

SQ feed on fear^{MA}

ECOLOGY

Environment any

Organization solitary, pair, or riot (3–10)

Treasure standard

SPECIAL ABILITIES



Bully-Bashers (Ex) A torch-wielding mob wields an array of simple weapons, and its troop attack deals bludgeoning, piercing, and slashing damage. At the beginning of its turn, a mob may choose to deal nonlethal damage instead; its burn ability does not apply when dealing nonlethal damage.

Feed on Fear (Su) A torch-wielding mob of fanatics fast healing 5 whenever it is within 15 feet of a creature subject to a fear effect.

Incendiaries (Ex) A torch-wielding mob can hurl a single incendiary equivalent to alchemist's fire as a standard action, or up to three as a full-round action. Its burn attack applies to creatures or objects directly hit, not to creatures taking splash damage.

Intimidating Mob (Ex) A torch-wielding mob gains Dazzling Display as a bonus feat and need not have Weapon Focus to use the feat. When it uses a mythic surge to enhance an Intimidate check it can roll both the skill check and surge die twice and take the better result.

Seize Them! (Ex) Whenever a torch-wielding mob deals damage to a shaken creature, it can attempt a combat maneuver check to bull rush, drag, grapple, or trip that creature as a free action that does not provoke attacks of opportunity. If it deals damage to multiple shaken creatures, the mob makes a single combat maneuver check and applies the result against all targets, and it must perform the same maneuver against all targets. The mob is not considered grappled when grappling Medium or smaller creatures. A creature pinned by the mob is tied up with rope and may be dragged off to be hanged or burned at the stake.

Torch-Wielding Mob (Fanatics) CR 13/MR 5

XP 25,600

N Medium humanoid (human, mythic, troop)

Init +4; **Senses** Perception +23

Aura frightful presence^{MA} (30 ft., DC 22)

DEFENSE

AC 30, touch 14, flat-footed 25 (+4 Dex, +1 dodge, +15 natural)

hp 208 (16d8+136)

Fort +12, **Ref** +16, **Will** +8

Defensive Abilities fortification (50%)^{MA}, run wild^{MA}, troop traits; **DR** 10/epic

OFFENSE

Speed 30 ft.

Melee troop +20 (4d6+8 plus burn)

Ranged 4 alchemist's fire +16 (1d6 plus burn)

Space 20 ft.; **Reach** 5 ft.

Special Attacks burn (1d6, DC 23), burning bolts (DC 22), demolition, hatred +4 (elves, orcs, undead), intimidating mob^{MA}, mythic power (5/day, surge +1d8), savage beating, seize them!

Spell-like Abilities (CL 16th, concentration +18)

3/day—*malicious spite*^{UM} (DC 16), *murderous command*^{UM} (DC 14), *rage*, *suggestion* (DC 15; must be used to compel creatures to attack or otherwise act against creatures of the mob's hatred types)

1/day—*foster hatred*^{OA} (DC 18), *song of discord* (DC 17)

STATISTICS

Str 26, **Dex** 19, **Con** 20, **Int** 11, **Wis** 12, **Cha** 15

Base Atk +12; **CMB** +20; **CMD** 35

Feats Ability Focus (frightful presence), Dazzling Display^B, ^{MF}, Dodge, Great Fortitude, Iron Will^{MF}, Lightning Reflexes^{MF}, Skill Focus (Perception), Skill Focus (Intimidate), Toughness

Skills Climb +12, Intimidate +20, Knowledge (local) +5, Knowledge (religion) +5, Perception +23, Survival +6

Languages Common

SQ feed on fear^{MA}, hate-monger^{MA}

ECOLOGY

Environment any

Organization solitary, pair, or riot (3–10)

Treasure standard

SPECIAL ABILITIES

Burning Bolts (Ex) A torch-wielding mob can launch a volley of flaming crossbow bolts as a standard action. The attack, takes the form of two 120-foot lines or 60-foot cone-shaped bursts, starting from any corner of the mob's space. Creatures in the area take 4d10+8 points of piercing damage (DC 22 Reflex half), and creatures failing their save are exposed to the mob's burn attack. The save DC is Dexterity-based.

Hate-Monger (Su) A torch-wielding mob of fanatics gains an array of spell-like abilities it uses to harass its enemies and drive them to battle one another or to join in with attacks against the objects of the mob's hatred. In addition, once per day the mob can expend mythic power to use the mythic version of one of its spell-like abilities.

Hatred (Ex) Each torch-wielding mob of fanatics has



up to three creature types (and subtypes) for whom it has special hatred. It gains a +4 bonus on attack and damage rolls, Intimidate checks, Perception checks, and Survival checks, and the save DC of the mob's abilities is increased by 2 against creatures of those types (and subtypes). These types and subtypes maybe selected as a ranger's favored enemy; alternatively, each mob may have specific religious or cultural groups or similar identifiable groups as the foci of its hatred.

Run Wild (Ex) Whenever a torch-wielding mob of fanatics is affected by a mind-affecting effect, it can expend one use of its mythic power to continue its ravages even while so affected. For as long as the mind-affecting effect persists, the mob gains the benefits the dual initiative mythic ability. The mob acts as directed by the mind-affecting effect on its first turn each round, and then that effect is suppressed and it acts as it wishes on its second turn, gaining the benefits of *haste* and *rage* until the beginning of its next turn.

Savage Beating (Ex) A torch-wielding mob wields an array of simple and martial weapons, and its troop attack deals bludgeoning, piercing, and slashing damage, and their weapons are considered cold iron, magical, and silver for the purpose of overcoming damage reduction. At the beginning of its turn, a mob may choose to deal nonlethal damage instead; its burn ability does not apply when dealing nonlethal damage, but it can make a combat maneuver check to use a dirty trick maneuver against all creatures damaged by its troop attack, making one check and applying it against each creature's CMD. It can use this ability against its hated enemies even when dealing lethal damage.

Torch-wielding mobs typically arise when ordinary villagers are frightened or angry enough to take up arms against something that strange and disturbing in their midst. They might rise up in small hamlets and isolated rural settlements where old folkways hold firm and those that violate them must be taught the error of their ways, whether being driven away or executed. Such mobs may be incited to anger by agents provocateur, or may simply be whipped into a frenzy by their own prejudices and xenophobia. Taking

up weapons and whatever scraps of armor they can find, sometimes robing and masking themselves in crude costumes to hide their identity, the members of a torch-wielding mob raise torches to light their way to find the objects of their hate and suspicion, and to threaten them with death and destruction.

In addition to such relatively prosaic mobs forming out of ignorance and hidebound traditionalism, there are far more sinister cults and secret societies that cultivate squads of elite warriors and fanatical followers that they unleash upon anyone that might foil their plans or thwart their designs. Such elite mobs are far more destructive and are obsessed with purging the world of those not like them, or that their leaders have decreed are enemies of the faith or otherwise stand in the way of their group's goals. Fanatic mobs are almost always elaborately robed and masked to indicate their allegiance and to intimidate their enemies, while hiding their identity from their enemies. Such powerful mobs are primarily warriors but often have among their members those with sufficient magic power to compel their enemies to aid them in their acts of vengeance.



Tortoise

Plants and even trees grow atop the shell of this massive tortoise, which gazes about with placid eyes filled with ancient wisdom.

Mythic Immense Tortoise

CR 10/MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary 4

N Colossal magical beast (augmented animal, mythic)

Init -2; Senses low-light vision; Perception +14

DEFENSE

AC 29, touch 0, flat-footed 29 (-2 Dex, +29 natural, -8 size)

hp 172 (13d8+113)

Fort +17, **Ref** +6, **Will** +4

Defensive Abilities fortification^{MA} (50%), impementrable shell^{MA}; **DR** 10/-; **Immune** aging, death effects, disease

OFFENSE

Speed 20 ft.

Melee bite +16 (4d6+22/19-20)

Space 30 ft.; Reach 30 ft.

Special Attacks mythic power (4/day, surge +1d6), trample (2d8 + 22, DC 30)

STATISTICS

Str 40, **Dex** 7, **Con** 24, **Int** 14, **Wis** 11, **Cha** 11

Base Atk +9; **CMB** +32; **CMD** 40 (44 vs. trip)

Feats Alertness, Critical Focus, Great Fortitude, Improved Critical (bite), Improved Great Fortitude, Power Attack

Skills Knowledge (history) +18, Knowledge (nature) +18, Perception +20 (+16 for sound-based checks), Sense Motive +20; Racial Modifiers -4 Perception for sound-based checks

Languages Common

SQ ancient one^{MA}, awakened^{MA}, buoyant, camouflage^{MA}, shell, slow and steady (see giant tortoise)

ECOLOGY

Environment warm islands

Organization solitary

Treasure none

SPECIAL ABILITIES

Ancient One (Su/Sp) Mythic immense tortoises are immortal, immune to aging, death effects, and disease. They treat all Knowledge skills and Sense Motive as class skills, and when making a check against one of these skills the tortoise can expend one use of its mythic power to treat the result as a natural 20. The tortoise can also expend one use of mythic power to use *comprehend languages* or *tongues* or two uses of mythic power to use *divination*, *commune with nature*, or *legend lore* as spell-like abilities (caster level 13th).

Awakened (Ex) A mythic immense tortoise is a sentient creature, as if affected by the *awaken* spell.

Buoyant (Ex) A tortoise that fails a Swim check by 5 or more does not sink.

Camouflage (Ex) Since a mythic immense tortoise resembles a rocky or plant-covered hillock when at rest, a DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the tortoise.

Impenetrable Shell (Ex) A mythic immense tortoise gains DR 10/- rather than DR 10/epic, and if it withdraws its head and extremities into its shell its damage reduction is increased to DR 20/-. Weapons or effects that would normally overcome its damage reduction no longer do so, including mythic effects such as a mythic champion's [fleet charge](#) or a mythic trickster's [surprise strike](#). Its damage reduction applies even against spells, supernatural abilities, and other magical effects that deal bludgeoning, piercing, and slashing damage. The tortoise also gains immunity to bleed effects, though this immunity can be bypassed on a critical hit with an epic weapon, mythic spell, or the natural weapon of a mythic creature whose mythic rank is equal to or greater than the tortoise's.

Shell (Ex) As a move action, a tortoise can pull its extremities and head into its shell. It can't move or attack as long as it remains in this state, but its armor bonus from natural armor increases by 4 as long as it does. It may end this state as a move action.

Slow and Steady (Ex) A tortoise's speed is never modified by armor or encumbrance.



Tzitzimitl

Crusted with rock, this immense skeletal figure flies swiftly through the air, strange gasses clinging to its nightmarish form.

Mythic Tzitzimitl

CR 23/MR 9

XP 819,200

Pathfinder Roleplaying Game Bestiary 3

NE Gargantuan undead (mythic)

Init +18/−2, dual initiative^{MA}; **Senses** *arcane sight*, darkvision 60 ft., *true seeing*; Perception +31

Aura frightful presence^{MA} (60 ft., DC 35)

DEFENSE

AC 44, touch 11, flat-footed 39 (+5 Dex, +33 natural, −4 size)

hp 479 (22d8+380); fast healing 15

Fort +17, **Ref** +14, **Will** +19

Defensive Abilities apocalyptic harbinger^{MA}, channel resistance +4, fortification (50%)^{MA}, light to dark, ; **DR** 15/bludgeoning, epic, and good; **Immune** cold, electricity, undead traits; **Resist** fire 15; **SR** 39

OFFENSE

Speed 50 ft., fly 60 ft. (good)

Melee bite +26 (2d8+14 plus 3d6 electricity and energy drain), 2 claws +27 (2d6+14/19-20/x3 plus 3d6 electricity)

Ranged eye beam +17 touch (10d6 electricity and 10d6 force)

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

Special Attacks beam of draining^{MA}, eclipse, electrical eruption^{MA}, energy drain (2 levels, DC 35), mythic power (9/day, surge +1d10), mythic spell-like abilities^{MA}, nailed to the sky^{MA}, wings of endless night^{MA}

Spell-Like Abilities (CL 19th; concentration +33)

Constant—*arcane sight*, *fly*, *true seeing*

At will—*bestow curse* (DC 28), *deeper darkness*

3/day—*animate dead*, *contagion* (DC 27), *greater teleport*, *haste*, quickened *bestow curse* (DC 28)

1/day—*create undead*, *temporal stasis* (DC 32), *wail of the banshee* (DC 33)

STATISTICS

Str 39, **Dex** 21, **Con** —, **Int** 20, **Wis** 23, **Cha** 38

Base Atk +16; **CMB** +29; **CMD** 44

Feats Awesome Blow^{MF}, Combat Reflexes, Improved Bull Rush, Improved Critical (claw)^{MF}, Improved Initiative^{MF}, Point-Blank Shot, Power Attack^{MF}, Precise Shot, Quick Awesome Blow^{MF}, Quicken Spell-like Ability (*bestow curse*), Vital Strike, Weapon Focus (claw)

Skills Fly +35, Knowledge (arcana) +28, Knowledge

(nature) +27, Knowledge (planes) +25, Knowledge (religion) +30, Perception +31, Sense Motive +31, Spellcraft +23, Survival +21, Use Magic Device +30

Languages Abyssal, Aklo, Celestial, Common

ECOLOGY

Environment any

Organization solitary

Treasure standard

SPECIAL ABILITIES

Apocalyptic Harbinger (Ex) A mythic tzitzimitl is a herald of the end of days and a bringer of doom to all, but fortune and fate cannot touch its destiny of doom. It is immune to curses and effects that bring bad luck, and luck bonuses do not apply against it. Insight bonuses apply normally against it; however, creatures using an insight bonus take a penalty equal to the amount of that bonus (or its highest insight bonus, if more than one exists) on saving throws against a mythic tzitzimitl's frightful presence and *bestow curse* ability, due to the disturbing insights it gains into its own doomed future. A creature that successfully uses any divination effect on a mythic tzitzimitl is immediately affected by its frightful presence, regardless of how far away the tzitzimitl is and whether the creature has previously saved against its frightful presence.

Beam of Draining (Su) A mythic tzitzimitl's eye beam drains both life and magic. A creature struck by the beam is affected as a targeted *dispel magic* and also is affected by the tzitzimitl's energy drain. If the tzitzimitl expends one use of its mythic power when using its eye beam, the target is affected as *mythic dispel magic*^{MAAdv} and takes 10d6 points of negative energy damage in addition to the damage normally dealt by its eye beam.

Eclipse (Su) Anytime a tzitzimitl casts *deeper darkness*, any creatures in the area of darkness when it is created take 8d6 points of cold damage (DC 35 Fortitude for half). Any creature that takes damage from this effect becomes staggered as long as it remains in the area of darkness and for 1d4 rounds after it leaves that area. The save DC is Charisma-based.

Electrical Eruption (Ex) Electricity damage dealt by a mythic tzitzimitl is always considered a mythic effect and bypasses the electricity resistance of non-mythic creatures or provided by non-mythic effects. Non-mythic creatures immune to electricity take one-half damage from a mythic tzitzimitl's electricity. The electricity resistance of mythic creatures or provided by mythic effects blocks only one-half the normal amount of electricity damage. In addition, when a mythic tzitzimitl strikes a creature with two or more natural attacks in the same round, it can expend one use of its mythic power as a swift action to target that

creature with its eye beam. Using its eye beam in this fashion does not provoke attacks of opportunity.

Eye Beam (Su) As a standard action, a tzitzimitl can fire a glowing beam of force from its eyes at a range of 100 feet as a ranged touch attack dealing 10d6 points of force damage and 10d6 points of electricity damage.

Light to Dark (Su) As an immediate action up to three times per day, a tzitzimitl can convert a positive energy effect that affects it into negative energy. Doing so transforms the entire effect, such that it affects other creatures as well. A tzitzimitl can transform channeled positive energy in this way even if the positive energy would not otherwise harm it.

Mythic Spell-Like Abilities (Su) Three times per day, a mythic tzitzimitl may use the mythic spell version of any of its corresponding spell-like abilities. It must expend the same amount of mythic power that would normally be required to cast a mythic spell, treating its mythic rank as its mythic tier for the purpose of qualifying to use augmented versions of mythic spells.

Nailed to the Sky (Su) When a mythic tzitzimitl hits a creature with its eye beam or succeeds on a combat maneuver check to perform an awesome blow, it can expend one use of its mythic power to you can teleport the target into the void of space (DC 35 Will negates).

The target can attempt a new saving throw as a full-round action each round to return. While trapped in the airless void, the target takes 6d6 points of cold damage per round and must immediately begin making Constitution checks to avoid [suffocation](#).

Sun Eater (Su) The illumination level within 20 feet of a mythic tzitzimitl is reduced by one step unless that illumination is from a mythic source. A mythic tzitzimitl also can use its bite to dispel a magical light effect (as *dispel magic*, caster level 19th) by touching any portion of that effect's area with its jaws as a standard action. If the light effect is successfully dispelled, the tzitzimitl's frightful presence is triggered (if it had not already been triggered), and the illumination level is reduced by one step within the entire area affected by the tzitzimitl's frightful presence for a number of rounds equal to the spell level of the light effect. If the tzitzimitl expends one use of its mythic power as a free action after dispelling a light effect, it can instead shroud itself in a [vampiric shadow shield](#)^{ACG} for a number of rounds equal to the the spell level of the dispelled effect.

Wings of Endless Night (Sp) Once per day as a full-round action, a mythic tzitzimitl can summon a single [bat plague swarm](#)^{B5} or 1d3 [nightwings](#)^{B2} to serve it for up to 1 hour or until destroyed.



Valkyrie

Surrounded by lightning, this impressive female warrior wears a gleaming golden breastplate and carries a shining spear.

Mythic Valkyrie

CR 15/MR 6

XP 51,200

Pathfinder Roleplaying Game Bestiary 3

CN Medium outsider (extraplanar)

Init +3; **Senses** darkvision 60 ft., *deathwatch*; Perception +24

DEFENSE

AC 34, touch 20, flat-footed 31 (+8 armor, +7 deflection, +3 Dex, +6 natural)

hp 228 (16d10+140)

Fort +10, **Ref** +13, **Will** +15

Defensive Abilities iron promise^{MA}; **DR** 10/cold iron, epic, and lawful; **Immune** cold, death effects, electricity, energy drain, poison; **Resist** acid 10, fire 10; **SR** 29

OFFENSE

Speed 30 ft., fly 100 ft. (perfect)

Melee +2 *returning spear* +25/+20/+15/+10 (1d8+11/x3)

Ranged +2 *returning spear* +22 (1d8+8/x3)

Special Attacks memory of battle^{MA}, mythic power (6/day, surge +1d8), mythic spell-like abilities^{MA}, skald song^{MA}, song of far wings^{MA}

Spell-Like Abilities (CL 12th; concentration +19)

Constant—*deathwatch*, *tongues*

At will—*aid*, *death ward*, *gentle repose*, *plane shift* (self and mount only)

3/day—*call lightning storm* (DC 22), *divine power*, *geas/quest*

1/day—*breath of life*, *heal*, *summon* (level 8, 1 sleipnir 100%)

STATISTICS

Str 22, **Dex** 17, **Con** 20, **Int** 13, **Wis** 20, **Cha** 25

Base Atk +16; **CMB** +22; **CMD** 41

Feats Mounted Combat^{MF}, Power Attack^{MF}, Ride-By Attack, Skill Focus (Ride), Spirited Charge^{MF}, Trample, Vital Strike, Weapon Focus (spear)

Skills Fly +27, Handle Animal +25, Heal +24, Knowledge (planes) +20, Perception +24, Ride +28, Sense Motive +24

Languages Celestial, Common; tongues

SQ battle trained, choose the slain, guarded life^{MA}, holy zeal, immortal ferocity^{MA}

ECOLOGY

Environment any

Organization solitary or ride (1 mythic valkyrie and 2-8 valkyries)

Treasure triple (+2 *breastplate*, +2 *returning spear*, other treasure)

SPECIAL ABILITIES

Battle Trained (Ex) A valkyrie is proficient with all armor. Armor never impacts a valkyrie's speed, nor does a valkyrie take armor check penalties on Ride checks.

Choose the Slain (Su) A valkyrie can draw the soul from a newly dead body and store it in her spear for transport to the Outer Planes. This functions as *soul bind*, but the dead creature must be willing to have its soul taken. If the creature is unwilling, this ability has no effect.

Guarded Life (Ex) A mythic valkyrie and any steed she rides is immune to death effects and energy drain. Whenever an ally within 30 feet would be affected by a non-mythic death effect or energy drain, a mythic valkyrie can expend one use of her mythic power as an immediate action to negate that effect. Against a mythic death effect or energy drain, this ability instead allows the ally to roll twice and select the better result on its saving throw, and it reduces damage dealt or negative levels inflicted by 50%.

Holy Zeal (Su) A valkyrie adds her Charisma modifier as a deflection bonus to her Armor Class.

Immortal Ferocity (Ex/Sp) A mythic valkyrie is staggered but remains conscious at negative hit points. She automatically stabilizes at negative hit points and does not die until she reaches -40 hit points. In addition, unless she was killed by a coup de grace or critical hit from a mythic creature or creature wielding an artifact or epic weapon, she returns to life 24 hours later. She is treated as if she had not rested and does not regain daily uses of abilities that were already expended. If at any future time she encounters the creature that killed her, she can expend one use of her mythic power to use [vengeful outrage](#)^{UM} on herself as a spell-like ability, targeting her hatred against her killer.

Iron Promise (Ex) Mythic valkyries were blessed by the gods to wade into battle untouched, and metal cannot pierce their flesh. Their damage reduction cannot be overcome by metal weapons, regardless of abilities that normally bypass damage reduction, and they never take bleed damage from attacks with a metal weapon. In addition, mythic valkyries gain



fortification (75%) against critical hits or precision-based damage from piercing or slashing attacks with metal weapon. This protection also applies against creatures made of metal.

Memory of Battle (Sp) Three times per day, a mythic valkyrie can create a *persistent image* (Will DC 22) of a battlefield, replete with illusory soldiers, tattered banners and hoarse battle cries, with fallen soldiers crawling back to their feet to continue the fight. The soldiers can be of any race or type the valkyrie wishes, and as a move action she can move the illusory battlefield up to 30 feet. Creatures that do not disbelieve the illusion treat the area of the battlefield as difficult terrain and are considered flanked against all melee attacks as long as they are in the area.

The battle is not completely illusory, however, as it contains a spiritual ally^{APG} that attacks enemies within or adjacent to the battlefield each round as the mythic valkyrie directs. She can create multiple *spiritual allies* within the memory of battle by expending one use of mythic power for each *spiritual ally* after the first. If the *persistent image* is dispelled, all *spiritual allies* within it are also dispelled.

Mythic Spell-like Abilities (Su) Three times per day, a mythic valkyrie may cast the mythic spell version of any of its corresponding spell-like abilities. It must expend the same amount of mythic power that would normally be required to cast a mythic spell, treating its mythic rank as its mythic tier for the purpose of qualifying to use augmented versions of mythic spells.

Skald Song (Su) A mythic valkyrie gains the raging song ability of a 16th-level skald^{ACG}. She can begin a raging song as a swift or move action and can use this ability for 40 rounds per day.

Song of Far Wings (Sp) Once per day a mythic valkyrie can use eagle aerie^{UM} as a spell-like ability, though she may choose whether to summon giant eagles, hippogriffs, or pegasi. Creatures she summons with this ability share the mythic valkyrie's defensive abilities, damage reduction, immunities, resistances, and spell resistance. A mythic valkyrie can use this ability more than once per day by expending one use of mythic power for each use after the first, and she may also expend mythic power to use the mythic or augmented version of *eagle aerie* (*Mythic Spell Compendium* 81). Alternatively, she may expend one use of mythic power when using this ability to summon a single sleipnir^{B3} or two uses of mythic power to summon a single mythic sleipnir (*Mythic Monster Manual* 248).



Venusi

This sprawling purple tangle of vines bears broad leaves and twining tendrils trailing off in all directions. Pulsing nodes of bright red dangle from many of its tendrils, weeping sticky purple sap and leaking a noxious fume.

Mythic Venusi

CR 15/MR 6

XP 51,200

N Huge plant (mythic)

Init +1/-19, dual initiative^{MA}; **Senses** low-light vision, greensight^{MA}, tremorsense 30 ft.; Perception +27

DEFENSE

AC 34, touch 10, flat-footed 32 (+1 Dex, +1 dodge, +24 natural, -2 size)

hp 237 (14d8+174)

Fort +18, **Ref** +5, **Will** +14; second save^{MA}

Defensive Abilities all-around vision, torrid healing^{MA}; **DR** 10/epic; **Immune** acid, fire, plant traits

OFFENSE

Speed 20 ft., climb 20 ft.

Melee 4 slams +15 (1d8+6 plus 1d6 acid, 1d6 fire, and entrap)

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

Special Attacks caustic nodes, death throes, elvenbane, entrap (DC 26, 1d10 rounds, hardness 5, hp 23), soporific spores^{MA}, spinal sprouting^{MA}, spore cloud^{MA}, tendril touch

Psychic Spells Known (CL 14th; concentration +24 (+28 casting defensively))

7th (3)— *forcecage* (DC 27), *mind blank*, *psychic crush III*^{OA} (DC 27)

6th (5)— *disintegrate* (DC 26), *dream travel*^{OA}, *greater dispel magic*, *primal regression*^{OA} (DC 26), *psychic surgery*^{OA}

5th (6)— *dominate person* (DC 25), *feeblemind* (DC 25), *mind thrust V*^{OA} (DC 25), *prying eyes*, *remote viewing*^{OA} (DC 25), *retrocognition*^{OA}

4th (6)— *charm monster* (DC 24), *dimension door*, *id insinuation III*^{OA} (DC 24), *mind probe*^{OA} (DC 24), *mindwipe*^{OA} (DC 24), *thoughtsense*^{OA}

3rd (6)— *analyze aura*^{OA}, *babble*^{OA} (DC 23), *blink*, *heroism*, *speak with dead*, *vampiric touch*

2nd (6)— *hypercognition*^{OA}, *instigate psychic duel*^{OA} (DC 22), *mental block*^{OA} (DC 22), *resist energy*, *status*, *suggestion* (DC 22)

1st (6)— *burst of insight*^{OA}, *illusion of calm*^{UC} (DC 21), *mindlink*^{OA}, *minor image* (DC 21), *psychic*

reading^{OA}, *shield*

0 (9)— *arcane mark*, *dancing lights*, *detect magic*, *detect psychic significance*^{OA}, *ghost sound* (DC 20), *mage hand*, *mending*, *prestidigitation*, *read magic*

STATISTICS

Str 22, **Dex** 13, **Con** 28, **Int** 21, **Wis** 30, **Cha** 23

Base Atk +10; **CMB** +18; **CMD** 30 (can't be tripped)

Feats Blind-Fight^{MF}, Combat Casting, Combat Reflexes^{MF}, Dodge, Extend Spell, Weapon Focus^{MF} (slam), Wind Stance

Skills Bluff +20, Climb +18, Knowledge (arcana) +15, Knowledge (local) +15, Knowledge (nature) +15, Knowledge (planes) +15, Perception +27, Sense Motive +22, Use Magic Device +20

Languages Aklo, Elven (can't speak); telepathy 100 ft.

ECOLOGY

Environment warm forests

Organization solitary

Treasure standard

SPECIAL ABILITIES

Caustic Nodes (Ex) The purple alien fibers of a venusi are tipped with pulsing nodes that exude a boiling caustic sap that dissolves terrestrial flesh. It weeps this sap through its tendrils, adding 1d6 points of acid damage and 1d6 points of fire damage on a successful hit. Creatures entrapped by it take 2d6 points each of acid and fire damage each round at the end of their turn if they do not escape. It can suppress this damage. Creatures damaged by its caustic sap must succeed on a DC 26 Reflex save each round at the end of their turn or the sap continues to stick and burn, dealing damage again and causing the target to become sickened with pain until the end of its next turn. The DC of this saving throw is reduced by 2 each round after the first. The save DC is Constitution-based.

Death Throes (Ex) When killed, a venusi explodes in a 30-foot-radius burst of burning acid that deals 8d6 points of acid damage and 8d6 points of fire damage (26 Reflex half). The sap sticks to creatures that fail their save, as described above, causing them to become sickened and dealing 4d6 points of acid damage and 4d6 points of fire damage each round until they succeed on a Reflex save. Creatures that are entrapped by the venusi when it is killed take a -4 penalty on their initial Reflex save, but this penalty does not apply to subsequent saves end ongoing damage. The save DC is Constitution-based.



Elvenbane (Su) A venusi's natural weapons gains a +2 circumstance bonus on attack rolls, saving throws, caster level checks, ability checks, and skill checks made against elves and half-elves, and the elven immunities racial trait of such creatures is ineffective against effects created by a venusi.

Intense Burning (Ex) All acid or fire damage dealt by a venusi within the course of a single round is considered a single source of damage for the purpose of overcoming acid or fire resistance. In addition, if a venusi expends one use of mythic power its acid and fire damage automatically overcomes any non-mythic source of acid or fire resistance or immunity for 1 minute.

Soporific Spores (Ex) A venusi is coated with a layer of spores that impair agility and dull the reflexes. Creatures struck by its slam attack take 1 point of Dexterity damage (DC 26 Reflex negates); this is doubled on a critical hit. A creature striking a venusi with a natural weapon or melee touch attack must likewise save or take Dexterity damage from these spores, though they gain a +2 circumstance bonus on the save. Creatures failing their save against its entrap attack take 1d4 points of Dexterity damage. The venusi may deliver its spores via its tendril touch or with slam attacks. This is a poison effect. The save DC is Constitution-based.



Spinal Sprouting (Ex) When a creature venusi entraps an unconscious or helpless creature, including creatures made helpless by Dexterity damage, it can spend 1 minute infusing its target with psychoactive spores that corrupt and transform its central nervous system. Thereafter, the target takes a -6 penalty on Will saves, Wisdom checks, and Wisdom-based skill checks against effects created by the Venusi. In addition, the DC to detect or or dispel any mind-affecting effect used by the venusi upon the sprouted creature is increased by 6, including sensing its mental influence with Sense Motive checks. This corruption can be removed with a regenerate spell to regrow the target's nervous system, but the infected creature must attempt a Fortitude to resist the regenerate spell. This sprouting lasts for 24 hours, after which the victim's nervous system recovers, though it takes 2d4 points of Dexterity damage from neurological decay. If the venusi expends one use of its mythic power it can sprout a nascent venusi within the target's spine, allowing its spores to linger for up to 6 days, and it can expend an additional use of mythic power to renew the spinal sprout for an additional 6 days. It can be any distance away from the sprout when it renews it, as long as it and the sprout are on the same plane. A venusi can maintain multiple spinal sprouts indefinitely as long as it continues expending mythic power. A creature bearing a sprout gains resistance 10 against acid and fire.

Spore Cloud (Ex) When a critical hit is confirmed against a venusi, it releases a cloud of spores that fills its own space and all squares within a 10-foot radius. This cloud of spores lasts until the end of the venusi's next turn, but the cloud is stationary and does not move with the venusi. Any creature entering or beginning its turn within this spore cloud must save as if struck by the venusi. The venusi may expend one use of mythic power as a swift or immediate action to release this spore cloud at any time. If it expends a use of its mythic power when a critical hit is confirmed against it, the cloud's duration is increased to 6 rounds (though a strong or stronger wind can disperse it in a single round) and non-mythic creatures must roll twice and take the worst result when attempting to save against it.

Tendrill Touch (Ex) A venusi may use its tendrils to perform melee touch attacks rather than slam attacks. These attacks deal no hit point damage but deliver its caustic sap on a successful hit.

Torrid Healing (Ex) A magical attack that deals fire damage instead heals a venusi 1 point of damage for

each 3 points of damage the attack would otherwise deal. If the amount of healing would cause the venusi to exceed its full normal hit points, it gains any excess as temporary hit points. A venusi gets no saving throw against fire effects. A venusi can expend one use of its mythic power to grant this ability for 6 hours to a creature bearing a spinal sprout.

Venusi (singular and plural) are alien plants native to the steaming jungles of a verdant far-off world. Among the deadliest predators of their homeworld, they are quite intelligent and wield great psychic power, using it to learn about the world around them and to secure servants to safeguard it and bring it prey. A venusi is a tangled mass of vines 15 feet across and weighing 2,500 pounds.

ECOLOGY

Venusi are solitary hunters, able to dissolve the flesh of other creatures with their enzymatic sap. Trapped or injured creatures are reduced to a fetid chyme which the venusi absorbs for its sustenance. They become torpid when food is scarce; however, it rarely needs to hunt on its own, as its psychic powers enable it to locate potential prey and inveigle it within its reach, or to enslave others to its will and force them to bring it offerings and sacrifices. Particularly useful servants may be implanted with one of the venusi many nodes, dissolving its nervous system from the inside and replacing it with a network of microtendrill fibers that resonate with the venusi's mental impulses, making their commands nearly impossible to resist.

HABITAT AND SOCIETY

Venusi dislike competition and rarely tolerate the presence of other venusi in territory they claim as their own. However, they are cunning strategists and may use their psychic powers to communicate with other venusi far away and coordinate their efforts or share bits of knowledge and lore. Unlike terrestrial plants, Venusi can enter a meditative dream state akin to sleep (though they are not subject to sleep effect) and can use their dream mastery to venture far from their homes to other lands or even other worlds.

Venusi are wary of arcane and divine spellcasters but always curious to examine the minds of psychic magic users. They may carefully dissolve the flesh of their victims while carefully preserving the brains of psychic creatures in order to study them. They are also

very inquisitive and seek to learn all they can about new lands they enter, looking to find a safe and secure haven before exploring their new home.

The homeworld of the venusi is believed to be one of the far-flung homeworlds of the elven race. On this green planet, the venusi long grew in the reeking acid jungles of the planet's torrid zone and had little contact with the few elves that remained behind. However, when an exodus occurred from the elven colony worlds back to their home planets an age ago, their spreading numbers attracted the attention of the venusi, who began venturing out of their purple jungles to learn more of this strange humanoid species that had long shared their world. They watched them from afar and began capturing elves and carrying them off to their jungles, sending back assimilated servants to spy on their fellows and find new places for the venusi to explore and colonize. The elves regarded them as hostile invaders and warred against them, while also descending into civil war as paranoia rose about those that had been infected or assimilated to serve the venusi. Many elves sought a return to the colony worlds, and the venusi perceived their intentions and followed along, spreading into new worlds in the wake of elves fleeing the homeworld.

In time, the venusi left the elves to their own devices, though some factions of the homeworld elves still advocate a crusade to exterminate the venusi once and for all to make the homeworld safe. For their part, Venusi have never hated the elves nor wished them ill as a species, though after millennia of study they regard them as somewhat wilful, aggressive, and unpredictable pets and primitives. Other humanoid races are far more interesting to the venusi, as they are curious to see what insights their long study of elves might render in understanding others like them, and they are often genuinely surprised by the actions and reactions they observe. Through their dream communion with the venusi of the homeworld, they share their findings and continue their exploration of a much wider universe.

Vilderavn

This knight wears armor patterned like raven feathers with a helmet shaped like a raven's head and gauntlets fit for oversized talons.

Mythic Vilderavn

CR 20/MR 8

XP 307,200

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NE Medium fey (mythic, shapechanger)

Init +12; **Senses** *deathwatch*, low-light vision, see in darkness, *true seeing*; Perception +29

Aura frightful presence (30 ft., DC 28), shatter loyalties

DEFENSE

AC 43, touch 25, flat-footed 33 (+8 Dex, +2 dodge, +5 insight, +18 natural)

hp 323 (22d6+246)

Fort +18, **Ref** +22, **Will** +18

Defensive Abilities block attacks^{MA}, fate warden; **DR** 15/cold iron, epic, and good; **Immune** curses, death effects, *energy drain*, fear; **SR** 35

OFFENSE

Speed 60 ft., fly 110 ft. (average)

Melee 2 claws +24 (1d6+12 plus 1d6 bleed), bite +24 (1d8+12/18–20/x3 plus 1d6 bleed) or +5 *cruel keen falchion* +31/+31/+26/+21 (2d4+23/15–20 plus 1d6 bleed)

Special Attacks bleed (1d6), bloodbird^{MA}, broken trust^{MA}, death curse^{MA}, devastating critical^{MA}, mythic power (8/day, surge +1d10), raven hexes ([agony](#), [cackle](#), [charm](#), [dire prophecy](#), [disguise](#), [evil eye](#), [misfortune](#), [retribution](#), [speak in dreams](#)), soul eater

Spell-Like Abilities (CL 18th; concentration +25)

Constant—*deathwatch*, *freedom of movement*, *haste*, *tongues*, *true seeing*

At will—*bestow curse* (DC 21), *crushing despair* (DC 20), *detect thoughts* (DC 19), *dispel magic*, *fear* (DC 21), *scrying* (DC 21), *suggestion* (DC 20)

1/day—*circle of death* (DC 23), *ethereal jaunt*, *geas/quest*, *mass suggestion* (DC 23), *modify memory* (DC 21)

1/month—*limited wish* (to non-fey only)

STATISTICS

Str 34, **Dex** 27, **Con** 28, **Int** 19, **Wis** 20, **Cha** 25

Base Atk +11; **CMB** +23; **CMD** 41

Feats Critical Focus^{MF}, Dodge, Flyby Attack, Great Fortitude, Improved Critical^{MF} (bite), Improved Initiative, Lunge, Mobility, Power Attack^{MF}, Weapon Focus^{MF} (falchion), Wind Stance

Skills Acrobatics +32, Bluff +31, Diplomacy +22, Disguise +31, Fly +21, Intimidate +28, Knowledge (history, nobility) +20, Knowledge (local) +15, Perception +29, Profession (soldier) +15, Sense Motive +25, Stealth +26, Use Magic Device +21

Languages Aklo, Common, Infernal, Sylvan; *tongues*
SQ battle-bred insight^{MA}, change shape (Small or Medium humanoid, [peryton](#), wolf, or dire wolf, *alter self* or *beast shape III*), instant soul change^{MA}, lies amid truth^{MA}, raven knight^{MA}

ECOLOGY

Environment any

Organization solitary, pair, or unkindness (1 mythic vilderavn plus 3–5 vilderavns)

Treasure standard

SPECIAL ABILITIES

Battle-Bred Insight (Su) A mythic vilderavn can discern common fighting styles and thwart them. If it succeeds at a Profession (soldier) check (or a Knowledge [nobility] check for an opponent with noble rank) against a foe as a free action, it gains a +2 insight bonus on attack and damage rolls, and a +4 dodge bonus to Armor Class, against that opponent. The DC is equal to 10 + the target's base attack bonus + the target's Wisdom modifier. The vilderavn gains an insight bonus on the relevant skill check equal to its mythic rank.

Bloodbird (Su) Bleed damage dealt by a vilderavn's natural and manufactured weapons stacks with itself and other sources of bleed damage. In addition, the bleeding it causes is difficult to stanch—a successful DC 28 Heal check or a DC 28 caster level check (if using a magical healing effect) is required to stop the bleed damage. This is a curse effect. The DC is Charisma-based.

As a swift action, a mythic vilderavn can reopen stanching wounds by expending one use of mythic power. All creatures within 30 feet of the vilderavn must succeed at a DC 28 Will save or resume the most recent amount of bleed damage it suffered within the past 10 rounds. The save DC is Charisma-based.

Broken Trust (Su) If a creature attempts to use an action with an ostensible ally affected by shatter loyalties, the affected victim must succeed at a DC 28 Will save or fly into a murderous rage as if it had been affected by the *murderous command* spell. If a mythic vilderavn expends one use of mythic power as an immediate action, the effect changes into [mythic murderous command](#). The save DC is Charisma-based.

Death Curse (Su) If a mythic vilderavn dies, all creatures that dealt damage to it, including through



spell use, is affected by the curse of distrust. *Curse of Distrust*: save Will DC 28; *effect* permanently affected by the vilderavn's shatter loyalties ability, a creature suffering from the curse casts a shadows in the shape of a raven. The creature dealing the killing blow or, in the case of a summoned creature, controlling the creature dealing the killing blow incurs a -8 penalty on its save and must roll twice, taking the worse result. The save DC is Charisma-based.

Devastating Critical (Su) If a mythic vilderavn rolls a natural 20 on any attack roll and confirms the critical hit with that attack, it deals maximum damage with its critical hit. This critical hit negates protection from armor with the *fortification* special ability (or creature special abilities that duplicate *fortification*). A mythic vilderavn can expend one use of mythic power to apply this ability to a critical hit on which it did not roll a natural 20 for the threat.

Fate Warden (Su) A vilderavn gains an insight bonus to its AC equal to its Wisdom bonus, and as an immediate action it can add its Wisdom bonus as an insight bonus on a saving throw or opposed skill check.

Instant Soul Change (Su) A mythic vilderavn can use its change shape ability to assume the likeness of a creature whose soul it has consumed as a swift action. It uses this ability to terrify those who recognize the new likeness or as part of a ruse where it convinces onlookers it suffers from a transformative curse. When it changes shape to terrify victims, they must succeed at a DC 28 Will save or become frightened for 1d4 rounds. If it uses this ability to fool onlookers, it retains its +10 bonus on Bluff and Disguise checks made to impersonate the new likeness. The save DC is Charisma-based.

Lies amid Truth (Su) Once per week, a mythic vilderavn can gain information about a major course of action as if it cast *divination*. For a week after it uses *divination* it can twist the revelations it receives to provide false prophecies, granting it a +10 insight bonus on Bluff checks to create convincing prophecies. These lies also warp *divination* spells, providing the mythic vilderavn's false insights to anyone casting such a spell within 1 mile of the vilderavn.

Raven Hexes (Sp, Su) A vilderavn can use the hexes listed in its special attacks entry as an 18th-level witch. The save DC to resist a vilderavn's hex is 26, and is Charisma-based. A vilderavn also uses its Charisma modifier, instead of its Intelligence modifier, to determine the other variables of its hexes.

Raven Knight (Sp) When a mythic vilderavn assumes humanoid form with its change shape ability, it loses its natural armor bonus but becomes fully garbed in black +5 *heavy fortification shadow full plate* that is almost part of its body. This armor has no movement speed penalty, maximum Dexterity bonus, or armor check penalty. (For a typical mythic vilderavn, this changes its AC to 39 and its flat-footed AC to 30.) Also as part of the transformation, it gains a +5 *cruel keen*

falchion formed from its vicious talons. These items are part of the vilderavn's being and disappear when it is slain. A vilderavn in humanoid form is considered to be proficient in all types of armor, shields (except tower shields), and martial weapons.

Shatter Loyalties (Su) A vilderavn's frightful presence creates disloyalty, doubt, and dissension in addition to fear. Creatures that fail their saves are no longer treated as allies to other creatures and can't provide flanking, use or benefit from teamwork feats or aid another actions, or allow other creatures to move through their space. Any spell or effect that requires a willing target fails if used on an affected creature, and even harmless effects require an attack roll (if applicable) and require affected creatures to attempt a saving throw to resist their effects (if a save is allowed). Creatures that are immune to fear can still be affected by the shatter loyalties component of a vilderavn's frightful presence; they ignore the shaken condition but are otherwise affected as described above. This is a mind-affecting effect, and the save DC is Charisma-based.

Soul Eater (Ex) A vilderavn's bite attack threatens a critical hit on an 18–20. If a vilderavn kills a humanoid foe with a critical hit from its bite attack (including a coup de grace), it can tear out the victim's heart and consume its soul. Creatures that witness this savagery are frightened for 1d4 rounds, or shaken for 1 round if they succeed at a DC 28 Will save. Also, the vilderavn gains the benefits of *death knell*, and the slain creature is affected as per [rest eternal](#)^{APG} (caster level 18th).

While the target remains dead, the vilderavn gains access to that creature's memories and can use its change shape ability to assume a perfect likeness of the slain creature, gaining a +10 bonus on Bluff and Disguise checks made to impersonate it. The vilderavn can store any number of souls.

Slaying the vilderavn ends all its ongoing *rest eternal* effects. The save DC is Charisma-based.

Vodyanoi

This humanoid salamander carries a gnarled staff in one hand. Tendrils drape its chin, resembling the beard of an eccentric hermit.

Mythic Vodyanoi

CR 6/MR 2

XP 1,800

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CN Medium monstrous humanoid (mythic)

Init +10^{MF}; **Senses** darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 15, flat-footed 16 (+4 Dex, +1 dodge, +6 natural)

hp 71 (6d10+38)

Fort +5, **Ref** +9, **Will** +10

DR 5/epic

OFFENSE

Speed 30 ft., swim 50 ft.

Melee shortspear +9/+4 (1d6+3), bite +2 (1d8+1)

Special Attacks drown^{MA}, imprison soul^{MA}, mythic power (2/day, surge +1d6), suffocating water

Spell-Like Abilities (CL 6th; concentration +7)

3/day—*control water*, *dancing lights*, *grease* (DC 13), *hydraulic push*^{APG} (DC 13), *water breathing*

1/day—*aqueous orb*^{APG} (DC 15), *remove disease*, *neutralize poison*

STATISTICS

Str 16, **Dex** 19, **Con** 17, **Int** 13, **Wis** 20, **Cha** 14

Base Atk +6; **CMB** +9; **CMD** 24

Feats Dodge, Improved Initiative^{MF}, Skill Focus (Heal)

Skills Diplomacy +4, Heal +18, Knowledge (arcana) +3, Knowledge (nature) +5, Perception +14, Sense Motive +11, Swim +18; **Racial Modifiers** +4 Heal

Languages Aquan, Common, Sylvan

SQ amphibious

ECOLOGY

Environment any rivers or marshes

Organization solitary, pair, or family (3-12)

Treasure standard

SPECIAL ABILITIES

Drown (Su) As a full-round action, a mythic vodyanoi can summon murky water into the lungs of a single target within 30 feet. If the target can't breathe water, it's unable hold its breath and immediately begins to drown. At the start of its next turn, the target must succeed at a DC 15 Fortitude save to cough up this water or it falls unconscious and is brought to 0 hit points. On the next round, the target must save

successfully again or drop to -1 hit point and start dying; on the third round it must save successfully again or die. The save DC is Charisma-based.

Imprison Soul (Su) If a mythic vodyanoi kills a humanoid creature with its drown or suffocating water ability, it may spend a full-round action capturing the soul of the creature in an ornate porcelain jar. The creature must not have been dead for more than 6 rounds. Once encased within the jar, the soul cannot be returned through *clone*, *raise dead*, *reincarnation*, *resurrection*, or *true resurrection*. Destroying or opening the jar frees the soul, but the slain creature is still dead. A *miracle* or *wish* spell may retrieve the soul as well, but another spell must be used to bring the creature back from the dead. For every porcelain jar containing a soul that a mythic vodyanoi has in its possession, it gains a +1 to the DCs of its spell-like abilities and special abilities, +2 if the soul is that of a mythic creature.

Suffocating Water (Su) Once per day as a standard action, a mythic vodyanoi can cause all water open water within 30 feet to become choked with algae and slime. This makes breathing difficult for water-breathing creatures. Vodyanois can see normally through the murk and can breathe the turbid water without difficulty, and a mythic vodyanoi can designate up to three other creatures within the area to be able to breathe normally. All other creatures in an area must hold their breath or risk suffocation. Once created, an area of suffocating water does not move, it persists for a number of minutes equal to the mythic vodyanoi's Hit Dice. The slimy water does not impact swim speeds or visibility in any significant manner. A creature can make a DC 20 Perception check to notice the difference between suffocating water and any normal water that may surround it. The vodyanoi can expend one use of its mythic power to cause the suffocating water to congeal into a clinging slurry equivalent to *solid fog*.



Wasp

This horse-sized wasp is covered in yellow and black vertical stripes—its stinger is the size of a sword and drips with venom.

Mythic Giant Wasp

CR 4/MR 1

XP 1,200

N Large vermin

Init +1; **Senses** darkvision 60 ft.; Perception +9

DEFENSE

AC 15, touch 10, flat-footed 14; (+1 Dex, +5 natural, -1 size)

hp 42 (4d8+24)

Fort +8, **Ref** +2, **Will** +2

Defensive Abilities evasive maneuvers^{MA}; **Immune** mind-affecting effects

OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee sting +6 (1d8+6 plus poison)

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

Special Attacks impaling stinger^{MA}, mythic power (1/day, surge +1d6)

STATISTICS

Str 18, **Dex** 12, **Con** 18, **Int** —, **Wis** 13, **Cha** 11

Base Atk +3; **CMB** +8; **CMD** 19

Feats [Impaling Critical](#)^{IUC, MF}

Skills Fly +3, Perception +9; **Racial Modifiers** +8 Perception

ECOLOGY

Environment temperate forests

Organization solitary, pair, group (3–6), or nest (7–19)

Treasure none

SPECIAL ABILITIES

Evasive Maneuvers (Ex) When a mythic giant wasp uses the charge or withdraw action, it does not provoke attacks of opportunity for moving though threatened spaces. In addition, whenever it makes a Reflex save it can expend one use of mythic power to gain evasion against that effect.

Impaling Stinger (Ex) A mythic giant wasp gains Impaling Critical as a bonus feat on attacks made with its sting. A creature impaled on its sting is considered entangled and cannot move until it spends a move action pulling out the sting. In addition, whenever a mythic giant wasp deals damage with a sting attack it may expend one use of mythic power to break its

stinger off in the wound. The mythic giant wasp dies immediately when it uses this ability. If a creature is impaled on the wasp's sting when it is killed, it can use this ability as a free action immediately before it dies without expending mythic power. Removing a broken stinger requires a successful DC 15 Heal check or Strength check as a standard action. The victim takes 1d8+6 damage and must save against the wasp's poison each round until the stinger is removed; as long as the stinger remains, the wasp's poison requires 2 saves to cure.

Poison (Ex) Sting—injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d2 Dexterity damage; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

A low, ominous buzz announces the arrival of a mass of many thousands of angry, stinging wasps.

Mythic Wasp Swarm

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary

N Diminutive vermin (swarm)

Init +1; **Senses** darkvision 60 ft.; Perception +9

Aura angry drone^{MA} (20 ft., DC 13)

DEFENSE

AC 16, touch 15, flat-footed 15; (+1 Dex, +1 natural, +4 size)

hp 39 (7d8+8)

Fort +5, **Ref** +3, **Will** +3

Defensive Abilities swarm traits; **Immune** weapon damage

Weakness swarm traits

OFFENSE

Speed 5 ft., fly 40 ft. (good)

Melee swarm (2d6 plus poison)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 13), mythic power (3/day, surge +1d6), paralytic poison^{MA}, poison

STATISTICS

Str 1, **Dex** 13, **Con** 10, **Int** —, **Wis** 12, **Cha** 9

Base Atk +5; **CMB** —; **CMD** —

Feats Extra Mythic Power^{MF}

Skills Fly +11, Perception +9; **Racial Modifiers** +8 Perception

SQ swarm traits, vermin traits

ECOLOGY

Environment temperate forests

Organization solitary, pair, fury (3–6 swarms), maelstrom (7–12 swarms)

Treasure none

SPECIAL ABILITIES

Angry Drone (Ex) When in combat, a mythic wasp swarm's buzzing wings amplify into a maddening drone. Any creature able to hear within 20 feet is treated as dazzled; this is a sonic effect rather than a visual effect. As a swift action, it can expend one use of mythic power to amplify its drone to a deafening cacophony, allowing its distraction ability to affect all creatures within 20 feet until the beginning of its next turn and causing any creature failing its save against its distraction to become dazzled (as above) and deafened for 1 minute. Mythic creatures within the swarm take a -2 penalty on their saving throw against its distraction, non-mythic creatures a -4 penalty.

Paralytic Poison (Ex) A mythic wasp swarm's poison slows down the reflex and muscle activity of creatures succumbing to it. A creature failing its save against the swarm's poison becomes fatigued, in addition to the usual Dexterity damage. A creature already fatigued becomes exhausted, and a creature already exhausted becomes paralyzed until it successfully saves. A creature also becomes paralyzed if its Dexterity damage plus the penalty to Dexterity for being fatigued or exhausted is equal to or greater than its Dexterity score.

Poison (Ex) Swarm—injury; *save* Fort DC 13; *frequency* 1/round for 4 rounds; *effect* 1 Dexterity damage; *cure* 1 save. The save DC is Constitution-based.

Wendigo

This hideous shape has the head of a feral elk with jagged teeth and sharp antlers. Its humanoid legs end in blackened, burnt stumps.

Mythic Wendigo

CR 21/MR 8

XP 409,600

CE Large outsider (cold, mythic native)

Init +21/+1^{MF}, dual initiative^{MA}; **Senses** blindsight 60 ft., darkvision 60 ft., low-light vision, snow vision^{MA}; Perception +26

DEFENSE

AC 40, touch 18, flat-footed 31 (+9 Dex, +22 natural, -1 size)

hp 359 (18d10+260); regeneration 15 (fire)

Fort +21, **Ref** +22, **Will** +11

Defensive Abilities fallen fetish^{MA}; **DR** 15/cold iron, epic, and magic; **Immune** cold, fear; **SR** 36

OFFENSE

Speed fly 120 ft. (perfect)

Melee bite +30 (2d8+13/19-20 plus 4d6 cold and grab), 2 claws +30 (2d6+13/19-20/x3 plus 4d6 cold)

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

Special Attacks cannibal compulsion^{MA}, dream haunting, howl, hearteater^{MA}, insidious chill^{MA}, mythic drain^{MA}, mythic power (8/day, surge +1d10), rend (2 claws, 1d8+13 plus 4d6 cold plus 1d4 Cha damage), swift snatcher^{MA}, wendigo psychosis

Spell-Like Abilities (CL 18th; concentration +25)

At will—*wind walk* (DC 23; see below)

1/day—*control weather* (as druid), *nightmare* (DC 22)

STATISTICS

Str 37, **Dex** 29, **Con** 31, **Int** 26, **Wis** 20, **Cha** 24

Base Atk +18; **CMB** +28 (+32 grapple); **CMD** 47

Feats Ability Focus (howl), Critical Focus^{MF}, Flyby Attack, Improved Critical (claws^{MF}, bite), Improved Initiative^{MF}, Lightning Reflexes, Persuasive, Suppress Vulnerability^{MF}, Tiring Critical

Skills Acrobatics +30, Bluff +28, Diplomacy +9, Fly +36, Intimidate +32, Knowledge (arcana) +26, Knowledge (geography) +26, Knowledge (nature) +26, Knowledge (religion) +26, Knowledge (planes) +29, Perception +26, Sense Motive +26, Spellcraft +29, Stealth +26, Survival +26

Languages Aklo, Common, Giant; telepathy 1 mile

SQ elusive^{MA}, no breath

ECOLOGY

Environment any cold

Organization solitary

Treasure none

SPECIAL ABILITIES

Cannibal Compulsion (Su) As a swift action, a mythic wendigo can curse a creature within 30 feet that is suffering from wendigo psychosis with an unquenchable physical and spiritual hunger for the flesh of its own kind for 1 minute (DC 26 Will negates). On a failed Will save, the target can discern the presence of creatures of its own type as if it had the scent special quality and is compelled to attack the nearest such creature with bite attacks, to the exclusion of all other forms of attack. If it lacks a bite attack, its bite is considered an unarmed strike (provoking attacks of opportunity if it does not possess Improved Unarmed Strike) that inflicts slashing damage. Its bite transmits [ghoul fever](#)^{B1} and the cursed creature gains the grab special attack against creatures of its own type. Its savage gnawing and tearing bites deal 1 point of Constitution bleed on a successful grapple check; this Constitution bleed is increased to 1d4 per round if the target's victim is pinned. Each time the target kills a creature of its type, it receives a new saving throw to end the cannibal compulsion; however, the target is left sickened for 1 hour by the horror of the experience. This is a mind-affecting compulsion and is a curse effect. The save DC is Charisma-based.

Dream Haunting (Su) When a wendigo uses its *nightmare* spell-like ability, the victim is also exposed to wendigo psychosis.

Elusive (Ex) A mythic wendigo is the stuff of legends, but despite countless attempts to hunt them, they are rarely encountered unless they wish it. When using the withdraw action, the wendigo can move up to its run speed without leaving any trace of its passing and can make a Stealth check with a +40 circumstance bonus as part of this withdraw action, even with no cover or concealment or while directly observed. In addition, except when in combat, the wendigo is considered to be under the effects of a *nondetection* spell, and the wendigo can expend one use of its mythic power to gain the effect of *mind blank*. These spell effects are at caster level 20th and cannot be dispelled.

Fallen Fetish (Su) When a mythic wendigo would be hit with a melee or ranged attack, it can expend one use of its mythic power to use the withdraw action (see elusive above) as an immediate action, taking no damage from the attack and making a Stealth check





as described above. Meanwhile, it replaces itself at its former location with a quasi-real illusory duplicate that collapses and seemingly dies, crumbling into drifting snow and a scorched and blackened animal skull (DC 26 Will disbelief) that persists for 1 minute and then likewise crumbles into snow. The creature that attacked the wendigo is affected as [murderous command](#)^{UM} (DC 18) for 1 minute, and in addition if any creature touches or closely examines the skull it unleashes a screeching howl that functions as a [song of discord](#) (DC 22) lasting 1 minute. The save DC is Charisma-based.

Heart eater (Ex) Whenever a mythic wendigo confirms a critical hit with its bite, or if it hits with its bite attack in the same round that it rends a creature, it can expend one use of its mythic power to attempt to tear out the target's heart, killing it instantly (DC 29 Fortitude negates). The save DC is Constitution-based and the target gains a +2 bonus on this saving throw if wearing medium armor, +4 if wearing heavy armor. A creature with a natural armor bonus to AC also gains a bonus on this saving throw equal to one-half its natural armor bonus. Whenever a mythic wendigo successfully uses this ability to tear out the victim's heart, it can devour the heart as a swift or move action and expend one use of its mythic power to gain the benefits of *death knell*. This ability functions only against animals, fey, humanoids, monstrous humanoids, and outsiders with a generally humanoid shape.

Howl (Ex) Three times per day as a standard action, a wendigo can emit a forlorn howl that can be heard up to a mile away. Any who hear the howl must make a DC 28 Will save to avoid becoming shaken for an hour. Creatures within 120 feet become panicked for 1d4+4 rounds, and those within 30 feet cower with fear for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Insidious Chill (Su) A mythic wendigo can expend 1 use of mythic power as a move action to strip away the cold resistance or cold immunity of a creature within 60 feet for 1 minute. If the wendigo expends two uses of its mythic power, it can target up to 4 creatures with this ability. If this cold resistance or immunity is gained from a temporary effect, that effect is automatically suppressed. If the cold resistance or immunity is part of a single effect with other functions, such as a polymorph effect, only the cold resistance or immunity itself is suppressed; any other functions are unaffected. If the target's cold resistance or immunity is a permanent ability, it is entitled to a DC 26 Will save to negate this effect (if the target is mythic) or reduce its duration to 1d4 rounds (if the target is non-mythic).

Mythic Drain (Su) Whenever a mythic wendigo confirms a critical hit with a natural weapon against

a creature that has mythic power, the monster steals one use of that creature's mythic power and adds it to its own daily uses of mythic power. If the monster has a mythic feat or ability that has a daily limit on its use, it can use the stolen mythic power to recharge and activate one daily use of that ability, but this must be done within 1 minute of stealing the mythic power. Otherwise, the additional use of mythic power is subject to the normal restrictions on its use.

Snow Vision (Ex) A mythic wendigo can see perfectly well in snowy conditions, and does not take any penalties on Perception checks while in snow. The wendigo is immune to blindness or dazzling caused by bright light on snow or ice. Racial bonuses to Stealth checks in snowy conditions do not apply against a creature with snow vision.

Swift Snatcher (Ex) When a mythic wendigo successfully grapples a Medium or smaller non-mythic target, it can expend one use of mythic power as a swift action to attempt another grapple check in the same round against that target. If this second grapple check succeeds, the target is pinned and immediately must make a Will save or be forced into a *wind walk* with the wendigo (see below). Even if the save succeeds, the target must save again each round at the end of its turn while it remains pinned.

Wendigo Psychosis (Su) Curse—*nightmare* or *wind walk*; save Will DC 26; onset 1 minute; frequency 1/day; effect 1d4 Wis drain (minimum Wis 1); cure 3 consecutive saves. When a victim's Wisdom reaches 1, he seeks an individual of his race to kill and devour. After completing this act, the afflicted individual takes off at a run, and in 1d4 rounds sprints up into the sky at such a speed that his feet burn away into jagged stumps. The transformation into a wendigo takes 2d6 minutes as the victim *wind walks* across the sky. Once the transformation is complete, the victim is effectively dead, replaced by a new wendigo. *True resurrection*, *miracle*, or *wish* can restore such a victim to life, yet doing so does not harm the new wendigo. The save is Charisma-based.

Wind Walk (Sp) If a wendigo pins a grappled foe, it can attempt to *wind walk* with the target by using its spell-like ability—it automatically succeeds on all concentration checks made to use *wind walk*. If the victim fails to resist the spell, the wendigo hurtles into the sky with him. Each round, a victim can make a new DC 23 Will save to turn solid again, but at this point he falls if he cannot fly. Eventually, the wendigo strands the victim in some rural area, usually miles from where it began. A creature that *wind walks* with a wendigo is exposed to wendigo psychosis. The save DC is Charisma-based.



Wight

The flesh of this walking corpse is rotting and putrid, its body skeletal in places and its eye sockets glowing with red light.

Mythic Wight

CR 4/MR 2

XP 1,200

LE Medium undead (mythic)

Init +1; **Senses** darkvision 60 ft.; Perception +11

Aura desecration^{MA} (60 ft.)

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural)

hp 46 (4d8+12+16)

Fort +6, **Ref** +4, **Will** +7

Defensive Abilities undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee slam +4 (1d4+1 plus energy drain)

Special Attacks create spawn^{MA}, energy drain^{MA} (2 levels, DC 17), mythic power (4/day, surge +1d6)

STATISTICS

Str 12, **Dex** 12, **Con** —, **Int** 11, **Wis** 13, **Cha** 17

Base Atk +3; **CMB** +4; **CMD** 15

Feats Blind-Fight, Extra Mythic Power^{MF}, Skill Focus (Perception)

Skills Intimidate +10, Knowledge (religion) +7, Perception +11, Stealth +16; **Racial Modifier** +8 Stealth

Languages Common

ECOLOGY

Environment any

Organization solitary, gang (1 mythic wight and 3–6 nonmythic wights), or pack (1 mythic wight and 7–12 nonmythic wights)

Treasure double

SPECIAL ABILITIES

Aura of Desecration (Su) A mythic wight radiates a continuous aura of desecration (as the *desecrate* spell, CL 10). The desecration aura affects all undead within 60 feet (including the mythic wight) and acts as if the area contained a permanent, evil-aligned altar. Additionally, a mythic wight can expend one use of mythic power as an immediate action to completely negate the channeling of positive energy—such as through a cleric's channel energy ability, a paladin's

lay on hands, or any spell with the healing subtype.

Create Spawn (Su) Any humanoids slain by a mythic wight become nonmythic wights themselves in one round. Spawn are under the command of the mythic wight that created them and remain enslaved until its death, at which point they become free-willed wights. They do not possess any of the abilities they had in life.

Energy Drain (Su) A mythic wight's slam attack bestows 2 negative levels (Fortitude DC 17 negates) on a successful hit. The save DC is Charisma-based and includes a +2 racial modifier.

Resurrection Vulnerability (Su) A *raise dead* or similar spell cast on a mythic wight destroys it (Will negates). Using the spell in this way does not require a material component.



Mythic Brute Wight

CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary (variant wight)

NE Large undead (mythic)

Init +2; **Senses** darkvision 60 ft.; Perception +10

DEFENSE

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)

hp 80 (4d8+62)

Fort +5, **Ref** +3, **Will** +7

DR 5/slashing; **Immune** undead traits

Weaknesses resurrection vulnerability

OFFENSE

Speed 30 ft.

Melee 2 slams +8 (1d6+6 plus energy drain)

Ranged rock +5 (1d8+6 plus energy drain)

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

Special Attacks energy drain (1 level, DC 16), mythic power (4/day, surge 1d6), terrifying bulk^{MA}, tombstone toss^{MA}

STATISTICS

Str 22, **Dex** 14, **Con** —, **Int** 15, **Wis** 17, **Cha** 19

Base Atk +3; **CMB** +10; **CMD** 22

Feats Blind-Fight, Extra Mythic Power^{MF}, Intimidating Prowess

Skills Climb +12, Disguise +10, Intimidate +17, Knowledge (religion) +7, Perception +10, Stealth +13, Survival +7; **Racial Modifiers** +8 Stealth

Languages Common

SQ corpse colossus^{MA}

ECOLOGY

Environment any

Organization solitary, pair, gang (3–6), or pack (7–12)

Treasure standard

SPECIAL ABILITIES

Corpse Colossus (Ex) A mythic brute wight's massive bulk grants it DR 5/slashing and bonus hit points based on its size, as if it were a construct.

Resurrection Vulnerability (Su) A raise dead or similar spell cast on a wight destroys it (Will negates). Using the spell in this way does not require a material component.

Terrifying Bulk (Ex) A mythic brute wight moves with uncanny stealth for a creature of its size, and its ability to seemingly appear from nowhere is terrifying to opponents. When a mythic brute wight attacks an opponent that is unaware of it, it can make an Intimidate check to demoralize that target as a swift action. If the Intimidate check succeeds and the attack misses, the target is shaken as normal for an Intimidate check. If the attack hits, the target is frightened for 1 round and then shaken thereafter. If the mythic brute wight confirms a critical hit when attacking a target that is unaware of it, it can expend one use of its mythic power to use *phantasmal killer* (DC 18, caster level 4th) against the target as a spell-like ability; this does not provoke attacks of opportunity.

Tombstone Toss (Su) As a full-round action, a mythic brute wight can pick up and throw a rock or similar heavy object as if it had the rock throwing special attack (range increment 40 ft.), favoring gravestones and similar markers of the dead. A creature struck by such a rock is affected by the wight's energy drain special attack. If the mythic brute wight expends one use of its mythic power, it can resolve this attack as a ranged touch attack.

Will-o'-Wisp

This faintly glowing ball of light bobs gently in the air, the nebulous image of what might be a skull visible somewhere in its depths.

Mythic Will-o'-Wisp

CR 7/MR 3

XP 3,200

Pathfinder Roleplaying Game Bestiary

CE Small aberration (air, mythic)

Init +14; **Senses** darkvision 60 ft., sense thoughts^{MA}; Perception +15

DEFENSE

AC 30, touch 27, flat-footed 19 (+5 deflection, +10 Dex, +1 dodge, +3 natural, +1 size)

hp 64 (9d8+24)

Fort +3, **Ref** +13, **Will** +9

Defensive Abilities natural invisibility; **DR** 5/epic; **Immune** magic

OFFENSE

Speed fly 50 ft. (perfect)

Melee shock +17 touch (2d8+10 electricity)

Ranged electric arc +17 ranged touch (2d8 electricity)

Special Attacks electric arc^{MA}, flashing lure^{MA}, mythic power (3/day, surge 1d6)

Spell-Like Abilities (CL 9th; concentration +11)

At will—*dancing lights*, *hypnotic pattern* (DC 14)

3/day—*rainbow pattern* (DC 16)

STATISTICS

Str 1, **Dex** 31, **Con** 10, **Int** 15, **Wis** 16, **Cha** 14

Base Atk +6; **CMB** +0; **CMD** 26

Feats Blind-Fight, Dodge, Improved Initiative, Vital Strike^{MF}, Weapon Finesse^{MF}

Skills Acrobatics +22, Bluff +11, Escape Artist +22, Fly +32, Perception +15, Stealth +26

Languages Aklo, Common

SQ feed on emotions^{MA}

ECOLOGY

Environment any swamp

Organization solitary, pair, or string (1 mythic will-o'-wisp and 3–6 will-o'-wisps)

Treasure incidental

SPECIAL ABILITIES

Electric Arc (Su) As a standard action, a mythic will-o'-wisp can fling an arc of electricity at a target within 30 feet as a ranged touch attack. A mythic will-o'-wisp can spend one use of its mythic power to infuse this electric arc with a surge of psychoemotional energies, leaving the target dazed and shaken for 1d6 rounds. A

successful DC 16 Will save leaves the target shaken for 1 round but not dazed. The save DC is Charisma-based.

Feed on Emotions (Su) Any time a mythic will-o'-wisp is within 15 feet of a dying creature or creature subject to a fear effect, emotion effect, or an effect that provides a morale bonus (including a barbarian's rage), it gains fast healing 5. If it strikes a creature using such an effect, it can spend one use of its mythic power as an immediate action to negate that effect (DC 16 Will negates). If this negation succeeds, the mythic will-o'-wisp gains temporary hit points equal to twice the spell level of the effect (or equal to the Hit Dice of the creature that created the effect, if it is not a spell). These temporary hit points last for 1 hour or until expended and do not stack. The save DC is Charisma-based. This ability replaces feed on fear.

Flashing Lure (Su) A mythic will-o'-wisp can use *dancing lights*, *hypnotic pattern*, and *rainbow pattern* as spell-like abilities and can spend one use of its mythic power when activating one of those abilities to duplicate the mythic version of the spell, as described in *Pathfinder Roleplaying Game Mythic Adventures* or the *Mythic Spell Compendium* from Legendary Games.

Immunity to Magic (Ex) Will-o'-wisps are immune to all spells and spell-like abilities that allow spell resistance, except *magic missile* and *maze*.

Natural Invisibility (Ex) Will-o'-wisps have the ability to extinguish their natural glow as a move action, effectively becoming invisible, as the spell.

Sense Thoughts (Su) A mythic will-o'-wisp can sense the presence of sentient creatures within 60 feet as if it had blindsense. It can sense the presence and location of undead and constructs as long as they are intelligent, but it cannot detect mindless creatures or creatures protected by *nondetection*, *mind blank*, a *ring of mind shielding*, or a similar effect (if the effect allows a caster level check to penetrate, treat the mythic will-o'-wisp's Hit Dice as its caster level, with a +3 bonus against non-mythic effects).

Witchfire

Bathed in sickly green flames, this insubstantial specter of a beautiful young woman floats just off the ground.

Mythic Witchfire

CR 11/MR 4

XP 12,800

CE Medium undead (incorporeal, mythic)

Init +15/−5^{MF}, dual initiative^{MA}; **Senses** darkvision 60 ft.; Perception +16

DEFENSE

AC 30, touch 30, flat-footed 22 (+12 deflection, +7 Dex, +1 dodge)

hp 157 (10d8+112)

Fort +11, **Ref** +12, **Will** +10

Defensive Abilities incorporeal, witchflame; **DR** 5/epic; **Immune** fire, undead traits

OFFENSE

Speed fly 50 ft. (perfect)

Melee incorporeal touch +14 (8d6 fire plus witchflame)

Ranged witchflame bolt +14 (8d6 fire plus witchflame)

Special Attacks curse and burn^{MA} (DC 23), mythic power (4/day, surge +1d8), mythic spell-like abilities^{MA}, unerring bolt^{MA} (DC 23)

Spell-Like Abilities (CL 9th; concentration +17)

At will—*dancing lights*, *disguise self*, *ghost sound* (DC 18), *invisibility*, *pyrotechnics* (DC 20), *ray of enfeeblement* (DC 19)

1/day—*summon* (level 6, 1d3+1 advanced will-o'-wisps 60%)

STATISTICS

Str —, **Dex** 24, **Con** —, **Int** 17, **Wis** 16, **Cha** 27

Base Atk +7; **CMB** +14; **CMD** 32

Feats Combat Reflexes, Dodge, Improved Initiative^{MF}, Lightning Reflexes^{MF}, Mobility

Skills Bluff +18, Fly +15, Intimidate +21, Knowledge (any two) +13, Perception +16, Sense Motive +16, Stealth +20

Languages Auran, Common, Giant

SQ sound mimicry (animal noises)

ECOLOGY

Environment any swamps or woodlands

Organization solitary or coven (1 mythic witchfire, 2 nonmythic witchfires and hags)

Treasure standard

SPECIAL ABILITIES

Curse and Burn (Su) As a swift action, a mythic witchfire can designate a single creature currently engulfed by the sickly green flames of her witchflame to burn for one round. The target suffers 4d6 points of fire damage (plus an additional 50% due to fire vulnerability) and must succeed on a DC 23 Will save or suffer the effects of a *bestow curse* spell. Additionally, a mythic witchflame can expend one use of mythic power as part of invoking this ability to increase the fire damage to 6d6 and subject the target to a *major curse* spell instead. The save DC is Charisma-based.

Witchflame (Su) Any creature damaged by the incorporeal touch or ranged bolt attacks of a mythic witchfire must succeed on a DC 23 Will save or become engulfed in sickly green flames. While these eerie flames deal no additional damage, the affected creature glows as per faerie fire and becomes sickened. While under the effects of the witchflame, the victim gains vulnerability to fire and takes half again as much damage (+50%) from fire attacks of any sort. This effect persists for 10 minutes. The supernatural flames can only be extinguished before this duration expires by a *break enchantment*, *miracle*, *remove curse*, or *wish* spell—the effective caster level of the witchflame is equal to the mythic witchfire's HD (CL 10th for most witchfires). Any creature entering the same square as a mythic witchfire or striking it with a melee attack must succeed on a DC 23 Will save or begin burning with witchflame, even if the attack would not otherwise harm the mythic witchfire because of its incorporeal nature. A bolt of witchflame has a range of 60 feet with no range increment. The save DCs are Charisma-based.

Unerring Bolt (Su) A mythic witchflame can expend one use of mythic power as part of making a witchflame bolt ranged attack to automatically hit her target and inflict maximum damage (48 points of fire damage). A successful DC 23 Reflex save reduces the damage to 24 points. The save DC is Charisma-based.



Witchwyrd

This gray-skinned humanoid wears fine red robes. The being has four arms, each ending in a three-fingered hand.

Mythic Witchwyrd

CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary 2

LN Medium monstrous humanoid (mythic)

Init +6; **Senses** darkvision 60 ft., *detect magic*; Perception +8

DEFENSE

AC 22, touch 12, flat-footed 20 (+4 armor, +2 Dex, +6 natural)

hp 98 (8d10+54)

Fort +7, **Ref** +8, **Will** +9

Defensive Abilities absorb force^{MA}, block attacks^{MA}; **DR** 5/epic and magic

OFFENSE

Speed 30 ft.

Melee ranseur +11/+6 (2d4+4/x3), 2 slams +6 (1d4+1 plus grab) or

4 slams +11 (1d4+3 plus grab)

Space 5 ft.; **Reach** 5 ft. (10 ft. with ranseur)

Special Attacks force bolt^{MA}, mythic power (3/day, surge +1d6), mythic spell-like abilities^{MA} (3/day)

Spell-Like Abilities (CL 8th; concentration +14)

Constant—*detect magic*, *floating disk*, *mage armor*, *resist energy* (one at a time), *unseen servant*

3/day—*dispel magic*, *displacement*, *suggestion* (DC 19)

1/day—*dimension door*, *resilient sphere* (DC 20)

STATISTICS

Str 16, **Dex** 15, **Con** 17, **Int** 18, **Wis** 13, **Cha** 22

Base Atk +8; **CMB** +11 (+15 grapple); **CMD** 23

Feats Deflect Arrows^{B, MF}, Great Fortitude, Improved Initiative, Iron Will, Persuasive^{MF}

Skills Appraise +12, Bluff +14, Diplomacy +14, Intimidate +21, Knowledge (arcana) +12, Knowledge (geography) +12, Knowledge (planes) +12, Perception +8, Sense Motive +5, Use Magic Device +10

Languages Common, Draconic, one or more planar languages; *tongues*

ECOLOGY

Environment any land

Organization solitary, entourage (1 mythic witchwyrd and 2–5 humanoid guards), or enclave (1 mythic witchwyrd, 2–5 witchwyrd, and 11–20 humanoid guards)

Treasure double

SPECIAL ABILITIES

Absorb Force (Su) Once per round, a witchwyrd can use a free hand to “catch” a *magic missile* fired at it. This absorbs the missile and manifests as a glowing nimbus around that hand (which is no longer considered free). The energy lasts 6 rounds or until it is used to create a force bolt. To use this ability, a mythic witchwyrd does not need to be aware of the incoming *magic missile* and can be flat-footed.

Force Bolt (Su) A witchwyrd can “throw” a mythic *magic missile* (2d4+1 damage) from each free hand as a free action (maximum of two per round). If it has absorbed a *magic missile*, it can throw an additional force bolt that round as a mythic *magic missile*, expending the absorbed energy (maximum of two additional bolts per round).



Xill

This flame-red humanoid appears to be a strange mix of insect and reptile, with four arms and twitching, fanged mandibles.

Mythic Xill

CR 8/MR 3

XP 3,200

Pathfinder Roleplaying Game Bestiary

LE Medium outsider (evil, extraplanar, mythic)

Init +11^{MF}; **Senses** darkvision 60 ft.; Perception +13

DEFENSE

AC 24, touch 14, flat-footed 20 (+4 Dex, +8 natural, +2 shield)

hp 97 (9d10+48)

Fort +8, **Ref** +10, **Will** +6

DR 5/epic; **SR** 19

OFFENSE

Speed 40 ft.

Melee 2 masterwork short swords +15/+15/+10 (1d6+4/19–20), claw +14 (1d4+4 plus grab), bite +8 (1d3+2 plus paralysis), or 4 claws +14 (1d4+4 plus grab), bite +13 (1d3+4 plus paralysis)

Ranged 2 masterwork longbows +14 (1d8+3/×3)

Special Attacks abductor snatch^{MA}, armored ovipositor^{MA}, implant, mythic power (3/day, surge +1d6), otherworldly coordination^{MA}, paralysis (1d4 hours, DC 16)

STATISTICS

Str 19, **Dex** 18, **Con** 14, **Int** 15, **Wis** 12, **Cha** 11

Base Atk +9; **CMB** +13 (+17 grapple); **CMD** 27

Feats Combat Reflexes^{MF}, Improved Initiative^{MF}, Iron Will, [Outflank](#)^{APG}, Weapon Focus (claw, short sword)

Skills Acrobatics +16, Bluff +12, Intimidate +12, Knowledge (arcana) +15, Knowledge (planes) +15, Perception +13, Sense Motive +13, Stealth +14

Languages Common, Infernal

SQ multiweapon mastery, planewalk

ECOLOGY

Environment any (Ethereal Plane)

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

Treasure standard (heavy steel shield, 2 masterwork short swords, 2 masterwork composite longbows [+3 Str] with 40 arrows, other treasure)

SPECIAL ABILITIES

Abductor Snatch (Ex) A mythic xill can expend a use of its mythic power to use its planewalk ability with

an unwilling, non-helpless creature. The creature can avoid the abduction with a DC 14 Will Save. The mythic xill must be grappling its target to use this ability. The save DC is Charisma-based.

Armored Ovipositor (Ex) A mythic xill can use its implant ability on any creature, helpless or not, when it maintains a grapple on that creature.

Implant (Ex) As a standard action, a mythic xill can lay 2d6 eggs in a helpless creature. A mythic xill's eggs hatch in 24 hours, at which point the young consume the host from within, inflicting 1 point of Con damage per hour per young until the host dies. The young then emerge and planewalk to the Ethereal Plane, if possible, to mature. The young of mythic xill are normal xill. A remove disease spell (or similar effect) rids a victim of all implanted eggs or active young, or they can be cut out one at a time with DC 20 Heal checks (each attempt takes 10 minutes). If a check fails, the healer can try again, but each attempt (successful or not) deals 1d4 points of damage to the patient.

Otherworldly Coordination (Ex) When a mythic xill threatens a target that is also threatened by at least one other enemy, the mythic xill treats that target as flanked regardless of the position of the xill and other enemies of the target. In addition, a mythic xill gains [Outflank](#) as a bonus feat, and as a swift action a mythic xill can gain the use of one of the following teamwork feats for 1 minute in place of Outflank: [Coordinated Defense](#), [Coordinated Maneuvers](#), [Pack Attack](#), and [Shield Wall](#). A mythic xill need not meet the prerequisites for feats it gains in this fashion. A mythic xill may expend a use of its mythic power to grant allies within 30 ft. any teamwork it possesses as per the Cavalier's Tactician ability.

Multiweapon Mastery (Ex) A mythic xill never takes penalties to an attack roll when fighting with multiple weapons, and treats claws as primary attacks even when also wielding weapons.

Phase Warrior (Su) A mythic xill may expend a use of its mythic power to enter a phased state where it is suspended between the Ethereal and Material planes. This ability functions like the *blink* spell (caster level 9th), but the mythic xill may end the effect by fully entering either plane as a move action. While in the phased state, a mythic xill can attack creatures in either plane normally and deals full damage to incorporeal creatures, as if its natural weapons and any weapons it wields had the ghost touch property. It may not bring creatures with it into the phased state.

Planewalk (Ex) A mythic xill can shift from the



Ethereal Plane to the Material Plane as a move action. Shifting from the Material Plane to the Ethereal Plane takes 2 consecutive full-round actions, during which time the mythic xill is immobile. As a mythic xill fades away, it becomes harder to hit: opponents have a 20% miss chance in the first round and a 50% miss chance in the second. A mythic xill can take a single willing or helpless creature with it when it switches planes.



Xipe Totec

This exceptionally tall golden-skinned man wears another humanoid's skin as a suit; the flayed creature's hands dangle from the man's wrists. He wields a blood-dipped dagger in his left hand and a staff topped with a rattling arrow in his right hand.

Xipe Totec

CR 30/MR 10

XP 9,830,400

CE Large outsider (mythic, native)

Init +25/+5^{MF}, dual initiative^{MA}; **Senses** darkvision 60 ft.; Perception +42

DEFENSE

AC 50, touch 22, flat-footed 37 (+11 Dex, +2 dodge, +28 natural, -1 size)

hp 747 (37d10+544); regeneration 40

Fort +32, **Ref** +24, **Will** +30

Defensive Abilities fortification (50%)^{MA}, second save^{MA}; **DR** 20/epic and good; **Immune** ability damage, ability drain, death effects, disease, energy drain, fear, fire, negative energy, paralysis, sleep; **Resist** acid 30, cold 30; **SR** 46

OFFENSE

Speed 100 ft.

Melee +5 heartseeker impervious keen wounding gold dagger +56/+56/+51/+46/+41 (1d6+35/15-20/x3 plus 1 bleed), +3 advancing cruel dispelling burst invigorating rattlestaff +52/+52/+47/+42 (1d8+10 plus disease^{MA})

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

Special Attacks disease^{MA}, flaying critical^{MA}, heart eater^{MA}, infuse with power^{MA}, mythic power (10/day, surge +1d12), mythic spell-like abilities^{MA}, preserve sacrifice^{MA}, powerful blows^{MA} (dagger), perfect incisions, second skin

Spell-Like Abilities (CL 20th; concentration +30)

Constant—*haste* (self only)

At will—*control weather*, *contagion*, *create food and water*, *greater dispel magic*, *magic weapon*, *plant growth*, *remove disease*

3/day—*empowered blade barrier*, *divine power*, *flame strike*, *magic vestment*, *power word blind*, *power word kill*, *power word stun*, quickened *contagion*, quickened *greater dispel magic*, *spiritual weapon*

1/day—*geas*

STATISTICS

Str 38, **Dex** 33, **Con** 35, **Int** 18, **Wis** 30, **Cha** 31

Base Atk +37; **CMB** +53; **CMD** 75

Feats Critical Focus^{MF}, Dazzling Display, [Deadly Finish](#)^{UC}, Dodge, Empower Spell-like Ability (*blade barrier*), [Gory Finish](#)^{UC}, Greater Two-Weapon Fighting^{MF}, Greater Weapon Focus (dagger), Greater Weapon Specialization (dagger), [Impaling Critical](#)^{UC}, Improved Critical^{MF} (dagger), Improved Initiative^{MF}, Improved Two-Weapon Fighting, Mobility, Power Attack, Quicken Spell-like Ability (*greater dispel magic*), Two-Weapon Fighting, Weapon Focus (dagger), Weapon Specialization^{MF} (dagger)

Skills Acrobatics +11 (+39 when jumping), Craft (blacksmith) +44, Disguise +50, Escape Artist +47, Intimidate +49, Knowledge (history, local, nature) +35, Knowledge (religion) +35, Perception +42, Sense Motive +42, Stealth +30, Survival +44

Languages Auran, Common, Sylvan, Terran

SQ renewal, war's invigoration^{MA}

ECOLOGY

Environment warm land

Organization solitary or cult (Xipe Totec plus 1 adept or cleric of 13th–16th level and 2-20 fighters or warriors of 5th–9th level)

Treasure triple

SPECIAL ABILITIES

Disease (Su) When Xipe Totec strikes an opponent with his rattle staff, he can choose one of the following diseases to inflict on the target. By expending one use of mythic power, he can add another disease, requiring a separate Fortitude save. The save DCs are Constitution-based. *Red Ache*: Rattlestaff—injury; save Fortitude DC 40; onset immediate; frequency 1/day; effect 1d6 Dex and 1d6 Str damage; cure 3 consecutive saves. *Redeye*: Rattlestaff—injury; save Fortitude DC 40; onset immediate; frequency 1/day; effect blindness; cure 3 consecutive saves.

Flaying Critical (Ex) Xipe Totec can expend one use of mythic power to flay an opponent he scores a critical hit with his dagger. The victim must succeed at a DC 40 Fortitude save to avoid being reduced to -1 hit point and gaining the dying condition. On a successful save, the victim takes 2d6 points of bleed and 1d6 points of Con bleed. Restoring a dying creature to positive hit points also inflicts the bleed damage. Only *regeneration* or other spells that restore organs can restore the victim's skin and stop the bleed damage.

Heart Eater (Su) Xipe Totec can remove a heart

from a helpless victim and devour it as a full-round action. This grants him a number of hit points equal to the victim's HD. Excess hit points above his normal maximum are treated as temporary hit points. Xipe Totec can only gain a maximum of 70 temporary hit points from this ability. Any attempt to restore a creature to life whose heart is consumed by Xipe Totec requires a successful DC 40 caster level check. A mythic caster may add his mythic rank or tier as a bonus on this check.

Infuse with Power (Sp) By expending one use of mythic power as a standard action, Xipe Totec can grant up to 10 spell levels worth of his own spell-like abilities to one or more allies. He may grant all 10 levels of spell-like abilities to a single ally or may split them among several allies, though the spell level of a granted ability cannot exceed 1/2 the ally's Hit Dice. For one hour afterwards, the designated ally or allies can use the nonmythic version of those spell-like abilities at will. For spell-like abilities that can only be used a number of times per day, any uses by an ally count against Xipe Totec's total number of daily uses of that ability.

Perfect Incisions (Ex) Xipe Totec's Improved Critical feat stacks with any other ability or effect that expands the threat range of a dagger.

Preserve Sacrifice (Su) As a standard action, Xipe Totec can expend one use of mythic power to designate a creature within 30 feet for preservation for future sacrifice. The target is treated as if Xipe Totec cast *temporal stasis* on it. Any effect that would normally free the target from this effect must first overcome Xipe Totec's spell resistance.

Renewal (Su) As a full-round action, Xipe Totec can will his current corporeal form to die, shedding his epidermis, which then sinks into the ground. During the next rainfall, after a 10-minute period he returns to life at full health and any conditions affecting him before he died are ended. Xipe Totec's gear crumbles to dust when he uses this ability but reforms when he does.

Second Skin (Su) Xipe Totec starts combat with a flayed skin acting as a layer over his skin. The skin provides a +4 natural armor bonus and gives him an additional regeneration 10 (included in Xipe Totec's stat block). While he has the flayed skin, he can animate the hands as a free action, using them to grasp and carry items. He cannot use them to attack

or wield weapons, but he can perform an additional move action each round using those hands, such as drawing or sheathing a weapon or retrieving an item. The hands do not provoke attacks of opportunity even if the action they take normally would. If Xipe Totec is entangled, grappled, paralyzed, petrified, or affected by a harmful transmutation effect, he can shed the skin as an immediate action to escape the grapple or negate the effect. He loses the benefits of this ability until he can acquire a new set of skin, such as with a successful flaying critical.



War's Invigoration (Su) Allies within 60 feet with line of sight to Xipe Totec gain a +3 morale bonus on attack and damage rolls, a +6 morale bonus on saving throws against fear effects, and a +3 morale bonus on saving throws against other mind-affecting effects.

Xipe Totec is either a former deity whose followers have dwindled in number due to conquests by external forces, and he seeks to regrow or retain his following, or he is on the cusp of transcendence after amassing several fervently warlike cults. His abilities to transfer his power and energize his worshippers point to a divine capability. Xipe Totec stands 9 feet tall and weighs a massive 2 tons.

ECOLOGY

Xipe Totec believes that much as the soil must be turned to produce better crops, so too must people be weeded out through warfare to produce a better civilization. As his power grows, his cults become more prominent and sweep through ever-widening regions to achieve greater conquests.

Xipe Totec also promotes the agricultural growth through sacrifice. As maize sheds its skin to reveal its treasure, a sacrifice must be made in similar fashion to promote that growth. He prefers noble warriors for sacrifice, since their prowess in battle and purity encourages the best growth. Additionally, as he, or

one of his most powerful followers, dons the skin of a mighty warrior, the power granted by that skin increases drastically over an ordinary sacrifice. If Xipe Totec is engaged in battle himself, he ensures the preservation of a notable combatant for a symbolic battle ending in an honorable death.

HABITAT AND SOCIETY

Xipe Totec is a unique creature, but he refers to three lost brothers who have fallen to internecine fighting or the conquests that have diminished his power. He does not recall them with any sort of fondness and is quite satisfied with the idea that he is the only survivor.

In addition to promoting warfare and agriculture, Xipe Totec is a gifted blacksmith, primarily working in silver and gold. He crafted the dagger he always uses in combat and bolstered it to allow it to maintain its edge during the rigors of battle. When he is not leading troops or overseeing sacrifices, he acts as a mentor to other silver- and goldsmiths and blesses exemplary weapons and armor they produce.

While Xipe Totec detects as an evil being, he does not view his actions as evil. He instead sees his teachings and the sacrifices he demands as necessary for the benefit of all civilization. After all, no one would want weak and unsustaining yields from their crops, so he reasons that no civilization can survive with people who cannot provide fully to its greater good.

Xorn

This squat beast is as wide as it is tall. Strangely symmetrical, it has three arms, three legs, three eyes, and one huge mouth.

Mythic Xorn

CR 8/MR 3

XP 3,200

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N Medium outsider (earth, extraplanar, mythic)

Init +0; **Senses** all-around vision, darkvision 60 ft., tremorsense 60 ft., see through stone^{MA}; Perception +14

DEFENSE

AC 24, touch 10, flat-footed 24 (+14 natural)

hp 103 (7d10+65)

Fort +9, **Ref** +2, **Will** +5

DR 5/bludgeoning and epic; **Immune** cold, fire, flanking; **Resist** electricity 10

OFFENSE

Speed 20 ft., burrow 20 ft.; earth glide

Melee bite +10 (4d6+3), 3 claws +10 (1d4+3)

Special Attacks eruption^{MA}, metaleater^{MA}, mythic power (3/day, surge +1d6)

STATISTICS

Str 17, **Dex** 10, **Con** 19, **Int** 10, **Wis** 11, **Cha** 10

Base Atk +7; **CMB** +10 (+12 sunder); **CMD** 20 (22 vs. sunder or trip)

Feats Cleave^{MF}, Improved Sunder, Power Attack^{MF}, Toughness

Skills Appraise +10, Intimidate +10, Knowledge (dungeoneering) +10, Perception +14, Stealth +10, Survival +10; **Racial Modifiers** +4 Perception

Languages Common, Terran

ECOLOGY

Environment any (Plane of Earth)

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

Treasure standard (precious metals, gems, and magic gems or jewelry only)

SPECIAL ABILITIES

All-Around Vision (Ex) A mythic xorn sees in all directions at the same time, giving it a +4 racial bonus on Perception checks. A mythic xorn cannot be flanked.

Earth Glide (Ex) A mythic xorn can glide through any sort of natural earth or stone as easily as a fish swims through water. Its burrowing leaves no sign of its passage nor hint at its presence to creatures that don't possess tremorsense. A move earth spell cast on an area containing a mythic xorn moves the mythic xorn back 30 feet, stunning the creature for 1

round unless it succeeds on a DC 15 Fortitude save.

Earth Push (Ex) As a move action a mythic xorn may expend a use of its mythic power to create a wave of earth that pushes a creature within 30 ft. up to 10 ft. in any direction if the creature fails a DC 17 Reflex save.

Eruption (Ex) When moving out of a mass of stone or dirt while using its earth glide ability, a mythic xorn may expend one use of its mythic power to cause an eruption of earth that deals 5d6 points of bludgeoning damage to creatures within 10 feet. The eruption creates a 10-foot radius circle of difficult terrain.

Metaleater (Ex) A mythic xorn's bite attack ignores armor bonuses to Armor Class provided by armor or shields made of metal or stone. When a mythic xorn attacks an object made of metal or stone, it gains the benefits of the Greater Sunder feat and ignores hardness of less than 20 for metal or stone items.

See Through Stone (Su) A mythic xorn can see through up to 10 feet of worked and unworked stone, dirt, and crystal as if it were transparent. The xorn can see within the stone as if it were in normal light. Metal at least 1 inch thick or wood or dirt at least 3 feet thick blocks its vision. This does not automatically negate cover or concealment for creatures hiding behind stone objects. The xorn can use this ability for up to 7 rounds per day, which need not be consecutive, and it can expend one use of mythic power to gain 7 additional rounds of use.



Yamata-no-Orochi

The ground shakes when this flightless, eight-headed, eight-tailed dragon moves. All its heads, except for one, have a different-colored band encircling its neck.

Yamata-no-Orochi

CR 30/MR 10

XP 9,830,400

NE Colossal dragon (aquatic, mythic)

Init -2; **Senses** all-around vision, darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +47

Aura frightful presence (180 ft., DC 35)

DEFENSE

AC 52, touch 0, flat-footed 52 (-2 Dex, +52 natural, -8 size)

hp 710 (37d12+470)

Fort +30, **Ref** +18, **Will** +25; second save^{MA}

Defenses independent minds^{MA}, intercept attacks^{MA}; **DR** 20/epic, good, and magic; **Immune** paralysis, sleep; **Resist** acid 30, cold 30, electricity 30, fire 30, sonic 30; **SR** 46

Weaknesses sake addict

OFFENSE

Speed 80 ft., swim 50 ft.

Melee 4 bites +45 (3d6+22/19-20), slam +44 (4d6+15), 8 tail slaps +39 (2d6+7 plus grab)

Space 30 ft.; **Reach** 30 ft.

Special Attacks all-out charge^{MA}, beheading bite^{MA}, breath weapons^{MA} (DC 38), constrict (2d6+15), mythic power (10/day, surge +1d12), powerful blows^{MA} (bite), seismic jump^{MA}, trample^{MA} (4d6+22, DC 43), swallow whole (10d6 acid damage, AC 36, 71 hp)

STATISTICS

Str 41, **Dex** 7, **Con** 30, **Int** 13, **Wis** 16, **Cha** 24

Base Atk +37; **CMB** +60 (+67 bull rush, +64 grapple); **CMD** 68 (75 vs. bull rush, can't be tripped)

Feats Alertness, [Antagonize](#)^{UM}, Awesome Blow, [Bull Rush Strike](#)^{UC}, [Crippling Critical](#)^{UC}, Critical Focus^{MF}, Dazzling Display^{MF}, [Disheartening Display](#)^{ACG}, Greater Vital Strike, Improved Bull Rush^{MF}, Improved Critical (bite), Improved Vital Strike, Intimidating Prowess, Iron Will, Power Attack^{MF}, [Quick Bull Rush](#)^{UC}, Shatter Defenses, Vital Strike^{MF}, Weapon Focus (bite)

Skills Appraise +41, Craft (alchemy) +17, Intimidate +62, Knowledge (arcana, local, nobility) +19, Perception +47, Sense Motive +47, Spellcraft +20, Swim +23, Use Magic Device +47

Languages Common, Draconic

SQ hydra-like heads, regenerate head^{MA}

ECOLOGY

Environment any

Organization solitary

Treasure triple (Kusanagi-no-Tsurugi [+5 *adamantine holy vorpal katana*], other treasure)

SPECIAL ABILITIES

All-Around Vision (Ex) Yamata-no-Orochi loses this ability if it has fewer than 3 heads.

All-Out Charge (Ex) Once per day, Yamata-no-Orochi can make bite and tail attacks against creatures within reach as it makes a charge.

Beheading Bite (Ex) Yamata-no-Orochi can expend one use of mythic power as an immediate action after rolling a natural 20 and confirming a critical hit with a bite attack. If it does, its bite severs the target's head from its body, as per the *vorpal* magic weapon special ability.

Breath Weapons (Su) Yamata-no-Orochi possesses an array of eight different heads, each capable of producing a breath weapon. It can use two of its heads' breath weapons each round, and each head requires 1d4 rounds before Yamata-no-Orochi can use its breath weapon again. Each of the heads and effects follows: aquamarine band (100-ft. line, DC 38, 18d10 bludgeoning plus Awesome Blow), black band (100-ft. line, DC 38, 18d10 acid), green band (60-ft. cone, DC 38 partial, nauseated for 1d6 rounds [save reduces to sickened]), polychromatic band (60-ft. cone, DC 38 partial, confused for 2d6 rounds [save reduces to confused for 1 round]), red band (60-ft. cone, DC 38, 18d10 fire), unbanded (60-ft. cone, DC 38, 18d10 sonic plus stunned for 1d4 rounds) white band (60-ft. cone, DC 38, 18d10 cold), yellow band (100-ft. line, DC 38, 18d10 electricity). The aquamarine banded head produces a gout of water that deals bludgeoning damage and can move creatures that failed their saves back as if Yamata-no-Orochi used its Awesome Blow feat. Its unbanded head produces a sonic roar causing creatures that failed their saves to become stunned for 1d4 rounds. As a swift action which requires one use of mythic power, Yamata-no-Orochi can negate the wait time between breath weapon uses for one of its heads.

Burning Breath (Ex) Yamata-no-Orochi can expend one use of mythic power as a swift action to cause all damage-dealing breath weapons it uses during its turn to inflict burn (4d6, DC 38) for 2d4 rounds.

Constrict (Ex) Yamata-no-Orochi can only constrict with its tails.



Hydra-like Heads (Ex) Yamata-no-Orochi can be killed by severing all of its heads or slaying the body. Any attack that is not an attempt to sever a head affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a head, an opponent must make a sunder attempt with a slashing weapon targeting a head. A head is considered a separate weapon with hardness 0 and hit points equal to Yamata-no-Orochi's HD + its mythic rank. Severing a head deals damage to Yamata-no-Orochi's equal to its current HD. It can't attack or use a breath weapon with a severed head, but takes no other penalties.

Independent Minds (Su) If Yamata-no-Orochi fails a Will save against a mind-affecting spell or effect, only one of its heads, chosen by Yamata-no-Orochi, is affected. For an effect that imposes penalties, this effect applies to attacks and other abilities from the chosen head as appropriate to the effect. If the head is paralyzed (as per *hold monster*), it cannot make

attacks or use its breath weapon with that head. If the head comes under another creature's control (as per *dominate monster*, for example), the head will act according to the controller's wishes. If the head becomes confused, Yamata-no-Orochi's affected head is subject to the confusion effect at the beginning of its turn; a result of "attack nearest creature" causes the head to attack another of Yamata-no-Orochi's heads.

Intercept Attacks (Ex) For each head that has not made an attack or used its breath weapon, Yamata-no-Orochi can attempt a melee attack to prevent a hit by a melee or ranged attack. If the attack result exceeds the result from the attack against it, Yamata-no-Orochi is unaffected by the attack (as if the attack had missed). Yamata-no-Orochi can expend one use of mythic power as a swift action to intercept an attack with a head that has already made an attack or used its breath weapon.

Regenerate Head (Ex) If one of Yamata-no-Orochi's heads is destroyed, it regrows in 1d4 rounds. To



prevent new heads from growing, at least 10 points of damage from a good-aligned weapon or a spell or effect with the good descriptor must be dealt to the stump before it reappears. Area attacks can affect stumps and the body simultaneously. Yamata-no-Orochi does not die from losing its heads until all are cut off and the stumps have taken the appropriate good-aligned damage. Yamata-no-Orochi can expend one use of mythic power as a swift action to instantly regrow a head. This even applies to heads for which the stumps have been treated with non-mythic sources of good-aligned damage.

Sake Addict (Ex) If Yamata-no-Orochi can smell sake from an open container holding at least a gallon of sake, it is compelled to move toward it if it fails a Will save. The save's DC is equal to the DC of the spell or effect producing the sake or the Craft DC to produce the sake. Once Yamata-no-Orochi reaches the sake, it will use one of its heads to drink it, rendering it impossible for the head to attack or use its breath weapon. Yamata-no-Orochi does not benefit from Iron Will on its save. Also while its reaction to sake is akin to a mind-affecting compulsion effect, it does not benefit from its independent minds ability.

Seismic Jump (Ex) As a full-round action that doesn't provoke attacks of opportunity, Yamata-no-Orochi can leap out of the water or jump straight up on land, after which it generates a non-magical effect as per *tsunami* or *earthquake*, as appropriate for the terrain, centered on Yamata-no-Orochi. It is unaffected by either effect. Yamata-no-Orochi can expend uses of mythic power to have its seismic jump produce the effect from *mythic tsunami* or *mythic earthquake*, as appropriate, and augment the effect as per the spell description.

Trample (Ex) If Yamata-no-Orochi ends its movement with creatures in its space after a trample, it attempts a free combat maneuver check to grapple each creature (it makes a single check and applies the result to each creature). Each creature for which it succeeds on the check is pinned and automatically takes damage from Yamata-no-Orochi's slam at the beginning of its turn, until the creature escapes the pin.

Yamata-no-Orochi is a ferocious and nigh indestructible draconic creature that lairs in large rivers or along seashores. It has eight heads and eight tails, all capable of delivering ferocious blows. It also typically bodily checks its opponents or crushes them under its massive body as it charges through. The necks supporting the creature's heads all have different colored bands denoting the dangerous breath weapons

Yamata-no-Orochi can bring to bear. Yamata-no-Orochi is unlike many other dragons in that it cannot fly, but it is a strong swimmer, and its serpentine body makes it impossible to trip. When the creature is not involved in hunting prey or battling opponents, the individual heads argue with each other. Once Yamata-no-Orochi has a goal in sight, it focuses all its attention on that goal. Yamata-no-Orochi is 30 feet in length and its heads reach another 30 feet high, while its strong serpentine tails extend about as long. The creature weighs 25 tons.

ECOLOGY

While Yamata-no-Orochi spends many months sleeping in its watery lair, where it can be near the treasure it has buried in the silt or sand, it makes forays to nearby kingdoms to demand its favorite food of humanoid flesh. Yamata-no-Orochi preys on large families and demands at least one child per visit. It relies on its massive size, impressive array of abilities, and generally imposing attitude to get what it wants. Typically a single child sates the dragon's appetite and it returns to its lair to digest its meal and then return to sleep. Yamata-no-Orochi makes no secret of the location of its lair, and the wake of devastation on the land provides ample clues to the location. The temperamental creature throws a tantrum when it doesn't get its way and leaps into the air over a body of water or on land to create devastating fissures in the ground or massive waves to harm those who keep it from what it wants.

HABITAT AND SOCIETY

Yamata-no-Orochi is extremely aggressive, especially when something rouses it from its slumber, an easy mistake to make since the creature can sense vibrations in the ground, readily alerting it to trespassers. However, Yamata-no-Orochi has a penchant for sake, which it sometimes crafts for itself. An expert craftsperson who brews a particularly fine brand of sake can lure the creature to its doom as it obsessively seeks out the drink, heedless of any dangers on the way to its prize.

Yrthak

This flying reptile has large, leathery wings and a vibrantly colored crest on its horned, narrow-snouted head.

Mythic Yrthak

CR 11/MR 4

XP 12,800

Pathfinder Roleplaying Game Bestiary 2

N Huge magical beast (mythic)

Init +6; **Senses** blindsight 120 ft.; Perception +18

DEFENSE

AC 28, touch 12, flat-footed 24 (+2 Dex, +1 dodge, +12 natural, -2 size)

hp 154 (12d10+88)

Fort +12, **Ref** +12, **Will** +9

Defensive Abilities sonic deflection^{MA}; **DR** 10/epic;

Immune gaze attacks, visual effects and illusions, sight-based attacks, sonic

Weaknesses blind

OFFENSE

Speed 20 ft., fly 60 ft. (average)

Melee bite +18 (2d6+8), 2 claws +18 (1d8+8)

Ranged sonic lance^{MA} +12 ranged touch (8d6 sonic)

Special Attacks explosion, mythic power (4/day, surge +1d8), strafe^{MA}

STATISTICS

Str 26, **Dex** 14, **Con** 18, **Int** 7, **Wis** 17, **Cha** 11

Base Atk +12; **CMB** +22; **CMD** 36 (40 vs. trip)

Feats Dodge^{MF}, Flyby Attack, Improved Initiative, Iron Will^{MF}, Lightning Reflexes, Skill Focus (Perception)

Skills Fly +7, Perception +19; **Racial Modifiers** +4 Perception

Languages Draconic

SQ suppress silence^{MA}, vibrational echoes^{MA}

ECOLOGY

Environment temperate deserts, hills, or mountains

Organization solitary, pair, or clutch (1 mythic yrthak plus 3–6 yrthaks)

Treasure incidental

SPECIAL ABILITIES

Blind (Ex) A yrthak sees and senses exclusively through its blindsight ability, which is based on sound and movement—beyond 120 feet, it is considered blind. A deaf yrthak is effectively blinded as well except against adjacent foes—its weak eyesight functions enough for it to attack targets this close, although in such cases these creatures still gain the benefit of concealment (20% miss chance) because of the creature's poor

vision. It is invulnerable to all sight-based effects and attacks, including gaze attacks.

Explosion (Ex) As a standard action, a yrthak can fire its sonic lance at the ground, a large rock, a stone wall, or a similar nonmagical object within 60 feet to create an explosion. This attack deals 2d6 points of piercing damage to all within 10 feet of the effect's center.

Sonic Deflection (Ex) If a mythic yrthak is in an area where sound is permitted, aware of an attack, and not flat-footed, it gains the benefits of the Deflect Arrows feat. It can normally deflect one attack in this way, but it can expend one use of mythic power as a free action to gain the use of this ability again.



Sonic Lance (Ex) Once per round, a yrthak can focus sonic energy in a 60-foot ray that deals 8d6 sonic damage to one target. A mythic yrthak can expend one use of mythic power as a swift action to affect all creatures in a 60-foot line with its sonic lance. The yrthak doesn't make an attack roll, but all affected creatures can attempt a DC 20 Reflex save for half damage. The yrthak must wait 1d4 rounds before it can use this ability again. The save DC is Constitution-based.

Strafe (Ex) A mythic yrthak can take a full-round action to fly up to its speed and create up to three explosions. The explosions must be at least 5 feet

apart, but can otherwise overlap. Creatures caught in an explosion can attempt a DC 20 Reflex save for half damage. The save DC is Constitution-based.

Suppress Silence (Su) A mythic yrthak can expend one use of mythic power as an immediate action to ignore non-mythic sources of *silence* until the beginning of its next turn. This permits it to use all abilities that deal sonic damage and rely on an area of unhindered sound.

Vibrational Echoes (Su) A mythic yrthak that flies during its turn gains the benefits of *blur*, as sonic echoes make its appearance indistinct. This ability does not work in an area of *silence*.



Zombie

This towering warrior's dead eyes and torn flesh are partially hidden by its blackened ancient armor and wicked axe, unmistakable testaments to its hubris in life to challenge the gods.

Mythic Titan Zombie

CR 13/MR 5

XP 25,600

Pathfinder Roleplaying Game Bestiary

NE Colossal undead (extraplanar, mythic)

Init +1; **Senses** darkvision 60 ft., lifesense^{MA}, Perception +0

DEFENSE

AC 28, touch 3, flat-footed 27 (+9 armor, +1 Dex, +16 natural, -8 size)

hp 287 (33d8+139)

Fort +13, **Ref** +12, **Will** +18

DR 10/epic; **Immune** undead traits

OFFENSE

Speed 70 ft. (50 ft. with armor)

Melee masterwork battleaxe +37/+32/+27/+22 (6d6+20/x3) or 2 slams +36 (4d6+20)

Ranged rock +18 (4d6+20)

Space 30 ft.; **Reach** 30 ft.

Special Attacks accursed axe^{MMA}, godslayer^{MA}, mythic power (7/day, surge +1d8), quick strikes, rock throwing (100 ft.), trample (4d6+30, DC 46)

STATISTICS

Str 51, **Dex** 12, **Con** —, **Int** —, **Wis** 10, **Cha** 14

Base Atk +24; **CMB** +52; **CMD** 63

Feats Extra Mythic Power^{MF}, Smashing Stomp^{MF}, Toughness^{B, MF}

SQ destroyer, zombie plague^{MA}

Other Gear full plate, masterwork battleaxe

ECOLOGY

Environment any (Abyss)

Organization solitary or entourage (1-2 plus 3d6 zombies)

Treasure none (full plate, masterwork battleaxe)

SPECIAL ABILITIES

Accursed Axe (Su) A mythic titan zombie's axe inflicts persistent wounds that necrose and rot (DC 26 Fortitude negates), causing 1 point of bleed damage to mythic creatures (1d6 points to nonmythic creatures) for each failed save. Halting this bleed damage requires a DC 26 Heal check, and

any attempt to magically heal a creature while it is bleeding fails unless the caster succeeds on a DC 26 caster level check; a successful check cures damage normally and halts the bleed damage. Using a mythic healing effect grants a bonus on this check equal to the spell level of the effect (if it is a spell or spell-like ability) or the mythic rank or tier of the creature creating the effect, whichever is lower.

When a mythic titan zombie confirms a critical hit with its axe, it can expend one use of mythic power as a swift action to affect the target as *bestow curse* (DC 15) if the target survives the blow, or as *rest eternal*^{APG} if the target is killed by it. If its axe is damaged or destroyed, it can expend one use of its mythic power as a standard action to repair it as *make whole*. These spell effects have a caster level of 20th.

Destroyer (Ex) A mythic zombie titan that makes a full attack against an object or structure deals double damage.

Godslayer (Su) When a mythic titan zombie damages a creature capable of casting divine spells, that creature must make a DC 28 Will save or be unable to cast any divine spells for 1d4 rounds and be shaken. If the save is successful, the creature struck is merely shaken for 1 round. A mythic titan zombie's attacks are treated as epic and evil for the purposes of overcoming damage reduction. The save DC is Charisma-based.

Lifesense (Su) A mythic zombie titan notices and locates living creatures within 60 feet, as if it had blindsight.

Quick Strikes (Ex) Whenever a mythic titan zombie takes a full-attack action, it can make one additional slam attack at its highest base attack bonus

Zombie Plague (Sp) Whenever a non-mythic creature with fewer than 10 Hit Dice dies within 30 feet of a mythic zombie titan, that creature rises again 1 round later as a fast zombie (DC 15 Fortitude negates). These zombies are uncontrolled but do not attack the zombie titan. If a mythic titan zombie expends one use of mythic power as an immediate action when a creature dies within 30 feet, the save DC increases to 20 and it can affect mythic creatures and creatures with 10 or more Hit Dice. Mythic creatures add their mythic rank or tier as a bonus on this saving throw.

Appendix A: Templates

The following templates allow you to create a wide variety of strange and powerful creatures, drawing inspiration from myth and legend and fantasy fiction. These templates also offer novel approaches to how creatures play at the table, allowing them to pull off truly interesting tricks that let their game mechanics live up to their flavor text.

Fission Elemental (CR $\frac{1}{2}$)

Elementals are amorphous creatures, formed of the matter and energy of their native plane but without conventional bodies or biology. This is reflected in their immunity to critical hits and flanking, but to take the idea step further why could elementals not simply pull themselves apart and put themselves back together? Whether the elemental is in one cohesive mass or spread across the battlefield, it can still control the constituent material of its being and unleash its power on those that dare to stand against it. The following template posits elementals as truly amorphous creatures, able to shift from a solid-bodied mass in their typical form to a seething swarm of elemental power and back again.



CREATING A FISSION ELEMENTAL

"Fission elemental" is an inherited template that can be added to any true elemental, such as fire, water, lightning, and aether elementals (not including other creatures with the elemental subtype, such as mephits or tojanidas), allowing it to disincorporate itself into the form of a [swarm](#)^{B1} of tiny elementals or to reform itself into a single fused entity. A fission elemental retains the statistics of its base elemental form except as

noted below.

CR: A fission elemental's CR is equal to the CR of the base elemental +1.

Armor Class: A fission elemental's natural armor bonus to AC is halved when it is in swarm form. However, since its component elements are Tiny elementals, it gains a +2 size bonus to AC; this replaces its normal size modifier to AC, CMB, and CMD.

Speed: A fission elemental in swarm form gains a climb speed equal to one-half its land speed; if it does not have a land speed, it does not gain a climb speed.

Space/Reach: In swarm form, a fission elemental has a reach of 0 feet. Unlike a normal swarm, a fission elemental in swarm form occupies a number of squares based on its size in elemental form.

SIZE	NUMBER OF SQUARES
Small	1
Medium	3
Large	4
Huge	9
Gargantuan	16
Colossal	36

Like any swarm, the space a fission elemental is shapeable, though all portions of its space must be contiguous.

Defensive Abilities: A fission elemental retains its normal defensive abilities. In addition, it gains the following defensive ability in its fused form:

Disincorporating Collapse (Ex): When struck by an attack or effect in its fused form, a fission elemental can tear itself apart into its swarm form as an immediate action. This sudden disruption deals 1 point of damage per Hit Dice of the elemental; however, its swarm traits and immunities apply to the effect that prompted it to disincorporate, halving damage from a piercing or slashing weapon and negating any effect that affects only a single target.

Attacks: A fission elemental retains its normal slam attack(s) in its fused form. In swarm form, a fission elemental deals damage based on its size to creatures sharing its space at the end of its turn. Bonuses to damage from an elemental's air mastery, earth mastery, water mastery, burn, or similar abilities also apply to creatures damaged by its swarm attack.



HIT DICE	SWARM DAMAGE
1-5	1D6
6-10	2D6
11-15	3D6
16-20	4D6
21+	5D6

Special Attacks: A fission elemental gains any extraordinary or supernatural special attacks possessed by the base elemental.

In [swarm](#)^{B1} form, a fission elemental gains a swarm attack that deals damage as above, including the [distraction](#)^{B1} special attack.

In its fused form, a fission elemental gains the [engulf](#)^{B3} special attack, dealing damage equal to one-half the damage from its slam attack, plus any additional damage from air mastery, earth mastery, water mastery, burn, or similar abilities.

Special Qualities: A fission elemental gains any exceptional or supernatural special qualities possessed by the base elemental. Fission elementals gain the following special quality:

Fission/Fusion (Ex): As a full-round action, a fission elemental can switch between its fused form, in which it functions as a single creature with its normal statistics, and the form of a [swarm](#)^{B1} of Tiny elementals of its type, occupying a number of squares as noted above under Space/Reach. When it assumes swarm form, it can enter spaces occupied by other creatures without provoking attacks of opportunity.

In swarm form, a fission elemental can reform into its fused form as a full-round action. At least 50% of the squares it occupies in swarm form must be within the space it will occupy when it reforms. Any movement required for other portions of itself to rejoin the mass does not provoke attacks of opportunity. It can fuse itself together even if creatures are occupying a portion of its space, as long as they are occupying less than 50% of the space its fused form must occupy. Creatures in this space at the end of the elemental's turn are treated as if it had targeted them with its [engulf](#)^{B3} special attack, though they gain a +4 bonus to their saving throw if they choose to avoid being engulfed.

If it is not able to get at least 50% of its swarm squares into that space, it cannot reform and must remain in swarm form until it is able to aggregate enough of its body mass close together to regain its fused form. When its body fuses together at the end of its turn, it heals 1 hit point per Hit Die.

Ability Scores: In swarm form, adjust from the base creature's ability scores as follows: Str -12 (minimum 1), Dex +2.

Mythic Fission Elemental (MR 1, CR $\frac{1}{2}$)

Mythic fission elementals follow the same rules as non-mythic fission elementals, but they collapse into a mass of Diminutive creatures in swarm form, rather than Tiny creatures, making them even harder to fight.

Rebuild Rules: **AC** in swarm form, increase size bonus to AC to +4; **hp** mythic bonus hit points (see sidebar about the [mythic subtype](#) under Mythic Monster Advancement in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*); **Ability Scores** +2 Con; in swarm form Str -16 (minimum 1), Dex +4; **Special Attacks** explosive eruption; **Special Qualities** elemental infusion, elemental leaching.

Elemental Infusion (Su): A mythic fission elemental can expend part of its elemental essence to magnify non-instantaneous effects based on its element by expending one use of its mythic power as a standard action. This allows it to increase the damage the effect deals by 50% or to increase the diameter, length, width, or height (choose one) of the area it affects by 50% for 1d4 rounds. The elemental can use this ability to enhance magical effects but also can enhance the damage or area of a non-magical effect, such as a forest fire, avalanche, cave-in, or flood. It can also use this ability to heal 1d6 points of damage per 2 Hit Dice it possesses to another creature with the same elemental subtype. It cannot use this ability to heal itself.

Elemental Leaching (Su): A mythic fission elemental gains fast healing equal to one-half its Hit Dice when in contact with a large mass of its element. If it touches a non-instantaneous effect whose elemental subtype matches its own, it can expend one use of its mythic power to dispel that effect (as if it had cast *dispel magic*) or to destroy up to a 10-foot cube of its elemental matter as a *disintegrate* spell or to suppress elemental energy (cold, electricity, or fire energy) or damage elemental creatures as a *quench* spell affects fire or creatures with the fire subtype. The caster level for either effect is equal to the elemental's Hit Dice.

Explosive Eruption (Su): When a mythic fission elemental changes form, it can expend one use of its mythic power as a swift action to unleash an eruption of elemental power dealing 1d6 points of bludgeoning

damage (aether, air, earth, gravity, mud, time, or water elementals), cold damage (ice elementals), electricity damage (lightning elementals), fire damage (fire or magma elementals), or positive or negative energy (for positive or negative energy elementals) per Hit Die of the elemental. This blast affects a 5-foot-radius burst for a Small fission elemental, and the radius increases by 5 feet for every size category of the elemental above Small. Creatures in the area can attempt a Reflex save (DC 10 + 1/2 the elemental's Hit Dice + its Constitution modifier) for half damage. If it spends an additional use of its mythic power when activating this ability, creatures failing their saving throw are pushed back 10 feet and knocked prone. The elemental can center this blast at any point within its own space. A fission elemental never takes damage from its own eruption. Once this ability is used, a fission elemental must wait 1d4 rounds before using it again.

Jotun Thane (MR 3, CR [✱]3)

The mighty masters of the giant races, these towering titans are devastating foes and cunning opponents, as their mighty tread causes even the servants of the gods to tremble.

Other Templates: A Jotun thane must already have the [jotunblood giant template](#) from the *Advanced Bestiary* and the [giant simple template](#)^{B1}. These templates stack for the purpose of increasing the creature's size.

Rebuild Rules: **AC** +4 insight bonus; **hp** double normal mythic bonus hit points (see sidebar about the [mythic subtype](#) under Mythic Monster Advancement in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*); **SR** gains SR equal to its new CR + 11; **Ability Scores** +4 Con; **Special Attacks** earthstepper, tramp of doom; **Special Qualities** block attacks^{MAdv}, fortification (50%)^{MAdv}, unshakable.

Earthstepper (Ex): A mythic Jotun thane gains the [trample](#)^{B1} special attack, able to trample foes up to one size category smaller than itself. Its movement is not impeded by difficult terrain or by creatures two or more size categories smaller than it. A Jotun thane gains the benefits of *freedom of movement* against all non-mythic effects and against non-mythic creatures or creatures whose mythic tier does not exceed his own. This effect is not magical and cannot be dispelled or suppressed.

Tramp of Doom (Ex): As a standard action, a mythic Jotun thane can strike the ground with his weapon or even just stamping his foot, causing all squares it threatens to become difficult terrain. Creatures two sizes smaller than the mythic Jotun thane are

knocked prone within this area (Reflex negates). The save DC is Strength-based.

In addition, creatures smaller than a Jotun thane that fall prone while adjacent to it provoke an attack of opportunity from the Jotun thane, which must be a slam attack. This slam has a critical multiplier of 18-20, and on a hit the target is pinned by the Jotun thane, taking damage each round at the beginning of its turn as if trampled. The pin ends if the Jotun thane is knocked prone or moves away from the area. The Jotun thane is not considered grappled while pinning a creature in this way. It can pin only two creatures at a time in this way. If it makes another attack of opportunity with its slam while maintaining two pins, one of the pinned creatures is released.

Unshakable (Ex): A mythic Jotun thane is immune to fear and effects that would cause him to become exhausted, fatigued, staggered, stunned, or knocked prone, unless it is a mythic effect created by a mythic creature whose rank or tier is higher than his own. In addition, he can expend one use of mythic power as a free action to immediately remove a negative level or a temporary ability score penalty or to end any one of the above or the following conditions: bleed, blind, confused, dazed, dazzled, deafened, fascinated, nauseated, paralyzed, sickened, or staggered. He can use this ability at the beginning of his turn even if a condition would make him unable to take actions.

Runecaster (MR 1, CR [✱]1)

The creatures of Norse myth and legend often have surprising magical powers, generally rooted in their secret knowledge of runes.

Rebuild Rules: **hp** mythic bonus hit points (see sidebar about the [mythic subtype](#) under Mythic Monster Advancement in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*); **SR** gains SR equal to its new CR + 11; **Ability Scores** +4 Int; **Special Attacks** mystic powers, runecasting; **Special Qualities** runescribe, spelldrinker.

Mystic Powers (Sp): A mythic runecaster gains the [evil eye](#) witch hex^{APG}, plus a number of additional hexes equal to 1/2 her CR

Runecasting (Sp): A mythic runecaster gains the [simple arcane spellcasting](#)^{MA} universal mythic ability, selecting her spells from the witch list rather than the sorcerer/wizard list. All of her spells require somatic and material components, as she



must trace or carve the runes of her magic onto a solid object as part of the casting. Spells that create magical writing, glyphs, or symbols, are treated as one level lower for the purpose of this ability, though as their normal level when cast.

Runescribe (Su): Rather than casting spells with magical energies she absorbs, a mythic runecaster can engrave them into solid objects, typically a stone or stick. These rune-carved objects are identical in effect to magical potions or scrolls, as chosen by the runecaster when she creates them, and item creation functions as if she had the Brew Potion and Scribe Scroll item creation feats. A mythic runecaster gains a bonus equal to twice her tier on Use Magic Device checks made to use written magical items, and can make such checks untrained.

Spelldrinker (Su): A mythic runecaster can absorb hostile magic targeted at it, as if wielding a [rod of absorption](#). She can absorb a number of spell levels per day equal to twice her mythic tier, and can use these absorbed spell levels to cast spells she knows.

Mythic Shield Guardian (MR 1, CR 3)

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*.

Tauric (CR special)

Many vaguely humanoid monstrous creatures have predominantly humanoid features merged with some kind of bestial body, such as a centaur's humanoid torso joined to a horse's lower body. The tauric template can be applied to any number of different and horrible combinations to produce half-humanoid monstrosities.

CREATING A TAURIC CREATURE

"Tauric" is an inherited template that can be added to any Large or smaller humanoid or monstrous humanoid, adding to it a lower body of an animal, magical beast, or vermin with four or more legs to form a hybrid creature that is no more than one size larger than its humanoid part. A tauric creature uses the base creature's statistics and abilities except as noted here.

CR: A tauric creature's CR is equal to the CR of its humanoid half or its hybrid half (whichever is

greater) +1.

Type: The creature's type changes to monstrous humanoid. Any racial Hit Dice become d10s, and the creature's Hit Dice, base attack bonus, and saves for racial Hit Dice are recalculated as a monstrous humanoid. Hit Dice, base attack bonus, and saves from class levels are unaffected.

Senses: A tauric creature gains darkvision 60 ft.

Armor Class: A tauric creature gains a natural armor bonus equal to the natural armor bonus of its humanoid half or its hybrid half, whichever is better.

Hit Dice: A tauric creature's racial Hit Dice are equal to the Hit Dice of either its hybrid half or its humanoid half (whichever is greater) +1.

Defensive Abilities: A tauric creature gains all exceptional and supernatural defensive abilities possessed by its humanoid half and its hybrid half.

Speed: A tauric creature gains the movement speeds of its hybrid half.

Space/Reach: The space occupied by a tauric creature is based on its hybrid half. Its reach, however, is determined by the size of its humanoid half.



Attacks: A tauric creature retains the weapon and armor proficiencies of its humanoid half. If its humanoid half has a bite, claw, gore, or slam attacks, it retains those attacks. It loses any other natural weapons. Its hybrid half loses any bite, gore, or slam attacks. It retains any other natural weapons it possesses, including claw, hoof, sting, tail, and wing attacks, but these are treated as secondary natural attacks.

Special Attacks: A tauric creature gains any exceptional and supernatural attacks of its hybrid half that primarily use its feet, legs, wings, and tail, such as pounce, rake, and trample. It does not gain spell-like abilities from its hybrid half, nor exceptional or supernatural abilities that primarily use its arms or head, such as breath and gaze weapons, grab, and rend.

Special Qualities: A tauric creature gains any exceptional or supernatural special qualities possessed by its humanoid half or its hybrid half. Tauric creatures gain the following special quality:

Undersized Weapons (Ex): Although a tauric creature's lower body may be larger than its upper body, its upper torso determines the size of weapons it can use. As a result, they wield weapons as if they were one size category smaller than their actual size. If its humanoid half has natural weapons, they deal damage based on the size of the base humanoid creature.

Ability Scores: Increase from the base creature's humanoid half as follows: Str +4, Dex +4, Con +4, Wis +2.

Skills: A tauric creature gains 4 skill points plus its Intelligence bonus for each racial Hit Die as a monstrous humanoid. A tauric creature treats the following as class skills: Climb, Craft, Fly, Intimidate, Perception, Ride, Stealth, Survival, or Swim. In addition, it retains any other class skills and racial skill bonuses of both halves. If both halves have a racial bonus to the same skill, it uses the better bonus; they do not stack. A tauric creature gains any racial languages spoken by its hybrid half as well as its humanoid half.

Feats: A tauric creature gains feats as normal for a monstrous humanoid of its Hit Dice. Their feat selections commonly mirror those of their humanoid half or their hybrid half, but they are not required to do so.

GWOR (GOBLIN-WORG TAURIC CREATURE)

With the tauric simple template, this creature with a goblin's upper body and a worg's lower body has the

following statistics: **CR** 3; **XP** 800; **Size** Medium; **Init** +8; **AC** 18, touch 14, flat-footed 14 (+2 armor, +4 Dex, +1 natural, +1 shield); **hp** 42 (5d10+15); **Fort** +4, **Ref** +8, **Will** +4; **Speed** 30 ft.; **Melee** short sword +6 (1d4+2); **Ranged** composite shortbow +8 (1d4+2); **Str** 15, **Dex** 19, **Con** 16, **Int** 10, **Wis** 11, **Cha** 8; **Base Atk** +4; **CMB** +6; **CMD** 20 (24 vs. trip); **Feats** Improved Initiative, Point Blank Shot, Run; **Skills** Perception +10, Ride +16, Stealth +16, Survival +10; **Racial Modifiers** +2 Perception, +4 Ride, +4 Stealth, +2 Survival.

MYTHIC TAURIC CREATURES (MR 1, CR +1)

Mythic tauric creatures follow the same rules as non-mythic tauric creatures, but they are imbued with a greater sense of power and authority over their distant kin and also retain more of the unique abilities of their hybrid bodies.

Rebuild Rules: **AC** increase natural armor bonus by 2; **hp** mythic bonus hit points (see sidebar about the [mythic subtype](#) under Mythic Monster Advancement in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*); **Ability Scores** +4 Cha; **Special Attacks** hybrid heritage; **Special Qualities** master of kind, self-mounted.

Hybrid Heritage (Su): A mythic tauric creature retains one of the following features that creatures of its hybrid half possess: one primary natural weapon, along with one exceptional ability that functions as part of that weapon (such as bite and poison, or gore and powerful charge); two secondary natural weapons; or one supernatural ability whose function is based on the creature's head or upper body, such as a breath weapon or gaze weapon. These natural weapons and abilities function identically to the abilities of a creature of the same kind as its hybrid half, but any effects based on size function using the size of the creature's humanoid half.

Master of Kind (Su): A mythic tauric creature gains the wild empathy ability as a ranger of a level equal to its Hit Dice, with a +4 racial bonus. This ability functions only against creatures of the same kind of animal, magical beast, or vermin as the creature's hybrid half. The tauric creature can communicate with such creatures as if it had continuous *speak with animals* and gains a +4 racial bonus on Handle Animal checks it makes with such creatures. A tauric creature can expend one use of its mythic power to use *animal trance*, *charm animal*, or *hold animal* against a creature of the same kind as its hybrid half, with a caster level equal to its Hit Dice

and using Charisma to determine the save DC. These abilities are supernatural, not spell-like, and they affect creatures of the chosen type even if they are not animals.

Self-Mounted (Ex): A mythic tauric creature is considered mounted for the purpose of using mounted combat feats. It is considered to have 1 rank in the Ride skill and the Mounted Combat feat for the purpose of feat prerequisites. The tauric creature is treated as both the rider and the mount for the purpose of such feats, whichever is more advantageous in any situation.

Tricksome Traveler (MR 1, CR $\frac{1}{2}$)

Norse myth and legend is replete with tales of skin-changers, with gods and monsters alike walking in the

form of beasts or in the guise of ordinary mortals.

Rebuild Rules: **hp** mythic bonus hit points (see sidebar about the [mythic subtype](#) under Mythic Monster Advancement in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*); **Ability Scores** +4 Cha; **Special Attacks** traveler's boon; **Special Qualities** a thousand faces, escapist, world walker.

A Thousand Faces (Su): A mythic tricksome traveler can assume any humanoid guise, either with an illusion as *disguise self* or an actual polymorph



as *alter self*, and can maintain its appearance indefinitely. It can use this ability to impersonate a specific individual and gains a bonus on Disguise checks equal to its mythic tier.

Escapist (Ex): A mythic tricksome traveler gains a bonus equal to its mythic tier on Escape Artist checks may expend one use of its mythic power to roll twice and select the better result on Escape Artist checks. It also gains the master of escape [trickster path ability](#)^{MAAdv}.

Traveler's Boon (Sp): A mythic tricksome traveler can use *know direction* at will, and it can use each of the following as spell-like abilities once per day: *animal messenger*, [ant haul](#)^{APG}, [beguiling gift](#)^{APG}, *glibness*, *longstrider*, *speak with animals*, *suggestion*, [tireless pursuit](#)^{APG}, and *tongues*. A tricksome traveler with at least 11 HD also can use *find the path* once per day. A tricksome traveler uses its Hit Dice as its caster level and its Charisma to determine save DCs for these spell-like abilities.

World Walker (Ex): A mythic tricksome traveler gains a single favored terrain, as the ranger class feature, with a +2 bonus. This bonus increases by 2 for every two mythic tiers after 1st. As long as the traveler has at least one use of mythic power remaining, it also gains the benefit of terrain mastery, and it can expend one use of its mythic power to gain terrain dominance for its chosen terrain for a number of hours equal to its mythic tier. Terrain mastery and dominance function as the [horizon walker](#)^{APG} [prestige class](#) features. A tricksome traveler can change its favored terrain by studying a new terrain type for 8 hours and expending one use of its mythic power, though its bonus is halved until it has spent at least one month in that terrain.

Vampire, Master

[Mythic vampires](#) and [mythic lichs](#) were introduced in the Monsters chapter of *Pathfinder Roleplaying Game Mythic Adventures* as an unusual corner case, creatures that draw most of their power from their character classes with their undead nature as a template that builds on that. However, mythic characters have mythic tiers to describe their power while mythic creatures that are not primarily class-based use mythic ranks. As templated class-based creatures that straddle that line, mythic vampires and lichs face a choice in whether to pursue a traditional mythic path such a champion, trickster, etc. or to utilize the core mythic ranks of a vampire and focus their mythic advancement on their

undead power.

Pathfinder Roleplaying Game Mythic Adventures provides basic sample mythic lich and vampire stat blocks, but to really play with the possibilities of the mythic template we present below a far more powerful undead creature, one who could rightly lay claim to the title of Master Vampire or Lord of the Vampires in your campaign world!

Drakul

CR 27/MR 10

XP 3,276,800

Human vampire [bladebound](#) [magus](#)^{UM} 20, mythic vampire 10

LE Medium undead (augmented humanoid, human)

Init +12; **Senses** darkvision 60 ft.; **Perception** +35

DEFENSE

AC 44, touch 22, flat-footed 37 (+11 armor, +6 dex, +5 deflection, +1 dodge, +11 natural)

hp 523 (20d8+430); fast healing 5

Fort +26, **Ref** +22, **Will** +23;

Defensive Abilities channel resistance +16; **DR** 10/epic, magic and silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

OFFENSE

Speed 30 ft.

Melee +31/+26/+21 *gluttony* (1d10+18/17-20)

Special Attacks blood drain, blood omen, children of the eclipse, counter strike, create mythic spawn, dominate (DC 22), eclipse, energy drain (2 levels, DC 22), greater spell combat, improved spell combat, mastermind, mist shapes, mythic power^{MAAdv} (10/day, surge +1d10), negative energy focus, scabrous claws, spell combat (-2 attack, +2 concentration, double bonus), spellstrike, *telekinesis* (CL 27)

Magus Spells Prepared (CL 20th; concentration +29)

6th — *create undead*, *disintegrate* (DC 25) (2), *form of the dragon I* (DC 25), [hellfire ray](#)^{BotD} (2), [undead anatomy III](#)^{UM}

5th — *cone of cold* (DC 24) (2), [dimensional blade](#)^{MTT}, [fire snake](#)^{APG} (DC 24) (2), [torpid reanimation](#)^{HA}, [vampiric shadow shield](#)^{ACG}

4th — *animate dead*, [ball lightning](#)^{APG} (DC 23) (2), *dimension door* (2), [dragon's breath](#)^{APG} (DC 23), [flash forward](#)^{MaTT}

3rd — *arcane sight*, *dispel magic* (2), *displacement*, *haste*, *phantom steed*, *slow* (2)

2nd — [aristocrat's nightmare](#)^{MaTT}, [bladed dash](#)^{ISM} (2), [body double](#)^{DTT}, *mirror image* (2), *scorching ray* (2)

1st — [duelist's parry](#)^{AG} (2), [lock gaze](#)^{UC}, *magic missile*

(2), *ray of enfeeblement* (DC 20), *shocking grasp* (2) 0 (at will) — *arcane mark*, [detect fiendish presence](#)^{AOE}, *detect magic*, *prestidigitation*, *read magic*

STATISTICS

Str 32, **Dex** 32, **Con** —, **Int** 33, **Wis** 23, **Cha** 29

Base Atk +15; **CMB** +23; **CMD** 41

Feats Alertness^B, Combat Expertise, Combat Reflexes^B, Craft Construct^{B1}, Craft Magic Arms and Armor, Craft Wondrous Item, [Cunning](#)^{VC}, Dodge^B, Exotic Weapon Proficiency (Bastard Sword), Improved Critical (Bastard Sword), Improved Feint, Improved Initiative^B, Leadership, Lightning Reflexes^B, Mobility, Power Attack, Spring Attack, Toughness^B, Weapon Focus (Bastard Sword), Whirlwind Attack

Skills Bluff +36, Craft (alchemy) +24, Craft (clockwork) +24, Fly +24, Intimidate +31, Knowledge (arcana) +34, Knowledge (dungeoneering) +24, Knowledge (geography) +21, Knowledge (planes) +34, Linguistics +31, Perception +37, Ride +23, Sense Motive +34, Spellcraft +34, Stealth +39, Use Magic Device +31; **Racial Bonus** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Aklo, Celestial, Common, Draconic, Dwarven, Elven, Gnome, Halfling, Ignan, Infernal, Orc, Sylvan, Terran

SQ *arcane pool* (14 points, +5), *black blade arcane pool* (12 points), *blackblade (bastard sword)*, *change shape* (dire bat or wolf, *beast shape II*), *fighter training* (fighter level 7), *flight*, *gaseous form*, *greater spell access*, *heavy armor proficiency*, *improved spell recall*, *knowledge pool*, *magus arcana* (accurate strike^{UC}, *concentrate*, *spell shield*, *spellbreaker*^{UC}) *medium armor proficiency*, *overcome weakness*, *shadowless*, *spider climb*, *true magus*

Gear *Gluttony*, *amulet of the strigoi*, *armor of the nosferatu*, *crown of the moroi*, *cloak of the jiang-shi*, *ring of the vetala*

GLUTTONY

(MAJOR ARTIFACT)

SLOT —	CL 20th	WEIGHT 6 lbs.

AURA strong necromancy [evil]

This +5 *bastard sword* allows the vampire to channel either its blood drain or energy drain through the weapon once per round as a free action when the wielder hits a living target. The wielder can decide whether or not to activate this movie after resolving the attack. Living creatures slain in this way rise as either a moroi (common vampire), [vetala](#)^{ISB}, [nosferatu](#)^{B4}, or [jiang-shi](#)^{B3} under

the wearer's control. The sword doubles the amount of undead that the wearer can command as long as the wielder carries it. New vampires created that would exceed this limit become free-willed vampires unless the wielder chooses to dismiss a previously controlled vampire from its service, making it free-willed. If the wielder cannot normally control undead with its own abilities, they instead gain the ability to control one or more vampires created by the sword's power whose total Hit Dice do not exceed twice the wielder's Hit Dice.

DESTRUCTION

The blade must be placed upon an altar dedicated to a solar deity for 40 days while being exposed to daylight.

AMULET OF THE STRIGOI

(MAJOR ARTIFACT)

SLOT Neck	CL 20th	WEIGHT —

AURA strong necromancy [evil]

This amulet grants the wearer a +5 enhancement bonus to its natural armor bonus and a +6 profane bonus to its Intelligence score. A mythic creature can expend one mythic point gain a special form of regeneration equal to their mythic rank or tier while under moon light. This lasts for one hour per mythic rank or tier. A vampire wearing it can use its dominate ability on other vampires, bypassing their immunity to mind-affecting effects.

A non-mythic creature wearing the amulet for more than 24 hours gains the [vampirism corruption](#)^{HA}. A living creature slain while wearing the *amulet of the strigoi* returns to life three days later as a mythic vampire.

DESTRUCTION

The amulet must be brought to the plane of positive energy and left there for 60 days.

ARMOR OF THE NOSFERATU

(MAJOR ARTIFACT)

SLOT Armor	CL 20th	WEIGHT 15 lbs.

AURA strong necromancy [evil]

This +5 *moderate fortification mithral breastplate* grants the wearer a +6 enhancement bonus to Strength. By expending one use of mythic power, the wearer can summon multiple swarms of bats; this effect is similar to *insect plague* but summons bat swarms (with twice the normal hit points, swarm damage, and bleed damage) rather than wasp swarms. The wearer also may expend



two uses of mythic power to summon deadly rat swarms equivalent to *creeping doom*, though again replacing centipedes with rats, and creatures failing their saving throws against the swarm's attacks are affected by filth fever (with an immediate onset) rather than centipede poison. At the GM's discretion, the wearer may be able to summon other horror-themed swarms or troops, up to a maximum CR equal to twice the wearer's mythic rank or tier.

A non-mythic creature wearing the amulet for more than 24 hours gains the [vampirism corruption](#)^{HA}. A vampire wearing it can use its children of the night ability to summon a number of Hit Dice of animals, undead, or vermin equal to its own Hit Dice. A living creature slain while wearing this breastplate returns to life three days later as a [nosferatu](#)^{B4}.

DESTRUCTION

The armor must be devoured by an ancient or older silver dragon. Upon doing so, the silver dragon must make a DC 30 fortitude save or die and rise as a ravener.

CROWN OF THE MOROI (MAJOR ARTIFACT)

SLOT Head	CL 20th	WEIGHT 3 lbs.

AURA strong necromancy [evil]

This crown grants the wearer a +6 enhancement bonus to Wisdom. A mythic wearer can expend one use of mythic power to use *dominate person* (DC 19) or two uses of mythic power to use *dominate monster* (DC 23). When worn by a vampire, the vampire's gaze affects creatures as *dominate monster* rather than *dominate person*.

A non-mythic creature wearing the amulet for more than 24 hours gains the [vampirism corruption](#)^{HA}. A vampire wearing it can use its children of the night ability to summon a number of Hit Dice of animals, undead, or vermin equal to its own Hit Dice. A living creature slain while wearing this breastplate returns to life three days later as a moroi (common vampire^{B1}).

DESTRUCTION

The crown must be worn by a cleric of a sun deity for 60 days.

CLOAK OF THE JIANG-SHI (MAJOR ARTIFACT)

SLOT Shoulders	CL 20th	WEIGHT 2 lbs.

AURA strong necromancy [evil]

This cloak grants the wearer a +6 enhancement bonus to Charisma and grants a +5 resistance bonus on saving throws. A vampire wearer also gains spell resistance equal to 15 + its Hit Dice against spell effects created by magical items, unless those items are artifacts. If the vampire already has higher spell resistance from another source, its spell resistance is increased by 4 against spell effects created by magic items.

A non-mythic creature wearing the amulet for more than 24 hours gains the [vampirism corruption](#)^{HA}. A living creature slain while wearing this breastplate returns to life three days later as a [jiang-shi](#)^{B3}.

DESTRUCTION

This cloak must be used as a sail for a period of 60 days while traveling the ocean.

RING OF THE VETALA (MAJOR ARTIFACT)

SLOT Ring	CL 20th	WEIGHT —

AURA strong necromancy [evil]

This ring grants the wearer a +5 deflection bonus to Armor Class and a +6 enhancement bonus to Dexterity.

A non-mythic creature wearing the amulet for more than 24 hours gains the [vampirism corruption](#)^{HA}. A living creature slain while wearing this breastplate returns to life three days later as a [vetala](#)^{ISB}.

DESTRUCTION

The ring must be given to the child of a paladin of a sun deity whom must wear it for 60 days.

Xenoid (CR 0 or ✱1)

Xenoid creatures are alien abominations from the uttermost reaches of reality that have begun to infest the mortal world of reason and sanity. At the farthest edges of the Material Plane, the transitive planes like the Shadow Plane or the Plane of Dreams could be overlapped and compressed with the Material Plane in such a way that creatures there exist in multiple

realities or even multiple locations simultaneously. These realms could be the location or the melding of universal matter and energy with the notional physics of antimatter, darkmatter, and hyperspace. In a universe that displays physical manifestations of metaphysical constructs dimensions of time, space, and reality can easily be assumed to bend and warp into geometries and probabilities that beggar description and are as alien and impossible to the presumptive universal constants of the "normal" core areas of the Material Plane as to be unrecognizable to those who live there. However you define this inscrutable realm beyond, xenoid creatures have crawled out of their aberrant warpsapes and infiltrated the home space of the heroes, bringing alien horror and madness in their wake.

CREATING A XENOID CREATURE

"Xenoid" is an acquired template that can be added to any living creature that has been corrupted from within by alien forces from beyond the farthest realms. A xenoid creature uses the base creature's statistics and abilities except as noted here.

CR: Same as base creature (or base creature + 1, if the creature has 5 or more Hit Dice).

Type: The creature's type changes to aberration. Do not recalculate HD, BAB, or saves. The creature also gains the shapechanger subtype and the mythos subtype. If you rule that the realms beyond where xenoid creatures originate are actual separate planes rather than the frayed and distorted edges of the Material Plane, xenoid creatures also gain the extraplanar subtype.

Armor Class: A xenoid creature gains an insight bonus to Armor Class as noted on the Xenoid Template Defenses table.

Special Attacks: Xenoid creatures gain the following special attack.

True Strike (Su): A xenoid creature can use *true strike* once per day as a swift action.

Special Qualities and Defenses: A xenoid creature gains darkvision 60 feet and the following abilities.

Energy Resistance (Ex): Xenoid creatures gain energy resistance to acid and electricity as noted on the Xenoid Template Defenses table.

Spell Resistance (Su): Xenoid creatures gain energy resistance equal to their new CR + 5.

Unnatural Anatomy (Ex): Xenoid creatures have a chance to negate critical hits, sneak attacks, and other precision-based damage as if wearing armor with the fortification property, as noted on the Xenoid Template Defenses table.

XENOID TEMPLATE DEFENSES

HIT DICE	AC BONUS	ACID/ ELECTRICITY RESISTANCE	FORTIFICATION
1-4	+1	5	25%
5-10	+2	10	50%
11+	+3	15	75%

Unnatural Form (Su): Xenoid creatures seem normal at first glance; however, as a standard action they can reveal their true alien nature in a horrifying transformation. They can also trigger this transformation as an immediate action after a creature confirms a critical hit against them. Any non-xenoid creature with line of sight to the xenoid creature when it transforms is affected as if the xenoid creature possessed the [frightful presence](#) ability. This affects only creatures with fewer Hit Dice than the xenoid creature, and creatures of 4 Hit Dice or less that fail their saves are panicked only if they have fewer than one-half the xenoid creature's Hit Dice. A creature that saves against a xenoid creature's unnatural form is immune to the unnatural form of all xenoid creatures of the same type for 24 hours.

A xenoid creature can remain in its unnatural form for up to 1 hour per Hit Die it possesses. While in its unnatural form, a xenoid creature gains one of the following special abilities, as described in the Appendices to the *Pathfinder Roleplaying Game Bestiary* series:

D10 ROLL	ABILITY
1	all-around vision
2	blindsense 30 feet
3	compression
4	natural reach increased by 5 feet
5	no breath
6	poisonous blood (as bloodroot , but the save DC is equal to 10 + 1/2 the xenoid creature's Hit Dice + its Constitution modifier)
7	split (slashing, 10 hp)
8	stench
9	trip
10	unnatural aura

At the GM's option, all xenoid creatures of a particular kind may share the same ability in their unnatural form or abilities could vary by individual. Likewise, most xenoid creatures have one specific ability that they gain when they shift into their unnatural form, but if desired the ability can be randomly determined each time a xenoid creature assumes its unnatural form.

Xenoid creatures crave being in their unnatural form and feel constricted and morose if trapped in their natural bodies for long periods. A xenoid creature can remain in its natural body for a maximum number of hours equal to its Constitution score, after which it becomes shaken (even if normally immune to fear) until it spends at least 1 hour in its unnatural form. Each hour thereafter that it does not transform it must succeed at a Will save (DC 15, +1 per hour after the first) or be compelled to transform into its unnatural form, becoming confused for 1d6 rounds after the transformation.

Weaknesses: While in its unnatural form, a xenoid creature gains the following weakness.

Toxic Reality (Ex): The thick and orderly physical reality of the Material Plane is painful and disturbing to a xenoid creature in its unnatural form. Each hour it remains in this form it must succeed on a Fortitude save (DC 15, +1 for each hour after the first) or take 1d6 points of nonlethal damage and become fatigued. This nonlethal damage cannot be healed until the xenoid creature resumes its normal form or reaches an alien environment more suited to its nature. A xenoid creature that falls unconscious as a result of this nonlethal damage takes lethal damage each hour on a failed save.

Ability Scores: A xenoid creature uses the base creature's ability scores, but its Intelligence is at least 3.

Alignment: A xenoid creature's alignment is shifted one step towards evil, though it retains the lawful or chaotic component of the base creature's alignment.

Special: When incorporating xenoid creatures into a campaign, you may apply either or both of the following special rules to enhance their alien nature.

Alien Cysts: A classic feature of alien nests often casts aberrant things from beyond as being somewhat insectoid, creating hives or cysts built out of mucus and resin exuded through their unnatural orifices and accreted into cells and chambers that seal out the air of the living world and trap in a noxious effluent that more closely mimics the atmosphere of the nightmare dimensions they call home. This can be used as a merely descriptive effect to bring home the

strangeness of these beings from beyond, but the following templates presuppose that these pseudonatural "xenoid" creatures are actually dependent on these alien environments if they are to operate freely in their unnatural state. Otherwise, they must remain hidden in their fleshy cages as they walk among the fleshy beings of our world.

Cystic Resin: A xenoid creature can express enough alien cystic resin, sometimes called *kaor*, to coat a 10-foot square area with an inch-thick layer, which hardens to the strength of solid wood in 1 hour. This takes one hour and can be done once per day, and once applied the resin layer lasts 1 year before decaying into crumbling flakes. At the GM's option, this material can be shaped into any objects that could normally be crafted out of wood or leather. Alternatively, a xenoid creature can exude a more refined resin called *kaorak* which has the hardness of steel, but it can produce only a 1-foot-square area an inch thick, sufficient to use as the material for a light or one-handed weapon, or with several days of effort to make an item similar in quality to [darkwood](#). Items made of this alien resin can be made masterwork or even into magical items and follow normal crafting rules.

MYTHIC XENOID CREATURES (MR 1 OR 2, CR +1)

Mythic xenoid creatures follow the same rules as non-mythic xenoid creatures, but their alienness is far more pronounced and they are imbued with far greater pseudonatural power. The mythic xenoid template is an acquired template that can be applied to any creature that already possesses the xenoid creature template. This template overlaps and replaces the xenoid template and does not stack with it. If the creature has 11 or more Hit Dice, this simple template grants a mythic rank of 2 instead of 1. A mythic xenoid creature's quick and rebuild rules are the same.

Rebuild Rules: **AC** as noted on the Mythic Xenoid Template Defenses table; **hp** mythic bonus hit points (see sidebar about the [mythic subtype](#) under Mythic Monster Advancement in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*); **Ability Scores** +4 Str, +2 Dex, +2 Con; **Defensive Abilities** as a non-mythic xenoid creature, but using the Mythic Xenoid Template Defenses table instead; **Special Attacks** grab, rotting touch, tentacle rake, true strike.

XENOID TEMPLATE DEFENSES

HIT DICE	AC BONUS	ACID/ ELECTRICITY RESISTANCE	FORTIFICATION	TENTACLES
1-4	+2	10	50%	1
5-10	+4	20	75%	2
11+	+6	30	100%	4

Grab (Ex): A mythic xenoid creature in its unnatural form gains the grab special attack with its tentacles.

Pseudonatural Impregnation (Su): A mythic xenoid creature can transform another living creature into a xenoid creature, permanently granting it the xenoid creature template (or the mythic xenoid creature template, if the target creature is already a mythic creature). This process requires 8 hours, during which the target creature must be helpless or willing. The mythic xenoid creature must remain in continuous intimate physical contact with the target throughout the process, during which time it is considered fascinated by the target. At the end of this time, the mythic xenoid creature must expend one use of its mythic power (two uses if the target is a mythic creature) and the target must succeed on a Fortitude save (DC 10 + 1/2 the mythic xenoid creature's Hit Dice + its Constitution modifier) or become a xenoid (or mythic xenoid) creature permanently. A willing target may, of course, voluntarily choose to fail the saving throw. If the target saves, the mythic xenoid creature can repeat the process, and each subsequent attempt increases the DC by 1.

Rotting Rake (Su): Each time a mythic xenoid creature succeeds on a combat maneuver check to grapple with its tentacles, it deals 1d3 points of Strength damage per hit to the target. A successful Fortitude save (DC 10 + 1/2 the xenoid creature's Hit Dice + its Constitution modifier) halves this Constitution damage.

Tentacle Rake (Ex): A mythic xenoid creature in its unnatural form gains one or more tentacle attacks as secondary natural weapons. Against a target it charges, or has grappled or pinned, however, it attacks with its tentacles as if they were primary natural weapons.

True Strike (Su): A mythic xenoid creature can use its *true strike* ability as a swift action a number of times per day equal to its Hit Dice.

Unnatural Form (Su): Non-mythic creatures seeing a mythic xenoid creature's unnatural form are

affected as frightful presence whenever they see it, rather than only being affected if they witness its transformation. In unnatural form, a mythic xenoid creature gains one of the listed abilities, plus one additional ability for every 4 Hit Dice it possesses.



Appendix B: Colossal Combat

Many mythic creatures attain their legendary status by virtue of their great size and the ferocity and toughness that come along with it. The key point for large mythic creatures is that their size and strength should be their defining characteristic, especially in relative terms compared to human-sized creatures and the puny buildings and vehicles they create, but there are several challenges in making it feel that way.

A big weakness: One small but important change in the *Pathfinder Roleplaying Game* from previous editions of the game is that giants are now considered a subtype of humanoids, rather than a type of their own. This makes sense on the basis of their general physiology being very much humanoid, but it opens up a huge gap in their defenses against lower-level effects like *charm person* and *hold person* that target their relatively weak Will save. This is a substantial Achilles' heel compared to other creatures of comparable CR. The same is true for very large animals, given that spells that specifically target animals are often even lower level than those that affect other creature types.

Colossal creatures: Colossal creatures occupy an interesting ecological niche in the game, because "colossal" can mean a lot of things, and not all of them seem to fit neatly into a 30-foot cube that represents a Colossal creature, or even the 50-foot cube that represents a typical [kaiju](#). The scale of some real-world monsters just starts to break down at that level. A blue whale in the real world can measure over 100 feet long and weigh over 200 tons; almost the identical size of a [nightwave](#) in Pathfinder. Should there be a size category larger than Colossal to accommodate such creatures, which are clearly far larger than, for example, an elysian titan (70 feet tall and only 40 tons)? Should such creatures be considered a kaiju for game purposes? Even fantasy monsters wander rather far afield from the presumptive normal size in a different direction: humanoid-shaped titans might well be able to fit within a 30-foot-square footprint but can be 70 to 100 feet tall. This is true at lower sizes, and the space/reach rules are simply a useful abstraction

that we accept for ease of play. However, the scale of Colossal creatures magnifies the difference between the standard space/reach and the actual size and shape of a creature.

Monstrous appetite: Large creatures by definition must be prodigious eaters and drinkers, but it stands to reason that their sheer mass would inure them to toxins in doses that would leave a human dead ten times over. Of course, real-world physics and metabolism have little in common with how we play the game, and the payoff for incorporating a system where poison dosing was size-dependent (to say nothing of species-dependent) is not likely to justify the added complexity.

One small step for a man, an even smaller step for them! Large creatures in *Pathfinder* are big, but most have a human-like agility to their movement. This becomes problematic in a game with (mostly) uniform sizing rules, because the flexibility of their humanoid form in navigating complex environments can't be easily reflected based on their cubic size on a combat grid scale.

The bigger they are, the harder they fall: Because giants are relatively tall and top-heavy for their size compared to other massive creatures, when a giant dies or falls unconscious it won't necessarily just collapse in a neat pile right at its feet. Instead, it is likely to topple over, possibly landing on and crushing creatures underneath. This makes combat with giants more dangerous, dramatic, and (perhaps most important of all) unpredictable, because you never quite know what will happen once you chop that giant down to size.

Throwing rocks: Having giants hurl boulders or other large creatures tear apart buildings and toss the rubble aside to rain destruction on your heroes is a tradition in RPGs. The problem is that, in the *Pathfinder Roleplaying Game*, giants and other large creatures aren't really very good at it, for the simple reason that ranged attacks are based on Dexterity and they generally aren't. Should they get lucky enough to hit, they can do some damage, but when their attack bonus is 10 or more points lower with a rock than with their club, sword, morningstar, or other melee weapon, actually landing a hit with a rock is an iffy proposition at best.

	STANDARD	TALL	LONG	NARROW
LARGE	10'x10'x10'	5'x5'x10'	5'x10'x10'	5'x20'x5'
HUGE	15'x15'x15'	10'x10'x20'	10'x20'x10'	5'x30'x5'
GARGANTUAN	20'x20'x20'	15'x15'x30'	15'x30'x15'	10'x40'x10'
COLOSSAL	30'x30'x30'	20'x20'x40'	20'x40'x20'	15'x60'x15'
KAIJU	50'x50'x50'	30'x30'x60'	30'x60'x30'	20'x100'x20'

The following rules can be applied to any Large or larger creature, whether mythic or non-mythic. The rules presented below are optional, and you can apply any or all of them that fit the flavor and focus of your campaign.

Large Creature Shapes

The idea of having creatures of the same category having different sizes was an original assumption of 3rd edition and the games based on it, but the *Pathfinder Roleplaying Game* unified each size to a standard cubic space. This works well enough for most size categories, but you may choose to use some or all of the following alternate creature configurations for Large and larger creatures.

Standard: This is the standard space for creatures of each size. If you are using alternate dimensions based on creature shape, the standard dimensions should be used for creatures that have no meaningful difference between their width, length, and width, such as most aberrations, elementals, and oozes, as well as many plants and soft-bodied creatures.

Tall: This category encompasses bipedal creatures and creatures with similar upright body shapes.

Long Creatures: This category includes most quadrupedal creatures (including creatures with a humanoid torso, wings, extra limbs, and fins). Most animals, dragons, magical beasts, and vermin, as well as part-humanoid creatures with a bestial lower body like centaurs and driders.

Narrow Creatures: This category reatures like snakes, worms, and centipedes with long and relatively narrow bodies.

The measurements listed at the bottom of the page refer to the **width x length x height** for creatures of each size and shape. The reach of creatures of each body type remain unchanged based on their size, including the fact that large creatures with a generally long or narrow body type generally have reach as a creature one size category smaller.

Expanded Large Monster Rules

While the above challenges can make it hard to make large creatures feel truly massive, you can incorporate any or all of the following special rules for both mythic and non-mythic creatures to convey that sense of awe-inspiring bigness that will send your PCs running for cover. You can treat these as individual mythic abilities that mythic creatures must select, or they could be

something you include as options for mythic giants at no cost in terms of added CR or allocation of mythic abilities. In a high-powered campaign, you might judge that any or all of these abilities are reasonable extensions of what even a Large or larger non-mythic monster can do with their existing abilities.

Hurl Boulder (Ex): Rather than targeting a specific moving creature, a monster with the [rock throwing](#)^{B1} ability can instead target a square with a ranged attack against AC 5. This reduces the range increment of the its rock throwing ability by half, but any creature(s) in the target square(s) take the listed damage, and if the rock is their size or larger they are also knocked prone. Creatures in the area can halve damage and avoid being knocked prone with a successful Reflex save against a DC equal to 10 plus the thrower's Strength modifier.

GIANT SIZE	ROCK SIZE	DAMAGE	AREA OF EFFECT
LARGE	SMALL	2D6	5' SQUARE
HUGE	MEDIUM	3D6	5' SQUARE
Gargantuan	LARGE	4D6	10' x 10' SQUARE
COLOSSAL	HUGE	6D6	15' x 15' SQUARE

If the attack misses, the rock lands 1d6 squares away in a random direction. Wherever the rock lands, the area of effect becomes [dense rubble terrain](#) until 1 minute is spent clearing it. If the thrower expends one use of its mythic power, it adds its mythic rank to the Reflex save DC, and any creature failing its save is entangled and stuck in place by rubble until they can succeed on a DC 20 Escape Artist check or Strength check.

If the rock throwing creature begins its turn with a creature of the listed rock size grappled, it can hurl that creature in place of hurling a rock, with a maximum range equal to one-half its normal range increment for the rock throwing special attack. The target of the throw takes the listed damage while the hurled creature takes double the listed damage (Reflex half, with a DC of 10 plus the thrower's Strength modifier) and falls prone after being thrown. This ability modifies the rock throwing special ability.

Inhuman Resilience (Ex): A humanoid with the giant subtype gains a +4 bonus on saving throws against effects that specifically target humanoids, such as *hold person*, unless they specifically affect giants.

A Huge or larger animal gains a +4 bonus on saving throws against effects that specifically target animals.

Due to their bulk and metabolism, giants or Huge or larger animals also gain a +4 bonus on saving throws against poison, and each additional dose of poison only increases the DC by 1 rather than 2.

Titanic Trudge (Ex): A Large or larger mythic creature

ignores the effects of difficult terrain on your speed, though any skill check modifiers for that terrain apply normally. It can move across a pit, wall, or similar barrier whose width, depth, or height is half its size or less without impediment or harm, and it reduces the damage it takes by an amount equal to its mythic rank from any solid object or effect that creates a solid object that deals damage when moving through it or over it, such as caltrops, *spike growth*, or a *wall of thorns*.

Toppling Titan (Ex): When a Large or larger mythic creature is killed or falls unconscious, it falls down in a random direction, potentially crushing or pinning creatures under its bulk. The creature's body fills the area indicated in the table below, with the area beginning at the center of the creature's space, determining the direction of the fall by rolling 1d8 to show the compass direction in which the body falls. The creature takes no damage from this fall, but other creatures in the area take the listed damage (DC 15 Reflex half). The creature's body is considered difficult terrain for creatures its size or larger, as well as creatures one size smaller; creatures two or more sizes smaller treat the slain creature's body as difficult terrain and also can move through its space only with a successful DC 15 Climb check.

GIANT'S SIZE	DAMAGE	AREA
LARGE	2d6	5 FT. X 10 FT.
HUGE	3d6	10 FT. X 20 FT.
GARGATUAN	4d6	15 FT. X 30 FT.
COLOSSAL	5d6	20 FT. X 40 FT.

Creatures failing their Reflex save are also buried under the creature's massive bulk, taking 1d6 points of nonlethal damage per minute while buried. If such a character falls unconscious, he takes 1d6 points of lethal damage per minute until freed or dead. Characters who aren't buried can rescue allies by hacking apart the dead creature's corpse. Each 5-foot section of the its body is treated as an object with hardness 0 and hit points equal to one-half the creature's full normal hit points when alive. If the creature has damage reduction, that applies against attacks made upon its body even if it is dead. A buried character can attempt to free himself with a DC 20 Strength check for a Large creature, with the DC increasing by 5 per size category above Large.

Combat Climbing

A common trope in fantasy movies and literature

involves smaller creatures leaping onto or climbing up the bodies of larger creatures in combat. The best fit for modeling this maneuver in the standard rules is a grapple check, but that maneuver comes with a host of other specialized rules that don't always seem to fit the situation. To model this action in combat, the following rules can be used with the Climb skill to perform a **combat climb**.

Climbing On: A combat climb is a standard action that begins by moving into the space of a creature at least one size category larger than you. This movement provokes an attack of opportunity, though you can avoid this attack of opportunity with the Combat Climber feat or similar abilities such as the Acrobatics skill or Spring Attack feat. After resolving the attack of opportunity, you make a Climb check against a DC equal to the target's CMD. If the check succeeds, you climb onto the target's body.

Combat While Climbing: You gain the grappled condition while clinging to the target (though the target does not), though the usual penalties for being grappled do not apply on attacks or checks made against the creature on which you are climbing, and you gain a +1 bonus on attack rolls against that creature as if you were on higher ground. You may also attack other creatures, using your own reach but treating the space of the creature on which you are climbing as if it were your own. You cannot be flanked while clinging, nor can you provide flanking to others or benefit from flanking. You are not denied your Dexterity bonus when performing a combat climb.

Holding On: While clinging to a target, you move with it until you let go or until you are dislodged with a successful grapple or bull rush maneuver (or drag maneuver used by another creature). While clinging to a target, you gain cover against its attacks. If another creature attacks you while clinging, you can attempt a DC 20 Climb check to gain cover against that attack as well. If you do so, you must use a move action re-establish your position before you can attack or cast spells. If you take damage while clinging, you must attempt a Climb check as normal to maintain your grip. If failed, you take falling damage as though you had fallen from a height equal to the top of the target's space.

If you wish to continue clinging to the target in subsequent rounds, you must attempt a new Climb check each round as a move action. If you maintain your grip until the beginning of your next turn, you gain a +5 bonus on this Climb check. If your Climb check exceeds the DC by 10 or more, you maintain your hold for 1 minute without having to make additional Climb checks each round.

Letting Go: You can let go of the target as a free action with a DC 25 Climb check, or as a move action with a DC 20 Climb check. If the check succeeds, you can take a 5-foot step into any unoccupied square adjacent to the creature you were climbing. If the check fails, you fall prone in a random adjacent square and take falling damage as if you had fallen from a height equal to the top of the target's space. You may choose to attempt an Acrobatics check rather than a Climb check when letting go.

Stowing Away: If your target is at least two sizes larger than you and is unaware of your presence, you can make a Stealth check with a -10 penalty to climb onto the creature without it noticing. This penalty is reduced by 5 for each additional size category larger than you that your target is. As long as your target remains unaware of you, you need make Climb checks to maintain your hold only once per minute instead of once per round. You automatically succeed on Acrobatics or Climb checks made to let go of the creature, and you can attempt a new Stealth check without penalty to evade that creature's notice when you let go, as long as you reach cover or concealment by the end of your turn. You take a -5 penalty on Stealth checks to evade the notice of other creatures with line of sight to the creature onto which you have climbed.

COMBAT CLIMBER (COMBAT)

You know how to safely escalate large creatures.

Prerequisite: Dex 13, Improved Unarmed Strike, Climb 1 rank.

Benefit: When you move into a creature's space to attempt a combat climb, you do not provoke an attack of opportunity. You gain a +2 bonus on Climb checks when performing a combat climb.

Normal: Attempting a combat climb provokes an attack of opportunity from the creature you attempt to climb.

Mythic: You add one-half your mythic rank or tier (minimum 1) on Climb checks when performing a combat climb. You add one-half your mythic tier to any cover bonus to AC you gain when making a combat climb, and if you make a Climb check to take cover you can recover your position as a swift action (rather than a move action), or as a free action if you expend one use of mythic power.

COMBAT CLING (COMBAT)

Maintaining your grip on a titanic foe is easy for you.

Prerequisite: Dex 13, Combat Climber, Improved Unarmed Strike, Climb 5 ranks.

Benefit: You gain a +2 bonus on Climb checks when performing a combat climb; this stacks with the bonus from Combat Climber. In addition, you can make a Climb check as a swift action to maintain your grip on the target. You may also make a check as a move action as normal; as long as either check succeeds, you maintain your grip.

If you fail a Climb check to hold on when you take damage while performing a combat climb, as a swift action you can reroll the check. You must accept the second roll even if it is lower than the first.

Mythic: When you make Climb checks to maintain your grip, you may roll twice and select the better result. In addition, you no longer need to make Climb checks to maintain your grip when you take damage while performing a combat climb, unless the damage was from a mythic effect created by a mythic creature whose rank or tier exceeds your own.

MYTHIC DRAGONHIDE AND DRAGONCRAFTING

Mythic dragons can be of any size, though truly colossal dragons are some of the ultimate exemplars of mythic power, and heroes able to best such a mighty creature may wish to make trophies of its remains.

Mythic dragonhide: **HP/inch** 10 plus twice the dragon's mythic rank (hide of a dragon is typically between 1/2 inch and 1 inch thick); **Hardness** 10 plus the dragon's mythic rank; **Cost** Mythic dragonhide armor cannot be purchased but must be won in battle. For the purpose of determining crafting time it takes twice as long to craft as normal masterwork armor of the same type. If the armor or shield is later given the ability to protect the wearer against that energy type, the cost to add such protection is reduced by 25%, plus 5% per mythic rank of the dragon.

A mythic dragonhide has much more usable scales for crafting and can be used to craft a suit of masterwork leather or hide armor for creature the same size as the dragon, masterwork banded mail or scale mail for a creature one size smaller, masterwork half-plate for a creature two sizes smaller, or masterwork full plate or breastplate for a creature three sizes smaller, plus a light or heavy masterwork shield if the dragon is Large or larger.

Dragoncrafting: When using the DragoncraftingDSH feat on a mythic dragon's remains, you can create one additional item of your choice for every two mythic ranks the dragon possessed (minimum 1). You also may add this number to any skill check bonus your dragoncrafted items provide, and one-half this number to any other bonus. Items that deal or heal hit point damage add the dragon's mythic rank to that amount, and mythic dragon blood can remove one negative level per vial used.

Appendix C: Mythic Plants and Fungus

Strange and mysterious plants, flowers, herbs, and trees are a staple of myths and legends throughout history. Many were identified with specific deities and accorded as holy or symbolic of some element of that deity's power, such as the grain-sheaves of harvest gods to the phallic fir-cone-tipped thyrsos staff of Dionysus. Mythical plants often embody miraculous powers of healing or life-giving, a trait shared with common medicinal uses of plants and herbs but taken to great extremes with such wonders as the juice of the fireflower in Narnia or the flowering white tree of Gondor. Like the latter tree, plants can also reflect the communion with the land of some other legendary figure, as the Arthurian Fisher King is one with the land, and the land withers as the king does but awakens once more to blossom when the true king awakens or returns.

Magical plants are seen much more rarely in RPGs, in part because their function is subsumed within the common strains of magical items but perhaps also for fear of the implied economy that could result from free cultivation of potent non-magical plants. Magical plants are so ubiquitous in legends and literature, however, that it stands to reason that a mythic world would contain at least a few such legendary blossoms.



Mythic Plants

The following mythic plants might be encountered by PCs in mythic locations or areas tended by mythic creatures.

Alvia: These long white blossoms are slender in shape, with a sweet fragrance emanating from their long tube-shaped petals. However, within its petals is hidden a barbed pistil and carpel of deep black. While harmless to insects and other vermin, the touch of this pistil is deadly poison to other creatures. Mythic creatures touching the flower's interior (a DC 14 Reflex save to avoid if contacting an alvia bush) are affected as [blue whinnis](#) poison, while non-mythic creatures failing their saving throw against its poison also begin to suffer headaches, memory loss, and paranoia, contracting either [cackle fever](#) or [mindfire](#) (equal chance of either).

Dream Lotus: If a one of the petals of this waterflower is chewed before casting any spell or using any effect that causes or affects sleep or dreams, that effect gains a +1 caster level bonus and the save DC (if any) is increased by 1. In addition, if the eater expends one use of mythic power he can use *dream* as a spell-like ability (caster level equals the eater's mythic tier).

Golden Bellflower: This golden blossom has the power to grant the blessings of youth, including beauty and good health, upon those able to unlock its secret. The golden bellflower is sensitive to sound, and its power is usually released by singing, requiring a successful DC 30 Perform (sing) check. The voices of children seem unusually well suited to triggering its power, reducing the DC to 25. If the check succeeds, the golden bellflower grows as bright as a torch for 1d3 rounds. A creature holding the golden bellflower gains fast healing 1 as long as the flower glows, and as the flower's glow fades also gains the effect of [lesser age resistance](#)^{UM}. If creature singing to the golden bellflower expends one use of mythic power, she may choose to add her surge die to the number of hit points healed (this healing is applied in the final round of the flower's glow), she may add the effect of *lesser restoration* to the creature, or she may increase the rejuvenating power of the golden bellflower to duplicate [age resistance](#)^{UM}.

Passion Bloom: This vibrantly colored flower has a strange and complex structure of pink, red, and white petals and stamens, each emitting a complementary aroma that combines into an intoxicating fragrance. Inhaling the fragrance of just one passion bloom acts as an addictive aphrodisiac equal in effect to [elven absinthe](#)^{GMC}. Mythic creatures treat this as a mild addiction, but non-mythic creatures are subject to moderate addiction from passion blooms. In addition, when growing in patches passion blooms give off an

overwhelming aroma that affects the space they occupy as [insanity mist](#). Creatures failing two consecutive saving throws against the fragrance of a patch of passion blooms become sickened until the poison is cured or until they are able to release their wildly inflamed carnal lust.

Vitalic plumeria: These lovely yellow, orange, or deep purple flowers with hearts of white give off a heartening and intense scent of honey that fortifies the mind and spirit. Wearing a garland of these flowers grants the wearer 1 temporary hit point, which lasts until expended or for 24 hours. A mythic character adds his mythic tier to the temporary hit points gained in this way. A character cannot gain temporary hit points more than once per day from a garland of vitalic plumeria. If the garland is lost, destroyed, or removed, the temporary hit points are lost permanently.

Growing Mythic Plants

The following spells can be used to create magical or mythical plants.

CULTIVATE POTION FRUIT

School conjuration (creation); **Level** alchemist 3, druid 3, ranger 3

Casting Time 1 hour

Components S, F (a living fruit-bearing plant)

Range touch

Target one fruit-bearing plant

Duration 1 hour/level

Saving Throw no; **Spell Resistance** none

You infuse the effect of a potion or elixir onto a single piece of fruit by carefully infusing tiny amounts of that potion into the fruit. The original potion or elixir is not consumed, but the fruit gains the effect of that potion or elixir as well and stores it. If eaten before the spell's duration expires (a full-round action), the creature eating the fruit gains the effect of the potion.

Mythic: You may create two copies of the potion, though each must be consumed within 1 round per level or it loses its potency and is wasted. The potion's spell level cannot exceed 1/3 your mythic tier (minimum 1st). You cannot use this effect with elixirs, other than elixirs that provide a bonus on skill checks with no other effect, such as an *elixir of hiding*.

TREE OF LIFE

School conjuration (creation); **Level** cleric 7, druid 6,

sorcerer/wizard 8

Casting Time 1 hour

Components V, S, M (a tree seed or nut, vial of holy water, and 100 gp of diamond dust)

Range touch

Target one tree

Duration instantaneous

Saving Throw no; **Spell Resistance** none

You cause a single seed or nut to grow into a mature tree imbued with potent life energy. The tree grows rapidly over the course of the next 24 hours, reaching a maximum height of 20 feet times the caster's mythic tier and a trunk thickness of 1 foot per mythic tier. It has a hardness of 10 and twice the normal hit points of a tree of its size. In addition, a *tree of life* regenerates a number of hit points each round equal to the mythic tier of its creator, and this regeneration cannot be suppressed by any non-mythic effect.

A *tree of life* is filled with unquenchable vitality, radiating a permanent *consecrate* effect centered on its trunk. If this effect is dispelled, it resumes after 24 hours. It is treated as a permanent shrine to the caster's deity for the purpose of enhancing the effect of a *consecrate* spell cast to include the *tree of life* in its area. Within the area of this *consecrate* effect, conjuration (healing) effects take effect at +2 caster levels, and living creatures gain a +2 circumstance bonus on saving throws against death effects, energy drain, and necromantic effects. This bonus does not stack if they are within the radius of more than one *tree of life*. A total of 1d6 *goodberries* can be harvested every day from a *tree of life*, and a *goodberry* spell cast on the fruit or nuts a *tree of life* is always empowered (as Empower Spell).

This spell can be cast only by mythic spellcasters.

Mythic Fungus

Fungoid creatures are a subset of the plant creature type in the *Pathfinder Roleplaying Game*, often mindless though sometimes possessed of a deadly cunning. Disease, poison, and rot are their chief weapons, though spores that bewilder and befuddle the mind are nearly as common as those that decay and destroy the body. This book introduces the (fungus) subtype as a way of categorizing such creatures in a way that is distinct from other plants, and that subtype is described in **Appendix D3**. Most creatures with the (fungus) subtype are plants, though outsiders and occasionally other creatures with a close association to fungi may also be given this subtype.

In addition to fungal creatures, however, characters may encounter a variety of fungal hazards in the course of their dungeon delving that can be equally deadly. Green slime, yellow mold, and the like have long terrorized adventurers, and the section below describes a variety of fungal hazards with a little something extra.

Fungal Hazards

Many types of mythic fungi are monsters in the game-mechanical sense, animate menaces that lie in ambush or prowl in search of prey, but some simply exist as hazards to trouble the path of any adventurer incautious enough to draw too close. Each mythic fungus can be identified with a Knowledge (dungeoneering) check with a DC of 15 plus its CR. Exceeding the DC by 5 reveals the best method(s) of destruction for each fungus.

Destruction: Any of these hazards can be destroyed by *remove disease*, though doing so requires a caster level check with a DC of 11 plus the hazard's CR. Success destroys one 5-foot patch of the hazard, plus an additional 5-foot patch for every 5 points by which the caster level check exceeds the DC. In addition, each entry has additional notes for alternate means of destroying a 5-foot patch of that particular type of fungus. Any spell or effect that deals hit point damage specifically to plants or fungi, such as *blight* or *sunbeam*, deals full damage to any type of mythic fungus hazard and can destroy it as if it dealt damage of the listed type for each fungus. Fungal hazards are treated as objects, not creatures, if attacked, with an Armor Class of 5 and a saving throw modifier equal to 1/3 their CR if targeted with an effect that allows a save, with a +2 circumstance bonus to saving throws against non-mythic effects.

Mythic Azure Fungus (CR 3): Mythic azure fungus is sensitive to touch and discharges its electricity if contacted. When in contact with a small pool of water, if anyone tries to move through the water at a speed greater than 5 feet per round, the fungus discharges from the impact of waves and splashes. Otherwise, the fungus discharges randomly once every 1d10 rounds. When the fungus discharges, all creatures adjacent to a square containing the fungus, or touching water within 30 feet of the fungus, take 3d10 points of electricity damage (DC 14 Fortitude half); creatures failing their saves are also dazed for 1 round. Creatures wearing metal armor or using a metal shield take a -2 penalty to their saving throw; these penalties stack if the creature has both. After a discharge, the fungus cannot discharge again for 1d6 rounds.

Destruction: 15 points of slashing damage or spending 1 full round scraping the fungus from the wall. An effect that deals 5 or more points of cold damage does not destroy it but renders it inert for 1 hour.

Mythic Brown Mold (CR 3): Mythic brown mold feeds on warmth, drawing heat from anything around it. It normally comes in patches 5 feet in diameter, and the temperature is always cold in a 60-foot radius around it, increasing in severity to severe cold within 30 feet and extreme cold within 10 feet, as described in [Environmental Rules: Cold Dangers](#) in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*. Living creatures within 5 feet of it take 3d10 points of nonlethal cold damage. Fire brought within 5 feet of brown mold causes the mold to instantly double in size.

Destruction: 15 points of cold damage

Mythic Green Slime (CR 7): A 5-foot patch of mythic green slime deals 1d8 points of Constitution damage per round to living creatures, and a creature in contact with mythic green slime must succeed at a DC 18 Fortitude save each round or one of its limbs (determine which randomly from any arms, legs, tentacles, or wings a creature possesses) rots away. This deals 1d4 points of Strength and Dexterity damage, and leaves the creature nauseated with pain, horror, and shock for 1 round. A creature missing an arm or tentacle cannot use that limb. A creature missing one wing cannot fly unless it has at least two wings remaining, in which case it takes a -5 penalty on Fly checks per missing wing. A creature missing at least half of its legs cannot walk or run, though it can crawl or hop, and is denied its Dexterity bonus against all opponents has its movement halved and takes a -5 penalty on Acrobatics checks and to its CMD against bull rush, drag, reposition, and trip combat maneuvers; if all of its legs are lost, the creature is always considered prone and can only move by crawling, and the penalty is increased to -10. A creature missing at least one-quarter but fewer than half of its legs has its movement halved and takes a -2 penalty. A destroyed limb can be repaired only with a *regenerate* spell. Mythic green slime deals 4d6 points of damage per round of contact to wooden or metal objects (ignoring the hardness of metal). On the first round of contact, it can be scraped away (usually destroying the scraping implement); on subsequent rounds, it must be destroyed with cold, fire, or magic.

Destruction: 20 points of cold or fire damage

Mythic Phosphorescent Fungus (CR 1): Creatures not native to underground regions where phosphorescent fungus is common are sensitive to the spore emissions given off by the fungus and are often fascinated by

the eerily shifting patterns of light they see. Such creatures must succeed at a Fortitude save each day or portion thereof that they spend within 60 feet of mythic phosphorescent fungus or develop phosphor cataracts. Creatures native to such regions or that spend at least one week in them become acclimated to the mind-rotting effects of mythic phosphorescent fungus and do not need to make further saves unless they are already infected with phosphor cataracts; once the disease is cured, they are immune. Non-native creatures lose their immunity if they are away from the fungus for more than one week.

Phosphor cataracts: Disease—inhaled; save Fort DC 12; onset 1 day; frequency 1/day; effect 1d2 Wis damage and [light sensitivity](#)^{B1} or ([light blindness](#)^{B1} if they already have light sensitivity); cure 2 consecutive saves.

Destruction: 5 points of fire damage

Mythic Russet Mold (CR 7): This hazardous fungus can be found in dark, wet areas, and often grows in great abundance at the heart of a mythic vegpeygmy lair. When a creature approaches within 5 feet of a patch of russet mold, the fungus releases a cloud of spores in a 5-foot radius burst. Everyone in the area must make a DC 18 Fortitude save or the spores quickly take root in their victims, dealing 1d4 points of Constitution damage per round. A new Fortitude save can be attempted each round to halt the growth. Although immunity to disease won't protect against russet mold spores, the growth can be halted by *remove disease* and similar effects with a DC 19 successful caster level check. Exposure to sunlight also halts the spores' growth. Plants are immune to russet mold spores. After 24 hours, a fully grown mythic vegpeygmy bursts from the body of any creature slain by russet mold, provided the creature was Small or larger. For each size category larger than Small, the body produces one additional mythic vegpeygmy.

Destruction: 20 points of acid damage. Strong alcohol, such as distilled spirits, deals damage to mythic russet mold as an equal quantity of acid would. Diluted alcohol such as wine deals 1d3 points of damage and beer 1 point of damage per flask, flagon, or skin used.

A patch of russet mold is unharmed by all effects save for acid, alcohol, or *remove disease* (or a similar magical effect, such as *heal*), all of which can kill a single patch of russet mold on contact. Sunlight doesn't kill the mold but does render it dormant and harmless as long as the sunlight persists.

Mythic Shrieker (CR 1): Any non-fungus creature within 10 feet of a mythic shrieker takes 1d4 points of sonic damage per round and is deafened for 1 hour. A DC 13 Fortitude halves damage and negates

the deafened condition. The fibrous bole of a mythic shrieker is tough and hard to destroy (AC 12, hardness 5, hit points 15). If attacked, a shrieker shrieks and then moves away from its attacker 5 feet in a random direction. This movement does not provoke attacks of opportunity.

Mythic Tentacle Mold (CR 2): When a living creature moves into an area containing a patch of mythic tentacle mold or begins its turn in a square adjacent to it (including if the mold clings to the walls or the ceiling) of mythic tentacle mold, its acidic pseudopods lash out and try to entwine that creature, which must make a DC 15 Reflex save or be entangled. The target gains a +4 bonus to the save for each size category it is larger than Medium. The creature can break free with a DC 15 Escape Artist check or Strength check but otherwise is stuck fast by the mythic tentacle mold. Each round a creature begins its turn adjacent to or within the patch of mold, it must succeed on a DC 15 Fortitude saving throw or take 1d4 points of acid damage and is sickened for 1 round. A successful save halves damage and negates the sickened condition. A patch of mythic tentacle mold can entangle more than one creature simultaneously. Mythic tentacle mold can be slain by dealing it at least 15 points of acid damage. A mythic tentacle mold takes double damage from an [alkali flask](#)^{UE} as if it were an ooze.

Mythic Yellow Mold (CR 8): If disturbed, a 5-foot patch of erupts in a choking cloud of poisonous spores that hang in the air in a 15-foot-radius spread. This cloud blocks vision as *obscuring mist*, and creatures within the cloud must succeed at a DC 18 Fortitude save each round or become nauseated for as long as they remain within the cloud and for 1d4 rounds thereafter, and they also take 1d4 points of Constitution damage, with an additional saving throw required once per round for 5 additional rounds, taking 1d4 points of Constitution damage with each failed save. Mythic yellow mold is a disease effect, not a poison.

Destruction: 30 points of fire damage. Sunlight renders it dormant for as long as the sunlight persists and for 1d10 minutes thereafter.

Appendix D: Monstrous Miscellany

This section contains references for Universal Monster Rules and mythic monster feats, as well as a breakdown of the monsters contained in this book by type, subtype, and CR. Rules for creating mythic monsters, including the mythic subtype, mythic ranks, and mythic simple templates (agile, arcane, divine, invincible, and savage) are included in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures* and are also available in online resources like the [Pathfinder Reference Document](#) and [d20pfsrd.com](#) under "Mythic Monsters."

Appendix D1: Universal Monster Rules

The following rules are standard and are referenced (but not repeated) in monster stat blocks. Each rule includes a format guide for how it appears in a monster's listing and its location in the stat block. The Universal Monster Rules referenced here are in addition to those described in the appendices to the *Pathfinder Roleplaying Game Bestiary* hardbacks, which are also available in online resources such as the [Pathfinder Reference Document](#) and [d20pfsrd.com](#). Additional mythic Universal Monster Rules are found in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*, as well as online in the [Pathfinder Reference Document](#) and [d20pfsrd.com](#).

Aerial Aid (Ex): While flying, the monster can use the aid another action to assist any ally within 30 feet. In addition, if an ally or unattended object within 100 feet falls the monster can spend one use of its mythic power as an immediate action to catch that ally in midair. The ally falls 5 feet for every 10 feet the monster must travel to reach him; if the hippogriff intercepts the ally before it hits the ground, it can make a melee touch attack to catch the ally. If the ally's weight (in addition to any weight the monster already carries) exceeds its heavy load, the ally still falls but any falling damage it takes is halved, and the monster must make a DC 15 Fly check or be dragged down as well, taking half normal falling damage based on the height at which it tried to catch the ally. This ability can be used to catch falling or dropped objects but cannot otherwise intercept ranged attacks.

Format: aerial aid; *Location:* Special Qualities.

Aerobatics (Ex) The monster is skilled at avoiding attacks as it swoops in and around them to attack, gaining a +2 dodge bonus to its Armor Class against attacks of opportunity provoked by its flying movement.

This dodge bonus increases by 2 for every size category its attacker is larger than it. If carrying a rider, the rider gains one-half this dodge bonus to her own Armor Class against attacks of opportunity provoked by movement.

Format: aerobatics; *Location:* Defensive Abilities.

Blasphemous Soul (Ex) A mythic demodand gains a +8 bonus on saving throws against divine spells and against the spells or spell-like abilities of outsiders with the good subtype, and when targeted with a divine spells and spell-like ability the demodand can expend one use of its mythic power to reflect the spell or ability back upon the original caster as *spell turning*. In addition, any attempts to scry on a mythic demodand using divine magic automatically fail. The caster can see the scryed area normally, but the mythic demodand simply does not appear. This ability replaces and does not stack with the heretical soul ability of non-mythic demodands.

Format: blasphemous soul; *Location:* Special Qualities.

Burn for Me (Su): The monster can expend 1 use of mythic power as a move action to strip away the fire resistance or fire immunity of a creature within 60 feet for 1 minute. If the monster expends two uses of its mythic power, it can target a number of creatures equal to one-half its mythic rank. If that fire resistance or immunity is gained from a temporary effect, that effect is automatically suppressed. If the fire resistance or immunity is part of a single effect with other functions, such as a polymorph effect, only the fire resistance or immunity itself is suppressed; any other functions are unaffected. If the target's fire resistance or immunity is a permanent ability, it is entitled to a Will save (DC 10 + 1/2 the monster's Hit Dice + its Charisma modifier) to negate this effect (if the target is mythic) or reduce its duration to 1d4 rounds (if the target is non-mythic).

Format: burn for me (DC); *Location:* Special Attacks.

Camouflage (Ex) This monster looks like a normal plant or blends in with the surrounding terrain when at rest, requiring a DC 20 Perception check to notice it before it attacks for the first time. A creature with ranks in Knowledge (nature) or Survival (or Knowledge (dungeoneering), if the creature is an ooze) can use either of those skills in place of Perception to notice the creature. If the creature has the [engulf](#) ability, creatures that fail to notice the creature and move into its space are automatically engulfed.

Format: camouflage; *Location:* Special Qualities.

Capsize (Ex): The monster can attempt to capsize a boat or ship by ramming it as a charge attack and making a CMB check. The DC of this check is 25, or the result of the boat captain's Profession (sailor) check,

whichever is higher. For each size category larger than the creature's size, it takes a cumulative -10 penalty on this CMB check.

Format: capsize; *Location:* Special Attacks.

Cling (Ex) If a creature leaves the swarm's square, the swarm takes 1d6 points of damage to reflect the loss of its numbers as several of the crawling pests continue to cling tenaciously to the victim. A creature with creatures clinging to him continues to take damage as if in the swarm's space each round at the end of his turn and remains subject to the swarm's distraction ability or other special attacks, such as bleed and poison. As a full-round action, a creature with a clinging swarm can remove the swarm with a successful Reflex save (DC 10 + 1/2 the swarm's Hit Dice + the swarm's Dexterity modifier). High wind or any amount of damage from an area effect destroys a clinging swarm. If a non-mythic creature succeeds on its Reflex save to remove a clinging mythic swarm, the swarm can expend one use of mythic power to force the creature to reroll its save and use that result.

Format: cling (DC 14); *Location:* Special Attacks.

Draconic Fortitude (Ex): Whenever the dragon would take ability damage, ability drain, temporary or permanent penalties to ability scores, or temporary negative levels, it ignores an amount of that damage, drain, penalty, or number of levels equal to one-half its mythic rank. In addition, a dragon can expend one use of its mythic power as a free action to end any one of the following effects currently affecting it: bleed, blinded, confused, cowering, dazed, dazzled, deafened, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, or stunned. It can use this ability at the beginning of its turn if one of the above conditions would prevent the dragon from taking actions. The dragon can also negate permanent conditions such as *feeblemind*, *insanity*, a permanent negative level, or petrification by expending two uses of its mythic power if the condition resulted from a non-mythic effect, or 3 uses of its mythic power if it was from a mythic effect.

Format: draconic fortitude; *Location:* Defensive Abilities.

Elusive (Su): This monster is the stuff of legends, but despite countless attempts to hunt them, they are rarely encountered unless they wish it. When using the withdraw action, the monster can move up to its run speed without leaving any trace of its passing (identical in effect to *pass without trace*). The elusive monster can make a Stealth check with a +40 circumstance bonus as part of this withdraw action, even with no cover or concealment or while directly observed. In addition,

except when in combat, the monster is considered to be under the effects of a *nondetection* spell. If this is a mythic ability, the monster can expend one use of its mythic power to gain the effect of *mind blank*. These spell effects are at caster level 20th and cannot be dispelled.

Format: elusive; *Location:* Special Qualities.

Faith Sense (Su) The monster automatically senses whether any other creature in a 40 ft. radius can cast divine spells or use spell-like abilities that duplicate divine spells, and the level of the most powerful divine spell or spell-like ability the creature currently has available for use. This ability has no effect if the creature with faith sense is unaware of the presence of a creature with divine spellcasting abilities.

Format: faith sense; *Location:* Senses.

Fling (Ex) The monster can drop a creature it has grabbed as a free action or use a standard action to fling it aside. A flung creature travels 1d6 × 10 feet, and takes 1d6 points of damage per 10 feet traveled. If this is a mythic ability, the monster can expend one use of its mythic power to fling a grappled creature as a free action. If the creature has the constrict ability, it can forgo dealing constrict damage to fling a grabbed creature 1d6 × 5 feet as a free action.

Ghoul Fever (Su) The monster has a supernatural disease attack that follows normal disease rules, but humanoids who dies of ghoulish fever rise as ghouls at the next midnight. A humanoid who becomes a ghoul in this way retains none of the abilities it possessed in life. It is not under the control of the undead that inflicted its ghoulish fever, but it hungers for the flesh of the living and behaves like a normal ghoul in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

Format: disease (ghoul fever); *Location:* Special Attacks and individual attacks.

Icewalking (Ex): This ability works like the *spider climb* spell, but the surfaces the dragon climbs must be icy. The dragon can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

Format: icewalking; *Location:* Speed.

Indomitable Will (Ex): The monster gains a bonus equal to one-half its mythic rank (minimum +1) on Will saves, and if the monster is affected by a mind-affecting effect that results in a partial or reduced effect on a successful save, the monster is completely unaffected by it. In addition, whenever the monster would be affected by a non-instantaneous mind-affecting effect, the creature can ignore the effect as an immediate action by expending one use of its mythic power (two

uses if the effect is a mythic effect). Ignoring an effect that does not allow a saving throw costs one additional use of mythic power.

Format: indomitable will; *Location:* Defensive Abilities.

King of Beasts (Su): A mythic animal with this ability gains the wild empathy ability as a ranger of a level equal to its Hit Dice, with a +4 racial bonus. This ability functions only against creatures of the same general kind as the animal; hence, a mythic pteranodon or tyrannosaurus could use this ability with other dinosaurs, while a mythic emperor cobra or anaconda could use it with all snakes and a dire tiger or cheetah with all cats. A mythic animal can communicate with such creatures as if it had continuous *speak with animals* and gains a +4 racial bonus on Handle Animal checks it makes with such creatures. A mythic animal can expend one use of its mythic power to use *animal trance*, *charm animal*, or *hold animal* against an animal of its kind, with a caster level equal to its Hit Dice and using Charisma to determine the save DC. These abilities are supernatural, not spell-like.

Format: king of beasts; *Location:* Special Qualities.

Mythic Drain (Su): Whenever the monster confirms a critical hit with a natural weapon against a creature that has mythic power, the monster steals one use of that creature's mythic power and adds it to its own daily uses of mythic power. If the monster has a mythic feat or ability that has a daily limit on its use, it can use the stolen mythic power to recharge and activate one daily use of that ability, but this must be done within 1 minute of stealing the mythic power. Otherwise, the additional use of mythic power is subject to the normal restrictions on its use.

Format: mythic drain; *Location:* Special Attacks.

Mythic Psi-Like Abilities (Su): Three times per day, the monster may use the mythic version of any of its corresponding psi-like abilities. The monster must expend the same amount of mythic power that would normally be required to cast a mythic psionic power, treating its mythic rank as its mythic tier for the purpose of qualifying to use augmented versions of mythic powers.

Format: mythic psi-like abilities; *Location:* Special Attacks.

Mythic Spell-Like Abilities (Su): Three times per day, the monster may use the mythic spell version of any of its corresponding spell-like abilities. The monster must expend the same amount of mythic power that would normally be required to cast a mythic spell, treating its mythic rank as its mythic tier for the purpose of qualifying to use augmented versions of mythic spells.

Format: mythic spell-like abilities; *Location:* Special Attacks.

Resurrection Vulnerability (Su): A *raise dead* or similar spell cast on this type of undead destroys it (Will negates). Using the spell in this way does not require a material component.

Format: resurrection vulnerability; *Location:* Weaknesses.

Snow Vision (Ex): The monster can see perfectly well in snowy conditions, and does not take any penalties on Perception checks while in snow. The monster is immune to blindness or dazzling caused by bright light on snow or ice. Racial bonuses to Stealth checks in snowy conditions do not apply against a creature with snow vision.

Format: snow vision; *Location:* Senses.

Suction (Ex) The monster can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. The creature can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, its CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

Format: suction; *Location:* Special Qualities.

Sunlight Powerlessness (Ex): This monster is powerless in natural sunlight (not merely a *daylight* spell) and flees from it. If this monster is caught in sunlight, it cannot attack and is staggered.

Format: sunlight powerlessness; *Location:* Weaknesses.

Tenacious Grapple (Ex) The monster does not gain the grappled condition if it grapples a foe with its arms, tail, or tentacles.

Format: tenacious grapple; *Location:* Special Attacks.

Trackless Step (Ex): The monster does not leave a trail in natural surroundings (unless it wishes to) and cannot be tracked.

Format: trackless step; *Location:* Special Qualities.

Twin Talons (Ex): The monster can attack with both claws as part of the same attack action, charge action, or standard action. If it hits the same target with both claws, it can attempt a drag combat maneuver against its target as a free action that does not provoke attacks of opportunity. If the maneuver succeeds, the monster can move with its target after making its attack as far as the drag maneuver allows, even if its movement for the round would otherwise have been completed. The



target is not grappled and is released at the end of the drag maneuver, which may result in a fall if dragged into the air or off of a wall, tree, or other high place. If both the monster and the creature it dragged are willing, the dragged creature can hold on long enough to mount the monster on its next turn as a move action and begin riding it. If the dragged creature is helpless, the monster does not need to drop it and can carry it away.

Format: twin talons; *Location:* Special Attacks.

Uncanny Dodge (Ex): This ability functions as the [uncanny dodge](#) rogue class feature. If the monster gains uncanny dodge from class levels or another source, it gains [improved uncanny dodge](#) instead, using its Hit Dice as its rogue level where relevant.

Format: uncanny dodge; *Location:* Defensive Abilities.

Unnatural Aura (Su): Animals, whether wild or domesticated, can sense the unnatural presence of this monster at a distance of 60 feet. They do not willingly approach nearer than that and panic if forced to do so unless a master succeeds at a DC 25 Handle Animal, Ride, or wild empathy check. A panicked animal remains so as long as it is within 30 feet of the monster.

Format: unnatural aura (60 ft.); *Location:* Aura.

Virulent Venom (Ex): The monster adds one-half its mythic rank to the DC and duration of its poison. In addition, if it bites a living creature that is immune to poison or has a saving throw bonus that applies specifically to poison, it can expend one use of its mythic power as a free action to bypass that immunity and negate that bonus until the end of its next turn.

Format: virulent venom; *Location:* Special Attacks.

Water Breathing (Ex): The monster can breathe water as well as air. It can freely use its spells, spell-like abilities, and supernatural abilities while submerged, though some effects do not function underwater.

Format: water breathing; *Location:* Special Qualities.

Whipping Wings (Ex) The monster gains two wing buffet attacks as secondary natural weapons. If it hits a creature with both wing buffets in the same round, the target is staggered for 1 round and dazzled for 1d4 rounds by flying feathers; while dazzled, the pegasus and its rider gain concealment against it. A successful Reflex save (DC 10 + 1/2 the creature's Hit Dice + its Constitution modifier) negates the staggered condition and reduces the duration of dazzling and concealment to 1 round.

Format: whipping wings; *Location:* Special Attacks.

Wishmaster (Su): A mythic genie is aware of every wish granted by a genie of its type anywhere on the

same plane, and can sense objects and situations that have been altered by such wishes granted within the last year. A mythic genie with the ability to grant *wishes* (including *limited wishes*) may expend two uses of its mythic power as well as one use of its own *wish*-granting ability to negate a *wish* (or *limited wish*) granted by another genie of its type, or alter its effects.

Format: wishmaster; *Location:* Special Qualities.

Woodland Stride (Ex): The monster can move through foliage at full speed without taking damage or suffering impairment. Magically manipulated plants affect it normally.

Format: woodland stride; *Location:* Speed.

Appendix D2: Monster Feats

Most of the following mythic feats apply specifically to monsters, although some player characters might qualify for them. Some of these mythic feats are mythic versions of existing feats from the *Pathfinder Roleplaying Villain Codex*, *Pathfinder Roleplaying Game Monster Codex*, or other resources, while others are standalone mythic feats designed to enhance the abilities of mythic monsters. When creating mythic monsters, these feats can be applied to give the monster a unique change of pace or to provide it with unexpected abilities, and they can be freely exchanged with existing mythic feats preselected for the monsters in this book should you wish to tailor your mythic monsters in that way.

Aversion Tolerance: Roll your save twice against aversive objects.

Bag of Bones: Increase your bonus on Escape Artist checks.

Blood Feast: Increase your bonuses and make them last longer by spending mythic power.

Blood Tide: Gain an attack bonus against each opponent, and you may make more attacks.

Born of Frost: Deal cold damage with all your attacks.

Bouncing Spell-Like Ability: Use your spell-like ability as bouncing more often.

Chilled Rock: Enemies hit by your hurled rocks become slowed if they fail a save.

Consume Essence: It's more difficult for swallowed creatures to escape, and you can accrue limitless hit points.

Cooperative Rend: Deal more damage based on yours and your ally's mythic tiers.

Corrupted Flesh: Your stench sickens creatures for a



longer time and more easily.

Dangerous Tail: Reduce your penalties on a full attack, and you may make a free trip attempt with bonuses.

Disruptive Spell-Like Ability: Use a spell-like ability as disruptive more often.

Engulf Horror: Non-mythic creatures that fail their saving throw are nauseated.

Engulf Revulsion: Sicken creatures for a longer time.

Exsanguinate: Regain mythic power by draining blood.

Extra Croaking: Gain even more extra uses of terrifying croak.

Fearsome Spell-Like Ability: Use your spell-like ability as fearsome more often.

Fetid Breath: Use your breath weapon more often, and you may prevent creatures from attempting a save.

Gluttonous Gobbler: Gain a bonus to your swallow attempt.

Gnawer: Ignore a greater amount of hardness with your bite.

Great Rend: You deal an amount of additional damage equal to your Strength modifier when you use Great Rend.

Gruesome Shapechanger: Give greater penalties to your opponents and shake them with your horrific transformation.

Horrific Gorging: Devour creatures of any type, gain temporary hit points, and frighten those who see you.

Icy Stare: Non-mythic creatures are not entitled to a saving throw against your icy stare.

Intensified Spell-Like Ability: Use your intensified spell-like ability more often.

Latching Horror: You frighten your opponents and may increase the save DC by spending mythic power.

Lingering Spell-Like Ability: Use your spell-like ability as lingering more often.

Mighty Bite: Add half your mythic rank to your bite attack roll when you use Mighty Bite.

Night Stalker: Increase your attack bonus and gain a bonus vs. non-flat-footed enemies.

Ogre Crush: Your unarmed strike damage increases by two steps.

Old as Dust: You regain more hit points when you awaken.

Powerful Tongue: Gain a bonus on your pull maneuver check, and you may send your opponent prone.

Raging Brute: Use this feat more often and your

barbarian level is equal to your Hit Dice.

Raging Regeneration: You regenerate more quickly when using this feat.

Reach Spell-Like Ability: Make your spell-like ability reach more often.

Regenerate Muscles: Increase your Strength bonus and don't lose your regeneration ability.

Scarring Spell-Like Ability: Make your spell-like ability scarring more often.

Sickening Spell-Like Ability: Make your spell-like ability sickening more often.

Sleeper: Heal more quickly when you are in the grave.

Smoking Boulder: The smoke functions as a *cloudkill*.

Sonic Croak: Inflict more damage and penalties on the save DC; you may shatter fragile objects.

Spawnlink: You can see through your spawn's eyes and your own simultaneously.

Sprinting Troll: Further increase your speed, and you don't lose your regeneration ability.

Stunning Croak: Stun your opponents for longer periods of time.

Throat Pouch: The range of your terrifying croak increases, you may be heard from greater distances, and increase the effects of *shout*.

Traumatic Spell-Like Ability: You make your spell-like ability traumatic more often.

AVERSION TOLERANCE (MYTHIC)

A mythic vampire is difficult to keep at bay with the usual means.

Prerequisite: Aversion Tolerance^{MC}.

Benefit: When confronted with aversive objects, sounds, and materials appropriate to your vampire type, you roll your saving throw twice and choose the better result. If you fail your saving throw against a non-mythic source, you can attempt another saving throw after three rounds (you roll only once for this new saving throw).

BAG OF BONES (MYTHIC)

Your undead form ignores the limits of mortal physiology.

Prerequisite: Bag of Bones^{MC}.

Benefit: Add half your mythic tier to the bonus on Escape Artist checks. You can expend one use of mythic power to add your mythic tier to the bonus (instead of half) for a particular skill use.

BLOOD FEAST (MONSTER, MYTHIC)

The taste of blood can set you on an orgy of violence.

Prerequisite: Blood Feast^{HA}.

Benefit: The morale bonus on attack and damage rolls granted by Blood Feast increases to +2 and applies to all natural attacks you make. Additionally, whenever you damage a living creature with your bite attack, you can expend one use of mythic power. If you do, the morale bonus granted by this feat lasts for 1 minute, and the critical threat range and critical multiplier for your bite attack both increase by +1 for 1 minute.

BLOOD TIDE (MYTHIC)

In the throes of blood frenzy, you can unleash a whirlwind of claws and teeth against your foes.

Prerequisite: Blood Tide^{MC}.

Benefit: You gain a +2 bonus on attack rolls against each qualifying opponent. You can expend one use of mythic power to make all your attacks from a full-attack action against one foe, and one additional attack at your highest base attack bonus against every other qualifying opponent within reach.

BORN OF FROST (MYTHIC)

Your hands are so cold that even your weapons become icy.

Prerequisite: Born of Frost^{MC}.

Benefit: All your natural attacks and attacks with melee weapons deal an additional 1d6 points of cold damage. In addition, all your critical hits made with natural weapons or melee weapons deal an additional 1d10 points of cold damage (2d10 if the weapon deals ×3 damage on a critical hit, 3d10 if the weapon deals ×4 on a critical hit).

BOUNCING SPELL-LIKE ABILITY (MONSTER, MYTHIC)

Use your spell-like ability as bouncing more often.

Prerequisite: Bouncing Spell-like Ability^{HA}, 2nd mythic rank or tier

Benefit: If the spell-like ability you have chosen to make bouncing can be used more than three times per day, you can use this feat an additional number of times per day for every 4 mythic ranks or tiers after 1st. When you have expended your daily uses of this feat, you may choose to spend two uses of your mythic power as a free action to gain an additional use of the feat.

In addition, by expending two daily uses of this feat, you may make a different spell-like ability you possess bouncing. This spell-like ability must be one

whose spell level does not exceed one-half your caster level (round down) -4. If you cannot use a bouncing spell-like ability at least twice per day, you cannot use this ability.

CHILLED ROCK (MYTHIC)

Enemies hit by your hurled rocks are affected by a numbing cold.

Prerequisite: Chilled Rock^{MC}.

Benefit: Any opponent who is damaged by a rock you hurled must succeed at a Fortitude save (DC = 10 + 1/2 your level + your Constitution modifier) or become slowed for 1d6 rounds (as per the *slow* spell).

CONSUME ESSENCE (COMBAT, MONSTER, MYTHIC)

You can flood your swallowed victims with negative energy and break them down quickly.

Prerequisite: Consume Essence^{HA}.

Benefit: You add temporary hit points to the number of hit points the swallowed creatures must deal to escape whenever you inflict a negative level on a swallowed creature with Consume Essence, whether you are undead or not. Additionally, there is no limit to how many temporary hit points you can accrue in this way. Additionally, as a standard action, you can expend one use of mythic power to force each creature you have currently swallowed to succeed on a Fortitude save (DC = 10 + 1/2 your Hit Dice + your Charisma modifier) or gain 1d4 temporary negative levels. This is in addition to the save swallowed creatures must make each round to avoid gaining a negative level.

COOPERATIVE REND (COMBAT, MYTHIC, TEAMWORK)

You and an ally each sink a claw into your foe—then all you have to do is pull.

Prerequisite: Cooperative Rend^{MC}, 8 HD.

Benefit: Add your mythic tier to the damage you deal when you use this feat. If both you and your ally have mythic ranks, the bonus damage due to mythic tier and rank is combined.

CORRUPTED FLESH (MYTHIC)

You have sickened, rotting flesh from some deformity or vestigial limb that has turned fetid and necrotic, yet refuses to heal or fall off.

Prerequisite: Corrupted Flesh^{MC}.

Benefit: The DC of your stench increases by half your mythic tier. You can expend one use of mythic power to increase the penalty of the sickened condition



imposed by your stench by half your mythic tier for one minute; anyone who fails a saving throw against it during that time suffers the increased penalty for the full duration. Alternatively, you can expend one use of mythic power to treat a creature that has successfully saved against your stench ability (and therefore cannot be affected by your stench again for 24 hours) as though it has not successfully saved against your stench; it is therefore eligible to make saving throws against your stench ability again. Note that no duration is given for the stench effect provided by Corrupted Flesh; assume it lasts 10 rounds.

Normal: A creature cannot be affected by your stench (by you or anyone else) for 24 hours after successfully saving against it.

DANGEROUS TAIL (COMBAT, MYTHIC)

You have trained your tail into a powerful weapon and wield it with deadly skill.

Prerequisite: Dangerous Tail^{MC}.

Benefit: The attack penalty on your tail swipe attack is reduced to -2 if made as part of a full-attack action. If your tail hits, you can expend one use of mythic power to make a free trip attempt with your tail, regardless of whether or not the hit is a critical hit; if you do so, add half your mythic tier to the combat maneuver check. The trip attempt does not provoke attacks of opportunity. You do not make two trip attempts if the hit is a critical hit and you expend mythic power.

DISRUPTIVE SPELL-LIKE ABILITY (MONSTER, MYTHIC)

Use your spell-like ability as disruptive more often.

Prerequisite: Disruptive Spell-like Ability^{HA}, 2nd mythic rank or tier

Benefit: If the spell-like ability you have chosen to make disruptive can be used more than three times per day, you can use this feat an additional number of times per day for every 4 mythic ranks or tiers after 1st. When you have expended your daily uses of this feat, you may choose to spend two uses of your mythic power as a free action to gain an additional use of the feat.

In addition, by expending two daily uses of this feat, you may make a different spell-like ability you possess disruptive. This spell-like ability must be one whose spell level does not exceed one-half your caster level (round down) -4. If you cannot use a disruptive spell-like ability at least twice per day, you cannot use this ability.

ENGULF HORROR (COMBAT, MONSTER, MYTHIC)

You truly debilitate those you engulf.

Prerequisite: Engulf Horror^{HA}.

Benefit: Non-mythic creatures that fail their saving throw are nauseated for 1 round, rather than staggered. If you expend one use of mythic power as a swift action, this effect applies to mythic creatures as well for one minute.

ENGULF REVULSION (MYTHIC)

Being engulfed by you is as sickening as it is frightening, and it is disturbing to watch, as well.

Prerequisite: Engulf Revulsion^{HA}.

Benefit: Creatures that fail their saving throw are sickened, in addition to being shaken, and the duration of the effect increases to 1 minute. Additionally, whenever you successfully engulf or smother an opponent, you can expend one use of mythic power. If you do, each of the opponent's allies that can see you must succeed on a Will save (DC 10 + 1/2 your Hit Dice + your Strength modifier) or be shaken and sickened for 1d4 rounds. This is a mind-affecting fear effect.

EXSANGUINATE (COMBAT, MONSTER, MYTHIC)

You can draw mythic power from blood and can drain foes more easily.

Prerequisite: Exsanguinate^{HA}.

Benefit: Whenever you successfully use your blood drain special attack, instead of the normal benefits that you gain from doing so, you can choose to gain one use of mythic power instead. You cannot gain more uses of mythic power in this way in a single 24-hour period than your mythic tier. Additionally, whenever you successfully initiate a grapple or maintain control of a grapple with a creature that you are capable of draining blood from, you can expend one use of mythic power to use your blood drain special attack, even though the creature is not pinned.

EXTRA CROAKING (MYTHIC)

Your mythic power provides the means to croak more often.

Prerequisite: Extra Croaking^{MC}.

Benefit: You gain one extra use of terrifying croak per hour per mythic rank or tier you possess. You can expend one use of mythic power to immediately recharge your hourly number of uses.

FEARSOME SPELL-LIKE ABILITY (MONSTER, MYTHIC)

Use your spell-like ability as fearsome more often.

Prerequisite: Fearsome Spell-like Ability^{HA}, 2nd mythic rank or tier

Benefit: If the spell-like ability you have chosen to make fearsome can be used more than three times per day, you can use this feat an additional number of times per day for every 4 mythic ranks or tiers after 1st. When you have expended your daily uses of this feat, you may choose to spend two uses of your mythic power as a free action to gain an additional use of the feat.

In addition, by expending two daily uses of this feat, you may make a different spell-like ability you possess fearsome. This spell-like ability must be one whose spell level does not exceed one-half your caster level (round down) -4. If you cannot use a fearsome spell-like ability at least twice per day, you cannot use this ability.

FETID BREATH (MYTHIC)

The rotting of your flesh has spread to your lungs and fills them with putrid fluids.

Prerequisite: Fetid Breath^{MC}.

Benefit: Increase the DC of your breath weapon and the number of times per day you can use it by half your mythic tier. If you expend one use of mythic power when using the breath weapon, creatures cannot use a full-round action to attempt another save against the effect.

GLUTTONOUS GOBBLER (MYTHIC)

Some ogres are able to quickly choke down even the largest of meals so they can get on with other business.

Prerequisite: Gluttonous Gobbler^{MC}.

Benefit: Add half your mythic tier to your grapple combat maneuver check when attempting to swallow the target. You can expend one use of mythic power to put the grappled creature in your mouth as a free action. Note that no damage is given for the swallow whole effect provided by Gluttonous Gobbler; assume it deals damage equal to the ogre's slam attack, plus 1d6 acid (so 1d6+5 bludgeoning damage plus 1d6 acid for a typical ogre).

GNAWER (MYTHIC)

Thanks to your teeth's strength and quick growth, you are able to chew through nearly any obstacle given sufficient time.

Prerequisite: Gnawer^{MC}.

Benefit: Add half your mythic tier to determine the amount of hardness your bite attack ignores. After a successful hit with your bite attack, you can expend one use of mythic power to add your mythic tier (instead of half) to determine the amount of ignored hardness for one particular bite attack.

GREAT REND (COMBAT, MYTHIC)

You use your teeth and claws to rip your foes to shreds.

Prerequisite: Great Rend^{MC}, 10 HD.

Benefit: You deal an amount of additional damage equal to your Strength modifier (instead of half) when you use Great Rend.

GRUESOME SHAPECHANGER (MONSTER, MYTHIC)

Your transformations are particularly horrifying and messy.

Prerequisite: Gruesome Shapechanger^{HA}.

Benefit: The amount by which your discarded slime and viscera increases the DC of Acrobatics checks increases by an amount equal to 1/2 your mythic tier. Additionally, creatures that view your transformation and fail their saving throw are shaken for 1 minute, as well as sickened. If you expend one use of mythic power when you transform, then non-mythic creatures witnessing that transformation which fail their saving throw, as well as mythic creatures that fail their saving throw by 5 or more, are frightened for 1 minute, rather than shaken.

HORRIFIC GORGING (COMBAT, MONSTER, MYTHIC)

You can gorge yourself on a wide variety of creatures, and the sight is truly terrifying.

Prerequisite: Horrific Gorging^{HA}.

Benefit: You can use Horrific Gorging to consume dead, unconscious, paralyzed, or otherwise helpless creatures of any type, rather than being limited to humanoid creatures, although at the GM's discretion, the consumption of certain creatures may simply not be frightening enough to warrant the effects of Horrific Gorging (such as consuming a chicken, fish, or similar animal regularly consumed by intelligent creatures). Additionally, whenever you swallow a creature in this way, you gain a number of temporary hit points equal to twice your tier. Finally, whenever you use Horrific Gorging to swallow a mythic creature, you can expend one use of mythic power. If you do, creatures that fail their saving throw are frightened, rather than shaken.

ICY STARE (MYTHIC)

Your chill eyes give the shivers to all inferior creatures.

Prerequisite: Icy Stare^{MC}.

Benefit: Non-mythic creatures are not entitled to a saving throw against your icy stare.

INTENSIFIED SPELL-LIKE ABILITY (MONSTER, MYTHIC)

Use your intensified spell-like ability as disruptive more often.

Prerequisite: Intensified Spell-like Ability^{HA}, 2nd mythic rank or tier

Benefit: If the spell-like ability you have chosen to intensify can be used more than three times per day, you can use this feat an additional number of times per day for every 4 mythic ranks or tiers after 1st. When you have expended your daily uses of this feat, you may choose to spend two uses of your mythic power as a free action to gain an additional use of the feat.

In addition, by expending two daily uses of this feat, you may intensify a different spell-like ability you possess. This spell-like ability must be one whose spell level does not exceed one-half your caster level (round down) -4. If you cannot use an intensified spell-like ability at least twice per day, you cannot use this ability.

LATCHING HORROR (MYTHIC)

Creatures you latch onto can do little but flail about ineffectually in terror.

Prerequisite: Latching Horror^{MA}.

Benefit: Non-mythic creatures that fail their saving throw, as well as mythic creatures that fail their saving throw by 5 or more, are frightened, rather than shaken. Creatures frightened in this way are entitled to make a new saving throw at the end of their turn each round to end the frightened effect, at which point they are shaken for as long as you remain attached. Finally, whenever you use your attach ability, you can expend one use of mythic power to increase the DC of the saving throw to resist Latching Horror by +2.

LINGERING SPELL-LIKE ABILITY (MONSTER, MYTHIC)

Use your spell-like ability as disruptive more often.

Prerequisite: Lingering Spell-like Ability^{HA}, 2nd mythic rank or tier

Benefit: If the spell-like ability you have chosen to make lingering can be used more than three times per day, you can use this feat an additional number of times per day for every 4 mythic ranks or tiers after 1st. When you have expended your daily uses of

this feat, you may choose to spend two uses of your mythic power as a free action to gain an additional use of the feat.

In addition, by expending two daily uses of this feat, you may make a different spell-like ability you possess lingering. This spell-like ability must be one whose spell level does not exceed one-half your caster level (round down) -4. If you cannot use a lingering spell-like ability at least twice per day, you cannot use this ability.

MIGHTY BITE (COMBAT, MYTHIC)

Your rending claws expose your opponent's vital organs to your teeth.

Prerequisite: Great Rend^{MC}, 8 HD.

Benefit: Add one-half your mythic rank or tier as a bonus on your bite attack roll when you use Mighty Bite.

NIGHT STALKER (MYTHIC)

You excel at hunting humans in the dead of night and murdering them quietly.

Prerequisite: Night Stalker^{MC}.

Benefit: You gain a +4 bonus on attack rolls against flat-footed enemies (instead of +2), and a +2 bonus on attack rolls against non-flat-footed enemies, when in areas of dim lighting or natural darkness. You do not gain this bonus against creatures with darkvision (this sentence applies to those using non-mythic Night Stalker as well).

OGRE CRUSH (MYTHIC)

Your thick, muscular arms are capable of landing powerful blows and crushing the life out of the smaller creatures you embrace.

Prerequisite: Ogre Crush^{MC}.

Benefit: Your unarmed strike damage increases by two steps when you're grappling creatures smaller than you (instead of one step).

OLD AS DUST (MYTHIC)

You have been dead for so long you have become quite difficult to kill.

Prerequisite: Old as Dust^{MC}.

Benefit: Anytime you are reduced to 0 hit points, you remain unconscious until you are healed or until the following midnight, at which time you regain 2 hit points per Hit Die and awaken.

POWERFUL TONGUE (MYTHIC)

You can pull your opponent with savage force.

Prerequisite: Powerful Tongue^{MC}.

Benefit: When using your tongue to pull an opponent toward you, you add your mythic rank or tier to your combat maneuver check. If you beat the DC by 5 or more, your opponent is prone at the end of its move. You can expend one use of mythic power to pull your opponent 10 feet toward you as a free action, instead of 5 feet.

RAGING BRUTE (MYTHIC)

You are able to harness the rage that burns inside you and fuels your might.

Prerequisite: Raging Brute^{MC}.

Benefit: You gain an additional use per day of Raging Brute. In addition, remove the -3 penalty to your total Hit Dice to determine your effective barbarian level for using rage powers via Raging Brute. Additionally, if you have no uses of Raging Brute remaining, you can expend one use of mythic power to activate that ability again.

RAGING REGENERATION (COMBAT, MYTHIC)

Your rage pushes your ability to regenerate beyond its normal limits.

Prerequisite: Raging Regeneration^{MC}.

Benefit: You suffer no reduction to your regeneration rate when using Raging Regeneration. You can expend one use of your mythic power to use double your regeneration rate for 1 minute.

REACH SPELL-LIKE ABILITY (MONSTER, MYTHIC)

Make your spell-like ability reach more often.

Prerequisite: Reach Spell-like Ability^{HA}, 2nd mythic rank or tier

Benefit: If the spell-like ability you have chosen to make reach can be used more than three times per day, you can use this feat an additional number of times per day for every 4 mythic ranks or tiers after 1st. When you have expended your daily uses of this feat, you may choose to spend two uses of your mythic power as a free action to gain an additional use of the feat.

In addition, by expending two daily uses of this feat, you may make a different spell-like ability you possess reach. This spell-like ability must be one whose spell level does not exceed one-half your caster level (round down) -4. If you cannot use a reaching spell-like ability at least twice per day, you cannot use this ability.

REGENERATE MUSCLES (MYTHIC)

You use your powerful metabolism to temporarily increase the strength of your muscles but doing so costs you your regeneration powers.

Prerequisite: Regenerate Muscles^{MC}, 8 HD.

Benefit: Add half your mythic rank or tier to the bonus to your Strength. You do not lose your regeneration ability for 1 minute after gaining the Strength bonus.

SCARRING SPELL-LIKE ABILITY (MONSTER, MYTHIC)

Use your spell-like ability as scarring more often.

Prerequisite: Scarring Spell-like Ability^{HA}, 2nd mythic rank or tier

Benefit: If the spell-like ability you have chosen to make scarring can be used more than three times per day, you can use this feat an additional number of times per day for every 4 mythic ranks or tiers after 1st. When you have expended your daily uses of this feat, you may choose to spend two uses of your mythic power as a free action to gain an additional use of the feat.

In addition, by expending two daily uses of this feat, you may make a different spell-like ability you possess scarring. This spell-like ability must be one whose spell level does not exceed one-half your caster level (round down) -4. If you cannot use a scarring spell-like ability at least twice per day, you cannot use this ability.

SICKENING SPELL-LIKE ABILITY (MONSTER, MYTHIC)

Use your spell-like ability as sickening more often.

Prerequisite: Sickening Spell-like Ability^{HA}, 2nd mythic rank or tier

Benefit: If the spell-like ability you have chosen to make sickening can be used more than three times per day, you can use this feat an additional number of times per day for every 4 mythic ranks or tiers after 1st. When you have expended your daily uses of this feat, you may choose to spend two uses of your mythic power as a free action to gain an additional use of the feat.

In addition, by expending two daily uses of this feat, you may make a different spell-like ability you possess sickening. This spell-like ability must be one whose spell level does not exceed one-half your caster level (round down) -4. If you cannot use a sickening spell-like ability at least twice per day, you cannot use this ability.

SLEEPER (MYTHIC)

By seeking solace in the grave, you are able to recuperate more quickly.

Prerequisite: Sleeper^{MC}.

Benefit: You heal 2 hit points per 10 minutes as long as you are surrounded by at least 5 feet of dirt or stone on all sides and take no actions.

SMOKING BOULDER (MYTHIC)

The rocks you hurl emit toxic volcanic fumes.

Prerequisite: Smoking Boulder^{MC}.

Benefit: The smoke from your smoking boulder is poisonous and functions as a *cloudkill* spell on any creature within the smoke cloud (DC = 10 + 1/2 your level + your Constitution modifier).

SONIC CROAK (MYTHIC)

Your powerful croak can damage creatures and objects.

Prerequisite: Sonic Croak^{MC}.

Benefit: When you use your sonic croak ability, you deal 1d4 points of sonic damage for every mythic tier you possess and increase the DC of the Fortitude save by 1, plus an additional 1 for every three mythic tiers you possess beyond the first. You can expend one use of mythic power to affect all crystal, glass, and ceramic objects within the area of effect as with the *shatter* spell, and deal 1d6 points of sonic damage per mythic tier to all crystalline creatures in the area of effect. If you expend two uses of mythic power, treat this as the mythic version of *shatter*, dealing 1d8 points per mythic tier and causing the caltrops effect as listed in the spell description.

SPAWNLINK (MONSTER, MYTHIC)

You can see through your spawn's eyes and your own simultaneously.

Prerequisite: Spawnlink^{HA}.

Benefit: You can passively observe what your spawn sees while still retaining your own senses. Once you establish a link to one of your spawn, you do not need to spend any actions to maintain the link in further rounds (and can sever the link as a free action), and you are not blinded while looking through your spawn's eyes, although you do suffer a -4 penalty on Perception checks for both your senses and your spawn's, as your attention is divided between both sets of senses. By spending one use of mythic power, you can establish and maintain links to up to 1 spawn per mythic tier you possess, allowing you to see through all of their eyes simultaneously. This effect lasts for up to 1 hour.

SPRINTING TROLL (MYTHIC)

You use your powerful metabolism to hunt swiftly, starving your regenerative powers in the interest of granting yourself greater speed.

Prerequisite: Sprinting Troll^{MC}.

Benefit: Your land speed increases by 20 feet (rather than 10 feet). You do not lose your regeneration ability for 1 minute after gaining the speed bonus. If you expend one point of mythic power, this increase in speed doubles while it lasts.

STUNNING CROAK (MYTHIC)

Your mighty croak stuns opponents for extended periods.

Prerequisite: Stunning Croak^{MC}.

Benefit: A target that fails its save against your stunning croak is stunned for 1 round, plus a number of additional rounds equal to your mythic tier or rank (or staggered for that many rounds if it succeeds on its saving throw). You can expend one use of mythic power to instead render the target unconscious for 1 round.

THROAT POUCH (MYTHIC)

Your throat pouch amplifies your voice to epic proportions.

Prerequisite: Throat Pouch^{MC}.

Benefit: The range of your terrifying croak increases by 5 feet for every 2 Hit Dice you possess. The maximum increase possible is 30 feet for every 2 mythic ranks or tiers you possess. While speaking Boggard or wordlessly vocalizing, you can swell your throat pouch as a free action to reduce the Perception DC needed to hear your voice by an amount equal to your Hit Dice plus twice your mythic rank. You can spend one use of mythic power to reduce the DC to hear your voice to 0 at up to 1 mile away. Alternately, if you can cast *shout* as a spell or spell-like ability, you can inflate your throat pouch as a free action to increase the DC of the effect by 1 and add a bonus per damage die equal to half your mythic rank (minimum +1).

TRAUMATIC SPELL-LIKE ABILITY (MONSTER, MYTHIC)

Use your spell-like ability as traumatic more often.

Prerequisite: Traumatic Spell-like Ability^{HA}, 2nd mythic rank or tier

Benefit: If the spell-like ability you have chosen to make traumatic can be used more than three times per day, you can use this feat an additional number of times per day for every 4 mythic ranks or tiers



after 1st. When you have expended your daily uses of this feat, you may choose to spend two uses of your mythic power as a free action to gain an additional use of the feat.

In addition, by expending two daily uses of this feat, you may make a different spell-like ability you possess traumatic. This spell-like ability must be one whose spell level does not exceed one-half your caster level (round down) -4. If you cannot use a traumatic spell-like ability at least twice per day, you cannot use this ability.

Existing Mythic Monster Feats

The following mythic feats were first published in the **Mythic Monster Manual**. This section does not include all feats from that book, but only those feats that are used by one or more of the monsters in this book.

ABILITY FOCUS^{B1} (MYTHIC)

One of this creature's special abilities is extraordinarily powerful.

Prerequisite: Ability Focus.

Benefit: Choose a special ability for which the creature already has Ability Focus. The bonus to save DCs provided by Ability Focus for the creature's chosen special ability increases by 2. Additionally, the creature can expend one use of mythic power as part of using its chosen special ability to force the targets of the special ability to roll their saves twice, taking the lower result.

Special: If the creature has taken non-mythic Ability Focus multiple times, it must choose which of those feats this enhances. A creature can take this feat multiple times. The effects do not stack. Each time the creature takes this feat, it applies to a different non-mythic Ability Focus feat.

ANTIMAGIC AURA (COMBAT, MYTHIC)

All manner of magic slides off you.

Prerequisite: Construct type, immunity to magic.

Benefit: As long as you have at least 1 use of mythic power left, you are immune to magical effects created by any creature other than your creator. This immunity functions like *antimagic field* but affects only your body and does not extend beyond it. Your *antimagic field* does not impede the use of magic by others or cause summoned creatures to wink out, but it does allow you to walk unimpeded and unharmed through magical barriers that are subject to *antimagic*

field and to ignore magical effects even if they do not allow spell resistance. Your *antimagic field* does not interfere with your own supernatural abilities.

If your immunity to magic contains specific exceptions (such as *stone to flesh* used against a stone golem), or if you are targeted with an effect that specifically affects constructs and ignores spell resistance, mythic effects of those types bypass your *antimagic field* but non-mythic effects of those types are ignored.

ARMS OF THE DEEP (MYTHIC)

Your lashing strikes reach up from the water to strike from all directions.

Prerequisite: Large or larger size, two or more natural weapons, swim speed.

Benefit: While you are in the water, you gain the benefit of flanking whenever an ally threatens an enemy that is threatened by you. In addition, if you attack the same creature with two or more natural weapons, you provide the benefits of flanking to yourself against that target for each attack after the first.

AWESOME BLOW^{B1} (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.

AWESOME THROW (COMBAT, MYTHIC)

Your hurled boulders knock your enemies off their feet.

Prerequisite: Awesome Blow, rock throwing special attack.

Benefit: When you hit with your rock throwing ability, in addition to dealing damage you can perform an awesome blow combat maneuver against the target with a -4 penalty. The penalty is increased by 2 for each full range increment between you and the target. If you have the Hulking Hurler feat and use the Power Attack feat in conjunction with rock throwing, the attack roll penalty from Power Attack does not apply to your awesome blow combat maneuver check when using this feat.

If you expend one use of your mythic power, you can substitute the above awesome blow combat maneuver check in place of an attack roll. If the combat maneuver check succeeds, the target takes damage as normal for your rock throwing attack in addition to being affected by the awesome blow.

CARRY OFF (COMBAT, MYTHIC)

Creatures in your clutches are liable to be carried off to their doom.

Prerequisite: [Snatch](#) or [grab](#) special attack.

Benefit: Add your mythic tier on any grapple checks you make to move with a creature you have grappled. In addition, if your grapple check exceeds the target's CMD by 10 or more you can move your full speed rather than at half speed when moving with a grappled creature and you are not considered grappled until the beginning of your next turn even while maintaining the grapple. If you expend one use of your mythic power when making a grapple check to move with a creature you have grappled, you may roll twice and take the better result.

CORUSCATING BREATH (MYTHIC)

Your breath erupts with a flare of coruscating radiance.

Prerequisite: Con 19, breath weapon special attack.

Benefit: Creatures that fail their saving throw against your breath weapon are blinded for 1 round and dazzled for a number of rounds equal to your age category (or 1d4 rounds, if you are not a dragon). If you expend one use of your mythic power as a free action when using your breath weapon, creatures that fail their saves are blinded for a number of rounds equal to your mythic rank if they are mythic creatures; non-mythic creatures are blinded permanently. Creatures succeeding on their saving throws are dazzled for a number of rounds equal to your mythic rank if they are mythic, or a number of minutes equal to your mythic rank for non-mythic creatures.

CRAFT CONSTRUCT^{B1} (ITEM CREATION, MYTHIC)

You are a master craftsman of animate constructs of surpassing magnificence.

Prerequisite: Caster level 5th, Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item.

Benefit: You add your mythic rank or tier on skill checks related to crafting a construct. In addition, you can create constructs at a much faster rate than normal. Each day of labor on a construct enables you to craft up to 1,000 gp times your mythic tier of a construct's base price, up to a maximum of 10,000 gp of its price per day at 10th mythic tier.

In addition, you can craft mythic constructs, including both constructs with the mythic subtype as well as constructs with one or more [mythic simple templates](#) applied. When adding a mythic simple template, use the normal construction rules; however, the cost of the construct is increased by 50% times its mythic tier, and any skill check DCs for its construction are increased by an amount equal to 5 plus the creature's mythic rank. For constructs with the mythic subtype, use the listed construction rules if they are provided; if they are not provided, adjust the construct's price and associated DCs as described above. Crafting a mythic construct requires the expenditure of a number of uses of mythic power equal to the construct's mythic rank each day of construction.

At the GM's option, you can use this feat to create a sentient construct. Crafting a sentient construct increases the construct's cost by 100% and increases the DC of all associated skill check DCs by 5; these adjustments stack with those for creating a mythic construct as described above if you also make a construct mythic. A sentient construct gains an Intelligence score equal to 3d6 Intelligence, increases its Charisma score by 1d3 Charisma, and gains 2 racial Hit Dice. It can speak one language that you know, plus one additional language that you know per point of its Intelligence bonus (if any). You cannot use this feat to grant sentience to a construct that already has an Intelligence score greater than 2. A sentient construct loses its immunity to mind-affecting effects and to Intelligence, Wisdom, and Charisma ability damage, drain, and penalties. A sentient construct is no longer under your control, though its initial attitude towards you is friendly.

You can add mythic simple templates or sentience to an existing construct. Deduct the construct's normal base cost from its final adjusted cost to determine the cost of adding these enhancements to the construct.

Crafting Mythic Constructs: Many constructs have specific construction requirements. If that creature

has a mythic version that you wish to create, you can follow 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.

CRIPPLING GRIP (COMBAT, MYTHIC)

Your crushing limbs and jaws maim and mutilate your prey.

Prerequisite: Savage Grip, grab special attack, size Large or larger, base attack bonus +11.

Benefit: When you roll a natural 19 or 20 on any combat maneuver check to deal damage when grappling with a natural weapon, you deal double damage if the grapple check is successful, and you gain a bonus equal to your mythic rank or tier on combat maneuver checks to maintain your grapple. In addition, you may select one [critical feat](#) for which you qualify as a bonus feat (or the mythic version of a critical feat you already possess). When you roll a 19 or 20 on a combat maneuver check to grapple, or if you expend one use of your mythic power after making a successful grapple check, you may apply the effects of this critical feat to the target of your grapple. You may apply the results of only one critical feat to the target.

DEVASTATING FLYBY (MYTHIC)

The force of your devastating aerial attack tosses your opponents about like rag-dolls.

Prerequisite: Str 19+, Flyby Attack, Power Attack.

Benefit: When you hit with a melee attack as part of a

Flyby Attack, you deal bonus damage equal to your mythic rank or tier with that attack. In addition, as a swift action you can make a combat maneuver check to drag, reposition, or trip that opponent, with a bonus equal to your mythic rank or tier. This maneuver does not provoke an attack of opportunity. Additionally, if you threaten a critical hit as part of a melee attack made using this feat, you can expend one use of mythic power as a swift action to automatically confirm the critical.

DEVASTATING GRIP (COMBAT, MYTHIC)

Your grinding power can tear your victims apart.

Prerequisite: Crippling Grip, Savage Grip, grab special attack, size Large or larger, base attack bonus +13.

Benefit: When you roll a natural 18-20 on any combat maneuver check to deal damage when grappling with a natural weapon, you deal double damage if the grapple check is successful, and you gain a bonus equal to your mythic rank or tier on combat maneuver checks to maintain your grapple. In addition, you may select one [critical feat](#) for which you qualify as a bonus feat (or the mythic version of a critical feat you already possess). When you roll an 18-20 on a combat maneuver check to grapple, or if you expend one use of your mythic power after making a successful grapple check, you may apply the effects of any two critical feats you possess to the target of your grapple.

FAST SWIMMER

You have exceptional speed in the water.

Prerequisite: Swim speed.

Benefit: Your swim speed increases by 10 feet.

Mythic: Your swim speed increases by 20 feet. This stacks with the increase gained from the non-mythic Fast Swimmer feat. In addition, if you expend one use of your mythic power as a swift action, your swim speed is doubled when using the charge, withdraw, or run action for a number of rounds equal to your mythic rank or tier. Apply this doubling before applying the normal multiplier to your speed. This is an exception to the normal rule for stacking multipliers.

FEEL FOOTFALL (MYTHIC)

You are exceptionally sensitive to movement of creatures on the ground.

Prerequisite: Tremorsense.

Benefit: When creatures move along the ground or along a wall within range of your tremorsense, you



can more precisely determine their location and the direction of their movement even if you do not have line of sight. You treat creatures with total concealment as if they had concealment, you treat creatures with concealment as though you could see them normally. This allows you to make attacks of opportunity against creatures with concealment from you, as long as they are moving, and allows you to ignore figments. You can pinpoint the square of creatures that are not moving, but they gain the normal benefits of concealment or total concealment against you. If you expend one use of your mythic tier, you treat moving creatures with total concealment within range of your tremorsense as though you could see them normally, ignoring figments, as described above.

FLYBY ATTACK^{B1} (MYTHIC)

You are able to avoid counterattacks when swooping swiftly in and out of combat.

Prerequisite: Flyby Attack.

Benefit: When you make a melee attack as part of a Flyby Attack, your movement does not provoke attacks of opportunity from the target of your melee attack. In addition, if you expend one use of your mythic power as a free action at the beginning of your turn, you can move up to twice your fly speed during a round when you use Flyby Attack, rather than being limited to your fly speed.

HARDENED CONSTRUCT (MYTHIC)

Your substance remains unmarred by most attacks.

Prerequisite: Construct type, damage reduction of any kind.

Benefit: Your damage reduction is increased by 5. In addition, when you take damage that is not affected by damage reduction, you are treated as an object with hardness equal to your damage reduction. Damage from energy attacks is halved before applying this hardness, unless it is damage of a type to which you are vulnerable (such as a wood golem's vulnerability to fire) or if you are composed of a material that is susceptible to the type of energy in question (GM's discretion). If you are reduced below one-half your maximum hit points, your hardness is halved.

HOVER^{B1} (MYTHIC)

The clouds of dust and debris this creature kicks up as it hovers in place can cause blindness and choking.

Prerequisite: Hover.

Benefit: As a standard action which does not provoke an attack of opportunity, the creature can perform

a Dirty Trick combat maneuver against all corporeal creatures caught within the 60-foot-radius cloud of dust and debris created when the creature hovers in place. If the combat maneuver succeeds, opponents are blinded for 1 round; if the combat maneuver fails, opponents are instead dazzled for 1 round. As a swift action, the hovering creature can expend one use of mythic power to extend the duration of the blinded or dazzled condition by an additional 1d4 rounds. If the combat maneuver succeeds by 5 or more, creatures within the cloud are also staggered by choking dust for 1 round for every 5 points by which the creature exceeded the DC. Creatures with the air or earth subtype or that do not need to breathe cannot be staggered with this feat.

IMPENETRABLE DAMAGE REDUCTION (MYTHIC)

Your ability to withstand blows is beyond compare.

Prerequisite: Damage reduction/—.

Benefit: If you already have DR/— and you gain DR/epic that is equal to or less than your DR/—, the total value of your damage reduction of the two types stacks and is considered DR/—. In addition, abilities that normally allow an attacker to overcome your damage reduction, whether non-mythic abilities like a paladin's smite evil or mythic abilities like fleet charge, apply only if your attacker is a mythic creature whose mythic rank or tier equals or exceeds yours or if your attacker is wielding an artifact.

IMPROVED FLIGHT (MYTHIC)

You are unusually swift and graceful in flight.

Prerequisite: Fly speed, Fly 1 rank.

Benefit: Your fly speed is increased by 20 feet and your maneuverability is improved by one category.

IMPROVED NATURAL ARMOR^{B1} (MYTHIC)

This creature's hide is impossibly thick and difficult to pierce.

Prerequisite: Natural armor, Con 17, Improved Natural Armor.

Benefit: This feat increases the natural armor bonus by +1. This stacks with the bonus gained from Improved Natural Armor. In addition, if a creature has selected the Improved Natural Armor feat more than once, the bonus provided by this feat is equal to the number of times the creature has taken the Improved Natural Armor feat.

In addition, a creature with this feat reduces bleed damage by 1, whether that bleed damage is hit point

damage, ability damage, or ability drain. If the creature has taken the Improved Natural Armor feat more than once it reduces bleed damage by an amount equal to the number of times it has taken that feat.

IMPROVED NATURAL ATTACK^{B1} (MYTHIC)

One of this creature's natural attacks is extraordinarily devastating.

Prerequisite: Base attack bonus +8, Improved Natural Attack.

Benefit: Choose one of the creature's natural attack forms (not an unarmed strike) that benefits from the non-mythic Improved Natural Attack feat. The damage for this natural attack increases by an additional step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6. A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Additionally, as a swift action, the creature can expend one use of mythic power to completely bypass its opponent's DR with its chosen natural attack. This effect last for a number of rounds equal to the creature's mythic rank. If an opponent's DR is greater than 15, the creature does not ignore any of its DR.

Special: A creature can take this feat multiple times. The effects do not stack. Each time the creature takes this feat, it applies to a different non-mythic Improved Natural Attack feat.

IMPROVED SPELL RESISTANCE^{TOHC} (MYTHIC)

You shrug off the mightiest of magical effects with ease.

Prerequisite: Improved Spell Resistance, spell resistance as an exceptional ability.

Benefit: Add one-half your mythic tier to your spell resistance against mythic spells and spell-like abilities, and add your full tier to your spell resistance against non-mythic spells and spell-like abilities. This bonus stacks with the bonus from the Improved Spell Resistance feat.

INESCAPABLE GRASP (COMBAT, MYTHIC)

It is almost impossible for foes to wriggle free from your grasp.

Prerequisite: Improved Grapple or grab special attack.

Benefit: Your CMD against attempts to escape from your grapple is increased by an amount equal to your mythic tier, whether such attempts are made as a grapple combat maneuver or an Escape Artist skill

check. In addition, you can grapple creatures using *freedom of movement*, though you take a base -20 penalty on combat maneuver checks made to grapple such a target. This penalty is reduced by an amount equal to your mythic tier (if your target is a mythic creature or is using mythic *freedom of movement*) or by twice your mythic tier otherwise.

MULTIATTACK^{B1} (MYTHIC)

This creature's natural weapon attacks possess an unearthly grace and ferocity.

Prerequisite: Multiattack.

Benefit: The creature's secondary attacks with natural weapons are treated as primary attacks. Additionally, if the creature successfully strikes the same opponent with all of its natural weapon attacks in the same round, it can expend two uses of mythic power as part of the attack to rend its opponent for an additional 1d4 points of damage for each mythic rank the attacking creature possesses.

Normal: Without this mythic feat, the creature's secondary attacks with natural weapons take a -2 penalty.

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 chose the melee attack with the highest base attack bonus to make the awesome blow.

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

SAVAGE GRIP (COMBAT, MYTHIC)

Your powerful grip can be deadly.

Prerequisite: Grab special attack, size Large or larger, base attack bonus +9.

Benefit: When you roll a natural 20 on any combat maneuver check to deal damage when grappling with a natural weapon, you deal double damage if the grapple check is successful, and you gain a bonus equal to one-half your mythic rank or tier on combat maneuver checks to maintain your grapple. If you fail a combat maneuver check to maintain your grapple, you can expend one use of your mythic power to reroll the check. You must use the second result even if it is worse than the first.

Special: You can use this feat in place of the Critical Focus feat as a prerequisite for [critical feats](#), though you must still meet other prerequisites for those feats.

SELF-REPAIRING CONSTRUCT (MYTHIC)

Your substance is almost impossible to destroy.

Prerequisite: Construct type, mindless.

Benefit: You gain fast healing equal to your mythic rank. In addition, if a critical hit is confirmed against you, you can spend one use of your mythic power as a free action to double your rate of fast healing for a number of rounds equal to your mythic rank after a confirmed critical hit. If another critical hit is confirmed against you while your fast healing is doubled, you can spend an additional use of your mythic power after each critical hit to increase the rate of your fast healing by an additional multiple.

If you have the fortification ability described in *Pathfinder Roleplaying Game Mythic Adventures*, you can instead expend one use of your mythic power to automatically negate the critical hit.

If an attack would reduce you to 0 hit points while you have uses of your mythic power remaining, you can expend one or more uses of your mythic power as an immediate action. Each use of mythic power you spend repairs a number of points of damage equal to twice your mythic tier. If this repairs enough damage to bring you back above 0 hit points, you are not destroyed.

STAMPEDING CHARGE (COMBAT, MYTHIC)

You charge in a tangled stampede of thundering feet and hooves.

Prerequisites: Powerful charge or stampede special attack.

Benefit: Allied creatures of your size or smaller do not interfere with your ability to use the charge action even if they occupy a space in the direct path of your charge attack. In addition, your charge attacks are particularly effective in conjunction with the charges of allies. As a result, if you charge a creature that has been the target of an ally's charge attack since the end of your last turn, that target is treated as flanked.

If you have the trample special attack, you can move through the space of allied creatures without damaging them.

SUPPRESS VULNERABILITY (MYTHIC)

You have inured yourself against the energies that are normally most dangerous to your kind.

Prerequisite: Con 15, vulnerability to at least one kind of energy.

Benefit: You lose your vulnerability against the selected energy type and only take normal damage from effects dealing that type of damage.

SWIM-BY ATTACK

You fluid grace allows you to effortlessly combine your actions while moving beneath the waves.

Prerequisite: Swim speed.

Benefit: When you are using a move action to swim, you can take a standard action at any point during your movement; you are not required to complete your move action before using your standard action (or vice versa). You cannot use your standard action to perform a second move (though you can use it to perform other move actions).

Mythic: If you make a melee attack as your standard action while using this feat, your movement does not provoke attacks of opportunity from the creature you attack. In addition, if you spend one use of your mythic power, you can move up to twice your swim speed in addition to your standard action, rather than being limited to your swim speed.

WINGOVER^{B1} (MYTHIC)

You dart, bank, and swoop through the air with astonishing maneuverability.

Prerequisite: Fly speed, Wingover.

Benefit: Each round, you can turn in flight up to 360 degrees without requiring a Fly check or using any of your movement to turn. Each turn you make is a free action and each turn counts as 90 degrees even if the turn is at an angle less than 90 degrees. You gain a bonus equal to your mythic rank or tier to Acrobatics checks made to move through another creature's space or through the threatened area of another creature without provoking attacks of opportunity.

In addition, if you spend one use of your mythic power when using the charge action, you may use your Wingover feat to make one or more turns during your charge without interrupting your charge. You gain a +2 dodge bonus to AC against attacks of opportunity provoked by your movement during such a charge.

WINGSTORM (MYTHIC)

The clouds of dust and debris this creature kicks up as it hovers in place can cause temporary or even permanent blindness.

Prerequisite: Str 21, Hover, Fly speed, Large size or

larger, creature must have wings.

Benefit: As a full-round action, the creature can create an effect identical to a *gust of wind* by flapping its wings, though this is an exceptional ability and is not magical. If the creature is larger than size Large, the width of the line of wind created by this effect is increased by 5 feet for each size category above Large, to a maximum of 20 feet wide for a Colossal creature. The save DC against this effect is equal to 1/2 the creature's Hit Dice plus its Strength modifier.

By spending one use of its mythic power, a creature with this feat can duplicate the effect of a *mythic gust of wind*, and it may spend two uses of its mythic power to create an augmented *mythic gust of wind*.

Appendix D3: Monsters By Type

Listed below are all of the monsters in this book, organized alphabetically by type and subtype.

Aberration: akata, charybdis, choker, cloaker, elder thing, faceless stalker, ghorazagh, grick, moon-beast, neh-thalgggu, scylla, seaweed siren, spawn of Yog-Sothoth, will-o'-wisp

(Air): giiwedín, kirin, tempest behemoth, will-o'-wisp

(Alien): akata, elder thing, mi-go, moonflower, spawn of Yog-Sothoth, venusi

Animal: aurochs, bison, dire boar, dire rat, dire shark, electric eel, elephant, emperor cobra, giant anaconda, giant moray eel, giant squid, pteranodon, rat swarm, roc, shark, velociraptor, venomous snake swarm

(Aquatic): adaro, amoeba swarm, deep tiger anemone, electric eel, charybdis, deep one, elder thing, emela-ntouka, fossegrim, giant amoeba, giant mantis shrimp, giant moray eel, giant squid, globster, hezrou, merfolk, nian, nuckelavee, ocean giant, sahuagin, scylla, sea bonze, seaweed leshy, seaweed siren, selkie, sharks, Yamata-no-oroichi

(Cold): giiwedín, ice elemental, ice golem, ice mephit, silver dragon, wendigo

Construct: arachnid robot, carrion golem, clay golem, clockwork golem, clockwork leviathan, clockwork mage, clockwork spy, cyberphrenic tadpole, ice golem, soulbound doll, stone golem, surgeon robot, terraformer robot, torturer robot, wood golem

Dragon: bronze dragon, cairn linnorm, flame drake, forest dragon, forest drake, kongamato, lunar dragon, magma dragon, silver dragon, solar dragon, sovereign dragon, taiga linnorm, time dragon, umbral dragon, void dragon, vortex dragon, Yamata-no-oroichi

(Earth): carnivorous crystal, forest dragon, forest drake

(Extraplanar): bodak, carnivorous crystal, devourer, horzitoth, immortal ichor, nightgaunt, nightwalker, umbral dragon

Fey: bogeyman, dryad, forlarren, fossegrim, hamadryad, horzitoth, house spirits, kikimora, leprechaun, norn, nuckelavee, nuglub gremlin, spring-heeled jack, vilderavn

(Fire): flame drake, magma dragon, shard slag, solar dragon, thrasfyr, vortex dragon

(Fungus): basidirond, mi-go, phycomid

(Giant): ash giant, athach, cyclops, eclipse giant, marsh giant, moon giant, ocean giant, ogre mage, sun giant

Humanoid: ash giant, cyclops, dark creeper, dark stalker, eclipse giant, marsh giant, merfolk, moon giant, ocean giant, sun giant, torch-wielding mob

(Incorporeal): allip, cyhyraeth, giiwedín, shadow, shadowperson, witchfire

Magical Beast: ammut, androsphinx, aurumvorax, bandersnatch, criosphinx, destrachan, emela-ntouka, Fenris Wolf, girallon, immense tortoise, jubjub bird, kirin, nian, razor boar, shantak, shedu, stalimedved, tempest behemoth, thrasfyr, thunderbird, tiddalik, yrthak

Monstrous Humanoid: adaro, athach, deep one, humbaba, nightgaunt, popobala, sahuagin, selkie, siren, stheno, storm hag, tanuki, vodyanoi, witchwyrd

(Mythos): deep one, elder thing, faceless stalker, mi-go, moon-beast, neh-thalgggu, nightgaunt, shantak, spawn of Yog-Sothoth

Ooze: amoeba swarm, carnivorous blob, carnivorous crystal, giant amoeba, gray ooze, hungry fog, id ooze, immortal ichor, living mirage, ochre jelly, shard slag

Outsider (aether): aether elemental

Outsider (air): air mephit, dust mephit, ice elemental, lightning elemental

Outsider (chaotic): azatas

Outsider (earth): earth mephit, magma elemental, mud elemental, salt mephit, sandman, xorn

Outsider (evil): achaierai, asuras, demons, demons, hellcat, kytons, shadowperson, xill

Outsider (fire): fire mephit, magma elemental, magma mephit, steam mephit

Outsider (good): angels, azatas, burag

Outsider (lawful): achaierai, asuras, hellcat, kytons

Outsider (native): burqa, nabasu, ogre mage, pisacha, rakshasas, wendigo, Xipe Totec

Outsider (water): ice elemental, mud elemental, ooze mephit, water mephit

Plant: basidirond, jack-o'-lantern, mi-go, moonflower,

phycomid, quickwood, seaweed leshy, venusi

(Robot): arachnid, surgeon, terraformer, torturer

(Shapechanger): faceless stalker, ghul, ogre mage, pisacha, popobala, rakshasas, seaweed leshy, selkie, tanuki, vilderavn

(Swarm): centipede swarm, rat swarm, rot grub swarm, venomous snake swarm, wasp swarm

Template: void zombie

(Troop): torch-wielding mob

Undead: allip, baykok, bodak, bone ship, brute wight, cawling hand, cursed king, cyhyraeth, devourer, gearghost, ghul, giiwedin, harionago, nightwalker, rajput ambari, sea bonze, shadow, shredskin, tzitzimitl, wight, witchfire, zombie titan

Vermin: centipede swarm, deep tiger anemone, giant mantis shrimp, giant slug, giant hunting spider, giant spider, giant wasp, rot grub swarm, titan centipede, wasp swarm

(Water): bone ship, bronze dragon

Appendix D4: Creature Subtypes

Most of the subtypes listed above are found in the *Pathfinder Roleplaying Game Bestiary* and its sequels, and further information can be found there. The exceptions are as follows:

Alien Subtype: This subtype describes creatures who come from alien planets or from the empty spaces in between, including not only living creatures but also robots and other magical or mechanical constructs. Many creatures with this subtype do not breathe and may possess some form of interstellar flight capability. Alien creatures rarely speak Common.

Fungus Subtype: This subtype includes plants that are fungoid in nature, typically living in dark places away from sunlight. Fungus creatures are often parasitic on plants or other creatures and can sometimes spawn additional fungus creatures. Fungus creatures take additional damage from spells that duplicate natural sunlight, such as sunbeam or sunburst, and when exposed to natural sunlight take 1d6 points of nonlethal damage per hour (DC 15 Fortitude save negates, with the DC increasing by 1 for each continuous hour of exposure to sunlight after the first). As long as a fungus creature has nonlethal damage from exposure to sunlight, it becomes dazzled and fatigued until all nonlethal damage is removed. If a fungus creature falls unconscious as a result of this nonlethal damage, any further damage from sunlight becomes lethal. Creatures with the fungus subtype must be identified using Knowledge (dungeoneering) rather

than Knowledge (nature).

Mythic creatures with the fungus subtype in the original *Mythic Monster Manual* include the following: fairy ring, fungus queen, mu spore, myceloid, vegepygmy.

Other fungus creatures in *Pathfinder* include but are not limited to: [ascomoid](#)^{B3}, [cerebric fungus](#)^{B3}, [fungal crawler](#)^{B2}, [fungus leshy](#)^{B3}, [fungus weird](#)^{TOHC}, [phantom fungus](#)^{B3}, [puffball \(floating fungus\) plant companion](#)^{ARG}, [sheet fungus](#)^{TOHC}, [slime mold](#)^{B2}, [violet fungus](#)^{B1}, and creatures with the [fungal creature template](#)^{B4}.

Mythos Subtype: The mythos subtype represents creatures with their origins in the Lovecraftian mythos of ancient alien gods from beyond the stars and madness-inducing forays into secrets man was not meant to know. While mythos creatures are often aliens from elsewhere in the physical universe, they can also be creatures from alien dimensions beyond the bounds of time and space as ordinary mortal creatures understand them. Mythos creatures often induce fear or madness in other creatures, especially if using Madness rules such as those in the *Pathfinder Roleplaying Game Gamemastery Guide* or the [Gothic Campaign Compendium](#) from Legendary Games.

Psionic Subtype: These creatures have psionic abilities and use the psionics rules as described in *Psionics Expanded*, *Psionics Unleashed*, the *Psionic Bestiary*, and their companion volumes from Dreamscarred Press.

Robot Subtype^{ISB}: These constructs are typically technological rather than magical in nature, operating with power sources and technological weapons that are generally far more advanced than those of other creatures. Some robots are extraterrestrial in origin, while others are relics of lost technological societies or technomagical experiments. The traits of creatures with the robot subtype are described in full detail on d20pfsrd.com.

Troop Subtype^{AP71}: The troop subtype represents an organized group of trained soldiers that act as a unit, rather than as individuals. A troop is something of an abstraction, in that the component creatures that make up the troop are mostly irrelevant; only the troop as a whole matters for the purposes of combat. A troop is similar to a swarm but is normally composed of Small or Medium creatures. Large groups of Tiny or smaller creatures should use the normal swarm rules. The traits of creatures with the troop subtype are described in full detail on d20pfsrd.com.

Appendix D5: Monsters By CR

The following section lists all monsters included in this book, alphabetically by CR. Variant monsters, such as creatures with or without the giant simple template or with other slight variations, are listed individually by their own CR. Creatures with the giant simple template are indicated with a superscript ^G, while those with the advanced simple template are indicated with a superscript ^A.

CR 1: akata, arachnid robot, clockwork spy, crawling hand, cyberphrenic tadpole, dire rat, merfolk, stirge

CR 2: amoeba swarm, deep one, giant amoeba, giant hunting spider, giant spider, jack o'lantern, small aether elemental

CR 3: augur kyton, aurochs, choker, dark creeper, electric eel, forlarren, leprechaun, nuglub gremlin, ovinnik, raktavarna, rat swarm, sahuagin, shark, shredskin, soulbound doll, triparasura, velociraptor

CR 4: adaro, allip, domovoi, dryad, giant wasp, grick, mephit, pteranodon, sandman, seaweed leshy, shadow, spring-heeled jack, torch-wielding mob, wasp swarm, wight

CR 5: bison, carrion golem, centipede swarm, dark stalker, dire boar, dvorovoi, faceless stalker, fossegrim, gancanagh, globster, gray ooze, nightgaunt, phycomid, pisacha, shadowperson, tanuki, tiddalik, venomous snake swarm

CR 6: achaierei, basidirond, brute wight, cloaker, cyclops, elder thing, emperor cobra, forest drake, ghul, giant crawling hand, giant moray eel, giowedin, ice golem, kikimora, mercane, ochre jelly, selkie, vodyanoi

CR 7: flame drake, gearghost, id ooze, incubus, lunar dragon (wyrmling), mi-go, nian, will-o'-wisp, wood golem

CR 8: emela-ntouka, girallon^G, hellcat, horzith, hungry fog, kirin, rajput ambari, rot grub swarm, void dragon (very young), witchwyrd, xill, xorn

CR 9: criosphinx, elephant, skrekalga, storm hag, terraformer robot

CR 10: bodak, destrachan, giant slug, immense tortoise, marsh giant, moonflower, nabasu, neh-thalggu, ogre mage, quickwood, shantak, shard slag, torturer robot

CR 11: androsphinx, baykok, burqa, coral golem, giant squid, giant mantis shrimp, living mirage, magma dragon (juvenile), nuckelavee, titan centipede, upasunda, witchfire, yrthak

CR 12: bogeyman, clay golem, clockwork mage, cursed king, einherji, sacristan, spawn of Yog-Sothoth

CR 13: aurumvorax, devourer, elder ice elemental, elder lightning elemental, elder magma elemental, elder mud

elemental, giant anaconda^G, harionago, hezrou, razor boar, stheno, stone golem, thunderbird, torch-wielding mob (fanatics), vortex dragon (young), zombie titan

CR 14: ash giant, carnivorous crystal, elder aether elemental, moon-beast

CR 15: athach, clockwork golem, clockwork leviathan, cyhyraeth, ignodaemon, interlocutor, roc, solar dragon (young adult), stone golem^G, Valkyrie, venusi

CR 16: carnivorous blob, ghorazagh, thanadaemon, seaweed siren

CR 17: ammut, bronze dragon^G (mature adult), charybdis, deep tiger anemone, ocean giant

CR 18: hamadryad, jubjub bird, kongamato, popobala, surgeon robot, umbral dragon^G (adult)

CR 19: forest dragon (mature adult), moon giant, sea bonze

CR 20: nightwalker, planetar, scylla, shemhazian, sun giant, vilderavn, void dragon (old)

CR 21: immortal ichor, lunar dragon (very old), stalimedved, thrasfyr, wendigo

CR 22: bone ship, cairn linnorm, norn

CR 23: frumious bandersnatch, humbaba, obcysidaemon, silver dragon (ancient), taiga linnorm, tzitzimitl

CR 24: eclipse giant

CR 25: rakshasa maharajah, sovereign dragon (ancient)

CR 27: Drakul, tempest behemoth

CR 28: solar, time dragon (great wyrm)

CR 30: Fenris Wolf, Xipe Totec, Yamata-no-orochi



Appendix D6: Mythic Monsters As Companions

Some character classes gain animal companions, familiars, mounts, and similar companion creatures whose abilities are primarily determined by the level of their master. Mythic characters have access to a variety of mythic feats and path abilities that can adjust those abilities, but the core abilities of such creatures remain level-based. A creature with the Mythic Leadership feat (or, at the GM's option, any mythic character with the Leadership feat) can attract a mythic creature as a cohort; this follows the rules for attracting monstrous creatures as cohorts, but both the

PC and the prospective cohort monster should add their mythic tier to their Hit Dice to determine whether the PC qualifies to attract the creature into his service.

Familiars are something of a special case. A standard familiar's abilities are determined by the level of its master, as for most companion creatures; however, a creature with the Mythic Improved Familiar feat (or, at the GM's option, any mythic character with the Improved Familiar feat) can attract a mythic creature as a familiar, many of whom have abilities that make them uniquely suited to serve as familiars, such as the Mythic Master universal monster ability. A list of viable creatures to serve as mythic familiars is provided here for your convenience.

MYTHIC CREATURE	MINIMUM CASTER LEVEL	MINIMUM MYTHIC TIER ¹	REQUIRED ALIGNMENT ²
asura,triparasura	7th	3rd	Lawful Evil
dire rat	5th	1st	
elemental, small	5th	1st	
kyton, augur	7th	3rd	Lawful Evil
mephit	7th	3rd	
rahshasa, raktavarna	7th	3rd	Lawful Evil
stirge	5th	1st	

¹ The minimum mythic tier listed above assumes a standard mythic campaign, with characters gaining mythic tiers approximately every 2-3 levels. If you are running a limited-mythic campaign, wherein PCs gain only a handful of mythic tiers regardless of their level, ignore this requirement.

² In many cases, a mythic master can command the allegiance of a familiar within one step of his own alignment, even if a non-mythic master would require an exact alignment match with their prospective familiar. Such cases are delineated in the entries for each individual monster.

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