

# MYTHIC

## MONSTER MANUAL



**Pathfinder**  
ROLEPLAYING GAME COMPATIBLE





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## WELCOME TO THE *Mythic Monster Manual*!

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* delivers.

### WHAT DO I NEED TO USE THIS BOOK?

The *Mythic Monster Manual* 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 [d2opfsrd.com](http://d2opfsrd.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:

AP# = *Pathfinder Adventure Path*, including the relevant issue number (see OGL).

APG = *Pathfinder Roleplaying Game Advanced Player's Guide*

ARG = *Pathfinder Roleplaying Game Advanced Race Guide*

B<sub>1</sub> = *Pathfinder Roleplaying Game Bestiary*

B<sub>2</sub> = *Pathfinder Roleplaying Game Bestiary 2*

B<sub>3</sub> = *Pathfinder Roleplaying Game Bestiary 3*

B<sub>4</sub> = *Pathfinder Roleplaying Game Bestiary 4*

CMR = *Pathfinder Roleplaying Game* campaign supplement revisiting some of the classic monsters (see OGL).

DDR = *Pathfinder Roleplaying Game* campaign supplement revisiting some classic denizens of dungeons (see OGL).

DW = *Pathfinder Roleplaying Game* campaign supplement for other planets (see OGL).

FR = *Pathfinder Roleplaying Game* campaign supplement for the fey (see OGL).

ISB = *Pathfinder Roleplaying Game* campaign setting bestiary (see OGL).

LLK = *Pathfinder Roleplaying Game* campaign supplement for the viking lands (see OGL).

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

UC = *Pathfinder Roleplaying Game Ultimate Combat*

UM = *Pathfinder Roleplaying Game Ultimate Magic*

The *Mythic Monster Manual* 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* 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.

<sup>B</sup> = Bonus feat

<sup>MF</sup> = Mythic feat

<sup>MS</sup> = Mythic spell (A creature must expend mythic power to cast a spell as a mythic spell.)

<sup>MA</sup> = Mythic ability

<sup>MMA</sup> = 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; 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.



## MAGNIFICENT MASTER

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David A. Nolan  
John N Caparso  
Kristopher Shoemaker  
William  
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Pete Pulliam

## MAGNIFICENT MYTHIC MANIAC

Ed Bradleu

# Introduction

When the Paizo design team started working on the mythic rules, we knew we didn't want to just stack additional bonuses on what you already had. We wanted to characters to do some really creative and crazy stuff. And we wanted to give GMs some fun toys as well.

Monsters are one of the few parts of the game that are almost exclusively for GMs to use, and do things that would be too weird or powerful in the hands of PCs. With that in mind, the designers built the mythic system so that GMs could use mythic monsters to bend or break the rules in over-the-top ways that would feel at home in classical myths, comic book narratives, or action movies. We gave monsters immortality, vorpal bite attacks, instant spawn, flexible breath weapons, and counter-measures to their traditional vulnerabilities. We wanted to turn everything "up to eleven" to make campaigns more cinematic and exciting. Legendary Games picked up that concept and ran with it, creating mythic versions of dozens of familiar monsters and creating new ones to fill new niches and create new challenges for PCs. Even a campaign with non-mythic PCs can use these mythic monsters to great effect, catching the most jaded players off-guard with unusual monster abilities and unexpected twists on common foes.

I'm proud to have been a part of the team that created the mythic rules—it injected new life into the game rules and gave players and GM a huge toolbox of tools to tweak and upgrade a campaign.

— Sean K Reynolds

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#### SPONSORED MONSTERS

**Andrew Miller** married a great wyrm gold dragon!  
**Andrew Miller and Noah Smith** birthed a brood of beasts, the **Celestial Servants**, including the astral deva, cassisian angel, silvanshee, and the brand-new rhampholeal agathion!  
**David A. Nolan** married a pseudodragon!  
**Guy Thompson** sponsored mythic artwork for the phrenic scourge!  
**James P. Walker** gave birth to a 9-foot wolfman that became the brand-new crassodov!

**Jason Seal** married a gug and a kakuen-taka!  
**John Caparso** married a noble genie, the marid shahzada!  
**Paul Ryan** married a mythic werewolf!  
**William Mead** married a psionic aboleth and gave birth to a vampriic lizard king that became the brand-new sakathan!



## Aballonian

*This insectile construct skitters around on metallic legs, its manipulators clacking and glowing eyes searching.*

MYTHIC ABALLONIAN

CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game campaign setting products

N Medium construct (alien, mythic)

Init +2; Senses darkvision 60 ft., low-light vision; Perception +10

### DEFENSE

AC 25, touch 14, flat-footed 23 (+2 deflection, +2 Dex, +11 natural)  
hp 105 (10d10+50)

Fort +3, Ref +7, Will +5; +2 against bursts, rays, and line-shaped effects

Defensive Abilities deflector screen<sup>MA</sup>; DR 5/adamantine and epic;

Immune construct traits

Weaknesses sunlight dependency

### OFFENSE

Speed 40 ft., climb 20 ft.

Melee 2 claws +16 (1d8+5/19–20/x3 plus grab)

Ranged spark +12 touch (2d6 electricity)

Special Attacks electrostunner<sup>MA</sup>, mythic power (3/day, surge +1d6)

### STATISTICS

Str 21, Dex 14, Con —, Int 17, Wis 10, Cha 11

Base Atk +10; CMB +15 (+19 grapple); CMD 29

Feats Improved Critical<sup>MF</sup> (claw), Iron Will, Lightning Reflexes,

Power Attack<sup>MF</sup>, Weapon Focus (claw)

Skills Acrobatics +12 (+16 when jumping), Climb

+23, Knowledge (engineering) +13, Perception +10, Stealth +12

Languages Common; shortwave 100 ft.

SQ rapid rebuild<sup>MA</sup>, rebuild, solar cell<sup>MA</sup>

### ECOLOGY

Environment any

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

Treasure standard

### SPECIAL ABILITIES

**Deflector Screen (Su)** A mythic aballonian is surrounded by an aura of deflective force that grants it a +2 deflection bonus to Armor Class and a +2 bonus on saving throws against bursts, rays, and line-shaped effects, while also protecting it with a constant *entropic shield*. The aballonian can expend one use of its mythic power as a swift action to increase the bonuses provided by this ability to +4 and the miss chance provided by its *entropic shield* to 50% for 1 minute. The deflector screen is normally invisible, but flashes briefly when impacted by an attack.

**Electrostunner (Ex)** A creature struck by a mythic aballonian's spark is stunned for 1 round. A creature succeeding on a DC 18 Fortitude is staggered for 1 round instead. If the mythic aballonian confirms a critical hit with its spark (or rolls a natural 20 on its combat maneuver check to grapple, if it uses this ability while grappling), the target is stunned for 1 minute. A creature with electricity resistance or immunity that prevents damage from the spark is normally immune to this effect,

but a mythic aballonian can expend one use of its mythic power as a free action to enhance its spark attack: damage increases to 2d10 and it bypasses any electricity resistance or immunity possessed by non-mythic creatures or created by non-mythic effects. The save DC is Intelligence-based.

**Rapid Rebuild (Ex)** A mythic aballonian can exchange one of its existing abilities for a different ability as a full-round action by expending one use of its mythic power.

**Rebuild (Ex)** Aballonian machines are capable of improving and adapting their designs. Each aballonian starts out with one of the abilities listed below. For every two additional abilities it possesses, its CR increases by +1. Aballonians may also add the customizable abilities of animated objects (*Pathfinder Roleplaying Game Bestiary*, *Pathfinder Adventure Path* #43), increasing their CRs by +1 for every 2 Construction Points spent in this way (They are already considered metal.) Aballonians may adapt of their own volition, but it takes 1 day to add each additional ability beyond the first, and they must also possess the rare materials necessary to make such improvements. An ability can only be gained once unless stated otherwise.

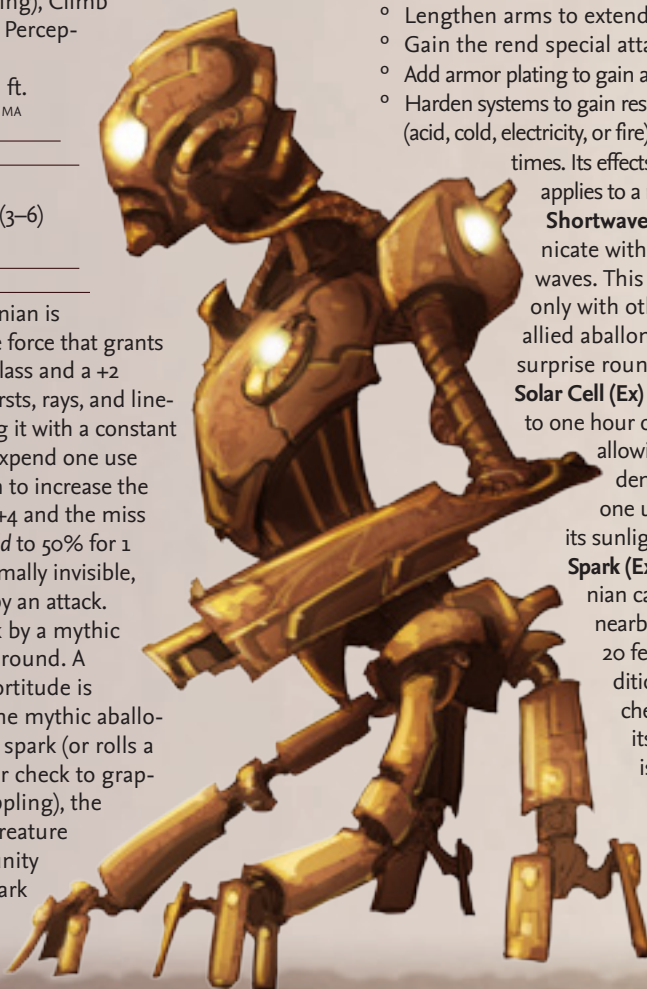
- Gain a plasma cutter that deals 1d6 points of fire damage on a melee touch attack.
- Gain advanced treads that increase base speed to 60 feet.
- Modify chassis to gain a burrow, climb, or swim speed of 60 feet. This ability may be taken multiple times. Its effects do not stack. Each time it is taken, it applies to a new movement type.
- Add a radar dish that grants blindsight 120 feet.
- Gain an additional claw or slam melee attack (1d6 damage).
- Lengthen arms to extend reach by 5 feet.
- Gain the rend special attack (2 claws, 1d8+7).
- Add armor plating to gain a +4 natural armor bonus to AC.
- Harden systems to gain resistance 10 against a single energy type (acid, cold, electricity, or fire). This ability may be taken multiple times. Its effects do not stack. Each time it is taken, it applies to a new energy type.

**Shortwave (Ex)** An aballonian can communicate with nearby aballonians via invisible waves. This functions as telepathy 100 ft., but only with other aballonians. In combat, if any allied aballonians within range can act in a surprise round, all of them can.

**Solar Cell (Ex)** A mythic aballonian can store up to one hour of solar energy in its reserve cells, allowing it to ignore its sunlight dependency for that duration. If it expends one use of its mythic power, it can ignore its sunlight dependency for up to 8 hours.

**Spark (Ex)** As a standard action, an aballonian can launch an arc of electricity at a nearby creature. This attack has a range of 20 feet with no range increment. In addition, whenever an aballonian makes a check to maintain a grapple, it can use its spark attack against the creature it is grappling as a free action.

**Sunlight Dependency (Ex)** Aballonians gain their energy from light. In areas of darkness, they gain the sickened condition.





# Aboleth

This monstrosity has a six-eyed face and six long tentacles—four ending in glowing spheres and two in what look like hands.

MYTHIC VEILED MASTER CR 17/MR 7

XP 102,400

LE Large aberration (aquatic, mythic, mythos, shapechanger)

Init +17<sup>MF</sup>; Senses darkvision 120 ft., true seeing<sup>MA</sup>; Perception +23

Aura mucus cloud (30 ft.) or mucus mist<sup>MA</sup> (30 ft.)

## DEFENSE

AC 37, touch 15, flat-footed 31 (+4 armor, +6 Dex, +18 natural, -1 size)

hp 272 (16d8+200); fast healing 10

Fort +14, Ref +13, Will +14

Defensive Abilities mirror dodge<sup>MA</sup>; DR 10/epic; Immune electricity, mind-affecting effects; Resist cold 20; SR 32

## OFFENSE

Speed 10 ft., swim 80 ft.

Melee bite +17 (2d6+6 plus consume memory<sup>MA</sup> and slime), 2 claws +17 (1d6+6 plus consume memory<sup>MA</sup> and slime), 4 tentacles +12 touch (4d6+3 electricity plus thoughtlance<sup>MA</sup>)

Space 10 ft.; Reach 10 ft. (20 ft. with claws and tentacles)

Special Attacks delayed suggestion, mythic magic<sup>MA</sup>, mythic power (7/day, surge +1d10)

Spell-Like Abilities (CL 20th; concentration +28)

Constant—mage armor

At will—detect thoughts (DC 20), dominate person (DC 23), hypnotic pattern (DC 22), illusory wall (DC 24), mirage arcana (DC 25), persistent image (DC 25), programmed image (DC 26), project image (DC 27), veil (DC 26)

3/day—dominate monster (DC 27), quickened dominate person (DC 23), geas/quest (DC 24), mass suggestion (DC 24)

Sorcerer Spells Known<sup>MA</sup> (CL 16th; concentration +24)

8th (4)—symbol of insanity (DC 27)

7th (6)—greater teleport, symbol of stunning (DC 26)

6th (7)—mislead (DC 27), symbol of fear (DC 25), symbol of persuasion (DC 25)

5th (7)—overland flight, symbol of pain (DC 24), symbol of scrying (DC 24), symbol of striking (DC 26)

4th (8)—dimension door, greater invisibility, phantasmal killer (DC 24), symbol of slowing<sup>UM</sup> (DC 23)

3rd (8)—clairaudience/clairvoyance, explosive runes (DC 22), hold person (DC 21), secret page

2nd (8)—blindness/deafness (DC 20), levitate, mirror image, symbol of mirroring<sup>UM</sup> (DC 23), touch of idiocy

1st (8)—charm person (DC 19), comprehend languages, erase (DC 19), ray of enfeeblement (DC 19), silent image (DC 21)

0 (at will)—arcane mark, dancing lights, daze (DC 18), detect magic, ghost sound (DC 20), mage hand, message, read magic, touch of fatigue

## STATISTICS

Str 22, Dex 22, Con 29, Int 21, Wis 19, Cha 26

Base Atk +12; CMB +19; CMD 35 (can't be tripped)

Feats Arcane Strike<sup>MF</sup>, Combat Casting, Eschew Materials<sup>B</sup>, Extend Spell, Fabulous Figments<sup>MF</sup>, Improved Initiative<sup>MF</sup>, Lightning Reflexes, Quickened Spell, Quickened Spell-Like Ability (dominate person), Spell Focus (illusion)<sup>MF</sup>

Skills Knowledge (arcana, history, nature) +21, Perception +23, Sense Motive +20, Spellcraft +24, Stealth +21, Swim +33, Use Magic Device +24

Languages Aboleth, Aklo, Aquan, Azlanti, Undercommon; telepathy 300 ft. SQ change shape (any Small or Medium form; greater polymorph), runemastery, swift transformation, tangible illusion<sup>MA</sup>

## ECOLOGY

Environment any water

Organization solitary or shoal (1 mythic veiled master and 2–8 aboleths)

Treasure triple

## SPECIAL ABILITIES

**Consume Memory (Su)** When a mythic veiled master bites or claws a creature, it absorbs some of that creature's memories. The creature must succeed at a DC 26 Fortitude save or gain one negative level for each successful attack. If a mythic veiled master spends one use of its mythic power as a free action when biting a creature, the creature gains 1d4+1 negative levels if it fails its saving throw, or one negative level if it succeeds. A mythic veiled master heals 5 points of damage each time it grants a negative level in this way, and also learns some of the target creature's memories (subject to the GM's discretion). Healing in excess of the mythic veiled master's total hit points becomes temporary hit points that stack to a maximum amount equal to the mythic veiled master's mythic bonus hit points (56 for most mythic veiled masters). This is a mind-affecting effect. A mythic veiled master can suppress this ability as a free action. The save DC is Charisma-based.

**Delayed Suggestion (Sp)** Whenever a veiled master successfully uses *dominate person* or *dominate monster* on a creature, it can also implant a delayed suggestion that triggers when the dominate effect ends. Typically, this suggestion (which functions as a spell-like ability, CL 20th, Will DC 21 negates) is for the previously dominated creature to seek out the veiled master again and submit to a new domination attempt, but sometimes, a veiled master implants other suggestions (such as a suggestion to attack the first person it sees).

**Mucus Cloud (Ex)** While underwater, a veiled master exudes a cloud of transparent slime in a 30-foot-radius spread. All creatures in this area must succeed at a DC 27 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 24 hours. Renewed contact with this mucus cloud and failing another save extends the effect for another 24 hours. The save DC is Constitution-based.

**Mucus Mist (Ex)** When exposed to the air, a mythic veiled master can release its mucus as a fine mist which has the same properties as its mucus cloud. The mythic veiled master can see through this mist as if it was perfectly clear, but for other creatures the mist obscures vision like *obscuring mist*. Creatures that breathe water are able to breathe normally while within the mist. The mist moves with the mythic veiled master. By spending one use of its mythic power, a mythic veiled master can activate this ability even when it has used its change shape ability to adopt a different form.

**Runemastery (Ex)** A veiled master is particularly skilled at casting spells that create magical writing, such as *explosive runes*, *secret page*, or any spell with the word "symbol" in its name. It never requires material components or focus components when casting such spells, and the save DC of any of these spells increases by 1. A veiled master's symbol spells are difficult to disarm—the Disable Device DC for these symbols increases by 2.





**Slime (Ex)** A creature hit by any of a veiled master's bite or claw attacks must succeed at a DC 27 Fortitude save or have its skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as the condition persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. Remove disease and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

**Spells** A mythic veiled master can cast spells as a 16th-level sorcerer.

**Swift Transformation (Su)** A veiled master can use its change shape ability as a swift action.

**Tangible Illusion (Su)** A mythic veiled master can temporarily transform an illusory object into a real one. As a full-round action, a mythic veiled master can expend one use of its mythic power to temporarily transform a single object created by an illusion spell it casts or spell-like ability it uses into a physical, nonmagical version of that object. The object lasts for 10 minutes per mythic rank, after which it reverts to being an illusion (or vanishes, if the duration of the original illusion has expired). During that time, the illusion gains all the physical properties of the depicted illusory object. The mythic veiled master must touch the illusion to use this ability, and the object can be no larger than 5 cubic feet per tier. For example, if a mythic veiled master created an illusory stone door, it could transform it into an actual nonmagical stone door.

**Thoughtlance (Su)** Four of a veiled master's tentacles end in glowing spheres of light. These spheres deal 4d6 points of electricity damage on a touch attack, and also blast a creature's mind with waves of mental energy—a creature touched by one of these tentacles (regardless of whether the touch deals electricity damage) must succeed at a DC 26 Will save or be stunned for 1 round, and then staggered for 1d4 rounds. Nonmythic creatures that succeed on the saving throw are staggered for 1 round. Additional touches increase durations by 1 round. While a creature is staggered in this manner, it must make concentration checks to cast spells as if it were experiencing extremely violent motion while casting (DC = 20 + spell level). The save DC is Charisma-based.





# Aboleth, Psionic

A foul mist surrounds this huge, three-eyed, tentacled fish creature, and plates of hardened slime guard its body.

## MYTHIC PSIONIC ABOLETH

CR 9/MR 3

XP 6,400

LE Huge aberration (aquatic, mythic, psionic)

**Init** +8/-12<sup>MF</sup>, **dual initiative**<sup>MA</sup>; Senses darkvision 60 ft.; Perception +15

**Aura** mucus cloud (5 feet)

## DEFENSE

**AC** 23, touch 9, flat-footed 22 (+1 Dex, +14 natural, -2 size)

**hp** 118 (9d8+78)

**Fort** +9, **Ref** +6, **Will** +11

**DR** 5/epic

## OFFENSE

**Speed** 10 ft., swim 60 ft.

**Melee** 4 tentacles +11 (1d8+5 plus slime)

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

**Special Attacks** mucus mist<sup>MA</sup>, **mythic power** (3/day, surge +1d6), mythic psi-like abilities<sup>MA</sup>

**Psi-Like Abilities** (ML 16th, concentration +20)

At will—*disable* (55-ft. cone, 18 HD, DC 22\*), *false sensory input* (six targets, DC 17\*), *mental disruption* (20-ft. radius, DC 20\*), *mindlink* (unwilling, eleven targets, DC 15\*)

3/day—*ego whip* (4d4, DC 22\*), *id insinuation* (seven targets, DC 22\*), *mind control* (any three creatures, DC 22\*), *thought shield* (power resistance 25, 13 rounds\*)

1/day—*memory modification* (DC 18), *remote viewing* (DC 18), *wall of ectoplasm* (DC 18).

\*Includes augmentation for the aboleth's manifester level.

## STATISTICS

**Str** 20, **Dex** 12, **Con** 22, **Int** 15, **Wis** 17, **Cha** 19

**Base Atk** +6; **CMB** +13; **CMD** 24

**Feats** Combat Manifestation, Improved Initiative<sup>MF</sup>, Iron Will<sup>MF</sup>, Lightning Reflexes, Weapon Focus (tentacle)

**Skills** Bluff +13, Intimidate +16, Knowledge (any one) +14, Perception +15, Spellcraft +14, Swim +25

**Languages** Aboleth, Aklo, Aquan, Undercommon  
**SQ** slime armor<sup>MA</sup>

## ECOLOGY

**Environment** any aquatic

**Organization** solitary, pair, brood (3–6), or shoal (7–19)

**Treasure** double

## SPECIAL ABILITIES

**Mucus Cloud (Ex)** While underwater, an aboleth exudes a cloud of transparent slime. All creatures adjacent to an aboleth must succeed at a DC 20 Fortitude save each round or lose the ability to breathe air (but gain the ability to breathe water) for 3 hours. Renewed contact with an aboleth's mucus cloud and failing another save extends the effect for another 3 hours. The save DC is Constitution-based.

**Mucus Mist (Ex)** When exposed to the air, a mythic aboleth can release its mucus as a fine mist. This obscures vision like obscuring mist and has the same properties as its mucus cloud. Creatures that breathe water are able to breathe normally while within the cloud. The mist moves with the aboleth.

**Slime (Ex)** A creature hit by an aboleth's tentacle must succeed at a DC 20 Fortitude save or its skin and flesh transform into a clear, slimy membrane over the course of 1d4 rounds. The creature's new "flesh" is soft and tender, reducing its Constitution score by 4 as long as the transformation persists. If the creature's flesh isn't kept moist, it dries quickly and the victim takes 1d12 points of damage every 10 minutes. Remove disease and similar effects can restore an afflicted creature to normal, but immunity to disease offers no protection from this attack. The save DC is Constitution-based.

**Slime Armor (Ex)** A mythic aboleth can spend 1 minute to create an armorlike carapace from hardened slime. This gives it a +4 armor bonus, reduces its swim speed to 30 feet, and increases its land speed to 30 feet. The aboleth can dissolve the armor as a full-round action.





# Agathion, Rhampholeal

*This diminutive chameleon lizard wears a light, loose tunic and has numerous knives strapped to its limbs.*

**AGATHION, RHAMPHOLEAL** **CR 8/MR 3**

XP 4,800

NG Small outsider (agathion, extraplanar, good, mythic)

**Init** +6; **Senses** darkvision 60 ft., low-light vision, *see invisibility*; **Perception** +14

## DEFENSE

**AC** 25, touch 17, flat-footed 19 (+6 Dex, +8 natural, +1 size)  
**hp** 96 (7d10+58)

**Fort** +6, **Ref** +11, **Will** +6; +4 vs. poison

**Defensive Abilities** all-around vision, mirror dodge<sup>MA</sup>, titan's bane<sup>MA</sup>, **DR** 5/epic and evil or silver; **Immune** electricity, petrification; **Resist** cold 10, sonic 10; **SR** 21

## OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** +1 *demon-bane dagger* +15/+10 (1d3+6/19–20 plus poison); demon-bane bite +12 (1d6+6 plus poison) or demon-bane tongue +12/+7 touch (grab plus poison))

**Ranged** +1 *demon-bane dagger* +15/+10 (1d3+3/19–20 plus poison)

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

**Special Attacks** bardic performance 17 rounds/day (countersong, distraction, fascinate [DC 16], inspire competence +2, inspire courage +2, suggestion [DC 16]), demon-bane<sup>MA</sup>, grab (Medium), poison, pull (tongue, 5 ft.), sneak attack +3d6, tongue

**Spell-Like Abilities** (CL 7th; concentration +10)

Constant—*protection from evil*, *see invisibility*, *speak with animals*

At will—*dancing lights*, *magic weapon*, *prestidigitation*

3/day—*blur* (self only), *charm person* (DC 14), *dimension door* (self plus 50 lbs. of objects only), *dispel magic*, *hold person* (DC 15), *invisibility* (self only), *minor image* (DC 15), *seek thoughts*<sup>APG</sup> (one touched target; DC 16), *silence* (DC 15), *true strike*

## STATISTICS

**Str** 15, **Dex** 23, **Con** 18, **Int** 15, **Wis** 12, **Cha** 16

**Base Atk** +7; **CMB** +8 (+12 grapple); **CMD** 24

**Feats** Antagonize<sup>MF</sup>, Multiattack, Weapon Finesse<sup>MF</sup>, Weapon Focus (bite)

**Skills** Acrobatics +10, Climb +10, Diplomacy +13, Intimidate +13, Knowledge (geography) +9, Knowledge (planes) +12, Perception +15, Perform (oratory) +12, Sense Motive +11, Stealth +24 (+32 when still); **Racial Modifiers** +4 Perception, +4 Stealth (+12 when still)

**Languages** Celestial, Draconic, Infernal; *speak with animals*; truespeech

**SQ** lay on hands (3d6, 6/day, as a 7th-level paladin), mindworm tongue, supreme stealth<sup>MA</sup>

## ECOLOGY

**Environment** temperate and warm desert, forest, or urban (extraplanar)

**Organization** solitary, pair, or squad (3–6)

**Treasure** standard (4 mwk daggers, other treasure)

## SPECIAL ABILITIES

**Demon-Bane (Ex)** Against demons and creatures native to the Abyss, a rhampholeal's natural and manufactured weapons gain the *bane* weapon special ability. The weapons' enhancement bonuses are +2 better than their actual bonuses and they deal an extra 2d6 points of damage against these foes.

**Mindworm Tongue (Su)** A rhampholeal gains a +2 bonus on its spell-like ability DCs against any creature it is grappling with its tongue.

**Mirror Dodge (Su)** This functions as the trickster path ability, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

**Poison (Ex)** A rhampholeal's poison glands are in its mouth, and constantly apply poison to its bite and tongue attack. When preparing for combat, it can apply this poison to a dagger as a swift move or action. *Rhampholeal poison*: Bite, tongue, or weapon—contact or injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 2 consecutive saves.

**Supreme Stealth (Ex)** Creatures cannot detect a rhampholeal using scent and must make normal Perception checks to do so. In addition, a rhampholeal can expend one use of its mythic power as a swift action to make itself undetectable to blindsight (including blindsense) or tremorsense for 3 minutes.

**Titan's Bane (Ex)** This functions as the trickster path ability, as described in *Pathfinder Roleplaying Game Mythic Adventures*.

**Tongue (Ex)** A rhampholeal can grab a foe with its tongue and draw the victim to its mouth. This tongue attack has a reach of 10 feet. The attack does no damage, but allows the creature to grab. A rhampholeal does not gain the grappled condition while using its tongue in this manner.





A rhampholeal is a chameleon-like celestial who acts as a scout on behalf of celestial patrols, and hunts or assassinates demons on its own time. They usually patrol remote desert and forest areas in search of their hated foes, always on the lookout for the Abyss trying to get a foothold on other planes. With a hunched posture and wearing only a simple clothing, a rhampholeal might be mistaken for a small troglodyte or lizardfolk, but its high-quality daggers and habit of rotating its eyes in different directions indicate it is something far more intelligent. The original rhampholeals were born of the souls of the most passionate and goodly mortal bards, but long ago their nature changed, and now they only arise from the souls of good mortals who actively hunt evil.

Long ago, the rhampholeals were the most beloved entertainers of the celestial courts, traveling the good planes to perform before the archangels, empyreal lords, the nobles of the agathions. They were ladies and fellows of infinite jest and excellent fancy, creating memorable turns of phrase, amazing feats of acrobatics, unforgettable dramatic performances, and moving soliloquies and sonnets. They made the best toasts at weddings and feasts, used their honeyed words to smooth over disagreements, and inspired the guardians of the heavens to stand strong against the forces of evil. In their role as the providers of joy and merriment, they were sheltered and protected from the horrors of the war against the fiends.

That changed when a large force of demons infiltrated and attacked a meeting between the celestials and axiomatics to discuss a foray against the Abyss. The fiends killed hundreds and tortured a hundred more, forcing the survivors to watch every act of pain and humiliation. When a force of planetars dispersed the demons and freed the victims, the once-joyous rhampholeals had suffered great physical and psychological damage, and the greatest healing magic was not enough to help them. For nine years, the survivors cloistered themselves within Nirvana, and when they emerged, they performed for their own kind a cautionary tale of depravity and horror.

Until that point, the other rhampholeals had only heard stories of the kinds of evil demons were capable of, but the masterful empathic play by their own scarred kindred made the experience vividly real. They turned to the greatest of their kind—the heralds known as the Five and Three—and asked for their soulflesh to be retuned so that they might scrutinize and confront evil. The heralds wept multicolored tears of sorrow, but agreed, and transformed the entire host.

No longer would the rhampholeals use their magic and color-changing to lift hearts and make friends. They became Nirvana's scouts, spies, and assassins, hiding in plain sight, stealing secrets from enemy minds, and slicing demonic flesh with tiny deadly cuts. Small and seemingly inoffensive, they can blend with shadows, smoke, or foliage, strike fear into the hearts of the brave, and inspire others to strike true.

## HABITAT AND SOCIETY

Rhampholeals are comfortable alone, among their own kind, or working with other good beings. Although their grim role as Nirvana's assassins gives them a reputation as taciturn and serious, when not on a mission they are remarkably chatty, almost aggressively loquacious, as if deep down they wish to remember the garrulous entertainers many of them used to be, and the only way to channel that energy outside of combat is to be verbose and vicarious.

An excited rhampholeal might describe a particular successful mission with great animation and a staccato monologue of its thoughts, changing color and using illusion to augment its story, or wax poetic about its mortal life or a friend it knew centuries before, but it only uses this kind of speech in small groups and of people it trusts. If expecting to face off against a known opponent, it would rehearse an intimidating speech to be said to its incapacitated or terrified foe before it struck a killing blow. It has memorized dozens of possible statements to use to challenge enemies, encourage allies, or spend as its last words. Despite its vengeful focus as a sneak and killer, a rhampholeal is still a theatrical creature at heart, and it enjoys presenting itself as the creeping thing in the dark that evil itself is afraid to confront—the Abyss's phantom, bogeyman, and demon to demons.

## ECOLOGY

A rhampholeal is a physical incarnation of a heroic mortal soul, and is sustained by air rather than food and water. Although they can eat and drink, and were once known for their appreciation of fine cuisine and spirits, now they avoid these practices except to be minimally polite.

Like all agathions, a rhampholeal has a gender, but it does not reproduce among its own kind—new rhampholeals appear when the right sort of mortal soul reaches Nirvana. It can change its skin color at will like a chameleon, and normally uses this to signal its mood; a rhampholeal's friends learn to recognize specific colors and patterns much as they'd read a human ally's flashing eyes, flushed cheeks, or creased brow. It has perfect control over these changes and never risks revealing betraying its feelings when it does not want others to know. A slain rhampholeal usually takes on bright colors that contrast with its surroundings, its performer's soul taking one last opportunity to present a bit of artistry before it is annihilated.





# Agathion, Silvansthee

*This black cat has gray stripes, violet eyes, and an unusual white blaze on its chest.*

MYTHIC SILVANSTHEE

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 2

NG Tiny outsider (agathion, extraplanar, good, mythic)

Init +6; Senses darkvision 60 ft., low-light vision; Perception +10

## DEFENSE

AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)

hp 23 (2d10+12)

Fort +5, Ref +6, Will +2; +4 vs. poison

DR 5/evil or silver; Immune electricity, petrification; Resist cold 10, sonic 10; SR 14

## OFFENSE

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

Melee bite +6 (1d3+2), 2 claws +6 (1d2+2)

Space 5 ft.; Reach 0 ft.

Special Attacks heroic strength, mythic master<sup>MA</sup>, mythic power (1/day, surge +1d6), pounce

Spell-Like Abilities (CL 2nd; concentration +3)

Constant—*know direction*, *nine lives*<sup>ARG</sup>, *speak with animals*

At will—*dancing lights*, *prestidigitation*, *stabilize*

1/day—*dimension door* (self plus 5 lbs. of objects only)

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

## STATISTICS

Str 3, Dex 15, Con 12, Int 10, Wis 12, Cha 13

Base Atk +2; CMB +2; CMD 8 (12 vs. trip)

Feats Improved Initiative, Weapon Finesse<sup>B, MF</sup>

Skills Acrobatics +11, Climb +7, Fly +6, Knowledge (arcana) +5, Knowledge (planes) +5, Perception +10, Stealth +19; Racial Modifiers +4 Acrobatics, +4 Perception, +4 Stealth

Languages Celestial, Draconic, Infernal; *speak with animals*, true-speech

SQ cat's luck, felicitous friend<sup>MA</sup>, flight, lay on hands (1d6, 1/day, always as a 2nd-level paladin), spectral mist

## ECOLOGY

Environment any land (Nirvana)

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

Treasure standard

## SPECIAL ABILITIES

**Cat's Luck (Su)** A silvansthee adds its Charisma modifier as a luck bonus on all its saving throws. This bonus is already included in its stat block above. Once per day as a standard action, it can also grant this bonus to one ally within 30 feet for 10 minutes.

**Felicitous Friend (Sp)** A silvansthee is considered to be under a continuous *nine lives*<sup>ARG</sup> spell, though it can use its effects only once per day. If an ally of the silvansthee is adjacent to it when one of the triggering conditions for the *nine lives* spell occurs, that creature and the silvansthee can each spend a use of mythic power as an immediate action to share the benefit of *nine lives* against that effect. If a creature harms a silvansthee, it can expend a use of mythic power as an immediate action to use *steal breath* (DC 13) as a spell-like ability against that creature. Using this ability does not provoke an attack of opportunity.

**Heroic Strength (Su)** Once per day, a silvansthee can grant itself a +8 enhancement bonus to Strength for 1 minute.

**Mythic Master (Su)** A good-aligned spellcaster with the Mythic Improved Familiar feat can call a mythic silvansthee as a familiar. A mythic silvansthee's master gains Mythic Spell Lore as a bonus feat as long as the mythic silvansthee is adjacent. However, the spells its master selects with this feat must have the good descriptor or must grant a luck bonus (or affect luck in some way, at the GM's discretion). Spells which can have multiple descriptors, such as *summon monster* and *planar binding*, can be selected with this feat but can be cast as mythic spells only when cast with the good descriptor. Its master also gains 1 additional use of mythic power per day, but this use can only be used to augment a spell with the good descriptor or to grant a luck bonus.

At the GM's option, instead of the silvansthee's master selecting any spells it wishes with the good descriptor or that grant luck bonuses, its master can instead choose the spells it gains from this Mythic Spell Lore feat from the domain spells of the Good or Luck cleric domain or the Agathion or Imagination subdomain.

**Spectral Mist (Su)** A silvansthee can assume an eerie, mist-like form roughly the size and shape of a cat. This ability has the same effect as a *gaseous form* spell, except the silvansthee retains its own DR and supernatural abilities and can move at its normal speed. It can remain in mist form up to 5 minutes per day. This duration does not have to be consecutive, but it must be used in 1-minute increments.





# Android

*This bald humanoid moves with a strange, calculated grace. Complex tattoos glow on its pale flesh.*

MYTHIC ANDROID ROGUE 2

CR 2/MR 1

XP 600

d2opfsrd.com<sup>15B</sup>

N Medium humanoid (android)

Init +3; Senses darkvision 60 ft., low-light vision; Perception +6

## DEFENSE

AC 17, touch 13, flat-footed 14 (+3 armor, +3 Dex, +1 natural)

hp 23 (2d8+11)

Fort +2, Ref +6, Will +0; +4 vs. mind-affecting, paralysis, poison, stunning

Defensive Abilities constructed, evasion, fortification<sup>MA</sup> (50%);

Immune disease, emotion-based effects, exhaustion, fatigue, fear, sleep

## OFFENSE

Speed 30 ft.

Melee rapier +5 (1d6+3/18–20)

Ranged dagger +4 (1d4+1/19–20)

Special Attacks nanite surge, mythic power (1/day, surge +1d6), repulsor<sup>MA</sup>, sneak attack +1d6

## STATISTICS

Str 13, Dex 17, Con 14, Int 14, Wis 10, Cha 6

Base Atk +1; CMB +2; CMD 15

Feats Weapon Finesse<sup>MF</sup>

Skills Acrobatics +8, Bluff +3, Climb +6, Disable Device +10, Escape Artist +7, Knowledge (dungeoneering) +7, Knowledge (engineering) +4, Knowledge (local) +7, Perception +7, Sleight of Hand +7, Stealth +8; Racial Modifiers +2 Perception, –4 Sense Motive

Languages Common, Gypsy, Norse

SQ emotionless, trapfinding +1

## ECOLOGY

Environment any

Organization solitary, pair, or platoon (3–12)

Treasure NPC gear (masterwork studded leather armor, masterwork rapier, 2 daggers, masterwork thieves' tools, other treasure)

## SPECIAL ABILITIES

**Constructed (Ex)** For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and *bane* weapons), androids count as both humanoids and constructs. Androids gain a +4 racial bonus on all saving throws against mind-affecting effects, paralysis, poison, and stun effects, are not subject to fatigue or exhaustion, and are immune to disease and sleep effects. Androids can never gain morale bonuses, and are immune to fear effects and all emotion-based effects.

**Emotionless (Ex)** Androids have problems processing emotions properly, and thus take a –4 penalty on Sense Motive checks.

**Nanite Surge (Ex)** An android's body is infused with nanites.

Once per day as an immediate action, an android can cause its nanites to surge, granting a bonus equal to 3 + the android's character level on any one d20 roll; this ability must be activated before the roll is made. When an android uses this power, its circuitry-tattoos glow with light equivalent to that of a torch in illumination for 1 round.

**Repulsor (Ex)** Three times per day, a mythic android can unleash a short-range pulse of force as a ranged touch attack with a range increment of 10 feet. A creature struck takes 1d4 points of force damage and must succeed on a DC 13 Reflex save or be knocked prone. If the android expends one use of its mythic power, the range increment is doubled and the target takes 1d4+2 points of damage on a hit, while creatures adjacent to the target take 3 points of force damage (DC 13 Reflex half). Using this ability causes the android's circuitry tattoos to glow as with its nanite surge. The save DC is Intelligence-based.





# Angel, Astral Deva

*This tall, human-like creature has feathery wings and a gentle inner radiance that makes it difficult to look directly at her.*

**MYTHIC ASTRAL DEVA**

**CR 17/MR 7**

**XP 102,400**

Pathfinder Roleplaying Game Bestiary

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

**Init** +15/-5<sup>MF</sup>, **dual initiative**<sup>MA</sup>; **Senses** darkvision 60 ft., low-light vision; **Perception** +22

**Aura** protective aura, righteous aura<sup>MA</sup>

## DEFENSE

**AC** 36, **touch** 14, **flat-footed** 32 (+4 Dex, +22 natural); +4 deflection vs. evil  
**hp** 272 (15d10+190)

**Fort** +16, **Ref** +13, **Will** +11; +4 vs. language-dependent effects and poison, +4 resistance vs. evil

**Defensive Abilities** faithful haven<sup>MA</sup>, **uncanny dodge**; **DR** 10/epic and evil; **Immune** acid, charm, cold, fear, petrification; **Resist** electricity 10, fire 10; **SR** 32

## OFFENSE

**Speed** 50 ft., fly 100 ft. (good)

**Melee** +2 *disrupting evil outsider bane warhammer* +25/+20/+15 (1d8+14/19–20/x4 plus stun) or slam +23 (1d8+12)

**Special Attacks** empyreal litany<sup>MA</sup>, merciful judge<sup>MA</sup>, **mythic power** (7/day, surge +1d10), **mythic spell-like abilities**<sup>MA</sup>, scroll of judgment<sup>MA</sup>

**Spell-Like Abilities** (CL 15th; concentration +22)

At will—*aid*, *continual flame*, *detect evil*, *discern lies* (DC 21), *dispel evil* (DC 22), *dispel magic*, *holy aura* (DC 25), *holy smite* (DC 21), *holy word* (DC 24), *invisibility* (self only), *litany of defense*, *litany of eloquence*, *litany of entanglement* (DC 20), *litany of escape*, *litany of righteousness*, *litany of sight*, *litany of thunder* (DC 22), *plane shift* (DC 24), *remove curse*, *remove disease*, *remove fear*  
7/day—*cure light wounds*, *see invisibility*  
1/day—*blade barrier* (DC 23), *heal*

## STATISTICS

**Str** 26, **Dex** 19, **Con** 25, **Int** 18, **Wis** 18, **Cha** 25

**Base Atk** +15; **CMB** +23; **CMD** 37

**Feats** Cleave<sup>MF</sup>, Flyby Attack, Great Cleave, Improved Critical<sup>MF</sup> (warhammer), Improved Initiative<sup>MF</sup>, Iron Will, Power Attack<sup>MF</sup>, Toughness

**Skills** Acrobatics +22, Craft (any one) +10, Diplomacy +22, Fly +26, Intimidate +22, Knowledge (planes) +22, Knowledge (religion) +22, Perception +22, Sense Motive +22, Stealth +22, Use Magic Device +19

**Languages** Celestial, Draconic, Infernal; true-speech

**SQ** change shape (Small or Medium humanoids; *alter self*), empty hand<sup>MA</sup>

## ECOLOGY

**Environment** any good-aligned plane

**Organization** solitary, pair, or squad (3–6)

**Treasure** double (+2 *disrupting evil outsider bane warhammer*)

## SPECIAL ABILITIES

**Empty Hand (Su)** A mythic astral deva can store an item in each hand as if wearing a *glove of storing*, typically its warhammer in one hand and its scroll of judgment in the other.

**Empyreal Litany (Su)** A mythic angel gains a number of “litany” spells equal to its mythic rank as spell-like abilities. In addition, a mythic angel is immune to all spells with “litany” in the title and gains a +4 bonus on saves against language-dependent effects.

**Faithful Haven (Su)** A mythic astral deva is immune to charm and fear effects, and non-evil allies within its protective aura gain a +4 morale bonus on saving throws against charm and fear effects. If a mythic astral deva expends one use of its mythic power, all non-evil allies within 20 feet also gain *sanctuary* (DC 18) and fast healing 1, or *mythic sanctuary* and fast healing 2 if it expends two uses of mythic power, for up to 7 hours. This effect ends for creatures that attack or leave the deva’s protective aura.

**Merciful Judge (Su)** A mythic astral deva can end a challenge, judgment, quarry, smite, or similar effect used by a creature within 30 feet as a standard action, or an immediate action if it is the target of that ability. If the mythic astral deva expends one use of its mythic power when using this ability, all attacks and abilities used by that creature that deal hit point damage instead deal nonlethal damage for the next 7 rounds (DC 24 Will negates). The target can attempt a new save each round at the end of its turn to end this effect. Creatures with the evil subtype take a –2 penalty on their saves against this ability. The save DC is Charisma-based.

**Righteous Aura (Su)** All attacks within a mythic astral deva’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. This does not apply to its scroll of judgment. A mythic astral deva 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.

**Scroll of Judgment (Su)** Seven times per day, a mythic astral deva can peruse the sacred scrolls it carries to proclaim judgment as a 15th-level inquisitor upon a living or undead sentient creature within 30 feet. The deva may grant the benefits of this judgment to itself or a good-aligned ally within 30 feet. The type of judgment declared cannot be changed without expending another use of this ability. If this scroll is destroyed (hardness 0, hp 7), the deva can recreate it as a full-round action; until it does so, it cannot use this ability (though any judgments already begun are not ended). Using this ability is a standard action (or a swift action if the deva expends one use of its mythic power).

**Stun (Su)** If an astral deva strikes an opponent twice in one round with its warhammer, that creature must succeed on a DC 25 Fortitude save or be stunned for 1d6 rounds. The save DC is Strength-based.





# Angel, Cassisian

*This finely crafted golden helm is decorated with intricate filigree, and flutters gracefully through the air on feathered wings.*

## MYTHIC CASSISIAN

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 2

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

**Init** +0; **Senses** darkvision 60 ft., *detect evil*, low-light vision; Perception +5

**Aura** lesser protective aura

## DEFENSE

**AC** 15, touch 11, flat-footed 15 (+4 natural, +1 size) (+2 deflection vs. evil)  
**hp** 23 (2d10+12)

**Fort** +4, **Ref** +3, **Will** +2; +4 vs. poison, +2 resistance vs. evil

**DR** 5/cold iron or evil; **Immune** acid, cold, petrification; **Resist** electricity 10, fire 10

## OFFENSE

**Speed** fly 60 ft. (perfect)

**Melee** slam –1 (1d3–4)

**Special Attacks** breath weapon (15-ft. line, 1d6 cold or 1d6 fire, Reflex DC 12 half, usable every 1d4 rounds)

**Spell-Like Abilities** (CL 3rd; concentration +5)

Constant *detect evil*, *know direction*

1/day *aid*, *daylight*

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

## STATISTICS

**Str** 3, **Dex** 11, **Con** 12, **Int** 6, **Wis** 11, **Cha** 10

**Base Atk** +2; **CMB** –3; **CMD** 7 (can't be tripped)

**Feats** Iron Will<sup>MF</sup>

**Skills** Diplomacy +2, Fly +10, Knowledge (planes) +2, Knowledge (religion) +2, Perception +5, Sense Motive +4, Stealth +8

**Languages** Celestial, Draconic, Infernal; truespeech

**SQ** change shape (2 of the following forms: Small human-like angel, dove, dog, or Tiny fish, *polymorph*), golden glory<sup>MA</sup>, perfect memory, tower of iron will<sup>MA</sup>

## ECOLOGY

**Environment** any good-aligned plane

**Organization** solitary, pair, or squad (3–6)

**Treasure** none

## SPECIAL ABILITIES

**Golden Glory (Su)** A cassisian gains a +2 sacred bonus on concentration checks and caster level checks made to overcome spell resistance, and as a swift action it can share this ability with an adjacent good-aligned ally until the end of that ally's next turn. If that ally uses smite evil, challenge, judgment, quarry, or a similar ability against an evil creature during that time, that ally gains a +2 sacred bonus to AC for as long as that ability lasts (maximum 1 minute). In addition, when the cassisian or an adjacent good-aligned ally is attacked by an evil enemy using smite good, challenge, judgment, quarry, or similar ability, the cassisian can expend one use of its mythic power as an immediate action to end that effect.

**Lesser Protective Aura (Su)** A cassisian has a lesser form of the protective aura possessed by more powerful angels. This protective aura grants the cassisian a +2 deflection bonus to its AC against evil foes, and a +2 resistance bonus on all saving throws made against evil effects or spells cast by evil creatures.

This aura extends to a radius of 5 feet, but can only benefit one additional creature other than the cassisian at any one time.

A cassisian's protective aura is fragile, and as soon as an evil creature successfully strikes the cassisian, or as soon as the cassisian fails a saving throw against an evil source, its protective aura fades away and is no longer applicable. The cassisian can reactivate its protective aura by spending 1 minute concentrating upon the task.

**Perfect Memory (Ex)** Though they are not particularly intelligent, cassisians have perfect memories and remember everything they see or hear. They can faultlessly recite conversations they heard hundreds of years before. They also have the power to erase portions of their own memories, which they do (usually under orders from superior angels) to protect sensitive information.

**Tower of Iron Will (Su)** A good-aligned mythic ally adjacent to a mythic cassisian can expend one use of its own mythic power as a free action when making a Will save against an effect created by a non-mythic opponent, allowing it to roll twice and select the better result. The cassisian can expend one use of its mythic power as an immediate action to allow an adjacent good-aligned ally to use this ability against an effect created by a mythic opponent, to add the cassisian's mythic surge to the saving throw against an effect created by a non-mythic opponent, or to allow a good-aligned ally to use this ability against a non-mythic effect without expending a use of its own mythic power.





## Angurboda

*The lovely lass standing before you roars as she ripples and deforms into the massive musculature of a towering harridan, breasts and belly distended, with lank, straggly hair framing a monstrous face with huge fangs jutting from her mouth.*

### ANGURBODA

CR 13/MR 5

XP 25,600

NE Huge humanoid (giant, mythic, shapechanger)

Init +11<sup>MF</sup>; Senses low-light vision, scent; Perception +20

### DEFENSE

AC 29, touch 10, flat-footed 27 (+2 Dex, +19 natural, -2 size)

hp 201 (14d8+138)

Fort +13, Ref +6, Will +15

DR 10/cold iron and epic; Immune poison; Resist cold 10

### OFFENSE

Speed 30 ft.

Melee 2 slams +17 (1d8+9), bite +17 (2d6+9 plus 1d4 bleed)

Space 15 ft.; Reach 15 ft.

Special Attacks beast mother<sup>MA</sup>, evil eye<sup>MA</sup>, go for the throat<sup>MA</sup>, mother of monsters, mythic power (5/day, surge +1d8)

Spell-Like Abilities (CL 14th; concentration +20 [+24 casting defensively or while grappled])

Constant—misdirection

At will—beguiling gift (DC 19), unnatural lust (DC 20)

3/day—dominate person (DC 23), fear (DC 20), good hope, rage, suggestion (DC 21)

1/day—break enchantment, mass charm monster (humanoids, monstrous humanoids, and magical beasts only) (DC 26), geas/quest (DC 24)

### STATISTICS

Str 29, Dex 14, Con 25, Int 18, Wis 18, Cha 23

Base Atk +10; CMB +21; CMD 33

Feats Brew Potion<sup>B</sup>, Combat Casting, Great Fortitude, Improved Initiative<sup>MF</sup>, Intimidating Prowess, Iron Will, Power Attack<sup>MF</sup>, Spell Focus (enchantment)<sup>MF</sup>

Skills Bluff +20, Craft (alchemy) +12, Diplomacy +10, Disguise +20, Handle Animal +10, Intimidate +30, Knowledge (history) +5, Knowledge (local) +5, Knowledge (nature) +5, Perception +20, Spellcraft +10, Use Magic Device +17

Languages Aklo, Common, Giant

SQ change shape (Small, Medium, Large, or Huge humanoid or magical beast; alter self, beast shape IV, or giant form II), coven, cruel cauldron, polylingual, savage spawn<sup>MA</sup>, speak with monsters<sup>MA</sup>, swift gestation<sup>MA</sup>

### ECOLOGY

Environment any cold

Organization solitary, brood (1 angurboda and 2-4 magical beasts, monstrous humanoids, or giants), coven (1 angurboda, 2 hags (any kind), and 2-4 magical beasts, monstrous humanoids, or giants)

Treasure standard

### SPECIAL ABILITIES

**Beast Mother (Ex)** An angurboda is fiercely protective of her monstrous children for 24 hours after their birth. If a creature attacks one of her monstrous offspring, the angurboda gains the feral savagery (full attack) and second save universal mythic abilities when attacking that creature or saving against effects created by that creature for 1 hour. If a creature strikes the killing blow against

one of her offspring, she gains the benefit of good hope against that target for 1 minute. If she already is using good hope, the bonuses it grants are doubled for 1 minute against that creature.

**Coven (Ex)** An angurboda can join a coven as if she were a hag.

**Cruel Cauldron (Su)** An angurboda gains the cauldron, cook people, and poison steep hexes as a witch whose level is equal to her Hit Dice.

**Evil Eye (Su)** An angurboda has the power of the evil eye as a witch whose level is equal to her Hit Dice. If the angurboda expends one use of her mythic power, this is treated as a gaze attack that affects all creatures within 30 feet that meet her gaze.

**Go For the Throat (Ex)** When an angurboda hits a creature with both slam attacks, she gains a +4 bonus on the attack roll, a critical threat range of 18-20, and a critical multiplier of x3 when using her bite attack against that creature until the end of her turn. If the angurboda confirms a critical hit with her bite, the bleed damage she deals is tripled and the target's vocal apparatus is damaged, leaving it unable to speak as long as the bleed damage persists. Creatures with unusual anatomy or lacking a windpipe or similar breathing apparatus (such as plants and many types of aberrations, outsiders, and vermin, at the GM's discretion) ignore this effect.

If the angurboda confirms a critical with her bite when using this ability, she can expend one use of mythic power to try to crush the target's breathing apparatus; this functions as the suffocation spell (DC 24 Fortitude partial) but is a non-magical effect. Creatures that do not breathe or with unusual anatomy, as noted above, are immune to this effect. The save DC is Constitution-based.

**Mother of Monsters (Su)** Once per day an angurboda can gestate and give birth to one or two magical beasts, monstrous humanoids, dire animals, or humanoids with the giant subtype. This process takes 10 minutes and functions similarly to a planar ally spell, allowing her to call a single creature with up to 12 Hit Dice or two identical creatures whose combined Hit Dice do not exceed 12.





Alternatively, the angurboda can birth up to 4 Medium-sized humanoids of the same type with the ogrekin template. These creatures are automatically helpful and willing to perform one task taking up to 1 hour on the angurboda's behalf, but after this time they become indifferent to her, though she may retain their services through persuasion or magical control.

The creatures an angurboda gestates and births with this ability must be Large or smaller, and are created with the young simple template. She may choose to birth creatures fully grown, without the young template; however, such creatures are blighted within and gain one permanent negative level every 24 hours (no saving throw), perishing when their negative levels equal their Hit Dice as their body is consumed by necrotic tumors induced by their too-rapid growth.

**Polylingual (Su)** Whenever an angurboda uses a polymorph effect to assume a creature's form, she gains the ability to read, write, speak, and understand the racial language of that creature type, if it has one (treat Common as the racial language for humans).

**Savage Spawn (Ex)** When an angurboda uses her mother of monsters ability, she can expend one use of mythic power to apply the savage mythic simple template to the creatures she spawns, or to birth fully-grown monsters (without the young simple template) that do not necrose and perish as described under her mother of monsters ability. If she expends two uses of mythic power, she can birth fully-grown monsters with the savage simple mythic template.

**Speak with Monsters (Su)** An angurboda can communicate with all magical beasts and monstrous humanoids as if they shared a common language, though communication is limited based on the creature's Intelligence.

**Swift Gestation (Ex)** An angurboda can gestate and birth creatures with her Mother of Monsters ability as a full-round action by expending one use of mythic power. In addition, she can birth more than one brood of beasts per day by expending one use of mythic power for each use of mother of monsters after the first (or two uses of mythic power to birth the monsters as a full-round action).

Angurbodas are horrible ogresses that are known in some cultures as the "mothers of monsters." They are fecund in the extreme, able to mate with virtually any species, though their offspring are uniformly hideous and savage, often of unusual size and bulk and possessing a variety of deformities. An angurboda is a shapechanger and often spends its time in forms other than its own, but in its natural shape an angurboda is 16 feet tall and weighs 7,000 pounds, with sallow skin mottled like spattered mud.

## HABITAT AND SOCIETY

Angurbodas are versatile and adaptable creatures, able to survive in virtually any environment by virtue of their shapeshifting powers. Some believe they originated in the Fey Realms as horrid counterparts to the hag races, while some believe they were outcast and accursed by the gods and hurled from the outer planes to imprisonment in the realms of the fey, from whence they wandered into the mortal realms and found those hunting grounds much more to their liking. It is also possible they have always lived in the mortal world and simply used their magical powers to impersonate the fey or deflect blame for their predations onto them, diverting attention from their own fell deeds.

Whatever their true origins, angurbodas are perfectly capable of surviving in warmer latitudes but are happiest in chillier climes. Some angurbodas are nomadic, traveling from place to place and taking what they wish, often leaving a bestial brood behind to ravage the land, sea, and sky in their wake. Others may establish a hidden lair in the most desolate and forlorn of locales, venturing forth at need to satisfy their hunger or their lust before returning to their secret abode.

Angurbodas are solitary in terms of their own kind, but they often live among other creatures unnoticed, blending in effortlessly with their surroundings and inveigling their way into the hearts and minds of the unwary to mate with them. Fecund in the extreme, angurbodas are entirely indiscriminate in their collection of male seed. Their reproductive tracts can store unused material for years at a time, though the cells of the unborn are typically warped and corrupted by their time in the angurboda's womb or even melded with the stuff of life drawn from any number of the angurboda's other bestial ruts. The angurboda can bring forth such befouled fruit from her womb with terrifying speed, growing monsters in her belly and disgorging them like an amniotic avalanche into the world, already fierce and ready to fight.

Angurbodas have no true society of their own, avoiding others of their kind if they are known to have established their claim to a particular region. They often gather hags into their service, however, either birthing them themselves or making alliances with them, and will typically use hags as their messengers or go-betweens, prospecting for potential mates and bringing the choicest of the lot to their ogreish mother.

When living among other cultures, angurbodas often use their magical talents to pass themselves off as wise women, sages, or cult leaders, using their magical and alchemical knowledge to beguile the unwary with their concoctions and confabulations. A rare angurboda may strive for a place of prominence in society, though it is far more common for them to assume a role with access to power but a much lower profile, enabling them to obtain the things they want without exposing themselves to scrutiny that might betray their monstrous intentions. Besides, their urge to procreate cannot long be suppressed, and few angurbodas will stoop to eating their own children to prevent their predations from leading back to their monstrous mother and revealing her deceptions. Thus, even for angurbodas that spend much of their time in shapechanged disguise, they must often remove themselves into the wild and shadowed places to bring forth ever more monsters into the world.

## ECOLOGY

Angurbodas are omnivorous, content to scavenge carrion and decayed plant matter at need, though they crave the taste of blood and flesh in their natural form and have prodigious appetites, able to devour unthinkable amounts of food at a time. When shapechanged, they are canny enough to fit their dietary habits to the culture and society around them, but more than one angurboda has given away her ruse in an appalling display of gorging and odious table manners when she has spent too long a time away from her natural form. Angurbodas are long-lived, able to survive over 300 years.





## Ankheg

This burrowing, bug-like monster scuttles about on six legs, drooling noxious green ichor from its clacking mandibles.

MYTHIC ANKHEG

CR 4/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary

N Large magical beast (mythic)

Init +0; Senses darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +8

### DEFENSE

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

hp 38 (3d10+22)

Fort +6, Ref +3, Will +2

### OFFENSE

Speed 30 ft., burrow 20 ft.

Melee bite +5 (2d6+4 plus 1d4 acid and grab)

Space 10 ft.; Reach 5 ft.

Special Attacks caustic quicksand<sup>MA</sup>, mythic power (3/day, surge +1d6), spit acid, tunnel tugger<sup>MA</sup>

### STATISTICS

Str 16, Dex 10, Con 17, Int 1, Wis 13, Cha 6

Base Atk +3; CMB +7 (+11 drag or grapple); CMD 17 (25 vs. trip)

Feats Extra Mythic Power<sup>MF</sup>, Skill Focus (Perception), Toughness

Skills Climb +8, Perception +8

### ECOLOGY

Environment temperate or warm plains

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

Treasure incidental

### SPECIAL ABILITIES

**Caustic Quicksand (Ex)** A mythic ankheg can alter the shape of its breath from a 30-foot line to a 15-foot cone-shaped burst. In either shape, the ankheg's acid softens or even liquefies the ground as *soften earth and stone*. Creatures other than the ankheg take 1d4 points of damage per round they are touching the softened area. If a mythic ankheg has already used its spit acid ability, it can expend one use of its mythic power as a full-round action to recharge it.

**Spit Acid (Ex)** Once every 6 hours, an ankheg can spit a 30-foot line of acid. Creatures struck by this acid take 4d4 points of acid damage (Reflex DC 14 halves). Once an ankheg uses this attack, it must wait 6 hours before using it again. Additionally, during this time period, its bite attack does not inflict any additional acid damage. As a result, an ankheg does not use this ability unless it is desperate or frustrated, most often spitting acid when reduced to fewer than half its full normal hit points or when it cannot not successfully grab an opponent. The save DC is Constitution-based.

**Tunnel Tugger (Ex)** When burrowing, a mythic ankheg can take a move action and a standard action at any point during its movement. It cannot use that standard action to take another move action. If it strikes a creature smaller than itself, it can use a drag combat maneuver against that target with a +4 bonus in place of attempting to grapple that target. If it expends one use of its mythic power after striking a creature smaller than itself, it can roll twice on its combat maneuver check, once to grapple the target and once to drag it. If a mythic ankheg pulls a creature 5 or more feet below ground level, the character is treated as if in the slide zone of a cave-in, as described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*, taking 2d6 points of bludgeoning damage and becoming buried (DC 15 Reflex negates).





# Ankou

Cloaked by wings of darkness, this horrific, skeletal alien appears to be burning from within, a flaming glow shining through its emaciated chest. Among this gaunt being's most prominent features are shimmering black wings, sharp talons, and yellow eyes that radiate a lambent malice.

## MYTHIC ANKOU

CR 17/MR 7

XP 102,400

Pathfinder Roleplaying Game Bestiary 4

LE Large fey (extraplanar, mythic)

**Init** +20/+0<sup>MF</sup>; **dual initiative**<sup>MA</sup>; **Senses** blindsight<sup>MA</sup> 120 ft., low-light vision; **Perception** +21

**Aura** darkling shroud<sup>MA</sup> (60 ft.)

## DEFENSE

**AC** 38, touch 19, flat-footed 28 (+9 Dex, +1 dodge, +19 natural, -1 size)

**hp** 175 (14d6+126)

**Fort** +10, **Ref** +18, **Will** +13

**DR** 10/cold iron and epic

## OFFENSE

**Speed** fly 90 ft. (perfect)

**Melee** 2 claws +14 (1d6+8), tail slap +14 (1d8+4 plus bleed), 2 wings +14 (1d8+4 plus bleed)

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

**Special Attacks** bleed (2d6), cold iron killer, crippling sneak attack<sup>MA</sup>, **mythic power** (7/day, surge +1d10), shadow doubles<sup>MMA</sup>

**Spell-Like Abilities** (CL 15th; concentration +28)

At will—*deeper darkness*, *ray of exhaustion* (DC 23), *silence* (self only)

4/day—*quicken* *deeper darkness*

3/day—*dimensional anchor*, *greater teleport*, *true seeing*

1/day—*circle of death* (DC 26), *discern location*, *prismatic spray* (DC 27)

## STATISTICS

**Str** 26, **Dex** 28, **Con** 22, **Int** 17, **Wis** 19, **Cha** 31

**Base Atk** +7; **CMB** +16; **CMD** 36

**Feats** Combat Reflexes, Death From Above<sup>MF</sup>,

Flensing Strike<sup>DR</sup>, Flyby Attack, Improved

Initiative<sup>MF</sup>, Multiattack<sup>MF</sup>, Quicken

Spell-Like Ability (*deeper darkness*)<sup>MF</sup>

**Skills** Bluff +24, Escape Artist +26,

Fly +32, Intimidate +21, Knowledge

(nature) +20, Knowledge (planes) +17,

Perception +21, Sense Motive +21,

Stealth +22

**Languages** Common, Sylvan (can't speak any language); telepathy 100 ft.

**SQ** reactive transposition<sup>MA</sup>, shadowbond<sup>MA</sup>

## ECOLOGY

**Environment** any (primal land of fey)

**Organization** solitary

**Treasure** standard

## SPECIAL ABILITIES

**Cold Iron Killer (Su)** All of an ankou's natural weapons are treated as cold iron for the purpose of overcoming damage reduction.

**Crippling Sneak Attack (Ex)** A mythic ankou's sneak attack deals 5d6 damage plus 2 points of Strength damage.

**Darkling Shroud (Su)** Anyone attempt to cast a spell or create a spell-like effect with the light descriptor within 60 feet of a mythic ankou must succeed at a DC 28 caster level check or fail. Each round at the start of a mythic ankou's turn, each and every magical light source within its darkling shroud is subject to a targeted *dispel magic*, caster level 15th.

**Reactive Transposition (Su)** Once per round, whenever a mythic ankou takes damage, it can swap locations with a shadow double as an immediate action. This functions as *dimension door*, using the mythic ankou's caster level. If the chosen shadow double is out of range, the ability is wasted.

**Shadow Bond (Su)** A mythic ankou's life is linked to its shadow doubles. As long as a mythic ankou has 1 or more hit points, it is protected from harm if it has at least one shadow double conjured. Damage in excess of that which would reduce a mythic ankou to fewer than 0 hit points is instead transferred to its nearest shadow double. This damage is transferred 1 point at a time, meaning that as soon as all shadow doubles are destroyed, all excess damage remains with the mythic ankou. Effects that cause death but not damage are unaffected by this ability. This ability does not affect spells like *baleful polymorph*, *flesh to stone*, or *imprisonment*, or other spells that do not cause actual damage.

**Shadow Doubles (Su)** Three times per day as a free action, a mythic ankou can conjure up to four shadowy duplicates, which appear anywhere within 60 feet of the mythic ankou and last a number of rounds equal to the mythic ankou's Charisma modifier (typically 10 rounds). These shadow doubles are identical to the original in all respects except that when conjured they have a number of hit points equal to 60% of the true mythic ankou's total hit points (105 hit points if conjured by a mythic ankou with full hit points). The doubles have all of the true mythic ankou's melee attacks and abilities, except they can't create more shadow doubles or use the mythic ankou's spell-like abilities except for *deeper darkness* and *silence*. Any creature that interacts with a shadow double can attempt a Will save to disbelieve the duplicate (DC 10 + 1/2 the mythic ankou's Hit Dice + the ankou's Charisma modifier +2 racial bonus, typically DC 29). Against a creature that recognizes a shadow double for what it is, the double functions as a *greater shadow conjuration*. Shadow doubles take double damage from spells with the light descriptor. If the true mythic ankou is slain, the duplicates instantly vanish. If a mythic ankou expends one use of its mythic power as a free action when conjuring shadow doubles, they have hit points equal to 80% of the mythic ankou's (140 if conjured by a mythic ankou with full hit points) and function as *shades* against creatures that recognize them for what they are.





## Ant

A thin, six-legged ant the size of a pony stands at the ready, its mandibles chittering and its stinger dripping with venom.

### MYTHIC GIANT ANT

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary

N Medium vermin (mythic)

Init +0; Senses darkvision 60 ft., scent; Perception +5

### DEFENSE

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 29 (2d8+20)

Fort +6, Ref +0, Will +1

Immune mind-affecting effects

### OFFENSE

Speed 50 ft., climb 20 ft.

Melee bite +3 (1d6+2 plus grab), sting +3 (1d4+2 plus poison)

Special Attacks acid spray<sup>MA</sup>, crushing mandibles<sup>MA</sup>, mythic power (1/day, surge +1d6)

### STATISTICS

Str 14, Dex 10, Con 17, Int —, Wis 13, Cha 11

Base Atk +1; CMB +3 (+7 grapple); CMD 13 (21 vs. trip)

Feats Toughness<sup>B, MF</sup>

Skills Climb +10, Perception +5, Survival +5; Racial Modifiers +4 Perception, +4 Survival

### ECOLOGY

Environment any

Organization solitary, pair, gang (1 mythic giant ant and 3–6 giant ants), or hive (2–5 mythic giant ants plus 10–100 workers, 2–8 drones, and 1 mythic giant ant queen)

Treasure none

### SPECIAL ABILITIES

**Acid Spray (Ex)** As a standard action, a mythic giant ant can spray a 30-foot line of acid which deals no damage but acts as an irritant to creatures it strikes. An affected creature that fails a DC 14 Fortitude save is sickened for 1d6 rounds. The save DC is Constitution-based.

**Crushing Mandibles (Ex)** A mythic giant ant that successfully grapples an opponent receives a free sunder check against any armor worn by the opponent. This sunder attempt does not provoke attacks of opportunity. When a mythic giant ant successfully maintains a grapple, it deals double damage to a creature that does not benefit from an armor or natural armor bonus to its AC.

**Poison (Ex)** Sting—injury; save Fort DC 14; frequency 1/round for 4 rounds; effect 1d2 Strength damage; cure 1 save.

A seething mass of angry arthropods swarms over everything in its path.

### MYTHIC ARMY ANT SWARM

CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary

N Fine vermin (mythic, swarm)

Init +3; Senses darkvision 60 ft., scent; Perception +4

### DEFENSE

AC 23, touch 21, flat-footed 20 (+3 Dex, +2 natural, +8 size)

hp 76 (11d8+27)

Fort +7, Ref +6, Will +3

Defensive Abilities dispersal<sup>MA</sup>, swarm traits; Immune weapon damage

### OFFENSE

Speed 30 ft., climb 30 ft.

Melee swarm (3d6)

Space 10 ft.; Reach 0 ft.

Special Attacks choke<sup>MA</sup>, cling<sup>MA</sup>, consume, distraction (DC 18), mythic power (2/day, surge +1d6)

### STATISTICS

Str 1, Dex 17, Con 10, Int —, Wis 10, Cha 2

Base Atk +8; CMB —; CMD —

Feats Toughness

Skills Climb +10, Perception +4; Racial Modifiers +4 Perception

### ECOLOGY

Environment any tropical

Organization solitary, pair, patrol (1 mythic army ant swarm and 3–6 army ant swarms), or legion (2 mythic army ant swarms and 7–16 army ant swarms)

Treasure none

### SPECIAL ABILITIES

**Choke (Ex)** A mythic army ant swarm crawls into mouths and noses of creatures within the swarm, making it difficult for them to breathe. The save DC for its distraction ability is Dexterity-based, and a victim that fails the save is nauseated for 1d4 rounds. A victim that succeeds on its saving throw versus the mythic army ant swarm's distraction ability is sickened for 1 round and has a 50% chance of spell failure when casting spells with verbal components. If the creature leaves the swarm but still has ants clinging to it, this chance is reduced to 20% and is eliminated only when the clinging ants are destroyed.

**Consume (Ex)** An army ant swarm can rapidly consume any creature it swarms over. Against helpless or nauseated targets, an army ant swarm attack deals 6d6 points of damage.

**Dispersal (Ex)** When a mythic army ant swarm is caught in the area of a spell or effect that deals damage to creatures in the area, it may spend one use of mythic power as an immediate action to grant itself evasion until the end of its next turn.





# Ape

*Sharp teeth fill this enormous ape's mouth, and its long, muscular arms stretch to the ground, ending in wickedly curved claws.*

MYTHIC COLOSSAL DIRE APE

CR 15/MR 6

XP 51,200

N Colossal animal (mythic)

Init +2; Senses low-light vision, scent; Perception +13

## DEFENSE

AC 26, touch 4, flat-footed 24 (+2 Dex, +22 natural, -8 size)

hp 309 (18d8+228)

Fort +21, Ref +13, Will +9

DR 10/epic

## OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +24 (2d8+19), 2 claws +24 (2d6+19/19-20)

Ranged rock +7 (4d6+28)

Space 30 ft.; Reach 30 ft.

Special Attacks crippling rend<sup>MA</sup>, feral savagery (full attack)<sup>MA</sup>, kaiju killer<sup>MA</sup>, mythic power (6/day, surge +1d8), raging rampage<sup>MMA</sup>, rend (2 claws, 2d6+28), rock throwing (100 ft.)<sup>MA</sup>, titanic tosser<sup>MA</sup>

## STATISTICS

Str 48, Dex 15, Con 30, Int 2, Wis 12, Cha 7

Base Atk +13; CMB +40 (+42 bull rush); CMD 52 (54 vs. bull rush)

Feats Awesome Blow, Awesome Throw<sup>MF</sup>, Combat Reflexes, Critical Focus, Hulking Hurler<sup>MF</sup>, Improved Bull Rush, Improved Critical (claw), Iron Will, Power Attack<sup>MF</sup>, Snatch, Staggering Critical Skills Acrobatics +13, Climb +27, Perception +13, Survival +5

## ECOLOGY

Environment warm forests

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

Treasure incidental

## SPECIAL ABILITIES

**Crippling Rend (Ex)** When a mythic colossal dire ape rends a target, it can expend one use of mythic power to cripple the target for 1d4 days (DC 29 Fortitude partial). It may reduce the target's speed to 5 feet (0 for fly speed), or halve its speed on a successful save; reduce the target's natural armor bonus by 6, or by 3 on a successful save (minimum 0); or may disable one of the target's natural weapons, rendering it useless. A successful save results in a -2 penalty on attack and damage rolls with that natural weapon, with a critical threat range and modifier of 20/x2 (regardless of any other effect or ability). It can use this ability against a non-mythic opponent without expending mythic power if either claw hit was a critical hit. Regenerate can heal the effects of this ability. The save DC is Constitution-based.

**Kaiju Killer (Su)** Mythic colossal apes despise kaiju and other gigantic creatures, gaining a +2 bonus on Perception and Survival checks and attack and damage rolls against Huge creatures. This increases to +4 against Gargantuan creatures and +8 against Colossal creatures. Against creatures with the kaiju subtype, they also gain a +4 dodge bonus to AC, a +4 morale bonus on saving throws, and their damage reduction is treated as DR 10/—.

**Raging Rampage (Ex)** When a mythic colossal dire ape is damaged, it can fly into a rage for up to 1 minute, gaining a +4 morale bonus to its Strength and Constitution and a +2 morale bonus on Will saves, though it takes a -2 penalty on Armor Class, and also

gains the benefits of the following **rage powers**, treating its Hit Dice as its barbarian level for the purpose of their effects: eater of magic, fearless rage, internal fortitude, mighty swing, renewed vitality, spell sunder, strength surge +18, superstition +6. If the ape expends one use of its mythic power when it enters its rage, it also gains the benefits of *haste* as long as it is raging.

If the ape is below one-half its hit points, its morale bonus on Strength, Constitution, and Will saves is doubled and it can spend an additional use of mythic power to increase this effect to that of **augmented mythic haste**. If still in combat, the ape can continue raging for 1 additional minute by expending one additional use of its mythic power.

**Titanic Toss (Ex)** Rather than targeting a specific moving creature with its rock throwing ability, a mythic colossal ape can instead target a 15-foot square with a Huge rock as a ranged attack against AC 5. This reduces its range increment to 50 feet, but any creature(s) in the target squares take 6d6 points of damage, and if Huge are smaller are also knocked prone. A successful DC 28 Reflex save halves damage and avoids being knocked prone. 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 ape spends 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 ape begins its turn with a Huge or smaller creature grappled, it can hurl that creature in place of hurling a rock, with a maximum range equal to 50 feet. The hurled creature takes 2d6 points of damage per 10 feet traveled and falls prone even if the attack misses; if it hits, the target takes 1d6 points of damage per 10 feet the creature was thrown, plus one-half the ape's Strength modifier. A successful DC 28 Reflex save halves this damage. The save DC is Strength-based.





# Archon, Hound

*This canine-headed humanoid's well-groomed appearance and polished greatsword show it to be more than a common beast.*

MYTHIC HOUND ARCHON

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary

LG Medium outsider (archon, extraplanar, good, lawful, mythic)

Init +4; **Senses** darkvision 60 ft., *detect evil*, low-light vision, scent;

Perception +10

**Aura** aura of menace (DC 16), *magic circle against evil*

## DEFENSE

AC 21, touch 10, flat-footed 21 (+11 natural; +2 deflection vs. evil)

hp 65 (6d10+32)

**Fort** +7, **Ref** +5, **Will** +5; +4 vs. poison, +2 resistance vs. evil

**Defensive Abilities** tireless watchdog<sup>MA</sup>; **DR** 10/epic and evil; **Immune** electricity, exhaustion, fatigue, petrification, sleep effects; **SR** 17

## OFFENSE

**Speed** 60 ft.

**Melee** bite +8 (1d8+3), slam +8 (1d4+1) or +1 *greatsword* +9/+4 (2d6+4), bite +3 (1d8+2)

**Special Attacks** mythic power (2/day, surge +1d6)

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

Constant—*detect evil*, *magic circle against evil*

At will—*aid*, *continual flame*, *greater teleport* (self plus 50 lbs. of objects only), *hunter's eye*, *hunter's howl*, *message*

3/day—*mass feather step*, *tireless pursuers*

## STATISTICS

**Str** 15, **Dex** 10, **Con** 15, **Int** 10, **Wis** 13, **Cha** 12

**Base Atk** +6; **CMB** +8; **CMD** 18

**Feats** Improved Initiative, Iron Will<sup>MF</sup>, Power Attack

**Skills** Acrobatics +9, Intimidate +10, Perception +10, Sense Motive +10, Stealth +13, Survival +14; **Racial Modifiers** +4 Stealth, +4 Survival

**Languages** Celestial, Draconic, Infernal; truespeech

**SQ** change shape (*beast shape II*), pack leader<sup>MA</sup>, swift stalker<sup>MA</sup>

## ECOLOGY

**Environment** any (Heaven)

**Organization** solitary, pair, or squad (3–5)

**Treasure** standard (+1 *greatsword*, other treasure)

## SPECIAL ABILITIES

**Change Shape (Su)** A hound archon can assume any canine form of Small to Large size, as if using *beast shape II*. While in canine form, the hound archon loses its bite and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any dog-like or wolf-like creature of the animal type.

**Pack Leader (Sp)** A mythic hound archon is skilled at leading hunts. It can use *hunter's eye* and *hunter's howl* at will as spell-like abilities, and can use *mass feather step* and *tireless pursuers* 3/day to assist its companions in pursuit.

**Swift Stalker (Ex)** A mythic hound archon's speed increases to 60 feet and it ignores the effects of difficult terrain (as *feather step*) when it is using Survival to follow tracks, and it takes no penalty on Survival checks when moving up to this speed, and only a –10 penalty (instead of the normal –20) when moving at up to twice this speed. The archon can eliminate this penalty entirely for 3 hours by expending one use of its mythic power.

**Tireless Watchdog (Su)** A mythic hound archon is immune to exhaustion, fatigue, and sleep effects. If a mythic hound archon is surprised, it can expend one use of its mythic power to act in the surprise round.





# Archon, Lantern

*Shedding a warm and calming radiance, this orb of light moves with a preternatural silence and otherworldly grace.*

MYTHIC LANTERN ARCHON

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary

LG Small outsider (archon, extraplanar, good, lawful, mythic)

Init +4; Senses darkvision 60 ft., low-light vision; Perception +4

Aura aura of menace (DC 13)

## DEFENSE

AC 16, touch 11, flat-footed 16 (+5 natural, +1 size; +2 deflection vs. evil)

hp 23 (2d10+12)

Fort +4, Ref +3, Will +0; +4 vs. poison, +2 resistance vs. evil

DR 10/epic and evil; Immune electricity, petrification

## OFFENSE

Speed fly 60 ft. (perfect)

Ranged 2 light rays +3 ranged touch (1d6)

Special Attacks guiding light<sup>MA</sup>, mythic power (3/day, surge +1d6)

Spell-Like Abilities (CL 3rd):

At will—*aid*, *continual flame*, *detect evil*, *greater teleport* (self plus 50 lbs. of objects only)

## STATISTICS

Str 1, Dex 11, Con 12, Int 6, Wis 11, Cha 10

Base Atk +2; CMB -4; CMD 6

Feats Extra Mythic Power<sup>MF</sup>, Improved Initiative

Skills Diplomacy +5, Fly +14, Knowledge (planes) +3, Perception +4, Sense Motive +5

Languages Celestial, Draconic, Infernal; truespeech

SQ gestalt, mythic master<sup>MA</sup>

## ECOLOGY

Environment any (Heaven)

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

Treasure none

## SPECIAL ABILITIES

**Gestalt (Su)** Nine lantern archons can fuse together as a full-round action, becoming a single Large entity that is more powerful than the individual archons that make up its parts. Looking like a whirlwind of dancing firefly lights, the gestalt has all the powers and abilities of a Large air elemental plus the following: archon, good, and lawful subtypes; archon traits (aura of menace DC 16); 2 light rays (2d6); DR 5/evil and magic (and epic, if at least three of the lantern archons are mythic). The archons can remain in this form for 2d4 rounds. When the gestalt separates back into individual lantern archons, its remaining hit points are divided evenly among them; if it had less than 9 hit points, some of the component archons die when the gestalt ends.

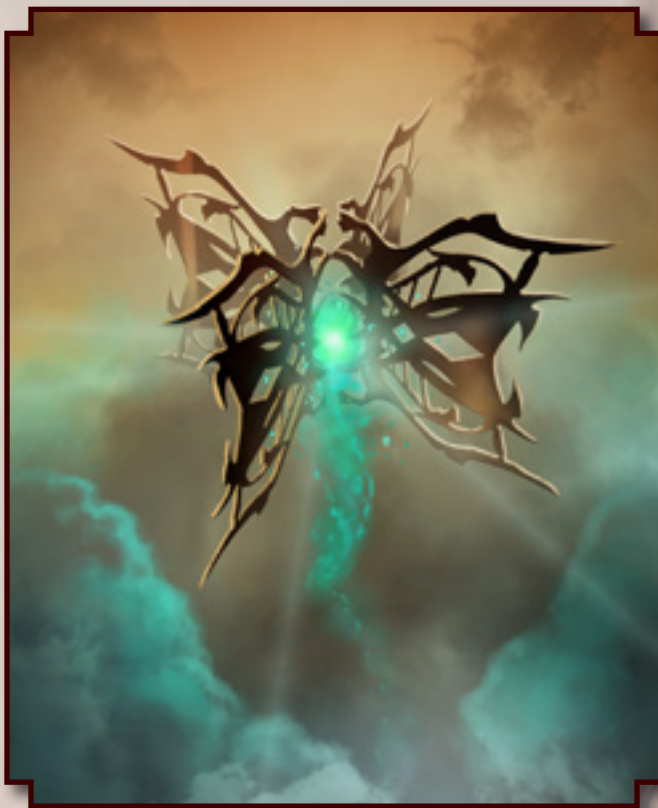
**Guiding Light (Su)** A mythic lantern archon can see through non-mythic magical darkness, and their light rays can pierce the shadows to aid their allies. A creature struck by a mythic lantern archon's light ray is outlined as *faerie fire* for 1 round. If a creature is struck in the same round by both light rays, the duration stacks and the light rays leave a tracer-like glowing path to the target that grants a +2 circumstance bonus on ranged attacks made against the same target until that target moves from that location. If the archon expends one use of its mythic power after striking a creature with its light ray, it is outlined for 1 minute as *mythic faerie fire*. If it hits with both light rays, it can expend two

uses of its mythic power to affect the target and all in the burst as augmented *mythic faerie fire*.

**Light Ray (Ex)** A lantern archon can fire beams of light to damage foes. These light rays have a maximum range of 30 feet. This attack overcomes damage reduction of any type.

**Mythic Master (Su)** A lawful good, lawful neutral, or neutral good spellcaster with the Mythic Improved Familiar feat can call a mythic lantern archon as a familiar. A mythic lantern archon's master gains Mythic Spell Lore as a bonus feat as long as the mythic lantern archon is adjacent. However, the spells its master selects with this feat must have the good, lawful, or light descriptor. Spells which can have multiple descriptors, such as *summon monster* and *planar binding*, can be selected with this feat but can be cast as mythic spells only when cast with the good, lawful, or light descriptor. Its master also gains 1 additional use of mythic power per day, but this use can only be used to augment a spell with the good, lawful, or light descriptor.

At the GM's option, instead of the lantern archon's master selecting any spells it wishes with the chaotic descriptor or the illusion (pattern) subschool, its master can instead choose the spells it gains from this Mythic Spell Lore feat from the domain spells of the Good or Law cleric domain or the Archon or Friendship subdomain.





# Archon, Star

*This powerful humanoid floats in the air on a nimbus of pearly light. He grips a golden starknife in one hand.*

MYTHIC STAR ARCHON

CR 23/MR 9

XP 204,800

Pathfinder Roleplaying Game Bestiary 2

LG Large outsider (archon, extraplanar, good, lawful, mythic)

**Init** +17/−3<sup>MF</sup>, dual initiative<sup>MA</sup>; **Senses** darkvision 60 ft., *detect evil*, low-light vision, *true seeing*; Perception +31

**Aura** aura of courage, aura of menace (DC 27), *magic circle against evil*

## DEFENSE

**AC** 52, touch 14, flat-footed 47 (+12 armor, +3 Dex, +2 dodge, +21 natural, +5 shield, −1 size; +2 deflection vs. evil)

**hp** 403 (19d10+299); regeneration 10 (evil weapons and effects)

**Fort** +22, **Ref** +17, **Will** +18; +4 vs. poison, second save<sup>MA</sup>

**Defensive Abilities** explosive rebirth; **DR** 10/epic and evil; **Immune** electricity, fire, charm, compulsion, fear, petrification; **SR** 39

## OFFENSE

**Speed** 40 ft., fly 120 ft. (good)

**Melee** +5 *holy starknife* +29/+24/+19/+14 (1d6+12/x3)

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

**Special Attacks** comet knife<sup>MA</sup>, heavenly hierophant<sup>MMA</sup>, heavenly tactician<sup>MA</sup>, mythic power (9/day, surge +1d10), nova flame<sup>MA</sup>, orbiting starblade<sup>MA</sup>, smite evil 1/day (+6 attack and AC, +19 damage), star streak<sup>MA</sup>

**Spell-Like Abilities** (CL 19th; concentration +25)

Constant—*detect evil*, *magic circle against evil*, *true seeing*

At will—*aid*, *continual flame*, *greater teleport* (self plus 50 lbs. of objects only), *message*, *sunbeam* (DC 23)

1/day—*meteor swarm* (DC 25), *polar ray* (DC 24), *prismatic spray* (DC 23), *sunburst* (DC 24)

**Cleric Spells Prepared** (CL 19th; concentration +29)

9th—*implosion* (DC 29), *mass heal*, *miracle*, *overwhelming presence* (DC 29), *power word kill*<sup>D, MS</sup>

8th—*dimensional lock*, *euphoric tranquility* (DC 27), *fire storm* (DC 28), *holy aura* (DC 28), *sunburst*<sup>D</sup> (DC 28)

7th—*destruction*<sup>MS</sup> (2, DC 27), *holy word*<sup>MS</sup> (2, DC 27), *power word blind*<sup>D</sup>, *resurrection*

6th—*fire seeds*<sup>D</sup>, *greater dispel magic*, *heal*, *mass cure moderate wounds*<sup>MS</sup> (3)

5th—*break enchantment* (2), *breath of life*<sup>MS</sup> (2), *flame strike*<sup>D</sup> (DC 25), *righteous might*<sup>MS</sup>

4th—*blessing of fervor*, *cure critical wounds* (3), *death ward*, *divine power*<sup>MS</sup>, *fire shield*<sup>D</sup>

3rd—*cure serious wounds* (3), *daylight*<sup>D</sup>, *dispel magic*<sup>MS</sup> (2), *invisibility purge*

2nd—*cure moderate wounds* (4), *eagle's splendor*, *spiritual weapon*<sup>D</sup>, *status*

1st—*cure light wounds* (2), *divine favor*, *entropic shield*, *faerie fire*<sup>D</sup>, *remove fear*, *sanctuary* (DC 21), *shield of faith*<sup>MS</sup>

o (at will)—*guidance*, *resistance*, *stabilize*, *virtue*

**D** Domain spell; **Domains** Light, Tactics; **MS** Mythic spell

## STATISTICS

**Str** 24, **Dex** 19, **Con** 33, **Int** 20, **Wis** 30, **Cha** 23

**Base Atk** +19; **CMB** +27; **CMD** 42

**Feats** Cleave, Combat Reflexes<sup>MF</sup>, Dodge<sup>MF</sup>, Improved Initiative<sup>MF</sup>, Intercept Charge<sup>B</sup>, Iron Will, Lightning Reflexes, Mobility, Mythic Spell Lore<sup>MF</sup>, Power Attack<sup>MF</sup>, Shake It Off<sup>B</sup>, Stand Still, Wind Stance

**Skills** Diplomacy +28, Fly +25, Heal +18, Intimidate +28, Knowledge (arcana, engineering) +14, Knowledge (history, nature) +18, Knowledge (religion) +24, Perception +32, Sense Motive +32, Spellcraft +24, Stealth +19, Survival +20

**Languages** Celestial, Draconic, Infernal; truespeech

**SQ** celestial armamentarium<sup>MMA</sup>

## ECOLOGY

**Environment** any (Heaven)

**Organization** solitary or pair

**Treasure** double (+3 *mithral full plate*, +3 *heavy mithral shield*, +5 *holy starknife*)





## SPECIAL ABILITIES

**Celestial Armamentarium (Ex)** A mythic star archon's armor and shield are treated as +3 *mithral full plate* and a +3 *heavy mithral shield* while it wears them. The archon's movement is not reduced by its armor and shield, and if it is struck with a ray or ranged touch attack created by an evil or chaotic creature, as an immediate action the archon can expend one use of its mythic power to negate the effect. They are non-magical mithral for any other wearer.

**Explosive Rebirth (Su)** When killed, a star archon explodes in a blinding flash of energy that deals 50 points of damage (half fire, half holy damage) to anything within 100 feet (Reflex DC 30 half). The save DC is Constitution-based. The slain archon reincarnates 1d4 rounds later as an advanced shield archon.

**Heavenly Hierophant (Ex)** A mythic star archon gains the Sun domain (Light subdomain) and War domain (Tactics subdomain), including domain spells and the following domain powers: *blinding flash* (DC 28, 12/day), *nimbus of light* (19 rounds/day), *seize the initiative* (12/day), *weapon master* (12 rounds/day).

**Heavenly Tactician (Ex)** A mythic star archon gains two teamwork feats as bonus feats. As a swift action up to three times per day, the archon may grant one or both feats to allies within 30 feet for 1 minute. The archon chooses one teamwork feat to grant to its lawful allies, while the other is granted to good-aligned allies. Lawful good allies receive both feats.

**Nova Flame (Su)** A mythic star archon may choose to have any fire effect it creates deal one-half fire damage and one-half untyped energy damage that is not subject to fire resistance or immunity. If the effect already has this property, such as a *flame strike* spell, the archon may choose for all of the damage dealt by the effect to be fire damage or untyped energy damage. The archon may also expend mythic power to duplicate the mythic version (including augmented versions) of the effect.

**Orbiting Starblade (Su)** A mythic star archon's starknife returns to its hand immediately after resolving a ranged attack, allowing it to make multiple ranged attacks with the starknife in the same round. In addition, the archon can expend one use of its mythic power to grant the starknife the *dancing* property, or to set the knife in orbit around itself for up to 9 rounds. While it is orbiting, any melee attack against the archon provokes an attack of opportunity from the starknife.

**Star Streak (Su)** Whenever a mythic star archon charges, it is engulfed in a coruscating trail of light. A creature struck by its charge attack is affected as if by its *sunbeam* spell-like ability. If the archon expends one use of its mythic power, its body and all its gear are transformed into radiant light during its charge, affecting a line up to 60 feet long as *sunbeam* before rematerializing at the end of its charge to make its charge attack. In this form, the archon can move through difficult terrain and through the space of other creatures without the need to make Acrobatics checks and without provoking attacks of opportunity for its movement. Archons are immune to this *sunbeam* effect.

## Archon, Trumpet

*Lithe and beautiful, with skin the color of marble, this being hovers upon powerful, white wings and radiates a sense of serenity.*

MYTHIC TRUMPET ARCHON

CR 17/MR 7

XP 102,400

Pathfinder Roleplaying Game Bestiary

LG Medium outsider (archon, extraplanar, good, lawful, mythic)

Init +14/−6<sup>MF</sup>, dual initiative<sup>MA</sup>; Senses darkvision 60 ft., low-light vision; Perception +24

Aura aura of menace (DC 22), magic circle against evil

### DEFENSE

AC 34, touch 13, flat-footed 31 (+3 Dex, +21 natural; +2 deflection vs. evil)  
hp 245 (14d10+168)

Fort +16, Ref +9, Will +16; +4 vs. poison, +2 resistance vs. evil

Defensive Abilities soundproof<sup>MA</sup>; DR 10/epic and evil; Immune electricity, petrification, sonic; SR 32

### OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee +4 *thundering greatsword* +24/+19/+14 (2d6+13/19-20)

Special Attacks crystal note<sup>MA</sup>, heavenly hierophant<sup>MMA</sup>, mythic power (7/day, surge +1d10), sonic steel<sup>MA</sup>, thunderous blast<sup>MA</sup>, trumpet

Spell-Like Abilities (CL 14th, concentration +17)

Constant—*magic circle against evil*

At will—*aid*, *continual flame*, *detect evil*, *greater teleport* (self plus 50 lbs. of objects only), *message*

11/day—*touch of good*, *touch of law*

Spells Prepared (CL 14th, concentration +21)

7th—*mass cure serious wounds* (2), *holy word*<sup>D</sup> (DC 24), *waves of ecstasy* (DC 24)

6th—*banishment*<sup>MS</sup> (DC 23), *blade barrier*<sup>D</sup> (DC 23), *cold ice strike* (DC 23), *heal*<sup>MS</sup> (2)

5th—*dispel evil*<sup>D</sup> (DC 22), *holy ice*, *mass cure light wounds*<sup>MS</sup>, *plane shift* (DC 22), *raise dead*

4th—*blessing of fervor*, *dismissal* (DC 21), *divine power*<sup>MS</sup>, *holy smite*<sup>D</sup> (DC 21), *neutralize poison*, *spell immunity*<sup>MS</sup>

3rd—*cure serious wounds* (2), *daylight*, *dispel magic*, *invisibility purge*<sup>MS</sup>, *magic circle against chaos*<sup>D</sup>, *magic vestment*<sup>MS</sup>, *protection from energy*

2nd—*align weapon*<sup>D</sup>, *bull's strength*, *consecrate*, *cure moderate wounds* (2), *lesser restoration* (2), *owl's wisdom*

1st—*bless*, *cure light wounds* (2), *divine favor*, *protection from law*<sup>D</sup>, *sanctuary* (DC 18), *shield of faith*

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

D Domain spell; Domains Good, Law; MS Mythic Spell

### STATISTICS

Str 22, Dex 17, Con 25, Int 16, Wis 24, Cha 17

Base Atk +14; CMB +20; CMD 33

Feats Blind-Fight<sup>MF</sup>, Cleave, Combat Reflexes, Improved Initiative<sup>MF</sup>, Lightning Reflexes, Mythic Spell Lore<sup>MF</sup>, Persuasive, Power Attack<sup>MF</sup>

Skills Diplomacy +24, Escape Artist +17, Fly +24, Handle Animal +20, Knowledge (religion) +20, Perception +24, Perform (wind instruments) +20, Sense Motive +26, Stealth +20

Languages Celestial, Draconic, Infernal; truespeech

SQ melodies of heaven<sup>MA</sup>



### ECOLOGY

**Environment** any (Heaven)

**Organization** solitary, pair, or squad (1 mythic trumpet archon and 3–5 trumpet archons)

**Treasure** standard

### SPECIAL ABILITIES

**Crystal Note (Su)** As a standard action, a mythic trumpet archon can target a single non-good creature within 100 feet with a focused blast from its trumpet, whose harmonics are of such eldritch purity that the target is transmuted into a statue of pure crystal. This functions as *flesh to stone*, but the resulting statue has hardness 0. If the target succeeds at a DC 24 Fortitude save, its body is not transmuted but it takes 1d4 points of Dexterity damage and is staggered for 1 round. The archon can instead target a single object or mass of solid material no larger than a 10-foot cube; that object or material is transmuted to crystal that shatters to powder 1 round later (treat as *disintegrate*). After using this ability, a mythic trumpet archon must wait 1d4 rounds before using it again, though it can expend one use of its mythic power to eliminate this delay. The save DC is Wisdom-based.

**Heavenly Hierophant (Ex)** A mythic trumpet archon gains the Good and Law domains, including domain spells and the following domain powers: *holy lance* (2/day, 7 rounds), *staff of law* (2/day, 7 rounds), *touch of good* (11/day, +7 sacred bonus), and *touch of law* (11/day). As a full-round action, a mythic trumpet archon can bestow the effects of *holy lance* and *staff of law* simultaneously on the same weapon. As a full-round action, it may also bestow the benefits of *touch of good* and *touch of law* simultaneously on a creature. If the archon expends one use of its mythic power, it may expend as many rounds of each effect as it wishes, up to the maximum allowed per day; the effect of each persists for that many rounds.

### Melodies of Heaven (Su)

A mythic trumpet archon gains the following bardic performances, functioning as though she were a 14th-level bard: countersong, fascinate, inspire competence +4, inspire courage +3, inspire greatness. Activating a performance is a swift action, and she can use this ability for up to 33 rounds per day. When the archon ends a performance, as a swift action she can expend up to 7 rounds of performance; the effects of the performance continue for that duration even though she is no longer maintaining it. In addition to these performances, a mythic trumpet archon may select spells from the bard spell list as well as the cleric spell list; these spells are considered divine spells when cast by a mythic trumpet archon.

**Sonic Steel (Su)** A mythic trumpet archon can command its trumpet to become a +4 *thundering greatsword* or a +4 *clangorous heavy steel shield* as a free action.

**Soundproof (Ex)** Mythic trumpet archons are immune to sonic damage and cannot be deafened or stunned by sonic effects.

**Thunderous Blast (Su)** As a standard action, a mythic trumpet archon can unleash a blast on its trumpet equivalent to *shout* (DC 20), and may expend one use of its mythic power in order to duplicate the effect of *mythic shout* or two uses of its mythic power to duplicate the effect of *greater shout* (DC 20). The save DC is Charisma-based.

**Trumpet (Su)** All creatures except archons within 100 feet of the trumpet's blast must succeed on a DC 20 Fortitude save or be paralyzed for 1d4 rounds. The save DC is Charisma-based. The archon can also command its trumpet to become a +4 *greatsword* as a free action. Out of the archon's hands, it is a chunk of useless metal.

**Spells** Trumpet archons can cast divine spells as 14th-level clerics.





## Assassin Vine

This gnarled vine, as thick as a man's arm and bearing hand-shaped leaves, convulses across the ground in an unnatural slither.

MYTHIC ASSASSIN VINE

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary

N Large plant (mythic)

**Init** +0; **Senses** blindsight 30 ft., low-light vision; Perception +5

### DEFENSE

**AC** 16, touch 9, flat-footed 16 (+7 natural, -1 size)

**hp** 38 (4d8+20)

**Fort** +7, **Ref** +1, **Will** +2

**Immune** electricity, plant traits; **Resist** cold 10, fire 10

### OFFENSE

**Speed** 5 ft., climb 5 ft., swim 5 ft.

**Melee** slam +7 (1d8+7 plus grab)

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

**Special Attacks** constrict (1d8+7), entangle, lashing ambush<sup>MA</sup>, mythic power (1/day, surge +1d6)

### STATISTICS

**Str** 20, **Dex** 10, **Con** 16, **Int** 2, **Wis** 13, **Cha** 9

**Base Atk** +3; **CMB** +9 (+13 grapple); **CMD** 19 (can't be tripped)

**Feats** Combat Reflexes<sup>MF</sup>, Skill Focus (Stealth)

**Skills** Climb +13, Perception +5, Stealth +9 (+13 in undergrowth); **Racial Modifiers** +4 bonus on Stealth checks (+8 in undergrowth and forested terrain)

**SQ** camouflage, sentient stalker<sup>MA</sup>

### ECOLOGY

**Environment** temperate forests

**Organization** solitary, pair, or patch (3-6)

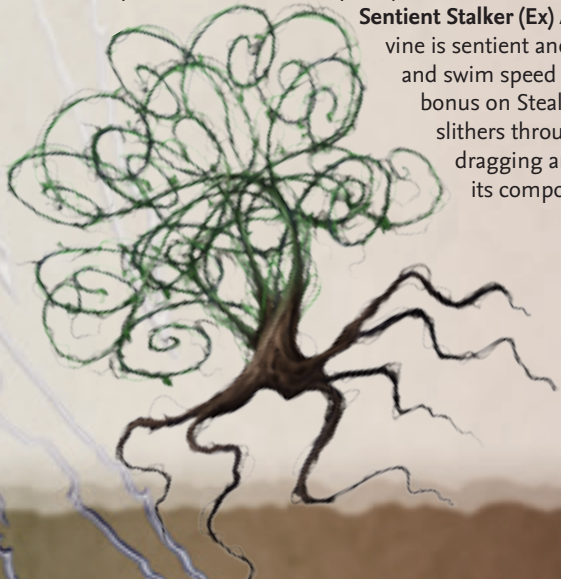
**Treasure** incidental

### SPECIAL ABILITIES

**Entangle (Su)** An assassin vine can, as a free action, cause plants within 30 feet of it to animate and grasp at foes. This ability is otherwise similar to entangle (CL 4th, DC 13). The save DC is Wisdom-based.

**Lashing Ambush (Ex)** If a mythic assassin vine initiates combat from being at rest (rather than in motion), it gains a +6 bonus on its initiative check. In addition, in the first round of combat before it moves, it can make a combat maneuver check to trip all opponents it threatens as a standard action, or as a swift action if it expends one use of its mythic power.

**Sentient Stalker (Ex)** A mythic assassin vine is sentient and gains a climb and swim speed and a racial bonus on Stealth checks. It slithers through its territory, dragging ambush victims to its compost stores.



## Azata, Ghaele

This elegantly armored sentinel stands alert, her eyes radiating divine light and her noble blade crackling with power.

MYTHIC GHAELE

CR 16/MR 6

XP 76,800

Pathfinder Roleplaying Game Bestiary

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

**Init** +5; **Senses** darkvision 60 ft., detect evil, low-light vision, see invisibility; Perception +21

**Aura** beacon of hope<sup>MA</sup>, holy aura (DC 23)

### DEFENSE

**AC** 34, touch 16, flat-footed 32 (+4 deflection, +1 Dex, +1 dodge, +18 natural)

**hp** 196 (13d10+125)

**Fort** +17, **Ref** +11, **Will** +17

**DR** 10/cold iron, epic, and evil; **Immune** electricity, petrification; **Resist** cold 10, fire 10; **SR** 31

### OFFENSE

**Speed** 50 ft., fly 150 ft. (perfect)

**Melee** +3 keen, evil outsider bane greatsword +23/+18/+13 (2d6+13/17-20/x2)

**Ranged** 2 light rays<sup>MA</sup> +14 ranged touch (4d12)

**Special Attacks** gaze<sup>MA</sup>, holy lance (8 rounds, 3/day), mythic power (6/day, surge +1d8), mythic spell-like abilities<sup>MA</sup>, strobe<sup>MA</sup>

**Spell-Like Abilities** (CL 16th; concentration +21)

Constant—detect evil, holy aura (DC 23), see invisibility

At will—aid, charm monster (DC 19), continual flame, cure light wounds, dancing lights, detect thoughts (DC 17), disguise self, dispel magic, hold monster (DC 20), greater invisibility (self only), major image (DC 18), greater teleport (self plus 50 lbs. of objects only)

3/day—globe of invulnerability

1/day—chain lightning (DC 21), prismatic spray (DC 22), wall of force

**Spells Prepared** (CL 16th; concentration +21)

7th—holy word<sup>MS</sup> (DC 22), refuge<sup>D</sup>

6th—banishment (DC 21), blade barrier<sup>D, MS</sup>, heal<sup>MS</sup> (DC 21)

5th—break enchantment<sup>D</sup>, breath of life<sup>MS</sup>, flame strike<sup>MS</sup> (DC 20), raise dead, true seeing

4th—death ward, dismissal (2) (DC 19), divine power, holy smite<sup>D, MS</sup> (DC 19), restoration

3rd—cure serious wounds (3), fly<sup>D</sup>, searing light (2)

2nd—aid, align weapon, bear's endurance, lesser restoration (2), remove paralysis<sup>D</sup>

1st—bless, command (DC 16), divine favor, liberating command, obscuring mist, remove fear<sup>D</sup>, shield of faith

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

**D Domain spell; Domains**<sup>MA</sup> Azata<sup>APG</sup>, Liberation

### STATISTICS

**Str** 25, **Dex** 12, **Con** 20, **Int** 16, **Wis** 21, **Cha** 21

**Base Atk** +13; **CMB** +20 (+25 disarm or trip); **CMD** 31 (36 vs. disarm or trip)

**Feats** Combat Casting, Combat Expertise, Dodge, Improved Disarm<sup>MF</sup>, Improved Initiative, Improved Trip<sup>MF</sup>, Lightning Reflexes, Mythic Spell Lore<sup>MF</sup>

**Skills** Diplomacy +21, Escape Artist +17, Fly +25, Handle Animal +21, Knowledge (nature) +16, Knowledge (planes) +19, Perception +21, Sense Motive +21, Stealth +17





**Languages** Celestial, Draconic, Infernal; truespeech  
**SQ** Elysium's call, freedom's call, liberation, light form<sup>MA</sup>, spells<sup>MA</sup>

### ECOLOGY

**Environment** any (Elysium)

**Organization** solitary, pair, or squad (3–6)

**Treasure** triple (+3 *keen*, *evil outsider* *bane* *greatsword*)

### SPECIAL ABILITIES

**Gaze (Su)** In humanoid or light form, a mythic ghaele's gaze attack slays evil creatures of 7 HD or less (range 60 feet, Will DC 22 negates). Evil creatures that succeed on their saving throw are frightened (if non-mythic) or shaken (if mythic) for 2d10 rounds. Non-good creatures, and evil creatures with more than 7 HD, must succeed on a DC 22 Will save or be frightened (if non-mythic) or shaken (if mythic) for 2d10 rounds. A creature that saves against a mythic ghaele's gaze is affected as above but is otherwise immune to that particular mythic ghaele's gaze for 24 hours. This is a mind-affecting fear effect. The save DCs are Charisma-based and include a +2 racial bonus. If a mythic ghaele expends one use of its mythic power as a free action, its gaze attacks bypasses immunity to fear for 1 minute in non-mythic evil creatures and mythic evil creatures whose tier is lower than the ghaele's, and creatures that have successfully saved against its gaze attack within the last 24 hours lose their immunity unless they successfully save again.

**Light Form (Su)** A mythic ghaele can shift between its solid body and one made of light as a move action. In solid form, it cannot fly or use light rays. In light form, it can fly and gains the incorporeal quality—it can make light ray attacks, use spell-like abilities, and cast spells in this form, but can't make physical attacks. This ability otherwise functions similarly to a bralani's wind form ability. If a mythic ghaele expends one use of its mythic power as a free action, it can shift between its light and solid forms as a swift action for 1 minute.

**Light Ray (Ex)** A mythic ghaele's light rays have a range of 300 feet, and deal 4d12 points of damage which bypasses all damage reduction. A creature struck by a mythic ghaele's light ray is outlined in *mythic faerie fire* (as the spell) for a number of minutes equal to the mythic ghaele's rank (6 minutes for most mythic ghaeles).

**Mythic Spell-Like Abilities (Su)** Three times per day a mythic ghaele may cast the mythic spell version of any of its corresponding spell-like abilities. A mythic ghaele 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.

**Spells** Mythic ghaeles cast divine spells, and gain the Good (Azata subdomain) and Liberation domains, as though they were 16th-level clerics. They do not gain access to other cleric abilities.

**Strobe (Su)** As a move action, a mythic ghaele can expend one use of its mythic power to quickly alternate between its solid and light forms for up to 1 minute (the mythic ghaele can end the effect at will). While strobing in this way, a mythic ghaele can fly, use its light rays, and make physical attacks. It has a 50% chance of being incorporeal when it is attacked, and a 20% chance of being in the incorrect form for its attack when it attacks, i.e., a 20% chance of being in solid form when attacking with light rays, or a 20% chance of being in light form when attacking with its greatsword.

While strobing, a mythic ghaele can move through (but not see through) solid objects. For each 5 feet of solid material it moves through, there is a 50% chance that it becomes corporeal and is shunted off to the nearest open space, taking 1d6 points of damage per 5 feet so traveled.

All creatures within 30 feet who view a strobing mythic ghaele must succeed on a DC 22 Will save or be fascinated for as long as the strobing mythic ghaele remains within 300 feet of the fascinated creature. The approach of the mythic ghaele does not count as an obvious threat to the victim of this particular fascination effect (although the mythic ghaele's attack does count as an obvious threat and ends the fascination immediately). This is a mind-affecting gaze attack. The save DC is Charisma-based and includes a +2 racial bonus.





# Azata, Lyrakien

*This tiny woman has a lithe form with delicate butterfly wings. She is surrounded by sparkling lights and gentle rainbow arcs.*

## MYTHIC LYRAKIEN

CR 3/MR 1

XP 800

Pathfinder RPG Bestiary 3

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

**Init** +8; **Senses** darkvision 60 ft., *detect evil*, *detect magic*, *greensight*<sup>MA</sup>, low-light vision; **Perception** +9

## DEFENSE

**AC** 17, touch 16, flat-footed 13 (+4 Dex, +1 natural, +2 size)

**hp** 29 (3d10+13)

**Fort** +2, **Ref** +7, **Will** +6

**Defensive Abilities** *freedom of movement*; **DR** 5/epic and evil;

**Immune** electricity, petrification; **Resist** cold 10, fire 10

## OFFENSE

**Speed** 30 ft., fly 80 ft. (perfect)

**Melee** slam +2 (1d2–3)

**Space** 2–1/2 ft.; **Reach** 0 ft.

**Special Attacks** *mythic power* (1/day, surge +1d6), starlight blast

**Spell-Like Abilities** (CL 3rd; concentration +8)

Constant—*detect evil*, *detect magic*, *freedom of movement*

At will—*dancing lights*, *daze* (DC 15), *summon instrument*, *ventriloquism* (DC 16)

1/day—*cure light wounds*, *lesser confusion* (DC 16), *silent image* (DC 16)

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

## STATISTICS

**Str** 5, **Dex** 19, **Con** 12, **Int** 14, **Wis** 17, **Cha** 20

**Base Atk** +3; **CMB** +5; **CMD** 12

**Feats** Ability Focus (starlight blast), Agile Maneuvers, Improved Initiative

**Skills** Acrobatics +10, Bluff +11, Diplomacy +11, Fly +16, Knowledge (any one) +8, Perception +9, Perform (any one) +11, Spellcraft +5, Stealth +18

**Languages** Celestial, Draconic, Infernal; truespeech

**SQ** interloper's peril<sup>MA</sup>, traveler's friend

## ECOLOGY

**Environment** any (Elysium)

**Organization** solitary, band (2–5), or company (6–24)

**Treasure** none

## SPECIAL ABILITIES

**Interloper's Peril (Su)** Once per day, a mythic lyrakien may attune itself to a point in space. The mythic lyrakien is alerted when any lawful or evil creature comes within 100 ft. of the point. This effect lasts for 24 hours or until the mythic lyrakien attunes itself to a different point, though if the mythic lyrakien travels more than 1 mile from the point the effect ends as well. When alerted, a mythic lyrakien may expend one use of mythic power to immediately *teleport* (as the spell) to the point or adjacent to the approaching creature between the creature and the point.

**Starlight Blast (Su)** As a standard action once every 1d4 rounds, a lyrakien can tap into the divine power of Elysium, unleashing a blast of holy starlight in a 5-foot burst. All creatures in this area take 1d4 points of holy damage, plus 1 point for each step their alignment deviates from chaotic good. For example, a chaotic neutral or neutral good creature would take 1d4+1 points of damage, a neutral creature would take 1d4+2 points of damage, and a lawful evil creature would take 1d4+4 points of damage. A DC 14 Reflex save negates this damage. Chaotic good creatures are unaffected by this ability. The save DC is Constitution-based.

**Traveler's Friend (Su)** The performances and company of a lyrakien ease the burden of travel. Once per day, a creature may spend a minute listening to a lyrakien's performance—doing so removes the effects of exhaustion and fatigue from the listener.





# Banshee

*This beautiful, ghostly elven woman glides through the air, her long hair flowing around a face knotted into a mask of rage.*

**MYTHIC BANSHEE**

**CR 16/MR 6**

**XP 76,800**

*Pathfinder Roleplaying Game Bestiary 2*

CE Medium undead (incorporeal, mythic)

**Init** +21<sup>MF</sup>; **Senses** darkvision 60 ft., hear heartbeat 60 ft.; **Perception** +26

**Aura** aura of cowardice<sup>MA</sup> (30 ft.)

## DEFENSE

**AC** 35, touch 35, flat-footed 23 (+13 deflection, +11 Dex, +1 dodge)

**hp** 266 (19d8+181)

**Fort** +13, **Ref** +19, **Will** +18

**Defensive Abilities** incorporeal; **DR** 10/epic; **Immune** undead traits; **SR** 27<sup>MA</sup>

**Weaknesses** sunlight powerlessness

## OFFENSE

**Speed** fly 60 ft. (perfect)

**Melee** incorporeal touch +25 (14d6 negative energy plus terror)

**Special Attacks** death coach<sup>MA</sup>, **mythic power** (6/day, surge 1d8), sonic scream<sup>MA</sup>, wail<sup>MA</sup>

**Spell-Like Abilities** (CL 14th; concentration +21)

At will—*shout* (DC 21)

## STATISTICS

**Str** —, **Dex** 32, **Con** —, **Int** 5, **Wis** 20, **Cha** 25

**Base Atk** +14; **CMB** +25; **CMD** 49

**Feats** Dodge<sup>MF</sup>, Flyby Attack, Following Step<sup>APG</sup>, Improved Initiative<sup>MF</sup>, Iron Will, Lightning Reflexes, Mobility<sup>MF</sup>, Step Up, Step Up and Strike<sup>APG</sup>, Wind Stance

**Skills** Fly +23, Perception +26

**Languages** Common, Elven

**SQ** immortal anguish<sup>MA</sup>

## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** standard

## SPECIAL ABILITIES

**Aura of Cowardice (Su)** A mythic banshee radiates an aura of such palpable terror that all non-mythic enemies within 30 feet take a –4 penalty on saving throws against fear effects, while creatures that are normally immune to fear do not take this penalty but lose their immunity while within 30 feet of a mythic banshee. Mythic opponents are also affected by a mythic banshee's aura of cowardice, but only if they are within 10 feet of the mythic banshee.

**Death Coach (Su)** Once per night as a full-round action, a mythic banshee can expend one use of its mythic power to call into being a spectral carriage drawn by ghostly horses called the *Coiste Bodhar* (koe-shta-bower) and send it hurtling through its foes. The *Coiste Bodhar* is treated as a Large incorporeal construct (AC 16 [+7 deflection, –1

size], hp 133, saves as the banshee that created it, speed fly 60 ft. [average maneuverability], Fly +6). The *Coiste Bodhar* moves on the banshee's turn. Changing its direction is a swift action if it moves in a straight line, or a move action if it must turn during its movement. Although it is a construct, the death coach can be damaged by positive energy effects.





Using its own full-round action, the *Coiste Bodhar* can move up to its speed, moving through the spaces of one or more creatures and dealing 3d6 points of sonic damage and 3d6 points of negative energy damage to them. A creature can be harmed by the *Coiste Bodhar* only once per round, even if it passes through their space more than once. Creatures in its path can make an attack of opportunity against the *Coiste Bodhar*, though at a -4 penalty. If they forgo the attack of opportunity, they can attempt to avoid it and receive a DC 26 Reflex save for half damage. The save DC is Charisma-based, using the mythic banshee's Charisma and Hit Dice.

Creatures that fail (or forfeit) their saving throw against the death coach are affected by the mythic banshee's terror ability. Those that fail their Will save against that ability are also forced into an incorporeal state and become trapped within the death coach, gaining one negative level each round they begin their turn within it. Each negative level the death coach inflicts heals it 5 points of damage; this has no effect if the death coach is at full hit points. As long as the trapped creatures remain cowering, they cannot escape the *Coiste Bodhar*, but once they stop cowering they can attempt to escape it by making a new Will save as a full-round action. When the save is made, or if the *Coiste Bodhar* is destroyed, trapped creatures resume solid form and fall out of the insubstantial death coach. Treat this as being dismounted (as the Ride skill) if the death coach is at ground level, or as normal falling damage if it is in flight. The death coach can entrap up to four Medium-sized creatures in this way. If the *Coiste Bodhar* is destroyed, the mythic banshee takes 3d6 points of damage and is shaken for 3d6 rounds.

If a mythic banshee expends two uses of mythic power when it calls the *Coiste Bodhar*, it can also summon a ghostly dullahan coachman to drive it. This dullahan coachman has normal statistics for its kind, though while astride the death coach it can pass through solid objects and creatures as if it were incorporeal (though it does not gain the incorporeal subtype). It cannot summon a mount or leave the coach but is considered mounted on the *Coiste Bodhar* for the purpose of feats and rules related to mounted combat. If a mythic banshee expends three uses of its mythic power, the coachman is a mythic dullahan.

**Hear Heartbeat (Ex)** A banshee can sense the beating hearts of living creatures within 60 feet, perceiving them as if it had the blindsight ability. It cannot detect plants, oozes, or amorphous creatures with this ability, nor any living creature that lacks a heartbeat.



**Immortal Anguish (Su)** Any creature beginning its turn within 60 feet of a mythic banshee and able to both hear and see it is stricken with despair (as *crushing despair*) for 1d6 minutes (DC 26 Will negates). Creatures succeeding on their saving throw are immune to the immortal anguish caused by that mythic banshee for 24 hours. A mythic banshee can spend one use of its mythic power as a swift action to intensify the anguish it radiates until the end of its next turn, forcing creatures to save again even if they have previously saved (though such creatures gain a +2 circumstance bonus to the saving throw). Even creatures that succeed on their saving throw against this effect are affected as *crushing despair* for 1d6 rounds, while creatures failing their saving throw begin to wither and die as if afflicted by the *curse of the ages*, and the despair caused by this ability persists until the curse of the ages is removed.

**Sonic Scream (Su)** A mythic banshee's wail functions normally against creatures that are deaf, and it may choose to split the damage dealt by its wail to be half negative energy and half sonic damage. In addition, when not using its wail it may use *shout* at will as a spell-like ability, and may spend one use of its mythic power to duplicate the mythic version of *shout* or to use a standard *shout* as a swift action.

**Terror (Su)** A creature damaged by the banshee's touch attack must make a DC 26 Will save. Failure means that the victim cowers in fear for 1d3 rounds. If a target is protected against fear by a dispellable effect (such as *heroes' feast* or *mind blank*), the banshee's touch attempts to dispel one such effect with *greater dispel magic* (CL 14th). Negative energy damage caused by a banshee's touch can only harm the living; it cannot heal undead. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Wail (Su)** Once per minute, a banshee may wail as a full-round action. The wail lasts until the beginning of her next turn. All creatures within 40 feet of the banshee when she begins her wail, as well as all creatures that end their turn within that radius, must make a DC 26 Fortitude save. (This save is only required once per wail.) Creatures under the effects of a fear effect take a -4 penalty on this save. Creatures that make their save are sickened for 1d6 rounds. Those that fail take 140 points of damage (as if affected by a CL 14 *wail of the banshee*). If a wailing banshee is damaged during a wail, she must make a Will save (DC 15 + damage taken) to maintain the wail; otherwise it ends. This is a sonic death effect. Banshee wails are supernaturally powerful, and penetrate the effect of any spell of 3rd level or lower that creates silence.

The save DC is Charisma-based. A mythic banshee can spend one use of her mythic power when starting to wail to duplicate the mythic version of *wail of the banshee*, or two uses of her mythic power to duplicate the augmented mythic version.





## Baregara

*This lumbering apelike monster has blood-red fur, twisted horns, and a hideous fanged orifice set in the center of its chest.*

MYTHIC BAREGARA

CR 15/MR 6

XP 51,200

Pathfinder Roleplaying Game Bestiary 3

CE Large outsider (chaotic, evil, extraplanar, mythic)

Init +8; Senses darkvision 60 ft.; Perception +22

### DEFENSE

AC 31, touch 13, flat-footed 27 (+4 Dex, +18 natural, -1 size)  
hp 228 (16d10+140)

Fort +15, Ref +14, Will +10; second save<sup>MA</sup>

DR 10/epic and good; Immune electricity, poison, Resist acid 10, cold 10, fire 10; SR 26

### OFFENSE

Speed 30 ft., climb 40 ft.

Melee bite +26 (1d8+5), 2 claws +26 (1d10+16 plus grab), gore +21 (1d8+11)

Space 10 ft.; Reach 10 ft.

Special Attacks beheading grapple<sup>MA</sup>, feral savagery (full attack)<sup>MA</sup>, terrifying challenge<sup>MA</sup>, mythic power (6/day, surge +1d8), one-armed lift<sup>MA</sup>, rend (2 claws 1d10+22)<sup>MA</sup>

Spell-Like Abilities (CL 16th; concentration +19)

Constant—see invisibility

At will—dispel magic, teleport (self plus 50 lbs. of objects only)  
3/day—quicken hold person (DC 15)

1/day—summon (level 4, 1d4 dire apes 50% or 1d2 girallons 35%), unholy blight (DC 17)

### STATISTICS

Str 32, Dex 19, Con 20, Int 15, Wis 16, Cha 17

Base Atk +16; CMB +28 (+32 grapple); CMD 42

Feats Critical Focus<sup>MF</sup>, Improved Initiative, Intimidating Prowess<sup>MF</sup>, Iron Will, Power Attack<sup>MF</sup>, Quicken Spell-Like Ability (hold person), Step Up, Throw Anything

Skills Acrobatics +15, Bluff +14, Climb +30, Diplomacy +11, Intimidate +39, Knowledge (nature) +10, Knowledge (planes) +13, Perception +22, Sense Motive +14, Stealth +19, Survival +19, Swim +19

Languages Abyssal, Celestial, Common, Draconic; telepathy 100 ft.

SQ powerful blows (claw)<sup>MA</sup>

### ECOLOGY

Environment warm forests (Abyss)

Organization solitary, pair, or troop (1 mythic baregara and 3–5 baregaras)

Treasure standard

### SPECIAL ABILITIES

**Beheading Grapple (Ex)** The mouth at the center of a mythic baregara's chest automatically deals 2d8+5 points of damage per round to any creature the baregara successfully grapples. If the mythic baregara's grapple check against a non-mythic creature succeeds by 20 or more, it can expend one use of mythic power as a free action to bite off the creature's head, instantly killing it (Fort DC 23 negates). If the creature makes its saving throw, it instead takes 4d8+10 points of damage. The save DC is Constitution-based.

**Terrifying Challenge (Su)** As a standard action three times per day, a mythic baregara can make an Intimidate check to demoralize all opponents in a 30 ft. radius that can see or hear it. If this check succeeds in demoralizing at least one opponent, the mythic baregara surges with power and gains a +4 enhancement bonus to Strength and Constitution for 10 minutes. If any target would be shaken for 4 or more rounds, that target is instead frightened for 1 or more rounds (the shaken duration less 3 rounds), and the mythic baregara instead gains a +6 enhancement bonus to Strength and Constitution for 10 minutes. A mythic baregara can expend one use of mythic power as a swift action to advance the fear condition of an opponent affected by the mythic baregara's terrifying challenge by one step: shaken creatures become frightened, and frightened creatures become panicked. This is a mind-affecting fear effect.

**One-Armed Lift (Ex)** A mythic baregara's huge arms allow it to initiate and maintain a grapple without the standard -4 penalty for not having both hands free. If a mythic baregara's grapple check against a non-mythic opponent succeeds by 10 or more, the mythic baregara can choose to avoid gaining the grappled condition from that grapple. A mythic baregara can expend one use of mythic power as a swift action to avoid gaining the grappled condition from any successful grapple, including against a mythic opponent.





# Basilisk

*This squat, reptilian monster has eight legs, bony spurs jutting from its back, and eyes that glow with pale green fire.*

## MYTHIC BASILISK

CR 7/MR 3

XP 3,200

Pathfinder Roleplaying Game Bestiary

N Medium magical beast (mythic)

**Init** -1; **Senses** darkvision 60 ft., low-light vision; Perception +10

## DEFENSE

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

**hp** 89 (7d10+51)

**Fort** +8, **Ref** +4, **Will** +5

**Defensive Abilities** camouflage<sup>MA</sup>, poisonous blood; **DR** 5/epic

## OFFENSE

**Speed** 40 ft.

**Melee** bite +10 (1d8+3), 4 claws<sup>MA</sup> +10 (1d4+3)

**Special Attacks** mythic power (5/day, surge +1d6), petrifying gaze<sup>MA</sup>

## STATISTICS

**Str** 16, **Dex** 8, **Con** 17, **Int** 2, **Wis** 13, **Cha** 11

**Base Atk** +7; **CMB** +11; **CMD** 20 (32 vs. trip)

**Feats** Ability Focus (petrifying gaze), Blind-Fight, Extra Mythic Power, Iron Will<sup>MF</sup>, Skill Focus (Perception)

**Skills** Perception +10, Stealth +10 (+20 when still); **Racial Modifiers** +4 Stealth (+14 when still)

## ECOLOGY

**Environment** any

**Organization** solitary, pair, or colony (1 mythic basilisk, 3–6 basilisks)

**Treasure** incidental

## SPECIAL ABILITIES

**Camouflage (Ex)** A mythic basilisk has a limited ability to change the color of its skin to match its surroundings while in its natural terrain. It gains a +10 bonus to Stealth checks when it is still, and can use the Stealth skill to hide in its natural terrain even if the terrain doesn't grant cover or concealment.

**Petrifying Gaze (Ex)** Turn to stone permanently (as *mythic flesh to stone*), range 30 feet, Fortitude DC 20 negates. A creature petrified in this manner that is then coated (not just splashed) with fresh mythic basilisk blood (taken from a mythic basilisk no more than 1 hour dead) is instantly restored to flesh but is then immediately exposed to basilisk blood poison. A single mythic basilisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based and includes a +2 racial bonus. By expending one use of mythic power, a mythic basilisk can actively direct its petrifying gaze at a single opponent within range as a swift action.

**Poison (Ex) Blood**—contact; *save* Fort DC 18; *frequency* 1/round for 6 rounds; *effect* 1d3 Con; *cure* 2 consecutive saves. The save DC is Constitution-based and includes a +2 racial bonus.





## Bear

*Spittle drips from this feral bear's roaring maw, and its matted fur is broken in places by wicked, bony growths.*

### MYTHIC DIRE BEAR

CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary

N Large animal (mythic)

Init +5; Senses low-light vision, scent; Perception +12

### DEFENSE

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size)

hp 119 (10d8+74)

Fort +12, Ref +8, Will +4

Defensive Abilities ferocity<sup>MA</sup>; DR 5/epic

### OFFENSE

Speed 40 ft.

Melee 2 claws +14 (1d6+8 plus grab), bite +14 (1d8+8)

Space 10 ft.; Reach 5 ft.

Special Attacks crushing hug<sup>MA</sup>, focused fury<sup>MA</sup>, mythic power (3/day, surge +1d6)

### STATISTICS

Str 27, Dex 13, Con 21, Int 2, Wis 12, Cha 10

Base Atk +7; CMB +16 (+20 grapple); CMD 27 (31 vs. trip)

Feats Endurance, Improved Initiative, Iron Will<sup>MF</sup>, Run<sup>MF</sup>, Skill Focus (Perception)

Skills Perception +12, Survival +8, Swim +16; Racial Modifiers +4 Swim

SQ unstoppable<sup>MA</sup>

### ECOLOGY

Environment cold forests

Organization solitary or pair

Treasure none

### SPECIAL ABILITIES

**Crushing Hug (Ex)** Whenever a mythic dire bear succeeds on a grapple check, it deals damage equal to its claw damage and the target must succeed on a DC 23 Fortitude save or take 1 points of Strength or Dexterity damage (equal chance of either) and 1d4 points of bleed damage as it is crushed against the bear's bony growths. The save DC is Strength-based. In addition, a mythic dire bear can maintain expend one use of its mythic power to eliminate the -20 penalty on grapple checks when using one claw to maintain its hold for up to 3 rounds. It may use the full attack action while maintaining a grapple, with the combat maneuver check to maintain the grapple replacing one of its claw attacks.

**Focused Fury (Ex)** As a swift action, a mythic dire bear can expend one use of mythic power to make one creature within 30 feet the target of its ire. The bear treats that target as its quarry, as the ranger class feature, and gains an additional +10 bonus on Survival checks to track that target and can move at full speed without taking a penalty on such checks. If a creature harms the bear, it can expend one use of its mythic power to activate this ability as an immediate action, adding its mythic tier as a morale bonus on attack and damage rolls and gaining immunity to charm and fear effects used by the target of its focused fury.

**Unstoppable (Ex)** A mythic dire bear is immune to spells and effects that inflict the dazed, stunned, or unconscious condition.





# Bebilith

A spider the size of an elephant, this dark blue arachnid rears up on its six hind legs to raise its barbed and razor-edged front claws.

## MYTHIC BEBILITH

CR 13/MR 5

XP 25,600

Pathfinder Roleplaying Game Bestiary

CE Huge outsider (chaotic, evil, extraplanar, mythic)

Init +5; Senses darkvision 60 ft., scent; Perception +16

## DEFENSE

AC 27, touch 9, flat-footed 26 (+1 Dex, +18 natural, -2 size)

hp 212 (12d10+146)

Fort +16, Ref +11, Will +7

Defensive Abilities block attacks<sup>MA</sup>; DR 10/epic and good

## OFFENSE

Speed 60 ft., climb 30 ft.

Melee bite +20 (2d6+10 plus withering rot<sup>MA</sup>) and 2 claws +20 (2d4+15/19-20/x3 plus negate armor<sup>MA</sup>)

Space 15 ft.; Reach 15 ft.

Special Attacks mythic power (5/day, surge +1d8), penetrating strike, pounce<sup>MA</sup>, web (+11 ranged touch, DC 24, 12 hp)

Spell-Like Abilities (CL 12th)

At will—plane shift (bebilith only)

## STATISTICS

Str 30, Dex 12, Con 26, Int 11, Wis 13, Cha 13

Base Atk +12; CMB +24; CMD 35 (47 vs. trip)

Feats Cleave<sup>MF</sup>, Improved Critical (claws)<sup>MF</sup>, Improved Initiative, Iron Will, Lightning Reflexes, Power Attack<sup>MF</sup>

Skills Acrobatics +16, Climb +33, Perception +16, Sense Motive +16, Stealth +16, Survival +16; Racial Modifiers +8 Stealth

Languages Abyssal (cannot speak); telepathy 100 ft.

SQ powerful blows (claw)<sup>MA</sup>

## ECOLOGY

Environment any (the Abyss)

Organization solitary or band (1 mythic bebilith and 2-6 bebiliths)

Treasure standard

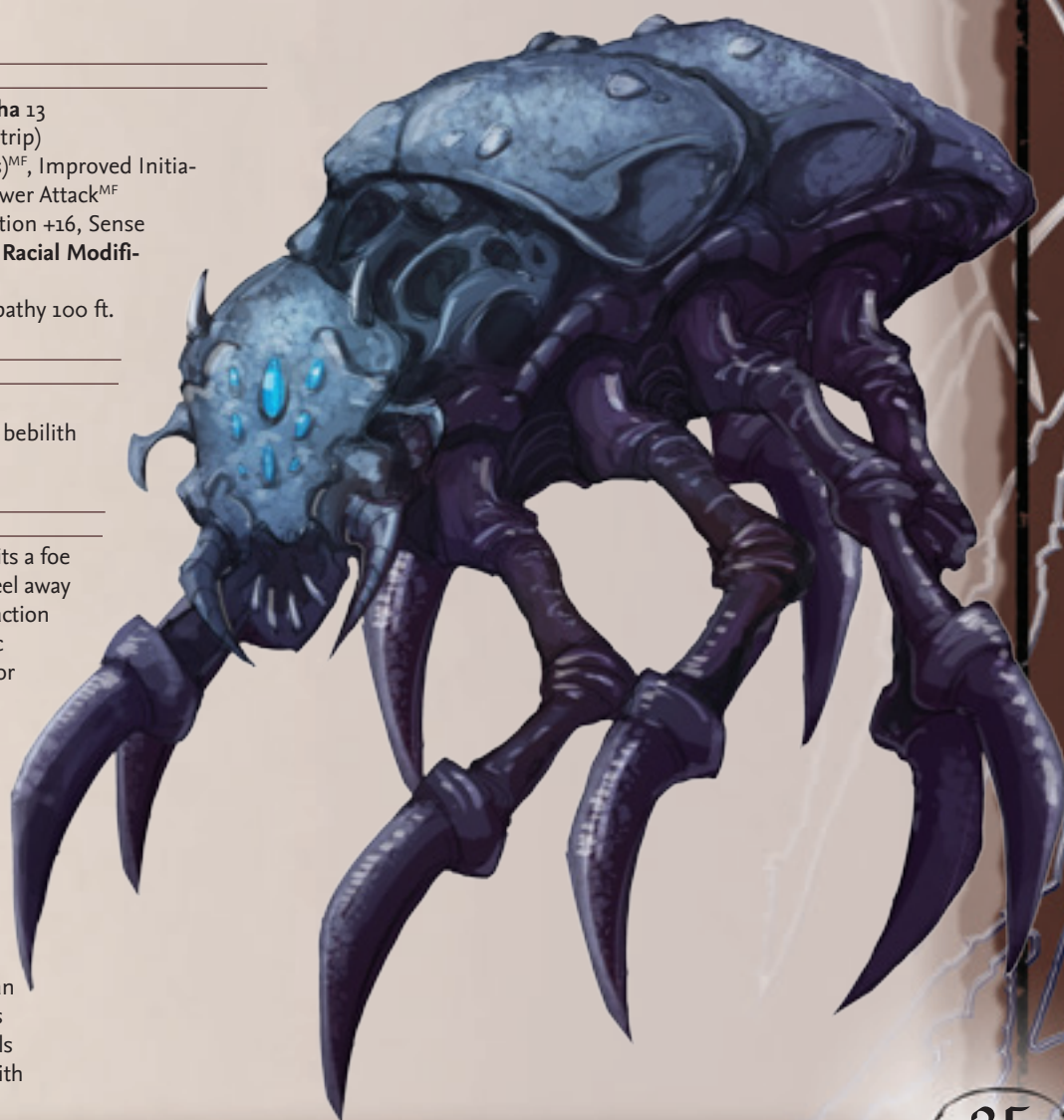
## SPECIAL ABILITIES

**Negate Armor (Ex)** If a mythic bebilith hits a foe with a claw attack, it can attempt to peel away the target's armor or shield as a free action by making a CMB check. If the mythic bebilith is successful, the target's armor or shield is torn from his body and dismantled, falling to the ground. Armor or shields subjected to this attack lose half their hit points and gain the broken condition if the foe fails a DC 26 Reflex save. Alternatively, if a mythic bebilith hits a foe with both claw attacks, it can attempt to assess the target's natural armor by making a CMB check. If the mythic bebilith is successful, it gains an insight bonus equal to half the target's natural armor bonus on its attacks rolls against that target. If the mythic bebilith

expends one use of its mythic power as a free action, the insight bonus is instead equal to the target's natural armor bonus. The insight bonus remains until the mythic bebilith uses this version of its negate armor ability on a different opponent. The save DC is Strength-based.

**Penetrating Strike (Su)** A mythic bebilith's natural weapons are treated as chaotic, epic, and magical for the purposes of penetrating damage reduction. Against creatures with the demon type, its natural weapons are also treated as cold iron and good.

**Withering Rot (Su)** A mythic bebilith's bite causes a horrible withering and weakening of the flesh, resulting in a hideous melting and foul rotting effect. This catastrophic withering begins on the round the creature is bitten and continues for an additional 4 rounds thereafter. At the end of each of the five rounds the rot persists, the target must succeed on a DC 24 Fortitude save or take 2 points of Strength and Constitution damage. The mythic bebilith can expend one use of mythic power as a free action when it delivers the bite to make the ability damage drain instead. A *heal* spell halts the rot effect but the caster must succeed on a DC 24 caster level check or cast a mythic version of the *heal* spell. The save DC is Constitution-based.





# Blackgate Behemoth

*This towering alien thing heaves its near-spherical body about with terrifying swiftness upon four clawed legs like tree trunks. Mismatched eyeballs glare from every part of its body, scattered among a host of gnashing maws and a veritable forest of lashing fanged tentacles.*

## BLACKGATE BEHEMOTH

CR 16/MR 6

XP 51,200

NE Gargantuan aberration (alien, mythic, mythos)

**Init** +12/−8<sup>MF</sup>, **dual initiative**<sup>MA</sup>; **Senses** all-around vision, darkvision 60 ft., tremorsense 30 ft.; **Perception** +21

**Aura** alien presence (30 ft., DC 22)

## DEFENSE

**AC** 33, touch 8, flat-footed 31 (+2 Dex, +25 natural, −4 size)

**hp** 279 (14d8+216)

**Fort** +16, **Ref** +8, **Will** +12

**DR** 15/epic and slashing; **Immune** acid, confusion, electricity, fire, insanity, poison

## OFFENSE

**Speed** 50 ft., climb 30 ft.

**Melee** 4 tentacles +19 (2d6+12/19–20/x3 plus grab), 4 bites +16 (2d6+6 plus poison)

**Space** 20 ft.; **Reach** 20 ft. (10 ft. with bites)

**Special Attacks** aberrant vomitus, constrict (2d6+12), mythic power (8/day, surge +1d8), psychotic paralysis, trample (2d6+18, DC 29)

**Spell-Like Abilities** (CL 14th; concentration +19)

Constant—*freedom of movement*, *speak with animals*, *speak with plants*

At will—*air walk*, *blight*, *diminish plants*, *meld into stone*, *soften earth and stone*, *stone shape*, *stone tell*

3/day—*flesh to stone* (DC 21), *song of discord* (DC 20), *stone to flesh*, *wall of stone*

1/day—*clashing rocks* (DC 24), *earthquake*, *insanity* (DC 22), *mass charm monster* (animals only, DC 23), *move earth*, *rampart*

## STATISTICS

**Str** 34, **Dex** 15, **Con** 34, **Int** 16, **Wis** 17, **Cha** 21

**Base Atk** +10; **CMB** +26 (+30 grapple); **CMD** 38 (can't be tripped)

**Feats** Combat Reflexes, Extra Mythic Power<sup>MF</sup>, Improved Critical<sup>MF</sup> (tentacle), Improved Initiative<sup>MF</sup>, Lightning Reflexes, Multiattack, Power Attack, Weapon Focus (tentacle)

**Skills** Climb +20, Knowledge (dungeoneering, nature, religion) +17, Perception +20, Sense Motive +17, Spellcraft +20, Stealth +7 (+15 in forests); **Racial Modifiers** +8 Stealth in forests

**Languages** Aklo

**SQ** blackgate brand<sup>MA</sup>, communion of the Black Gate<sup>MA</sup>, divine disruption<sup>MA</sup>, hibernation, seductive compulsions<sup>MA</sup>, under the darkling moon<sup>MA</sup>

## ECOLOGY

**Environment** any hills, mountains, or underground

**Organization** solitary, nest (1 plus 1–4 advanced gibbering mouthers or other aberrations), cult (1 plus a cult leader and 5–20 cultists)

**Treasure** double

## SPECIAL ABILITIES

**Aberrant Vomitus (Ex)** Once per hour as a standard action, a blackgate behemoth can spew out a heap of noxious multicolored tissue and bile that functions as an advanced gibbering moulder (*Pathfinder Roleplaying Game Bestiary*) under the behemoth's control. At the GM's option, it may use this ability to create any aberration of CR 6 or lower. This creature perishes 1 hour after its creation.

**Alien Presence (Su)** This ability functions as frightful presence, but animals failing their save become confused rather than shaken. Animals with 4 or fewer Hit Dice become confused and shaken.

**Blackgate Brand (Sp)** A blackgate behemoth may expend one use of its mythic power to inscribe the *blackgate brand* on the forehead or chest of a helpless creature. This mark, which often resembles a deformed black goat's head, lasts for 14 days and cannot be perceived by the creature on which it is inscribed other than via *true seeing*. However, other creatures with Intelligence greater than 2 perceive it subliminally when they spend at least 1 minute within 10 feet of the creature. Such creatures are





compelled as a *lesser geas* (DC 18 Will negates) to seek out the blackgate behemoth or a Black Gate. This *lesser geas* can affect creatures with more than 7 Hit Dice, though such creatures gain a +2 bonus on their saving throw. The effects last up to 14 days, though compelled creatures can attempt a new Will save every 24 hours to remove the compulsion, with the DC decreasing by 1 each day after the first. This is a mind-affecting curse effect and cannot be dispelled.

**Communion of the Black Gate (Su)** By expending three uses of its mythic power, a blackgate behemoth can disgorge a mystical slab of stone from its inward parts, appearing as a closed door of weathered black stone one foot thick and up to 15 feet square, covered in gruesome alien script. Each 5-foot section of the Black Gate has hardness 12, 180 hit points, and a break DC of 35; if the Black Gate is destroyed, the behemoth gains 1 temporary negative level for 24 hours due to the psychic shock and feedback, and it cannot create a new Black Gate until after this time. The door cannot be created in any location that is being directly observed by a creature whose Intelligence exceeds 2, save for creatures with the mythos descriptor. Once the Black Gate is created, it endures for 14 days; a behemoth may have only one Black Gate in existence at a time.

A blackgate behemoth uses this mystic portal to observe and sometimes communicate with creatures of the mortal world. The behemoth can observe the door and its surroundings at will as if using *clairaudience/clairvoyance*. It may expend one use of mythic power as a move action to use *detect thoughts*, emanating from any point on the Black Gate, regardless of its distance from the door.

The script graven upon the Black Gate can be deciphered with a DC 20 Linguistics check or *comprehend languages*, taking 1 round, though even creatures untrained in Linguistics can try to puzzle out its meaning, making an untrained Intelligence check with a cumulative +1 bonus for every round after the first spent studying the Black Gate. Reading the alien script, however, results in *insanity* (as the spell, DC 22 Will negates). A creature not driven mad may read from the Black Gate for 24 hours, deriving answers to 1d6 questions as if casting *contact other plane* and contacting a being from the Astral Plane. A character studying the Black Gate adds 1d6% to the chance of a successful *augury* or *divination*, and adds 1d6 to the caster level check required when casting *vision* or the insight bonus gained from a *moment of prescience*, as long as the spell is cast while reading from the Black Gate. A creature making a Knowledge check while reading from the door adds 1d6 to the result of her Knowledge check (2d6 if the check pertains to creatures, objects, places, or effects related to the alien mythos).

While a creature is reading from the Black Gate, the behemoth may expend two uses of its mythic power to draw a creature into the Black Gate, where it is trapped within a bizarre subspace realm that functions as *maze*. In addition, when the creature finally escapes from the *maze*, the behemoth may expend one use of its mythic power to inflict one effect upon a trapped creature; the effects it may choose depend on how long the creature remained trapped within the Black Gate.

TRAPPED TIME	POSSIBLE EFFECTS
1 round	<i>charm person</i> (DC 16)
2 rounds	<i>touch of idiocy</i>
3 rounds	<i>suggestion</i> (DC 18)
4 rounds	<i>modify memory</i> (DC 19)
5 rounds	<i>nightmare</i> (DC 20)
1 minute	<i>geas/quest</i>

Creatures drawn into a Black Gate, even for a single round, receive a blackgate brand.

**Divine Disruption (Su)** A blackgate behemoth weakens the local connection between divine spellcasters and their patrons. Creatures attempting to cast a divine spell within 60 feet of a behemoth must succeed at a DC 25 caster level check or the spell fails. Even if the caster level check succeeds, a behemoth may expend one use of its mythic power as an immediate action to force a creature casting the divine spell to make two separate DC 24 Will saves. If either save fails, the divine spellcaster's spell is ruined. If both saves fail, the divine spellcaster is also stunned for 1d4 rounds by the psychospiritual backlash. This use of mythic power can also interdict a creature's use of a supernatural ability granted through a divine spellcasting class, such as a paladin's smite evil ability, an inquisitor's judgment, or a cleric's domain powers or ability to channel energy. If a behemoth expends two uses of its mythic power, it can affect a divine spellcaster up to 400 feet away with this ability. The save DC is Charisma-based and includes a +2 racial bonus.

**Hibernation (Ex)** A blackgate behemoth 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. However, the duration of its Black Gate and any spell-like ability it has used on itself are extended as long as it remains hibernating, as if no time is passing. A behemoth 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 behemoth. If it is jostled or damaged while hibernating, or if a creature touches its Black Gate or attempts to decipher the writing on it, the behemoth can attempt a DC 20 Will save. If it succeeds, it awakens in 2d4 rounds. Otherwise, it takes 1d4 days to awaken from hibernation. A blackgate behemoth 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, a behemoth needs only 1d3 rounds to rouse itself, with no Will saving throw necessary.

**Poison (Ex)** Bite—injury; *save* Fort DC 29; *frequency* 1/round for 10 rounds; *effect* 1d4 Dex drain (1 Dex damage on a successful save); *cure* 2 consecutive saves. The save DC is Constitution-based.

**Psychotic Paralysis (Ex)** A creature reduced to 0 Dexterity by a blackgate behemoth's poison is driven mad as the neurotoxic effluents of its bite attack its brain. Each day or fraction thereof that a creature remains unconscious at 0 Dexterity, it must succeed on a DC 29 Will save or gain a random form of insanity (see *Sanity and Madness in Pathfinder Roleplaying Game GameMastery Guide*). Multiple failed saves result in multiple forms of insanity. Creatures driven insane in this fashion often become obsessed with the place where they became insane and may establish mystery cults devoted to calling the blackgate behemoth back to that place and sharing its gift of madness with others. This is a mind-affecting effect. The save DC is Constitution-based.





**Seductive Compulsions (Su)** A blackgate behemoth may expend one use of its mythic power as a free action whenever it creates a mind-affecting effect (including its psychotic paralysis), forcing the target to save twice and take the worse result.

**Under the Darkling Moon (Su)** When outdoors at night, the save DC for any of a behemoth's abilities that requires a Will save is increased by 1; during the three nights of the new moon, the DC is instead increased by 3. During the nights of the new moon, if a blackgate behemoth using its aberrant vomitus ability to create a monster expends a number of uses of its mythic power equal to one-half the creature's CR (minimum 1), the creature does not perish after one hour.

Blackgate behemoths are titanic alien beings native to the dark places between and beyond the stars, seeded by greater masters onto planets they might explore and enslave. They may lurk in deep caves for decades at a time, but emerge at times of cosmic conjunctions that only they can sense to deposit mysterious black monoliths across the landscape. It is these strange runecarved portals that give blackgate behemoths their name. A blackgate behemoth is over 30 feet tall and weighs 15 tons.

## ECOLOGY

Blackgate behemoths have very little impact on the natural world when hibernating, but when they awaken they can cause massive and terrifying disruptions to the landscape and the creatures dwelling in it. They sap the living essence of vegetation with their *diminish plants* and *blight* abilities, drawing a strange sustenance from it even as they leave swaths of blasted and defoliated wastelands in their wake. A behemoth's mere presence drives animals into a mad frenzy of wild slaughter, though by attuning its will it can turn their crazed behavior into calm compulsion as its eerily silent slaves. Blackgate behemoths are omnivorous, eating as a supplement to their biospheric draining, but they are as likely to bite a creature once to inflict its poison as to devour a victim entirely. They frequently create their own food using *stone to flesh*, and a behemoth's lair is often marked with disgusting mounds of rancid, half-eaten flesh of its own creation.

## HABITAT AND SOCIETY

Blackgate behemoths are solitary creatures, typically lairing below ground in reeking caverns. Behemoths will sometimes hibernate in the flesh in these caverns, but more often they become one with the living rock using *meld into stone*, as they can still perceive the world around them and commune through their Black Gate. Behemoth lairs may be far from civilization, but some lair quite nearby to humanoid settlements.

While their Black Gates undoubtedly serve some inscrutable cosmic purpose, behemoths also use them as lures for the curious or the foolish, drawing them in and using them to establish cultic cells. They encourage the creation not only of cults that bring them sacrifices and offerings to leave at their mysterious Black Gates but also to leave and create sleeper cells elsewhere. Those who unravel the mysteries of a Black Gate may be drawn into it by the behemoth lurking nearby, often using its *meld into stone* ability to listen to the pathetic paeans of praise offered up by its deranged cultists while reading their minds itself and opening their minds to the touch of its darkling masters far off in the deeps of space. Blackgate cults are typically led by a bard, sorcerer, or witch of 7th-9th level, while the cultists are typically 3rd-level aristocrats, commoners, experts, or warriors.

The alien intelligence of a blackgate behemoth is often strange to terrestrial sentients, as the uses to which they put their cults may appear nonsensical. Some simply enjoy the adulation of their faux divinity, but other behemoths develop curious obsessions and drive their cultists to make them a reality, building bizarre monuments, retrieving incomprehensible combinations of objects for ineffectual or debasing rituals, slaughtering all creatures of a certain kind, or driving out rival religions. Some direct their cultists to kidnap priests of all kinds and drag them before the behemoth to demonstrate the impotence of their faith in the face of its primeval interdiction of divinity, the better to convince them to abandon their calling and worship the behemoth or its starry masters.





## Blink Dog

*This sleek canine has a coarse, tawny coat, pointed ears, and pale eyes. A faint blue nimbus seems to dance upon its fur.*

### MYTHIC BLINK DOG

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 2

LG Medium magical beast (mythic)

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +7

### DEFENSE

**AC** 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

**hp** 32 (3d10+16)

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

**Defensive Abilities** wink out<sup>MA</sup>

### OFFENSE

**Speed** 40 ft.

**Melee** bite +4 (1d6+1)

**Special Attacks** blinkback bite<sup>MA</sup>, **mythic power** (1/day, surge +1d6)

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

Constant—*blink*

At will—quickened *dimension door* (self only)

### STATISTICS

**Str** 12, **Dex** 15, **Con** 14, **Int** 10, **Wis** 13,

**Cha** 11

**Base Atk** +3; **CMB** +4; **CMD** 16 (20 vs. trip)

**Feats** Combat Reflexes<sup>MF</sup>, Iron Will

**Skills** Perception +7, Stealth +7,

Survival +2 (+6 scent tracking)

**Languages** Sylvan

### ECOLOGY

**Environment** temperate plains or forests

**Organization** solitary, pair, or pack (3–14)

**Treasure** incidental

### SPECIAL ABILITIES

**Blinkback Bite (Su)** A mythic blink dog is considered to occupy its own space and any spaces adjacent to it for the purpose of flanking and determining its threatened area. This includes spaces occupied by other creatures but not spaces occupied by solid barriers larger than itself. A mythic blink dog can make attacks of opportunity against creatures in this expanded threatened area as if it were occupying any square adjacent to its actual location, blinking there momentarily (taking no penalties for sharing a space with another creature) and blinking back to its point of origin. This movement does not provoke attacks of opportunity.

**Wink Out (Su)** When a mythic blink dog is successfully grappled, struck by an attack that overcomes the miss chance for its blink ability, or fails a Reflex save, it can expend one use of its mythic power to use its quickened *dimension door* ability as an immediate action.

### BLINK DOG SAGES

Mythic blink dog sages may be mythic blink dogs, as described above, with sorcerer levels, or may be standard blink dogs with sorcerer levels and one or more mythic tiers, usually in the marshal or trickster mythic path.





# Bodythief

*This immense plant has jaws inside its central flower and vines that thrash the air. Its ovular seedpods throb like beating hearts.*

## MYTHIC BODYTHIEF

CR 17/MR 7

XP 102,400

Pathfinder Roleplaying Game Bestiary 4

LE Gargantuan plant (mythic)

Init +6<sup>MF</sup>; Senses low-light vision; Perception +30

## DEFENSE

AC 33, touch 1, flat-footed 33 (–5 Dex, +32 natural, –4 size)

hp 306 (20d8+216)

Fort +20, Ref +1, Will +11

**Defensive Abilities** block attacks<sup>MA</sup>, vexing vines; **DR** 10/epic; **Immune** acid<sup>MA</sup>, plant traits, sonic; **Resist** cold 20

## OFFENSE

Speed 5 ft.

**Melee** bite +25 (2d8+14 plus grab), 4 tentacles +25 (1d8+21 plus grab)

**Space** 20 ft.; **Reach** 20 ft. (40 ft. with tentacles)

**Special Attacks** breath weapon (80-ft. line, 12d6 acid damage, Reflex DC 27 half, usable every 1d4 rounds), fast swallow<sup>MA</sup>, lingering breath<sup>MA</sup> (4d6 acid, 7 rounds), mythic power (7/day, surge +1d10), powerful blows<sup>MA</sup> (tentacle), scream<sup>MA</sup>, swallow whole (4d6 acid damage plus absorb essence; AC 26, 28 hp), swift transfer<sup>MA</sup>

## STATISTICS

Str 38, Dex 1, Con 27, Int 21, Wis 16, Cha 14

**Base Atk** +15; **CMB** +33 (+40 disarm, +37 grapple, +38 trip); **CMD** 40 (45 vs. disarm, can't be tripped)

**Feats** Alertness, Combat Expertise, Greater Disarm, Improved Disarm<sup>MF</sup>, Improved Initiative<sup>MF</sup>, Improved Iron Will, Improved Trip<sup>MF</sup>, Iron Will, Multiattack<sup>MF</sup>, Skill Focus (Knowledge [nature])

**Skills** Disguise +27, Knowledge (geography, history, local, nobility) +20, Knowledge (nature) +31, Perception +30, Sense Motive +27;

**Racial Modifiers** +5 Disguise

**Languages** Common, Dwarven, Elven, Orc, Sylvan (can't speak any language); telepathy 1,000 ft. (with spawn only)

**SQ** spawn pod paragon<sup>MA</sup>

## ECOLOGY

**Environment** temperate or warm forests

**Organization** solitary

**Treasure** double standard

## SPECIAL ABILITIES

**Absorb Essence (Su)** Creatures in a bodythief's stomach gain 4 negative levels (DC 28 Fortitude half) each round at the start of the bodythief's turn. A check to remove a negative level gained in this way is also DC 28. If the creature dies from the negative levels, its body disintegrates and the bodythief absorbs its life essence. This is a death effect. The save DC is Constitution-based.

**Scream (Su)** Once every 1d4 rounds, as a standard action, a mythic bodythief can emit a high-pitched scream that sonically assaults its enemies while instantly alerting all of its spawn within 1,000 feet. All creatures within 100 feet of the mythic bodythief take 12d6 sonic damage (or 20d6 against exposed brittle or crystalline objects or crystalline creatures), and are stunned for 1 round and deafened for 4d6 rounds. Creatures that are stunned by this attack immediately provoke attacks of opportunity from foes that threaten them. A creature in the area can negate the stunning and halve both the damage and the duration of the deafness with a successful DC 28 Fortitude save. A creature holding vulnerable objects can attempt a Reflex save to negate the damage to those objects. The save DC is Constitution-based.





**Spawn Pod Paragon (Su)** Once a mythic bodythief has absorbed the life essence of a Large or smaller creature, it can begin growing a duplicate of that creature as a free action. Growing a Tiny or smaller duplicate takes 1 round, a Small duplicate 3 rounds, a Medium duplicate 5 rounds, and a Large duplicate 10 rounds. Duplicates are identical to the creature whose life essence has been devoured, but they gain the pod-paragon template. They closely resemble the original creature and retain all its memories. The newly created spawn has none of the original creature's equipment, though the mythic bodythief can vomit forth any surviving swallowed gear as a move action. As the duplicate hatches, the mythic bodythief makes a Disguise check to determine the resemblance to the original. The duplicate must be grown within 24 hours of the original's digestion, or its essence and memories dissipate. Only a single duplicate can be made of any given creature.

**Swift Transfer (Ex)** A mythic bodythief can transfer a creature grappled with a tentacle to its mouth with a free action.

**Vexing Vines (Ex)** Each of the bodythief's tentacle vines plus its bite attack can deliver its own attack of opportunity, giving the bodythief five attacks of opportunity per round. It cannot deliver attacks of opportunity with a portion of its body being used to grapple. The bodythief can give up an attack of opportunity with a tentacle to deflect a missile as though it had the Deflect Arrows feat.

#### POD-PARAGON GUARD CAPTAIN

CR 9

XP 6,400

Pod-paragon human fighter 9

LE Medium plant (augmented humanoid)

**Init** +5 (+9 with collective consciousness); **Senses** collective consciousness, low-light vision; Perception +3 (+7 with collective consciousness)

#### DEFENSE

**AC** 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 shield)  
**hp** 108 (9d10+54)

**Fort** +10, **Ref** +4, **Will** +4 (+2 vs. fear)

**Defensive Abilities** bravery +2; **Immune** acid, plant traits, sonic

#### OFFENSE

**Speed** 30 ft.

**Melee** +2 longsword +21/+16 (1d8+12/17–20)

**Ranged** mwk light crossbow +12 (1d8+1/19–20/x2)

**Special Attacks** scream, weapon training (heavy blades +2, crossbows +1)

#### STATISTICS

**Str** 23, **Dex** 13, **Con** 18, **Int** 10, **Wis** 12, **Cha** 4

**Base Atk** +9; **CMB** +15; **CMD** 26

**Feats** Alertness, Cleave, Great Cleave, Greater Weapon Focus (longsword), Improved Critical (longsword), Improved Initiative, Power Attack, Toughness, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

**Skills** Climb +15, Perception +3 (+7 with collective consciousness), Ride +10, Sense Motive +3, Swim +15

**Languages** Common; telepathy 100 ft. (bodythieves and spawn only)

**SQ** armor training 2, mimic

#### ECOLOGY

**Environment** any

**Organization** any

**Treasure** NPC gear (+1 *breastplate*, heavy steel shield, +2 *longsword*, mwk light crossbow with 20 bolts, other treasure)

## CREATING A POD-PARAGON

"Pod-paragon" is an acquired template that can be added to any living creature (referred to hereafter as the base creature).

**CR:** For creatures with no class levels or only NPC class levels, this is the same as that of the base creature +2. For creatures with PC class levels, this is the same as that of the base creature +1. For creatures with a significant number of spells, spell-like abilities, or supernatural abilities, this is the same as that of the base creature.

**Type:** Type changes to plant. Do not recalculate BAB, hit points, saves, or skill ranks.

**Alignment:** Alignment changes to lawful evil.

**Senses:** A pod-paragon gains collective consciousness and low-light vision.

**Defensive Abilities:** A pod-paragon gains plant traits and immunity to acid and sonic attacks.

**Special Abilities:** The pod-paragon gains the mimic ability.

**Collective Consciousness (Ex)** Pod-paragons share a telepathic bond with bodythieves, pod-spawned creatures and other pod-paragons. As long as a pod-paragon is within telepathic range of at least one bodythief or spawn, it gains a +4 racial bonus on initiative checks and Perception checks. If one pod-paragon is aware of combatants, all other bodythieves and spawn within the range of its telepathy are also aware of those combatants. No pod-paragon in a group is considered flanked or flat-footed unless all of them are.

**Mimic (Ex)** A pod-paragon retains all the knowledge of its original. It can impersonate the original perfectly except for its lack of emotion. This emotionlessness can be detected with a successful DC 20 Sense Motive check. A creature familiar with the original gains a +5 circumstance bonus on this check. If the pod-paragon feigns sincere emotion, the Sense Motive check is opposed by its Bluff check instead. Pod-paragons resemble the original down to hair and blood. Noticing small physical imperfections requires a successful Perception check with a DC determined by the spawning mythic bodythief's Disguise check, made when the pod hatches.

**Scream (Ex)** Once per minute, as a standard action, a pod-paragon can emit a high-pitched scream, which startles creatures in a 30-ft. radius spread into dropping their guard. Creatures in the area must make a successful Fortitude save (DC = 10 + 1/2 the pod-paragon's HD + its Con modifier) or immediately provoke attacks of opportunity from foes that threaten them. This is a sonic attack.

**Ability Scores:** Str +4, Con +4, Cha –4.

**Feats:** All feats are retained, even if the pod-paragon no longer qualifies for their prerequisites.

**Languages:** The creature gains telepathy that it can use to mentally communicate with bodythieves, pod-spawned creatures, and other pod-paragons within 100 feet.

**Special Abilities:** The creature loses any spellcasting ability and all spell-like and supernatural abilities.





# Boojum Snark

A bizarre creature heaves its bulk into view, its massive walrus-like body half-covered in feathers and partly encased in an enormous seashell, pulling itself along with clawed flippers.

**BOOJUM SNARK** **CR 10/MR 4**

XP 9,600

N Large magical beast (aquatic, mythic)

**Init** +10<sup>MA</sup>; **Senses** darkvision 60 ft., low-light vision; **Perception** +13

## DEFENSE

**AC** 23, touch 11, flat-footed 21 (+2 Dex, +12 natural, -1 size)

**hp** 135 (10d10+80); regeneration 5 (electricity)<sup>MA</sup>

**Fort** +11, **Ref** +11, **Will** +7; second save <sup>MA</sup>

**Defensive Abilities** elusive, shell<sup>MA</sup>; **DR** 10/epic, piercing, and silver;

**Immune** fire

**Weaknesses** charmed by soap

## OFFENSE

**Speed** 20 ft., swim 50 ft.

**Melee** bite +17 (1d8+8), 2 claws +17 (1d6+8), tentacle +12 (1d8+4 plus grab)

**Space** 10 ft.; **Reach** 5 ft. (15 ft. with tentacle)

**Special Attacks** breath weapon (30-ft. cone, DC 19, 10d6 fire, usable every 1d4 rounds), **mythic power** (4/day, surge +1d8), vanishing gaze<sup>MMA</sup>

## STATISTICS

**Str** 27, **Dex** 15, **Con** 18, **Int** 2, **Wis** 14, **Cha** 19

**Base Atk** +10; **CMB** +17 (+21 grapple); **CMD** 29 (can't be tripped)

**Feats** Improved Initiative<sup>MF</sup>, Iron Will<sup>MF</sup>, Lightning Reflexes, Skill

Focus (Perception), Skill Focus (Stealth)

**Skills** Perception +13, Stealth +17, Swim +14; **Racial Modifiers** +8

Perception

**SQ** amphibious, planar acclimation

## ECOLOGY

**Environment** any aquatic

**Organization** solitary or pair

**Treasure** incidental (Large seashell)

## SPECIAL ABILITIES

**Charmed By Soap (Ex)** A boojum snark receives a -2 penalty on saving throws versus spells with the charm descriptor if the caster uses at least 1 pound of soap as an additional material component. Similarly, wild empathy checks made against a boojum snark receive a +4 bonus if at least 1 pound of soap is offered to it.

**Elusive (Su)** Despite many attempts to hunt them, boojum snarks are rarely encountered unless they wish it. As a full-round action while in water, a boojum snark can move up to its run speed (200 ft.) without leaving any trace of its passing (identical in effect to a *pass without trace*). An elusive boojum snark gains a +40 circumstance bonus to its Stealth check. In addition, except when in combat, a boojum snark 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. If the caster of a divination effect wears thimbles during the casting, the DC of the caster level check to detect a boojum snark is reduced by 10.

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

**Shell (Ex)** A boojum snark carries a giant empty seashell into which its whole body can retract for defense and camouflage. While in its shell, a boojum snark gains a +6 armor bonus to AC, 50% fortification, and the block attacks universal monster rule, but cannot use its tentacle attack. A boojum snark's shell has hardness 10 and 45 hit points. A boojum snark can move into or out of its shell as a move action.

**Vanishing Gaze (Su)** *Plane shift* (fey realm only), 30 feet, Will DC 21 negates. An opponent that succeeds on the saving throw is immune to that boojum snark's vanishing gaze for 24 hours. The save DC is Charisma-based and includes a +2 racial bonus. A boojum snark can activate and deactivate its vanishing gaze as a swift action.

A boojum snark's body has the general form of a large walrus or sea lion, with a thick, coarse hide covering rolls of blubber, yet with gills along its upper flanks. Surrounding its jaws, that are lined with large, sharp teeth, is a mass of stiff bristles that give the creature a whiskered appearance. Its front flippers are equipped with long claws, but instead of rear flippers, its body tapers to a long, powerful, prehensile tail akin to a suckered tentacle of a giant octopus. On the creature's chest, and from about midway along its body as it tapers toward the tail are feathers; dull and drab on some boojums—easy mistaken as just a variation in the hue of its otherwise dark skin—yet bright, colorful, and unmistakable on others.

Like a bizarre hermit crab, the creature also carries a large empty seashell. On land, the boojum usually remains in its shell, using its strong and dextrous front flippers to drag itself around while its suckered tail grips the shell tightly from inside. In the water, it frequently emerges fully from the shell, but will not range far from it. It swims using sinuous whole-body movements while using its tentacle to hold the tip of its shell, which it pulls along behind it.

The body of a boojum is around 12 feet long, with its tail adding an additional 15 feet in total length. It weighs 4,000 lbs.





## ECOLOGY

Snarks are carnivorous and feed on a diverse variety of creatures for which they hunt or forage. Larger marine animals such as dolphins, seals, sea lions, sharks, and orcas are particularly relished though they will happily dredge through mud for molluscs and other bottom-dwellers. Strangely, snarks are also particularly attracted to the taste of soap.

Snarks were once native to the primal world of the fey. As with other legendary creatures from this realm, such as the bandersnatch, jabberwock, and jubjub bird, snarks belong to a group of creatures known collectively as the “Tane” of which it, and not the jubjub bird as previously thought, is the least powerful.

## HABITAT AND SOCIETY

Snarks are very rare and highly elusive creatures yet they can sometimes be found lairing in the shallows around isolated volcanic islands filled with chasms and crags in uncharted reaches of oceans. Rarer still, are the boojums, mythic snarks who can cause those who meet their gazes to softly and suddenly vanish away, and never be met with again.

Usually active only in the twilight hours of late evening, a snark spends most of its time sleeping in a salvaged seashell it carries and into which its whole body can retract—either for defensive purposes, or to hide from a predator or from prey. Most frequently, snarks use the shells of giant sea snails, although the shells of other giant sea creatures, and even hollow pieces of coral, wood, and stone are sometimes used.





# Brain Ooze

Two slimy tentacles protrude from the sides of this brain-shaped mass of quivering ooze.

## MYTHIC BRAIN OOZE

CR 9/MR 3

XP 6,400

Pathfinder Roleplaying Game Bestiary 3

NE Tiny ooze (mythic)

Init +9; Senses blindsight 60 ft.; Perception +11

Aura psychic noise (10 ft., DC 19, 1d4 rounds)

## DEFENSE

AC 27, touch 20, flat-footed 21 (+4 armor, +4 Dex, +2 dodge, +2 insight, +3 natural, +2 size)

hp 109 (10d8+64)

Fort +7, Ref +9, Will +6

Defensive Abilities evasion, prescience; DR 5/epic; Immune ooze traits

## OFFENSE

Speed 5 ft., fly 60 ft. (good)

Melee 2 tentacles +13 (1d6 electricity+4 plus neural pulse)

Space 2 1/2 ft.; Reach 5 ft.

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

Spell-Like Abilities (CL 10th; concentration +14)

Constant—*anticipate peril*, *detect thoughts*, *mage armor*

At will—*augury*, *charm monster* (DC 18), *dominate animal* (DC 17), *dominate person* (DC 19)

3/day—*dispel magic*, *modify memory* (DC 18), *moment of prescience*

## STATISTICS

Str 4, Dex 19, Con 18, Int 15, Wis 12, Cha 19

Base Atk +7; CMB +9; CMD 23 (can't be tripped)

Feats Defensive Combat Training, Dodge<sup>MF</sup>, Iron Will, Mobility, Weapon Finesse<sup>MF</sup>

Skills Bluff +10, Diplomacy +5, Fly +23, Perception +11, Sense Motive +11, Stealth +17

Languages Aklo (can't speak); telepathy 100 ft

## ECOLOGY

Environment any ruins or underground

Organization solitary, pair, flight (3–6), or colony (7–12)

Treasure incidental

## SPECIAL ABILITIES

**Brain Drain (Su)** Whenever a mythic brain ooze deals Intelligence damage with its neural pulse ability, it gains a temporary +1 bonus to Charisma; this bonus stacks with multiple successful attacks, up to a maximum of +10, and the bonus is lost at a rate of 1 point per hour.

**Extended Reach (Ex)** A mythic brain ooze has 5-foot reach with its tentacles even though it is Tiny. In addition, by spending one use of its mythic power it can extend its natural reach to 10 feet for 1 minute.

**Future Sight (Su)** A mythic brain ooze gains the following additional spell-like abilities: constant—*anticipate peril*; at will—*augury*; 3/day—*moment of prescience*.

**Mythic Mentalism (Su)** By spending one use of its mythic power, a mythic brain ooze can use the mythic version of *dispel magic*, *dominate person*, or *modify memory* as a spell-like ability, treating its mythic rank as its mythic tier for the purpose of determining any tier-based effects.

**Neural Pulse (Su)** Creatures hit by a brain ooze's tentacle must succeed at a DC 19 Fortitude save or take 1d6 points of Intelligence damage and be staggered for 1d4 rounds. Each time a brain ooze causes Intelligence damage, it gains 5 temporary hit points. The save DC is Constitution-based.

**Prescience (Su)** Limited precognitive abilities grant a brain ooze a +2 insight bonus on initiative checks, on Reflex saves, and to its Armor Class. Brain oozes are never surprised or flat-footed.

**Psychic Noise (Su)** The discordant psychic noise emitted by a brain ooze dazes nearby creatures for 1d4 rounds. When a creature begins its turn within the aura, it must succeed at a DC 19 Will save to negate this effect. Whether or not the save is successful, that creature cannot be affected again by the same brain ooze's psychic noise for 24 hours. An affected creature may attempt a new save to shake off the effect at the end of each of its turns. This is a mind-affecting effect. The save DC is Charisma-based.





# Bulette

*This armor-plated creature's toothy maw gapes wide as a fin-like dorsal plate rises between its shoulders.*

## GIANT MYTHIC BULETTE

CR 9/MR 3

XP 6,400

Pathfinder Roleplaying Game Bestiary

N Gargantuan magical beast (mythic)

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; **Perception** +8

## DEFENSE

**AC** 26, touch 8, flat-footed 24 (+2 Dex, +18 natural, -4 size)

**hp** 130 (8d10+86)

**Fort** +13, **Ref** +8, **Will** +5

**DR** 5/epic; **SR** 20

**Defensive Abilities** sorcerous plate

## OFFENSE

**Speed** 40 ft., burrow 20 ft.

**Melee** bite +12 (6d6+12/19-20) and 2 claws +12 (2d6+8)

**Space** 20 ft.; **Reach** 15 ft.

**Special Attacks** crushing leap<sup>MA</sup>, leap, mythic power (3/day, surge +1d6), savage bite, swallow whole<sup>MA</sup> (2d6 slashing and 2d6 bludgeoning damage, AC 19, 13 hp)

## STATISTICS

**Str** 27, **Dex** 15, **Con** 24, **Int** 2, **Wis** 13, **Cha** 6

**Base Atk** +8; **CMB** +20 (+24 grapple); **CMD** 32 (36 vs. trip)

**Feats** Improved Natural Attack<sup>MF</sup>, Iron Will, Snatch, Vital Strike<sup>MF</sup>

**Skills** Acrobatics +9 (+17 jumping), **Perception** +8; **Racial Modifiers** +4 on Acrobatics checks made to jump

**SQ** mindless hunger<sup>MA</sup>

## ECOLOGY

**Environment** temperate hills

**Organization** solitary or pair

**Treasure** none

## SPECIAL ABILITIES

**Crushing Leap (Ex)** A jumping mythic bulette can land on its foes as a standard action, using its whole body to crush as many Medium or smaller creatures as will fit in its space. Creatures in the affected area must succeed on a DC 21 Reflex save or be pinned, automatically taking 4d6+18 points of bludgeoning damage during the next round unless the mythic bulette moves off them. If the mythic bulette chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crushing leap each round if they don't escape. The save DC is Constitution-based.

**Leap (Ex)** A bulette can perform a special kind of pounce attack by jumping into combat. When a bulette charges, it can make a DC 20 Acrobatics check to jump into the air and land next to its enemies. If it makes the Acrobatics check, it can follow up with four claw attacks against foes in reach, but cannot make a bite attack.

**Mindless Hunger (Ex)** A mythic bulette can expend one use of its mythic power as a free action to swallow a grappled creature whole, as if it had the fast swallow ability. In addition, whenever a mythic bulette is affected by a mind-affecting effect, at the beginning of its next turn it can expend one use of

its mythic power to convert that effect into confusion. This effect lasts as long as the original effect would have lasted. A mythic bulette never attacks itself while confused; treat this result as "attack the nearest creature," using its bite attack and its Vital Strike feat. While confused, a mythic bulette gains the fast swallow ability without needing to expend uses of its mythic power.

**Savage Bite (Ex)** A bulette's bite is particularly dangerous. It applies 1-1/2 times its Strength modifier to damage inflicted with its bite attack, and threatens a critical hit on a 19-20.

**Sorcerous Plate (Su)** A mythic bulette gains spell resistance, and whenever a ray or ranged touch attack fails to penetrate its spell resistance there is a 50% chance that the effect is deflected to strike a random creature within 30 feet, affecting that creature as if it were the original target.

## MYTHIC BULETTE

Without the giant simple template, a mythic bulette's stats are as follows: **CR** 8/**MR** 3; **XP** 4,800; **Size** Huge; **Init** +3; **AC** 26, touch 11, flat-footed 23; **hp** 114; **Fort** +11, **Ref** +9; **SR** 19; **Melee** bite +12 (4d6+9 plus grab) and 2 claws +12 (1d8+6); **Space** 15 ft., **Reach** 10 ft.; **Special Attacks** crushing leap (DC 19), swallow whole (AC 17, hp 11); **Str** 23, **Dex** 17, **Con** 20; **CMB** +16 (+20 grapple); **CMD** 29 (33 vs. trip); **Skills** Acrobatics +10 (+18 jumping).





# Byakhee

*Its wings rhythmically flapping, a hideous thing rears before you, its disjointed limbs ending in cruel claws and its scabrous tail dripping dark venom. Its skin seems to split in a welter of weeping sores and creases, as though its inward parts were ready to burst.*

## GREATER BYAKHEE

CR 8/MR 3

XP 4,800

CE Medium monstrous humanoid (mythic, mythos)

Init +3; Senses darkvision 60 ft.; Perception +14

## DEFENSE

AC 23, touch 14, flat-footed 19 (+3 Dex, +1 dodge, +9 natural)

hp 105 (10d10+50)

Fort +5, Ref +10, Will +9

DR 5/epic; Immune disease, poison; Resist acid 20, cold 20

Weaknesses mythos minion

## OFFENSE

Speed 20 ft., fly 60 ft. (average)

Melee 4 claws +14 (1d6+4), bite +9 (1d6+2), sting +9 (1d6+2 plus poison)

Special Attacks carry off<sup>MA</sup>, mythic power (3/day, surge 1d6), rend<sup>MA</sup> (2 claws, 1d6+6), toxic cesspit<sup>MA</sup>

## STATISTICS

Str 19, Dex 16, Con 15, Int 7, Wis 14, Cha 10

Base Atk +10; CMB +14; CMD 28

Feats Death from Above<sup>MF</sup>, Dodge<sup>MF</sup>, Flyby Attack, Mobility, Wind Stance

Skills Fly +14, Perception +14, Swim +10

Languages Aklo

SQ alien amalgam, hybrid mount, no breath, starflight, unspeakable molt<sup>MA</sup>

## ECOLOGY

Environment any (outer space)

Organization single, pair, or flight (3–10)

Treasure standard (no coins)

## SPECIAL ABILITIES

**Alien Amalgam (Ex)** Byakhee are hideous amalgams of tissue, organs, and misshapen parts. They have a 25% chance to ignore critical hits, sneak attacks, or other precision-based damage. In addition, when targeted by an affect that has specific effects dependent on a creature's type, such as a ranger's favored enemy or a bane weapon, a byakhee may treat itself as either an aberration or monstrous humanoid, whichever would be more favorable for itself.

**Carry Off (Ex)** A byakhee can attack with two claws as a standard action or as part of a charge action. If the byakhee 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 byakhee 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, as long as the total distance it moves does not exceed its speed (or twice its speed, if charging). 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 byakhee and the creature it dragged are willing, the dragged creature can hold on long enough to mount the byakhee on its next turn as a move action and begin riding it. A byakhee cannot use this ability when carrying a passenger.

**Hybrid Mount (Ex)** A byakhee's carrying capacity in flight is twice normal, and a Medium or smaller creature can ride on a flying byakhee as a mount even though a byakhee is itself Medium-sized. It cannot carry a Medium-sized creature as a rider when not flying.

**Mythos Minion (Su)** Byakhee are called to serve many who follow the cults of the mythos, taking a -4 penalty on saving throws to avoid mind-affecting effects created by creatures or spells with the mythos descriptor, or by divine spellcasters that serve any of the Great Old Ones, including those described in *Pathfinder Roleplaying Game Bestiary 4*.

**Poison (Ex)** Sting; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d2 Wis; cure 1 save.

**Starflight (Su)** Byakhee 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 byakhee knows the way to its destination.





**Toxic Cesspit (Sp)** Byakhee can cause ordinary reality to temporarily deform and decay in their presence. By spending one use of its mythic power, a byakhee can create an *acid pit* (caster level 10th, DC 16), and the fumes given off by the toxic cesspit are so foul that any living, breathing creature beginning its turn within the pit becomes nauseated for as long as it remains within the pit and for 1d4 rounds thereafter (DC 17 Fortitude negates). Even creatures that successfully save must make a new save to avoid being overcome with nausea at the end of any round that they remain within the toxic cesspit. The save DC is Wisdom-based.

**Unspeakable Molt (Ex)** A byakhee's wings are constantly shifting through phases of molt, decay, and regrowth, like those of a decomposing vulture suffused with tissue that is simultaneously insectoid and bat-like, with a corrupted humanoid core underneath. Whenever a critical hit is confirmed against a byakhee, or whenever one is killed, its external tissues rupture and slough off in pestilential shreds, revealing disgustingly malformed new tissues beneath. A byakhee can also intentionally molt as a standard action by expending one use of its mythic power, gaining the benefits of a *haste* spell until the beginning of its next turn as well as having the effects described below.

Any creature within 30 feet that witnesses a byakhee's unspeakable molt must make Fortitude and Will saves (DC 17 negates). A failed Fortitude save causes a creature to become sickened with revulsion until the end of their next turn, at which point they can attempt a new save each round to recover. A failed Will save results in the creature being affected as a *nightmare* spell the next time it sleeps. If a creature fails multiple saving throws against this ability, the duration stacks; in the case of *nightmare*, the effect recurs during an additional sleep cycle for each failed save. These save DCs are Constitution-based.

Byakhee are inhuman servants of the Great Old Ones and the Outer Gods whom they serve. They are a race of interstellar predators, vaguely humanoid in shape but prone to frequent mutation and aberrant physiology, both internally and externally. They are always winged, with a generally humanoid head and torso and at least four limbs. In some byakhee these are more akin to legs than arms and in some the opposite, and vestigial or accessory limbs are not at all unusual, but in all cases their appendages are tipped with cruel claws. Though byakhee are most comfortable in the air, they typically have webbed digits to aid in swimming. Most byakhee have tails as well, sometimes long and sinuous and in others bulbous and insectoid, like the abdomen of a wasp. Those who have beheld the byakhee in person rarely describe them the same way, in part due to the grotesque variation these creatures exhibit, but also due to the fog of nightmares that inevitably follow in the wake of their advent.

A greater byakhee ranges from 8 to 12 feet long from head to tail, with a wingspan of 10 feet. They are surprisingly light for their size, generally weighing less than 150 pounds.

## ECOLOGY

Byakhee are primarily carnivorous, preferring fresh blood and flesh. They are cruel beasts and enjoy stinging their prey with their mind-rotting venom and allowing their victim to descend into madness, giving themselves over to the byakhee for their feasting pleasure. However, byakhee are also scavengers, taking whatever nourishment they can find to fuel their long interplanetary and interstellar journeys.

## HABITAT AND SOCIETY

It is unknown whether byakhee originated on one of the home planets or prison worlds wherein the Great Old Ones are bound, or perhaps were refugees from a planet long since destroyed by the predations of world-devouring elder things, or perhaps have always been a star-spanning race and never a terrestrial one. What is certain is that as a race they are bound to the will of the Great Old Ones and their masters (especially Hastur the Unspeakable), and often compelled to answer the summons of earthly cultists calling upon their alien patrons for aid. Byakhee are strong flyers and may carry willing supplicants (as well as unwilling victims) far from their terrestrial home into the reaches of space and the dark places between and beyond the stars, though their passengers are best advised to have their own means of survival amid the rigors of space. Byakhee are willing warriors as well when called to serve, snatching up their victims and tearing them limb from limb or dropping them into gaping pits of toxic effluence that open in the byakhee's presence like rents in a reality that rebels against their alien presence.





# Cayhound

*This reddish-colored mastiff stands eye to eye with most dwarves. Within its powerful frame rumbles the distant sound of thunder.*

## MYTHIC CAYHOUND

CR 6/MR 2

XP 2,400

d2opfsrd.com<sup>15B</sup>

CG Medium outsider (mythic)

Init +8<sup>MF</sup>; Senses darkvision 60 ft., scent; Perception +10

## DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 71 (6d10+38)

Fort +5, Ref +7, Will +6

Defensive Abilities *freedom of movement*; DR 5/cold iron and epic

## OFFENSE

Speed 40 ft.

Melee bite +12 (1d10+9 plus 1d6 sonic and trip)

Special Attacks *mythic power* (2/day, surge +1d6), reverberating critical<sup>MA</sup>, righteous bite, thunderous bark

Spell-Like Abilities (CL 7th; concentration +8)

Constant—*freedom of movement*

At will—*dimension door*, *open/close*

3/day—*knock*

## STATISTICS

Str 23, Dex 15, Con 16, Int 8, Wis 12, Cha 13

Base Atk +6; CMB +12; CMD 24 (28 vs. trip)

Feats Dimensional Agility, Dimensional Assault, Improved Initiative<sup>MF</sup>

Skills Acrobatics +10 (+14 when jumping), Intimidate +6, Knowledge (planes) +6, Perception +10, Sense Motive +8, Stealth +10, Survival +8

Languages Celestial

SQ freeing touch<sup>MA</sup>, unbound<sup>MA</sup>

## ECOLOGY

Environment any (Elysium)

Organization solitary, pair, or pack (1 mythic cayhound and 3–10 cayhounds)

Treasure none

## SPECIAL ABILITIES

**Freeing Touch (Su)** As a standard action, a mythic cayhound can use *freedom of movement* as a spell-like ability on another creature. This suppresses its *freedom of movement* until the end of its next turn. By expending one use of mythic power, it can ignore the suppression of its own ability.

**Reverberating Critical (Su)** If a mythic cayhound scores a critical hit with its bite, it deals an additional 1d8 points of sonic damage.

Additionally, the target must succeed at a DC 16 Fortitude save or become shaken for 1d6 rounds. If the mythic cayhound expends one use of mythic power when delivering a critical hit with its bite, it deals an additional 1d8 points of sonic damage, the save DC is increased by the mythic cayhound's rank, and duration of the shaken effect is doubled. The save DC is Constitution-based.

**Righteous Bite (Su)** A cayhound's bite is treated as magical for the purpose of overcoming damage reduction.

**Thunderous Bark (Su)** Once every 1d6 rounds, a cayhound can bark with the concussive force of a thunderbolt. Every creature within a 15-foot cone-shaped burst must succeed at a DC 14 Fortitude saving throw or take 3d8 points of sonic damage and be knocked prone. A successful saving throw reduces this damage by half and negates being knocked prone. The save DC is Charisma-based.

**Unbound (Su)** Mythic cayhounds move as if under a continuous *freedom of movement* spell and can use *dimension door* at will. They are immune to *dimensional anchor* and *dimensional lock*, but are affected by *mythic dimensional lock*.





# Centaur

*This creature has the sun-bronzed upper body of a seasoned warrior and the lower body of a sleek warhorse.*

## MYTHIC CENTAUR

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary

N Large monstrous humanoid (mythic)

Init +7<sup>MF</sup>; Senses darkvision 60 ft.; Perception +7

## DEFENSE

AC 20, touch 11, flat-footed 19 (+6 armor, +2 Dex, +2 natural, +1 shield, -1 size)

hp 40 (4d10+18)

Fort +3, Ref +6, Will +6

## OFFENSE

Speed 50 ft. (35 ft. in armor)

Melee mwk longsword +6 (1d8+2/19-20), 2 hooves +0 (1d6+1)

Ranged mwk composite longbow +6 (1d8+2/x3) or spear +5 (1d8+2/x3)

Special Attacks mythic power (1/day, surge +1d6), pounding hooves<sup>MA</sup>, trample (1d6+3, DC 14)<sup>MA</sup>

Space 10 ft., Reach 5 ft.

## STATISTICS

Str 15, Dex 14, Con 15, Int 11, Wis 14, Cha 12

Base Atk +4; CMB +7 (+9 overrun); CMD 19 (21 vs. overrun, 23 vs. trip)

Feats Improved Initiative<sup>MF</sup>, Punishing Kick<sup>B</sup>, Run

Skills Diplomacy +5, Intimidate +6, Knowledge (nature) +4, Perception +7, Survival +9

Languages Common, Elven, Sylvan

SQ undersized weapons

## ECOLOGY

Environment temperate forests and plains

Organization solitary, pair, band (1 mythic centaur plus 3-10 centaurs), tribe (11-30 centaurs plus 3 centaur hunters of 3rd level and 1 mythic centaur leader of 6th level)

Treasure standard (breastplate, buckler, mwk longsword, spear, mwk composite longbow (+2 Str), 20 arrows, other treasure)

## SPECIAL ABILITIES

**Pounding Hooves (Ex)** A mythic centaur gains Punishing Kick as a bonus feat, which it can use in conjunction with its hoof attacks up to four times per day. If it hits a creature with both hoof attacks in the same round, it can use this feat without needing to expend one of its daily uses, and it can expend one use of its mythic power as a swift action to replenish its daily uses of this feat.

When a mythic centaur uses its trample, it can use Punishing Kick as a swift action at any point during its trample against a target that fails its saving throw against its trample (or waives its saving throw to make an attack of opportunity). A mythic centaur may also expend one use of its mythic power when using its trample to enable it to use Punishing Kick against all creatures that fail (or waive) their save against its trample.

**Undersized Weapons (Ex)** Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).





# Chaos Beast

*This thing is a horrid mass of barbed tentacles, glaring eyes, and gnashing teeth, twisting upon itself and reshaping into new forms.*

## MYTHIC CHAOS BEAST

CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary 2

CN Medium outsider (chaotic, extraplanar, mythic)

Init +6; Senses darkvision 60 ft.; Perception +13

## DEFENSE

AC 22, touch 12, flat-footed 20 (+2 Dex, +10 natural)

hp 106 (9d10+57)

Fort +9, Ref +8, Will +4

Defensive Abilities amorphous, resistant to transformation; DR 5/epic; SR 21

## OFFENSE

Speed 20 ft.

Melee 4 claws +15 (1d6+4/17-20/x3 plus corporeal instability)

Space 5 ft.; Reach 10 ft.

Special Attacks awful appendages<sup>MA</sup>, mythic power (3/day, surge +1d6), rend<sup>MA</sup> (2 claws, 1d6+6)

## STATISTICS

Str 19, Dex 15, Con 16, Int 10, Wis 12, Cha 11

Base Atk +9; CMB +12; CMD 25 (can't be tripped)

Feats Combat Reflexes, Improved Critical (claw)<sup>MF</sup>, Improved Initiative, Power Attack, Weapon Focus (claw)<sup>MF</sup>

Skills Acrobatics +14 (+10 jump), Climb +16, Escape Artist +14, Perception +13, Stealth +14, Swim +16

## ECOLOGY

Environment any

Organization solitary or invasion (2–5)

Treasure none

## SPECIAL ABILITIES

**Awful Appendages (Ex)** A mythic chaos beast has more control over its natural weaponry than its nonmythic counterparts. It has natural reach of 10 feet and can select a different damage type—bludgeoning, piercing, or slashing—for any claw as a free action. Each claw threatens a critical on a 19 or 20.

### Corporeal Instability (Su)

Claw—contact (curse); save Fort DC 19; effect amorphous body and 1 Wisdom and Charisma drain per round (see below); cure 3 consecutive saves.

A creature cursed with an amorphous body becomes a spongy, shapeless mass. Unless the victim manages to control the effect (see below), its shape constantly melts, flows, writhes, and boils. An affected creature is unable to hold or use any item. Clothing, armor, helmets, and rings become useless. Large items worn or carried—armor, backpacks, even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Speed is reduced to 10 feet or one-quarter normal, whichever is less. The victim gains the amorphous quality, but cannot cast spells or use magic items, and it attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

A victim can temporarily regain its own shape by taking a standard action to attempt a DC 19 Will save. A success reestablishes the creature's normal form for 1 minute. Spells that change the victim's shape (such as *alter self*, *beast shape*, *elemental body*, and *polymorph*) do not remove the curse, but hold the creature in a stable form (which might not be its own form, depending on the spell) and prevent additional Wisdom and Charisma drain for the duration of the spell; *shapechange* and *stoneskin* have a similar effect. The victim takes 1 point of Wisdom and Charisma drain from mental shock every round that it ends its turn in an amorphous shape—upon being drained to 1 Wisdom or Charisma, the amorphous body effect becomes permanent until removed via magic (no further number of saving throws can cure the condition at this time). The save DCs are Constitution-based and include a +2 racial bonus.

**Create Spawn (Su)** Creatures whose Wisdom and Charisma scores are reduced to 0 by a mythic chaos beast and remain at 0 for the next 1d4 minutes awaken as nonmythic chaos beasts when that time has elapsed. Spawn so created are under the command of the mythic chaos beast that created them and remain enslaved until its death, at which point they become free-willed. They do not possess any of the abilities they had in life.

**Resistant to Transformation (Ex)** Transmutation effects, such as polymorphing or petrification, force a chaos beast into a new shape, but at the start of its next turn, it immediately returns to its normal form as a free action.





# Chiron

*This noble centaur carries an air of dignity and wisdom, with its silvery-white hair framing an ageless face. Its flanks and fetlocks supple and smooth but its humanoid parts well-worn and tanned with age.*

CHIRON	CR 9/MR 4
XP 6,400	
NG Large monstrous humanoid (mythic)	
Init +6; Senses darkvision 60 ft.; Perception +19	
DEFENSE	
AC 24, touch 15, flat-footed 18 (+6 Dex, +8 natural, +1 shield, -1 size)	
hp 133 (11d10+73)	
Fort +6, Ref +12, Will +12; +4 vs. death effects	
Defensive Abilities uncanny awareness <sup>MA</sup> ; DR 10/epic; SR 20	
OFFENSE	
Speed 40 ft.	
Melee 2 hooves +12 (1d6+2)	
Ranged +1 mythic bane composite longbow +17/+12/+7 (2d6+3/19-20/x3)	
Space 10 ft.; Reach 5 ft.	
Special Attacks bow of victory <sup>MA</sup> , master mentor, mythic power (4/day, surge 1d8)	
Spell-Like Abilities (CL 11th; concentration +15)	
At will— <i>augury</i> , <i>bleed glory</i> (DC 17), <i>guidance</i> , <i>minor image</i> (DC 16), <i>restore mythic power</i> , <i>share glory</i> , <i>speak with animals</i> , <i>summon instrument</i> , <i>true strike</i>	
3/day— <i>cure moderate wounds</i> , <i>share language</i>	
1/day— <i>divination</i> , <i>legend lore</i> , <i>major creation</i> , <i>moment of prescience</i> , <i>speak with plants</i>	
STATISTICS	
Str 15, Dex 23, Con 16, Int 17, Wis 20, Cha 19	
Base Atk +11; CMB +14; CMD 30 (34 vs. trip)	
Feats Deadly Aim, Improved Critical (composite longbow), Many-shot <sup>MF</sup> , Point-Blank Shot, Quicken Spell-Like Ability ( <i>true strike</i> ), Rapid Shot <sup>MF</sup>	
Skills Heal +10, Knowledge (arcana) +15, Knowledge (dungeoneering) +15, Knowledge (engineering) +15, Knowledge (geography) +15, Knowledge (history) +15, Knowledge (local) +15, Knowledge (nature) +15, Knowledge (nobility) +15, Knowledge (planes) +15, Knowledge (religion) +15, Perception +18, Perform (oratory) +10, Perform (sing) +10, Perform (string) +10, Survival +10, Use Magic Device +15	
Languages Aklo, Common, Sylvan	
SQ ageless and ancient, bottomless quiver <sup>MA</sup> , hero forge <sup>MA</sup> , mentor's blessing <sup>MA</sup> , undersized weapons, wild empathy +15	
ECOLOGY	
Environment temperate forests or plains	
Organization solitary, mentor (1 plus NPC protege of 3rd–7th level), or council (2–5)	
Treasure standard	
SPECIAL ABILITIES	
<b>Ageless and Ancient (Ex)</b> A chiron never suffers ill effects from aging and cannot die of old age. Magical aging effects like <i>sands of time</i> have no effect against them, and they gain a +4 racial bonus on saving throws against death effects.	
<b>Bottomless Quiver (Su)</b> A chiron's quiver never runs out of arrows during combat, producing as many as needed, every arrow tipped with arrowheads of Elysian bronze (as described in <i>Pathfinder Roleplaying Game Ultimate Equipment</i> ). A chiron can ex-	

pend one use of its mythic power to select one form of damage reduction (except DR/-) that its arrows may bypass for 1 minute.

**Bow of Victory (Su)** Any bow in a chiron's hands functions as a +1 mythic bane weapon (as described in *Pathfinder Roleplaying Game Mythic Adventures*), though as a standard action it can exchange this ability for *magical beast bane* or *monstrous humanoid bane*. If its bow is broken, disarmed, or destroyed, a chiron can create a new bow as a standard action by expending one use of its mythic power. A chiron's bow has no magical abilities when wielded by others.

**Hero Forge (Su)** A chiron is a master at crafting the magical tools needed by his proteges. He can expend one or more uses of his mythic power to gain any of the following for 24 hours, gaining one per use of mythic power expended: 11 ranks in any Craft skill, 11 ranks in Spellcraft, any item creation feat as a bonus feat, *Mythic Crafter* as a bonus feat. Items crafted in this way do not function for chirons or centaurs. In addition, given time and materials any chiron can craft *ambrosia* (as described in Chapter 5 of *Pathfinder Roleplaying Game Mythic Adventures*) as if they met all prerequisites for creating the item, expending one use of mythic power per day while preparing it but otherwise automatically succeeding on all rolls relating to its creation.

**Master Mentor (Ex/Su)** A chiron gains the bardic knowledge, bardic performance (inspire competence, inspire courage, inspire greatness), lore master, and jack of all trades abilities of an 11th-level bard. He can activate his bardic performance as a move action and can use the ability for up to 26 rounds per day. Chirons treat all Knowledge and Perform skills as class skills, and most chirons use oratory as their chosen mode of performance.

A character using the *retraining* rules from *Pathfinder Roleplaying Game Ultimate Campaign* requires only one-fifth the normal amount of time when instructed by a chiron during this retraining, though a character must often perform a quest of some sort to prove his worthiness to be trained. If not using those rules, the chiron can expend one use of its mythic power and 24 hours of training to enable a character to exchange a feat, language, spell, or up to 4 skill points they know for a different one for which they qualify. Things which serve as prerequisites for other things cannot be exchanged.

**Mentor's Blessing (Su)** When a chiron uses its *restore mythic power* spell-like ability on a good-aligned creature, it must expend only one use of its own mythic power to restore one use of the target's mythic power. In addition, if the target uses that mythic power before the end of its next turn to use a mythic surge, it can roll the surge dice twice and select the better result. In addition, if a chiron is killed it can expend all of its remaining mythic power as an immediate action. This allows it to utter a dying message of up to 25 words and to use *ascension* as a spell-like ability, investing an item it is holding or wearing as the focus item for the effect. A chiron that does this cannot be returned to life by any means short of divine intervention.

**Uncanny Awareness (Ex)** Chirons can always act during a surprise round. A chiron also gains uncanny dodge, and if he is flanked he can expend one use of his mythic power as an immediate action to gain improved uncanny dodge (treating the chiron as an 11th-level rogue for the purpose of overcoming this ability).

**Undersized Weapons (Ex)** Although a chiron is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most chirons).

**Wild Empathy (Ex)** As the ranger class feature.



Chirons are a noble and ancient subrace of centaurs, dedicated and devoted to the tutelage of mortal heroes and the overthrow of monstrous races and threats. They are skilled in the sciences, masters of music, disciples of the healing arts, and marvelous mentors. A typical chiron is 7 feet tall and weighs between 1500 and 2000 pounds.

### ECOLOGY

Chirons are primarily herbivorous, though they can and do eat meat on occasion. Though they can subsist on meager fare at need, they enjoy finely crafted wine and delicate cuisine when they can obtain it. Many chirons are gardeners and beekeepers, as they savor the taste of honey and use it to create mythic *ambrosia*, which they often give as a parting gift to heroic proteges setting off on dangerous quests.

Though able to interbreed with common centaurs, few chirons do so (which may account for their relative rarity). Their immortal lifespans preclude a deep sense of attachment with those among their short-lived kin, and those among their kind that sire children must often watch them grow old and die while the immortal chiron lives on, as only rarely is their divine spark passed on by heredity. Most prefer to reserve their paternal instincts for the heroes that seek them out, as they teach each new generation the lessons and leagcies of the past.

Chirons can have a strong impact on the local environment, as they often contemplate the auguries and oracles before making decisions to see what omens they reveal. Acts that would compromise the beauty and balance of the natural world are avoided whenever possible, and they may help coordinate disorganized fey creatures and even the wild things of the wood to rise up and drive out those that would despoil their homes.

### HABITAT AND SOCIETY

Chirons rarely live among their centaur kin, and in fact tend to consider themselves a tribe apart, referring to their less civilized relatives as “wild centaurs,” “wildlings,” or “mavericks.” They favor pastoral forests, grasslands, and hills for their homes, and unlike the nomadic centaurs chirons are generally staid and content to live in and around just one place where they can find peace and solitude. Many chirons find isolated and remote valleys while others dwell in simple caves surrounded by natural springs and windswept heights. A few even take to the sea to find a home on a lonely island, and those who have been a long time alone may take a good deal of convincing to provide instruction to an aspiring hero. Chiron proteges are often very young, with instruction in the simple rudiments of literacy and numeracy providing a foundation for later learning. Older students may focus on one or more specific disciplines in which the chiron can guide them.

Not all chirons follow such a hermetic path, however. Many actively seek out proteges to mentor and teach in the old codes and ancient traditions of the land. Others work as tutors for the children of royalty, or those that are nominated to their tutelage by the acclamation of those they trust. Chirons rarely abide

in palaces even when working with kings, but they may find contentment in grand gardens, or in the temple compounds of prophetic oracles.

Even chirons that enjoy the company of others rarely associate for long with other chirons. Whether it is from professional jealousy or rivalry, or perhaps a genuine sense that their efforts would be better spent nurturing many different heroes, only rarely will chirons convene a council of members. In such councils, the eldest and wisest of the chirons present typically carry the most weight in debate and discussion. In the event of an impasse, one of the chirons will typically surrender the point rather than create bad blood between them or their proteges. Even when no such disagreements surface, chiron councils of up to 4 rarely last more than a week or two before each party goes its own separate way.





# Clockwork Goliath

*The gears of this enormous, four-armed mechanical giant shriek and grind in a deafening cacophony as it lumbers forth.*

MYTHIC CLOCKWORK GOLIATH

CR 23/MR 9

XP 204,800

Pathfinder Roleplaying Game Bestiary 3

N Gargantuan construct (clockwork)

Init +18<sup>MF</sup>; Senses darkvision 60 ft., low-light vision; Perception +0

## DEFENSE

AC 44, touch 13, flat-footed 37 (+5 Dex, +2 dodge, +31 natural, -4 size)  
hp 360 (28d10+146)

Fort +9, Ref +16, Will +9

**Defensive Abilities** electrical dampeners<sup>MA</sup>, fortification<sup>MA</sup> (50%), orichalum alloy<sup>MA</sup>; DR 15/adamantine and epic; Immune acid, construct traits, fire

**Weaknesses** vulnerable to electricity

## OFFENSE

Speed 40 ft.

Melee 4 slams +45 (3d6+21)

Ranged cannon +29/+24/+19/+14 (6d6/x4)

Space 20 ft.; Reach 20 ft.

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

## STATISTICS

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

Base Atk +28; CMB +53; CMD 70

**Feats** Improved Initiative<sup>B,MF</sup>, Lightning Reflexes<sup>B,MF</sup>, Lucky Surge<sup>MF</sup>, Potent Surge<sup>MF</sup>, Toughness<sup>B,MF</sup>

**SQ** mindless toughness<sup>MA</sup>, perpetual motion<sup>MA</sup>, swift reactions, winding

## ECOLOGY

**Environment** any

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

**Treasure** none

## SPECIAL ABILITIES

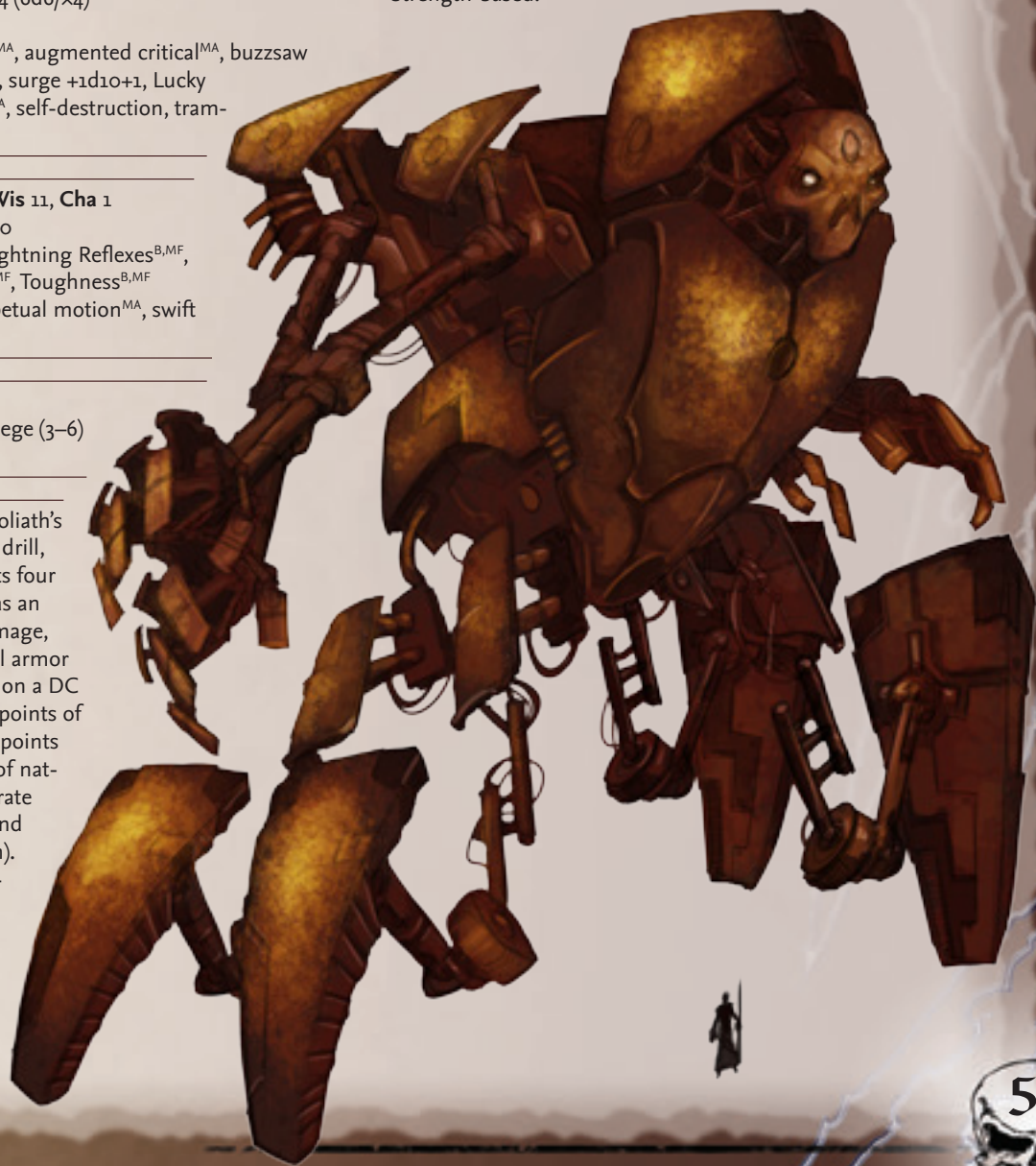
**Adamant Auger (Ex)** One of a goliath's arms ends in an adamantine drill, which it may use for one of its four slam attacks, or it can use it as an attack that deals piercing damage, and if the target has a natural armor bonus to AC it must succeed on a DC 45 Fortitude save or lose 1d4 points of its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

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

**Augmented Critical (Ex)** When a mythic clockwork goliath uses its adamant auger, buzzsaw blade, or pneumatic hammer to attack, it has a critical threat range of 18–20 and deals x3 damage on a critical hit.

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

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





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

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

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

**Orichalum Alloy (Ex)** Mythic clockwork goliaths were mostly constructed by ancient builder races and are constructed of strange metal alloys little known in the modern world. Their metallic parts are not subject to rust or corrosion, nor are they subject to magical manipulation. A mythic clockwork goliath is immune to acid and also gains immunity to magic like a golem, ignoring the effects of any spell or spell-like ability that allows spell resistance, except for fire and electricity effects. A clockwork goliath is vulnerable to electricity damage. Heat energy, on the other hand, is absorbed to power their ionic thermal engines, even tapping into minute variations in the ambient environment to replenish its stores. A mythic clockwork goliath targeted with a fire effect heals 1 point of damage for every 3 points of damage the attack would normally have dealt.

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

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

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

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

### CONSTRUCTION

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

### CLOCKWORK GOLIATH

CL 18th; Price 300,000 gp

### CONSTRUCTION

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





## Colour out of Space

*An eerie radiance, a glow unlike anything else, suddenly suffuses the area, bringing with it a stifling sense of latent malignancy.*

MYTHIC COLOUR OUT OF SPACE

CR 12/MR 5

XP 19,200

Pathfinder Roleplaying Game Bestiary 4

CN Huge ooze (alien, incorporeal, mythic, mythos)

**Init** +12; **Senses** blindsense 120 ft.; Perception +18

**Aura** confusing lassitude<sup>MA</sup> (300 ft., DC 23)

### DEFENSE

**AC** 29, touch 29, flat-footed 19 (+11 deflection, +8 Dex, +2 dodge, -2 size)  
**hp** 178 (12d8+124)

**Fort** +11, **Ref** +14, **Will** +10

**Defensive Abilities** amorphous, evasion<sup>MA</sup>, incorporeal; **DR** 10/epic; **Immune** acid, cold, fire, mind-affecting effects, ooze traits, poison, sonic; **SR** 26

**Weaknesses** susceptible to force effects<sup>MA</sup>

### OFFENSE

**Speed** 30 ft., fly 50 ft. (perfect)

**Melee** 2 disintegrating touches<sup>MA</sup> +15 touch (8d6 plus staggered; DC 23)

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

**Special Attacks** disintegrating flow<sup>MA</sup>, feed<sup>MA</sup>, mythic power (5/day, surge +1d8)

### STATISTICS

**Str** —, **Dex** 26, **Con** 24, **Int** 19, **Wis** 23, **Cha** 25

**Base Atk** +9; **CMB** +19; **CMD** 36 (can't be tripped)

**Feats** Dodge<sup>MF</sup>, Improved Initiative, Lightning Reflexes, Mobility<sup>MF</sup>, Spring Attack<sup>MF</sup>, Weapon Finesse

**Skills** Fly +27, Knowledge (geography, nature, planes) +16, Perception +18, Stealth +12

**Languages** Aklo (can't speak)

### ECOLOGY

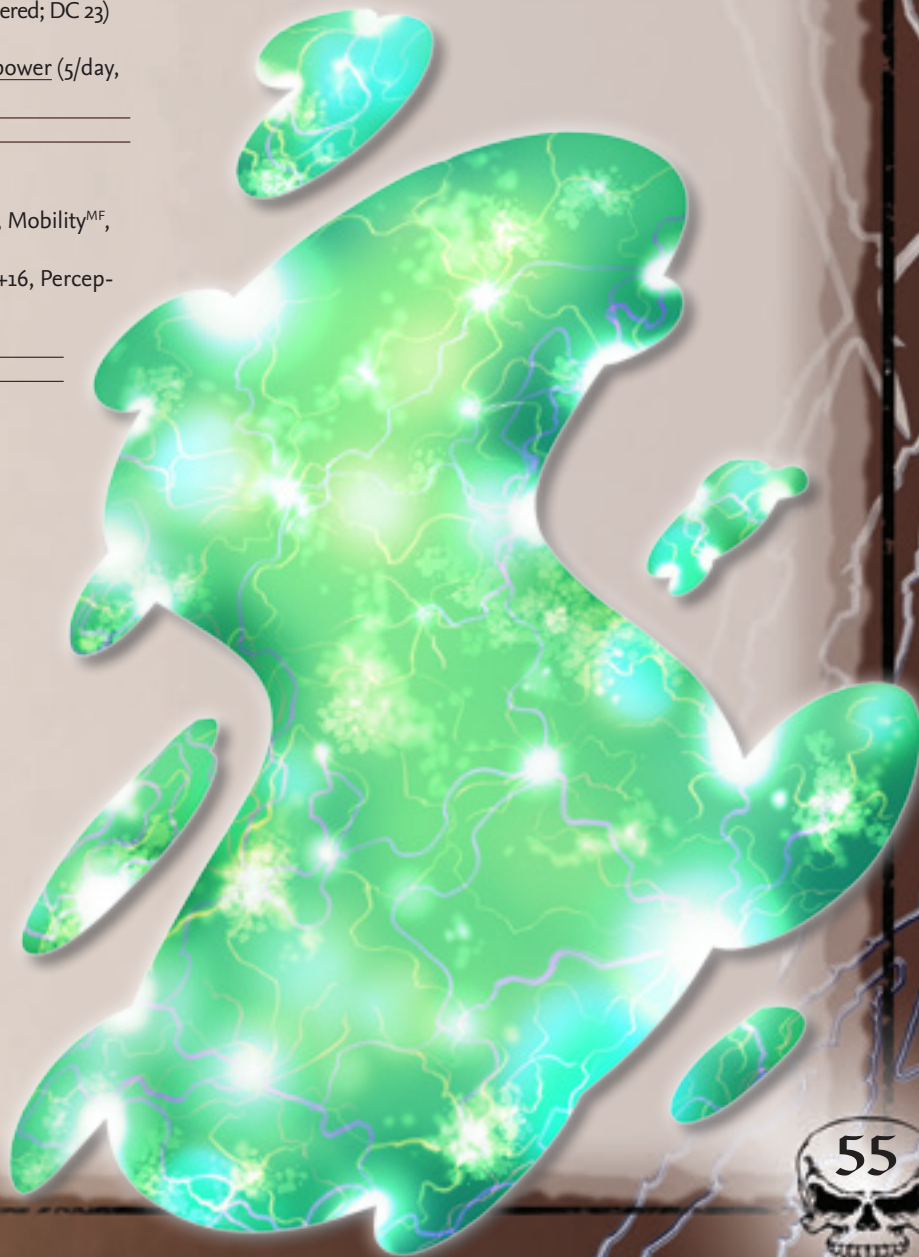
**Environment** any

**Organization** solitary

**Treasure** incidental

### SPECIAL ABILITIES

**Aura of Confusing Lassitude (Su)** A creature within 300 feet of a mythic colour out of space (even when the colour is hiding within a solid object) must succeed at a DC 23 Will save or become overwhelmed with listlessness and ennui. While under this effect, the creature gains the staggered condition, takes a -4 penalty on all Will saving throws, and doesn't willingly travel farther than a mile from the area where it failed its saving throw against that colour's aura of lassitude. If an affected creature is also affected by a compulsion effect, or if a creature or effect attempts to force it outside the aura's area, it becomes confused for 2d4 rounds and interprets that attempt or compulsion effect as an attack. While confused, the staggered condition is suppressed. *Break enchantment* can end the effect with a successful DC 23 caster level check. Every 24 hours, a creature affected by an aura of lassitude can attempt a new DC 23 Will save to cast off the effects of the aura. A creature that succeeds at this saving throw is immune to that colour's aura of lassitude for 24 hours. A creature that is under the effects of an aura of lassitude from a mythic colour out of space can't be further affected by this ability from other colours. This is a mind-affecting effect. The save DC is Charisma-based.





**Disintegrating Flow (Su)** As a full-round action, a mythic colour out of space can move up to its speed and deal damage as per its disintegrating touch attack (DC 23 Fortitude half) against objects and creatures made of flesh and/or bone as it moves through the space they occupy. Targets of a disintegrating flow can make an attack of opportunity, but at a –4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid damage entirely with a successful DC 24 Reflex save. The save DC is Dexterity-based. A mythic colour out of space can only deal damage to each target once per round, no matter how many times its movement takes it through a target creature.

**Disintegrating Touch (Su)** A mythic colour out of space's touch causes a terrible disintegration of flesh and bone, dealing 8d6 points of damage and nauseating the victim with pain for 1 round. A successful DC 23 Fortitude save halves the damage and negates the nauseated condition. A creature reduced to 0 hit points or less by a mythic colour out of space's touch attack must succeed at a DC 23 Fortitude save or be immediately slain and reduced to a pile of fine ash. The save DC is Constitution-based.

**Feed (Su)** A mythic colour can attempt to feed on any living creature or a region of plant life as a standard action. If it feeds on a single creature, the mythic colour must have line of sight and be within 300 feet of the target. If it feeds on a region of plant and animal life, it only needs to be within that region. It can attempt to feed on a region once per week, and upon a living creature at will. Feeding on a region of plant life is automatically successful, blighting that region of plant life as if by a *mythic diminish plants* spell used to stunt growth.

A creature can resist being fed upon by a mythic colour out of space by succeeding at a DC 23 Will save, in which case the creature takes 1 point of Charisma and Constitution damage and the colour must wait 24 hours before attempting to feed on that creature again. If this saving throw fails, the victim takes 1d6 points of Charisma drain and Constitution drain, and the colour can continue making feed attacks against the victim if it so chooses. A creature whose Constitution score is drained to 0 by a mythic colour out of space's feed attack immediately dies, crumbling into a mass of desiccated tissue. The save DC is Charisma-based.

If a mythic colour out of space expends one use of its mythic power as a free action when making a feed attack, it can attempt to feed again on a creature that has already successfully resisted the attack within the last 24 hours. If that creature fails to resist this attack, the mythic colour out of space can continue to make feed attacks against it without mythic power as though it had never resisted. If the creature successfully resists again, the mythic colour out of space must once again expend mythic power to feed upon that creature again within 24 hours.

A creature whose Charisma score is drained to 0 by a mythic colour out of space's feed attack gains the mythic-colour-blighted simple template. Every time a mythic colour successfully feeds on a creature, it gains 1 growth point. A mythic colour out of space can never have more than 100 growth points—it can expend 100 growth points after spending 24 hours concentrating on its growth, and in so doing gains 1 permanent Hit Die.

**Susceptible to Force Effects (Ex)** A colour out of space takes half again as much damage (+50%) from force effects, and takes a –2 penalty on all saving throws to resist force effects. Its aura of lassitude and feed ability is blocked if the colour is completely entrapped by force effects (such as by a windowless cell version of *forcecage* or a *telekinetic sphere*). Unlike its non-mythic counterparts, however, a mythic colour out of space can damage force effects with its disintegrating touch and thus can easily break free of such entrapment.

## MYTHIC-COLOUR-BLIGHTED SIMPLE TEMPLATE (CR +1)

A creature with the mythic-colour-blighted simple template appears hideously deformed and glows with the same unnamable color as the creature that blighted it. A mythic-colour-blighted creature's quick and rebuild rules are the same.

**Rebuild Rules:** A mythic-colour-blighted creature's ability scores are already drained as a result of being fed upon by a mythic colour out of space, but once a creature gains this template it becomes immune to further feed attacks from colours out of space until it loses the mythic-colour-blighted simple template. A Charisma score drained to 0 by a mythic colour out of space's feed attack is raised to 1; otherwise, its ability scores are not altered by this template. In order to remove this simple template from a creature, one only has to restore all of its drained ability scores to normal. As long as a creature suffers the mythic-colour-blighted template, it radiates an aura of lassitude as described below. In addition, it becomes aggressive toward creatures that do not exude the colors of a colour out of space, and gains a +2 bonus on attack rolls and weapon damage rolls against such targets. Every 24 hours, a creature suffering from this simple template must succeed at a DC 12 Fortitude save or crumble into fine, white ash—such a doom means instant death and, for many mythic-colour-blighted creatures, the only chance at escape from a life filled with pain.

**Aura of Lassitude (Su)** A creature within 30 feet of a mythic-colour-blighted creature must succeed at a Will save (with a DC equal to the mythic colour out of space's aura of confusing lassitude) or become overwhelmed with listlessness and ennui. While under this effect, the creature takes a –4 penalty on all Will saving throws, and doesn't willingly travel farther than a mile from the area where it failed its saving throw. A *break enchantment* spell ends the effect, as does removing the victim from within a mile of the area where it failed its saving throw. Every 24 hours, a creature affected by an aura of lassitude can attempt a new Will save to cast off the effects of the aura. A creature that succeeds at this saving throw is immune to that mythic-colour-blighted creature's aura of lassitude for 24 hours. A creature that is under the effects of an aura of lassitude can't be further affected by this ability from other colours or colour-blighted creatures. This is a mind-affecting effect.





# Conqueror Worm

This gigantic eyeless worm is covered with a scarlet crust of oily, scabby flesh. Its great toothless mouth constantly drips bright red slime and looks large enough to swallow a draft horse.

## CONQUEROR WORM

CR 21 / MR 8

XP 409,600

CE Gargantuan outsider (mythic, native)

**Init** +11; **Senses** blindsight 150 ft.; Perception +15

**Aura** stench (DC 27, 10 rounds), *unholy aura*

## DEFENSE

**AC** 41, touch 9, flat-footed 41 (+4 deflection, -1 Dex, +32 natural, -4 size)

**hp** 390 (23d10+264); fast healing 10 (20 in dim light or darkness)

**Fort** +25, **Ref** +19, **Will** +11

**Defensive Abilities** deathless<sup>MA</sup>, **fortification**<sup>MA</sup> (50%); **DR** 15/epic and magic; **Immune** acid, bleed, death effects, disease, mind-affecting effects, paralysis, poison, polymorph; **Resist** cold 20, electricity 20, fire 20; **SR** 36

**Weaknesses** light blindness, vulnerable to sonic attacks

## OFFENSE

**Speed** 40 ft., burrow 40 ft., climb 40 ft., swim 40 ft.

**Melee** bite +33 (5d8+13/19-20/x3 plus grab and scarlet slime), tail slam +33 (5d6+13 plus stunning blow<sup>MA</sup>)

**Space** 20 ft.; **Reach** 15 ft. (30 ft. with prehensile tongue)

**Special Attacks** breath weapon<sup>MA</sup> (120-ft. line, 20d6 half acid, half corruption plus slime, Reflex DC 29 for half, usable every 1d4 rounds), fast swallow<sup>MA</sup>, mythic power (8/day, surge +1d10), mythic magic<sup>MA</sup> (3/day), prehensile tongue, regurgitate<sup>MA</sup>, scarlet slime<sup>MA</sup>, swallow whole (5d8+13 bludgeoning damage plus slime, AC 26, 39 hp)

**Spell-Like Abilities** (CL 23rd; concentration +33)

Constant—*unholy aura*

At will—*control undead* (DC 28), *deeper darkness*, *telekinesis* (DC 25; uses a DC 15 Charisma check for delicate maneuvers)

3/day—*blasphemy* (DC 28), *telepathic bond*

1/week—*cursed earth*<sup>UM</sup> (DC 30)

**Spells Known** (CL 20th; concentration +30)

9th (7/day)—*dominate monster* (DC 29), *energy drain* (DC 30), *soul bind* (DC 30)

8th (7/day)—*horrid wilting* (DC 29), *power word stun*, *symbol of death* (DC 29)

7th (7/day)—*caustic eruption* (DC 27), *symbol of weakness* (DC 28), *waves of exhaustion*

6th (8/day)—*circle of death* (DC 27), *eyebite* (DC 27), *veil* (DC 26)

5th (8/day)—*mass repair undead*<sup>APG</sup>, *nightmare* (DC 25), *symbol of pain* (DC 26), *waves of fatigue*

4th (8/day)—*crushing despair* (DC 25), *dimension door*, *enervation*, *hallucinatory terrain* (DC 24)

3rd (8/day)—*dispel magic*, *ray of exhaustion* (DC 24), *slow* (DC 23), *vampiric touch*

2nd (9/day)—*acid arrow*, *blindness/deafness* (DC 22), *detect thoughts* (DC 22), *invisibility*, *levitate*, *spectral hand*

1st (9/day)—*cause fear* (DC 22), *charm person* (DC 21), *obscuring mist*, *ray of enfeeblement* (DC 22), *repair undead*<sup>APG</sup>

o (at will)—*acid splash*, *bleed* (DC 20), *detect magic*, *disrupt undead*, *ghost sound*, *mending*, *prestidigitation*, *resistance*, *touch of fatigue* (DC 21)

## STATISTICS

**Str** 36, **Dex** 8, **Con** 26, **Int** 7, **Wis** 11, **Cha** 30

**Base Atk** +23; **CMB** +40 (+44 grapple); **CMD** 49 (can't be tripped)

**Feats** Awesome Blow, Cleave<sup>MF</sup>, Critical Focus<sup>MF</sup>, Great Cleave, Improved Critical (bite)<sup>MF</sup>, Improved Initiative<sup>MF</sup>, Lightning Reflexes, Power Attack, Spell Focus (necromancy), Staggering Critical, Weapon Focus (bite), Weapon Focus (tail slam)

**Skills** Bluff +18, Intimidate +29, Knowledge (arcana) +19, Knowledge (planes) +19, Knowledge (religion) +19, Perception +15, Sense Motive +10, Spellcraft +19, Stealth +8

**Languages** Aklo, Undercommon

**SQ** blind, sorcery

## ECOLOGY

**Environment** any underground

**Organization** solitary or cult (1 conqueror worm, 2-5 morghs, 8-18 wights, and 10-30 ghosts)

**Treasure** double

## SPECIAL ABILITIES

**Breath Weapon (Su)** A conqueror worm's breath weapon is a 120-ft. line of scarlet slime that deals 20d6 points of damage (Reflex DC 29 for half). Half of this damage is acid and the other half results directly from the conqueror worm's corruptive power and is not subject to acid resistance or immunity. Creatures damaged by a conqueror worm's breath weapon are subject to its slime attack.

**Deathless Sublimation (Su)** When reduced below 0 hit points, a conqueror worm dissolves into a greasy, scarlet *obscuring mist* saturated with necromantic energy, dissipating after 6 rounds. Creatures entering or beginning their turn within the cloud are affected by the conqueror worm's slime attack each round. A conqueror worm reforms and returns to life 1 hour later with 1 hit point. A conqueror worm can be permanently destroyed by reducing it below 0 hit points points in a *consecrated* or *hallowed* area and casting *miracle*, *wish*, or (if a good-aligned caster) *holy word* before the mist dissipates.

**Prehensile Tongue (Ex)** A conqueror worm can use its long snake-like tongue to manipulate a single tool or magic item, though when it does so it cannot speak nor can it cast spells. Additionally, a conqueror worm that is not currently holding an item with its tongue or holding a victim in its mouth can expend one use of mythic power as a swift action to make a free combat maneuver check against a single Large- or smaller-sized target within 30 feet. If successful, the conqueror worm grabs the target, pulls it adjacent to the conqueror worm, and then receives a free bite attack with a +8 bonus on its attack roll. Creatures pulled in this way do not provoke attacks of opportunity.

**Regurgitate (Ex)** As a free action, a conqueror worm can spit out a single creature it has swallowed whole. The expelled creature lands prone in an adjacent square chosen by the conqueror worm and must succeed on a DC 34 Fortitude save to avoid being dazed for 1 round. A regurgitated victim is subject to the conqueror worm's slime attack. The save DC is Strength-based.

**Scarlet Slime (Su)** A conqueror worm's acidic slime is infused with corruptive power, dealing 5d6 points of damage to creatures bitten. Half of this damage is acid and the other half is untyped corruptive energy, but undead are not harmed by it. Swallowed creatures are affected each round by the worm's scarlet slime, and are coated with it even after they escape (or are regurgitated from) its gullet, taking damage for 1d4 additional rounds or until the creature spends a full-round action scraping off the slime or immerses itself completely in water.



Humanoids that die while coated in slime reanimate 1 round later as undead creatures under the worm's control, becoming ghouls (if the humanoid had 3 HD or fewer), ghouls (4-7 HD), wights (8-13 HD), or mhrgrs (14+ HD). These undead possess none of the abilities they had in life. The worm's slime can create any number of undead, but it can control only 46 HD of undead at a time.

Once per day as a full round action, a conqueror worm can expend one use of mythic power to vomit its slime onto ground containing dead humanoid remains, such as a graveyard or battlefield. One round later, 1d10+8 ghouls and one mythic ghast emerge from the ground to serve it.

**Sorcery (Su)** A conqueror worm casts spells as a 20th-level sorcerer. However, it does not gain a sorcerer's bloodline or any other benefits of the sorcerer class.

**Stunning Blow (Ex)** A creature damaged by a conqueror worm's tail slam attack and any creatures within 5 feet of the targeted creature are knocked prone and stunned for 1 round unless they succeed on a DC 34 Fortitude save. With a successful save, the creatures are only staggered for 1 round. A conqueror worm can expend one use of mythic power as a swift action to make a free additional tail slam attack. The save DC is Strength-based.

Reeking of rot and death, these enormous burrowing horrors have strong ties to the evil deities of corruption, darkness, death, and undeath, who often call them up from the deepest depths of the world to punish hated enemies or those who stray from the faith. These evil worms excrete an acidic scarlet slime that can dissolve creatures and transform humanoid victims into undead minions. These undead minions then defend the conqueror worm and obey its commands. Conqueror worms are extremely rare; there are less than two dozen of the creatures in existence.

Conqueror worms are often found leading cults formed of the undead minions they've created. These fawning minions see the conqueror worm as both a mother-figure and the direct representation of a divine evil power. When not performing some task set to it by the conqueror worm, the undead minions often gather around their "sacred mother" in large numbers, so they can suckle necromantic slime from the creature's flesh and disturbingly embrace and massage the monstrous worm's slimy, scab-covered flesh.

Though less intelligent than most humans, conqueror worms are highly skilled at necromancy and are fonts of necromantic knowledge and profane secrets. When not summoned to shatter a civilization and usher forth apocalyptic ruin, conqueror worms often lair near places infused with powerful necromantic energy, such as evil temples, ancient battlefields and necropolises, and sites where horrific mass murders were committed.

Conqueror worms revel in defacing and desecrating monuments, temples, and burial sites sacred to good-aligned deities and transforming their followers and priests into undead monstrosities. Conqueror worms reserve their deepest antipathy for paladins, whom they consider an irresistible delicacy and a sacred prize. These vile creatures often seek to capture paladins, with the goal of corrupting them and turning them into servants of evil following weeks of cruel ritualistic torture and unspeakable physical and mental abuse.

Conqueror worms are covered in a thick layer of scabby, scarlet flesh. Though they lack eyes, conqueror worms perceive their surroundings by sound and by sensing motion. Though not exceptionally agile, conqueror worms are incredibly flexible and can bring their massive tails down to bash foes that are even standing directly in front of them. Conqueror worms are 40 feet long and nearly 12 feet in diameter. They weigh 15 tons.

### THE MOTHER OF WORMS

Conqueror worms are immortal and continue to grow over the long centuries. Though most of these creatures perish by violence, one conqueror worm has grown to truly legendary proportions. Dubbed the Mother of Worms, this conqueror worm is the oldest and most powerful of its kind. Rumored to be the unwholesome progeny of a long dead goddess of death and the undead, the Mother of Worms is epic in both size and power (CE conqueror worm oracle 12; add the advanced and giant simple templates and the invincible mythic template). Mercifully, the Mother of Worms has not appeared on the surface of the world for nearly four thousand years. She seems content to remain in the deepest depths of the world's subterranean reaches in a great continent-sized cavern, where thousands of undead minions swarm about her and slurp scarlet slime from her massive, slumbering form.





# Couatl

This great serpent has multicolored wings and eyes that glimmer with intense awareness.

MYTHIC COUATL CR 12/MR 5

XP 19,200

Pathfinder Roleplaying Game Bestiary

LG Large outsider (mythic, native)

Init +12<sup>MF</sup>; Senses darkvision 60 ft., detect chaos/evil/good/law; Perception +23

## DEFENSE

AC 27, touch 13, flat-footed 23 (+3 Dex, +1 dodge, +14 natural, -1 size)

hp 188 (12d10+122)

Fort +10, Ref +13, Will +14

DR 10/epic

## OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee bite +16 (1d8+5 plus grab and poison), 2 wings +11 (1d6+2)

Space 10 ft.; Reach 5 ft.

Special Attacks constrict (1d8+5), ether drop<sup>MF</sup>, feathered serpent<sup>MF</sup>, mythic power (7/day, surge 1d8), sacred poison<sup>MAF</sup>, spitting snake<sup>MAF</sup>, transcendent coils<sup>MAF</sup>, whipping wings<sup>MA</sup>

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

Constant—detect chaos, detect evil, detect good, detect law

At will—alter self, detect thoughts (DC 16), ethereal jaunt (CL 16th), invisibility, plane shift (DC 21), share language

Spells Known (CL 9th; concentration +13)

4th (5/day)—charm monster<sup>MS</sup> (DC 18), freedom of movement

3rd (7/day)—deep slumber<sup>MS</sup> (DC 17), magic circle against evil, summon monster III

2nd (7/day)—cure moderate wounds, eagle's splendor, scorching ray<sup>MS</sup>, silence (DC 16)

1st (7/day)—divine favor, endure elements, mage armor<sup>MS</sup>, obscuring mist, true strike

o (at will)—daze, disrupt undead, light, ray of frost, read magic, resistance, stabilize

## STATISTICS

Str 20, Dex 16, Con 22, Int 17, Wis 19, Cha 19

Base Atk +12; CMB +18 (+22 grapple); CMD 32 (can't be tripped)

Feats Alertness, Dodge, Empower Spell, Eschew Materials<sup>B</sup>, Extra Mythic Power<sup>MF</sup>, Improved Initiative<sup>MF</sup>, Iron Will, Lightning Reflexes, Mythic Spell Lore<sup>MF</sup>

Skills Acrobatics +18, Bluff +10, Diplomacy +19, Fly +20, Knowledge (arcana) +9, Knowledge (religion) +12, Perception +23, Sense Motive +15, Spellcraft +15, Survival +16, Use Magic Device +19

Languages Celestial, Common, Draconic; telepathy 100 ft.

SQ messenger of the gods<sup>MF</sup>

## ECOLOGY

Environment warm forests

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

Treasure standard

## SPECIAL ABILITIES

**Spells** A couatl casts spells as a 9th-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 couatl, meaning that the creature does not need a divine focus to cast them.

**Ether Drop (Su)** Whenever a mythic couatl falls, it can expend one use of its mythic power as an immediate action to become ethereal (as *ethereal jaunt*) just before hitting the ground, avoiding falling damage. It can do this even if it is unconscious or otherwise unable to take actions by expending two uses of its mythic power. When a mythic couatl successfully grapples a flying creature of its own size or smaller, its target cannot use its own wings to fly and falls. The mythic couatl can fall with the grappled creature, triggering this ability just before impact with the ground so that the formerly grappled creature takes falling damage but it does not. If the grappled creature is using magical flight, it does not fall unless the couatl's weight of 1,800 pounds exceeds its heavy load. A mythic couatl is staggered for 1d3 rounds after using this maneuver.

**Feathered Serpent (Ex)** A mythic couatl gains two wing buffet attacks, and on a successful hit the target is dazzled until the end of the mythic couatl's next turn. If the couatl hits the same target with both wings, it gains concealment against that target until the end of its next turn. The mythic couatl gains a +2 circumstance bonus on attack rolls against targets dazzled by its feathers.

**Messenger of the Gods (Sp)** A mythic couatl is seen as a divine messenger, and its words are laced with divine authority. It can use alter self and *share language* at will as spell-like abilities. In addition, a mythic couatl can expend one use of its mythic power as a full-round action to use *overwhelming presence* (DC 23) as a spell-like ability against a single creature that understands its speech.

**Poison (Ex)** Injury—bite; save Fortitude DC 22; frequency 1/minute for 10 minutes; effect 1d4 Str; cure 2 consecutive saves. The DC is Constitution-based.

**Sacred Poison (Su)** A mythic couatl's poison is highly virulent against creatures with the evil subtype, bypassing their poison immunity and increasing the poison's frequency to 1/round for 10 rounds. In addition, on a successful bite attack against such a creature a mythic couatl can expend one use of its mythic power as a swift action to use *accelerate poison* (DC 22 Fortitude negates) or *pernicious poison* on the target before resolving the effect of its poison. This is considered a supernatural effect but otherwise functions as the spell in question.

**Spitting Snake (Ex)** A mythic couatl may spit its poison at a single target as a ranged touch attack with a range of 30 feet, or affecting all creatures within a 15-foot line or 10-foot cone-shaped burst (no attack roll required). When it spits its venom, the save DC is decreased by 2 but any creature failing its save is blinded for 1d4 rounds.

**Transcendent Coils (Su)** A creature grappled by a mythic couatl is affected as *dimensional anchor*. In addition, creatures adjacent to a mythic couatl are drawn in by a planar rippling that suppresses teleportation effects unless their creator succeeds on a DC 23 caster level check. A mythic caster can add her mythic tier on this check.



## MYTHIC PSIONIC COUATL

A mythic psionic couatl has identical statistics in most respects, but gains the psionic subtype and replaces Knowledge (arcana) and Mythic Spell Lore with Knowledge (psionics) and Mythic Powers Known. In addition, it replaces a standard couatl's spells and spell-like abilities with the following:

### Psi-Like Abilities (ML 9th; concentration +13)

Constant—*aura sight*

At will—*minor metamorphosis*, *empathy* (DC 16), *ethereal passage* (CL 16th), *cloud mind*, *planar travel* (DC 21), *share language*

### Telepath Powers Known (ML 9th; concentration +13); 87 pp

4th—*charm monsters*<sup>MS C</sup> (DC 18), *slip the bonds*

3rd—*magic circle against evil*<sup>C</sup>, *summon monster III*<sup>C</sup>

2nd—*animal affinity*, *concealing amorphia*, *control sound*, *cure moderate wounds*<sup>C</sup>, *energy missile*<sup>MS</sup>

1st—*endure elements*<sup>C</sup>, *inertial armor*<sup>MS</sup>, *offensive precognition*, *inevitable strike*, *obscuring mist*<sup>C</sup>, *slumber*<sup>MS</sup>

o—*detect psionics*, *disrupt undead*<sup>C</sup>, *energy splash*, *my light*

## SPECIAL ABILITIES

**Psionics** A couatl manifests powers as a 9th-level psion, but can manifest spells from the cleric list as well as those normally available to a psion. Cleric spells are considered psionic powers for a couatl, meaning that the creature does not need a divine focus to cast them. Cleric spells manifested as psionic powers cost a number of power points that a power of the spell level would normally require (7 power points for a 4th level power, etc.) Cleric spells are denoted with a <sup>C</sup>.





# Crassodov

*This lean lupine humanoid rises from a crouch on back-bending knees up to a towering height, its white fur flecked with foam and old blood and its armor hammered into anguished faces. It hefts a great axe with accustomed ease.*

## CRASSODOV

CR 5/MR 2

XP 1,600

CN Medium monstrous humanoid (mythic)

Init +2; Senses darkvision 60 ft., scent; Perception +11

## DEFENSE

AC 22, touch 12, flat-footed 20 (+6 armor, +2 Dex, +4 natural)

hp 71 (6d10+38)

Fort +5, Ref +7, Will +7

DR 5/epic

## OFFENSE

Speed 40 ft.

Melee mwk greataxe +11/+6 (1d12+6/x3), bite +10 (1d6+6)

Ranged mwk composite longbow +9/+4 (1d8+4/x3)

Special Attacks anarchic axe<sup>MA</sup>, blood rage, elf eater<sup>MA</sup>, favored foes, mythic power (2/day, surge +1d6)

## STATISTICS

Str 19, Dex 15, Con 17, Int 11, Wis 14, Cha 13

Base Atk +6; CMB +10; CMD 22

Feats Cleave<sup>MF</sup>, Furious Focus, Power Attack

Skills Climb +10, Intimidate +6 (+10 vs. dwarves), Perception +11 (+15 vs. dwarves), Stealth +10, Survival +10 (+14 vs. dwarves), Swim +7

Languages Dwarven, Elven, Urruti

SQ martial training, riftwalker<sup>MA</sup>

Other Gear masterwork breastplate

## ECOLOGY

Environment cold or temperate forests and hills

Organization solitary, pair, or pack (3–12)

Treasure standard (masterwork breastplate, masterwork greataxe, masterwork composite longbow [+4 Str] with 20 arrows)

## SPECIAL ABILITIES

**Anarchic Axe (Su)** Three times per day as a free action, a crassodov can grant its axe the *anarchic* weapon property. If the crassodov confirms a critical hit against a lawful-aligned target while using its anarchic axe, it gains one additional daily use of this ability. If the crassodov expends one use of its mythic power, its axe gains the *keen* property (though only against lawful creatures) for 1 minute.

**Elf Eater (Ex)** While enraged, including its blood rage ability or any other effect that causes rage, a crassodov's latent hatred for elves comes to the surface and it gains the same bonuses against elves as it gains against dwarves from its favored foes ability. If an elf is within 30 feet while a crassodov is raging, it has a 25% chance each round to abandon any other targets (except for dwarves or other elves) and attack that elf (or a random elf, if more than one is within 30 feet). If an elf within 30 feet is taking bleed damage, this chance is increased to 50%.

**Favored Foes (Ex)** Crassodovs were born and bred to hunt and kill dwarves and gain a +4 bonus on Intimidate, Perception, and Survival checks and on attack and damage rolls made against dwarves. Crassodovs gain a +4 bonus on saving throws against mind-affecting effects created by dwarves, and dwarves take a -4 penalty on Charisma checks and Charisma-based skill checks made against them.

Crassodovs are expert hunters of dwarves, able to detect them by scent at twice the normal range. They can move at normal speed while using Survival to follow dwarf tracks without taking the normal -5 penalty, or with only a -10 penalty (instead of the normal -20) when moving at up to twice normal speed while tracking dwarves.

**Martial Training (Ex)** Crassodovs are proficient with light and medium armor and all simple and martial weapons. They move at normal speed in medium armor and can sleep in medium armor without becoming fatigued, and they reduce the armor check penalty for light or medium armor by 2.

**Riftwalker (Su)** Crassodovs hail from a world of collapsing interplanar rifts, and they can see and attack ethereal creatures without difficulty. In addition, they can teleport up to 60 feet per day as a move action. This teleportation must be used in 5-foot increments, and such movement does not provoke attacks of opportunity. The crassodov must have line of sight to its destination to use this ability. If the crassodov expends one use of its mythic power when activating this ability, it gains tremorsense 30 feet until the end of its turn and can teleport to a location it cannot see as long as it is within range of its tremorsense.





Crassodovs are lupine humanoids that live on the far fringes of society, mostly keeping to themselves but raiding settled areas as hunger or greed drives them. They are not vicious creatures, but are dangerous in the extreme when provoked, including when finding themselves face-to-face with enemies they were bred to hate and to destroy. Crassodovs stand between 8 and 9 feet tall, and weigh over 300 pounds.

## ECOLOGY

Crassodovs are primarily carnivorous, though they can subsist on an omnivorous diet at need. They enjoy fermented drinks, including *kumiss* (fermented milk) and black wines fermented with blood. They are avid hunters, hunting as often for sport as for sustenance, and they often collect grisly trophies from their kills. Their lairs are often decorated with antlers, skulls, and skins of particularly choice targets. Crassodovs prefer daily meals, but at need they can gorge themselves when food is abundant, allowing them to rest in a fatigued torpor for extended periods when food is scarce.

## HABITAT AND SOCIETY

Crassodovs are anthropomorphic beast-men bred millennia ago on a distant Material Plane as living weapons, champions of primal chaos in service of the elven empires of that world in their endless wars against the order-obsessed dwarven kingdoms and their servants. In a world dominated by unstable rifts and portals, they were imbued with supernatural power to tap into the ambient chaos and to slide through riftspace to move from place to place, and they were deadly footsoldiers who fell by the thousands as their creators hurled them into the breach against their dwarven foes. The Chaos Wars ended only when the radical rift-shaping by war-wizards on both sides so destabilized the rifts that the Material Plane collapsed in on itself, annihilating most inhabitants of the plane while ejecting a tiny remnant of survivors through rift singularities into other Material Planes. Among these survivors, an expeditionary force of crassodov packs found themselves in another Material Plane not dissimilar from their home, though far more stable. The expedition rapidly broke down into squabbling over leadership, and dozens of independent packs have since made their own way in the world.

Crassodovs were life-shaped into existence as living soldiers and still holding onto their ancient programming even though their kind has now outlived their ancient masters. They roam in small packs, hunting and keeping to themselves and generally resisting efforts to draw them into alliance and force them to fight in service to others. While their violent loathing for dwarves has been deeply imprinted on their psyches, their racial narrative in the long years of their exile has given rise to an equally deep detestation of the elves that mutated them with their dark chaos-magics and compelled them to fight and die in wars that were not their own, culminating in an apocalypse that destroyed the world of their birth. Their psychogenetic programming of servility towards elves makes it hard for them to give voice to this hatred, but in moments of raw emotional release they can turn murderous towards elves, whether friend or foe.

Crassodovs highly value freedom, and while mastery within a pack is typically determined by strength, courage, and daring, individuals always have freedom to come and go and form their own packs. Lone crassodovs may hire out as mercenaries and bounty hunters, and some also seek out work as wilderness explorers. They generally despise weakness and those unable to fend for themselves in the wild, and many packs have turned to brigandry, hunting and robbing those that venture into their domain. These bloodthirsty hunters are sometimes mistaken for werewolves, though silver weapons are of no use against them. A smaller number of packs and lone crassodovs appoint themselves as sentinels and protectors of the wild and wanderers therein. They often go about hooded and crouching to conceal their identity.

Blacksmiths are highly honored among crassodovs and are generally held sacrosanct even in clan feuds. They are responsible for maintaining and replicating the designs of crassodov axes and armor in the traditions of their home world, which they call *Urruti*, "The Lost." If it has a true name, they do not share it with outsiders, nor do they teach their language (which they also call *Urruti*), but their metalwork is decorated with effigies of legendary heroes or locations from ages long past. They generally avoid contact with other races not only because of their fear of being enslaved or controlled, but also because they fear cultural contamination and loss of the racial memory of their ancient home. Lone crassodovs that involve themselves too much in the affairs of other races are typically shunned by their fellows, branded as *simbida* or "not-people," unwelcome among the clans.



# Demilich

*Glittering jewels encrust this leering skull as it floats up into the air on a swirling vortex of dust and shimmering magic.*

## MYTHIC DEMILICH

CR 17/MR 7

XP 102,400

Pathfinder Roleplaying Game Bestiary 2

NE Tiny undead (mythic)

**Init** +14/−6<sup>MF</sup>, dual initiative; **Senses** darkvision 60 ft., *true seeing*; Perception +29

## DEFENSE

**AC** 34, touch 23, flat-footed 30 (+3 Dex, +1 dodge, +11 natural, +7 profane, +2 size)

**hp** 228 (15d8+161)

**Fort** +18, **Ref** +17, **Will** +23

**Defensive Abilities** channel resistance +5, devour spell<sup>MA</sup>, fortification (50%)<sup>MA</sup>, rejuvenation<sup>MA</sup>, unholy grace; **DR** 20/—; **Immune** acid, cold, electricity, magic, polymorph, undead traits

**Weaknesses** vorpal susceptibility

## OFFENSE

**Speed** fly 30 ft. (perfect)

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

**Special Attacks** devour soul<sup>MA</sup>, **mythic power** (7/day, surge +1d10), *mythic spell-like abilities*<sup>MA</sup>, obliterating wail<sup>MA</sup>

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

Constant—*true seeing*

At will—*greater major curse* (DC 26)<sup>MA</sup>, *telekinesis* (DC 21), *wail of the banshee* (20-ft.-radius spread centered on the mythic demilich; DC 26)

## STATISTICS

**Str** 6, **Dex** 17, **Con** —, **Int** 23, **Wis** 20, **Cha** 25

**Base Atk** +11; **CMB** +12; **CMD** 30

**Feats** Ability Focus (devour soul), Alertness<sup>MF</sup>, Defensive Combat Training, Dodge, Flyby Attack<sup>B</sup>, Improved Initiative<sup>MF</sup>, Iron Will<sup>MF</sup>, Lightning Reflexes<sup>MF</sup>, Mobility Skills Bluff +22, Fly +23, Knowledge (arcana) +24, Knowledge (dungeoneering) +21, Knowledge (history) +21, Knowledge (planes) +21, Knowledge (religion) +19, Perception +29, Sense Motive +29, Spellcraft +24, Stealth +29

**Languages** Abyssal, Aklo, Common, Draconic, Giant, Infernal, Necril

**SQ** unholy awareness

## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** triple

## SPECIAL ABILITIES

**Devour Soul (Su)** As a standard action with a range of 300 feet, a mythic demilich can imprison the soul of one living creature within one of 10 special gems embedded in its skull. Alternatively, a mythic demilich can expend one use of mythic power to target two living creatures that are within 30 feet of each other. If a target succeeds at a DC 26 Fortitude save, it gains three permanent negative levels. If it fails, its soul is immediately drawn into one of the gems in the mythic demilich's skull. The soul remains trapped within the gem, visible as but a gleam except under *true seeing*. The soul-

less body corrupts and decays rapidly, reducing to dust in a single round. As long as the dead creature's soul remains trapped in the gemstone, it cannot be restored to life via any means save direct divine intervention. Gems with souls trapped in them can be retrieved from a destroyed mythic demilich, at which point they can either be crushed to release any souls within to their afterlife or used in the place of the usual material components to restore the soul and body with *resurrection* or *true resurrection*. After one hour, the mythic demilich can choose to consume any soul trapped in a gem, healing it 1d6 hit points per Hit Die of the soul, at which point only *miracle* or *wish* can restore the dead creature to life. The save DC is Charisma-based, and includes a +2 bonus for the Ability Focus feat.

**Devour Spell (Su)** A mythic demilich can expend one use of mythic power as an immediate action to attempt to counter a spell as if the mythic demilich cast *mythic dispel magic*.





**Greater Major Curse (Sp)** This spell-like ability functions like *major curse*, but can have one of the following effects: –12 to one ability score; –6 to two ability scores; –8 penalty on attack rolls, saves, and checks; or a 25% chance to act normally. This ability is treated as a 9th-level spell. Additionally, a mythic demilich can expend one use of mythic power to cast a quickened version of this spell-like ability.

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

- A *dispel evil* spell deals 2d6 points of damage, with no saving throw.
- *Holy smite* affects a mythic demilich normally.
- A *power word kill* spoken by an ethereal caster deals 50 points of damage to the mythic demilich if it fails a Fortitude save (with a DC determined as though the spell allowed a saving throw).
- A *shatter* spell deals 1d6 points of damage per two caster levels (maximum 10d6), with no saving throw.

**Obliterating Wail (Su)** Creatures killed by a mythic demilich's *wail of the banshee* spell-like ability immediately crumble to dust, at which point only *miracle* or *wish* can restore the dead creature to life.

**Rejuvenation (Su)** A destroyed mythic demilich reforms in 2d6 hours. To permanently destroy a mythic demilich, holy water must be poured over its remains within the area of a *hallow* spell. To complete the destruction, *holy word* or *dispel evil* must be cast. If the caster succeeds at a caster level check with a DC equal to 15 + the mythic demilich's Hit Dice, the mythic demilich is permanently destroyed.

**Telekinetic Storm (Su)** As a special use of its *telekinesis* spell-like ability, a mythic demilich can churn up its treasure, dust, bones, and other loose debris in the area into a whirling storm about its skull. The storm obscures vision as a *fog cloud* within a 20-foot spread centered on the mythic demilich's skull. Creatures within the storm take 12d6 points of damage per round on the mythic demilich's turn (Reflex DC 20 for half damage). The mythic demilich can maintain the storm indefinitely by concentrating.

**Unholy Awareness (Ex)** A mythic demilich does not suffer from a nonmythic demilich's torpor.

**Unholy Grace (Su)** A mythic demilich gains a bonus on saves and a profane bonus to AC equal to its Charisma modifier.

**Vorpal Susceptibility (Ex)** Only epic vorpal weapons ignore a mythic demilich's damage reduction. Other abilities that normally bypass damage reduction, such as a paladin's *smite evil* or a mythic champion's *fleet charge*, do not apply against a demilich unless the attacker is wielding a vorpal weapon.

## Demodand, Shaggy

*This toad-faced humanoid is bloated and swollen, with folds of obsidian skin hanging down beneath two immense bat wings.*

MYTHIC SHAGGY DEMODAND

CR 23/MR 9

XP 819,200

Pathfinder Roleplaying Game Bestiary 3

CE Medium outsider (chaotic, demodand, evil, extraplanar, mythic)

**Init** +20<sup>M</sup>/+0, dual initiative<sup>MA</sup>; **Senses** blindsense 30 ft., darkvision 60 ft., *detect good*, *detect magic*, faith sense<sup>MA</sup>, *see invisibility*; Perception +36

**Aura** channel blocking (50 ft., DC )

### DEFENSE

**AC** 41, touch 17, flat-footed 34 (+7 Dex, +24 natural)

**hp** 352 (25d10+215)

**Fort** +19, **Ref** +17, **Will** +18; +8 vs. divine spells; second save<sup>MA</sup>

**Defensive Abilities** block attacks<sup>MA</sup>; **DR** 15/epic, good and magic;

**Immune** acid, poison; **Resist** cold 10, fire 10; **SR** 34

### OFFENSE

**Speed** 40 ft., fly 50 ft. (average)

**Melee** +2 *unholy morningstar* +38/+33/+28/+23 (1d8+13), bite +34 (2d6+5), claw +34 (1d6+5) or bite +36 (2d6+11), 2 claws +36 (1d6+11)

**Special Attacks** daunting presence<sup>MA</sup>, faith-destroying strike<sup>MA</sup>, *mythic power* (9/day, surge +1d10), *mythic spell-like abilities*<sup>MA</sup>, *smite faith*<sup>MA</sup>

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

Constant—*detect good*, *detect magic*, *see invisibility*

At will—*detect thoughts* (DC 19), *fear* (DC 21), *gaseous form*, *greater dispel magic*, *invisibility* (self only), *magic circle against good*

3/day—empowered *cloudkill* (DC 22), *fog cloud*, quickened *ray of enfeeblement* (DC 18), *stinking cloud* (DC 20)

1/day—*blasphemy* (DC 24), *chaos hammer* (DC 21), *mass charm monster* (DC 25), *summon* (level 6, 1d6 tarry demodands or 1d4 slimy demodands 60%)

### STATISTICS

**Str** 33, **Dex** 24, **Con** 21, **Int** 19, **Wis** 18, **Cha** 24

**Base Atk** +25; **CMB** +36; **CMD** 53

**Feats** Alertness, Cleave<sup>MF</sup>, Combat Casting, Combat Reflexes<sup>MF</sup>, Empower Spell-Like Ability (*cloudkill*), Flyby Attack, Great Cleave, Improved Initiative<sup>MF</sup>, Intimidating Prowess<sup>MF</sup>, Lightning Reflexes, Multiattack, Power Attack<sup>MF</sup>, Quicken Spell-Like Ability (*ray of enfeeblement*)

**Skills** Acrobatics +35 (+39 when jumping), Bluff +30, Diplomacy +30, Fly +35, Intimidate +46<sup>M</sup>, Knowledge (arcana) +26, Knowledge (planes) +15, Knowledge (religion) +15, Perception +36, Sense Motive +36, Spellcraft +29, Use Magic Device +32

**Languages** Abyssal, Celestial, Common

**SQ** blasphemous soul<sup>MA</sup>

### ECOLOGY

**Environment** any (Abyss)

**Organization** solitary or warband (1 mythic shaggy demodand plus 2–5 tarry demodands)

**Treasure** double (+2 *unholy morningstar*, other treasure)





#### SPECIAL ABILITIES

**Aura of Channel Blocking (Su)** A mythic shaggy demodand radiates an aura in a 40-foot radius that blocks channeling. Any creature in this area that attempts to channel positive or negative energy, such as by casting a cure or inflict spell, or by using a channel energy class feature, must succeed at a DC 29 Will save or fail in the attempt and lose that spell or that use of the ability. The save DC is Charisma-based.

**Daunting Presence (Su)** As a standard action three times per day, a mythic shaggy demodand can make an Intimidate check to demoralize all opponents in a 30 ft. radius that can see or hear it. If any target would be shaken for 4 or more rounds, that target is instead frightened for 1 or more rounds (the shaken duration less 3 rounds). A mythic shaggy demodand can expend one use of mythic power as a swift action to advance the fear condition of opponents affected by its daunting presence by one step: shaken creatures become frightened, and frightened creatures become panicked. In addition, any creature capable of casting divine spells that is affected by a mythic shaggy demodand's daunting presence must succeed at a DC 29 Will save or be unable to cast any divine spells or use any divine spell-like abilities for 1 round. This is a mind-affecting fear effect and the save DC is Charisma-based.

**Faith-Shattering Strike (Su)** The effects

of a mythic shaggy demodand's faith-stealing strike last 1d6 rounds, and a non-mythic creature failing its save loses a random prepared divine spell (or spell slot) of the highest level it can cast, as though the spell had been cast without effect. When a mythic shaggy demodand's natural attack or melee weapon damages a creature capable of casting divine spells, or using divine spell-like abilities, that creature must make a DC 29 Will saving throw or be unable to cast any divine spells for 1d3 rounds. In addition, a non-mythic creature that fails its saving throw loses the use of one of its prepared or known divine spells for 1 minute. The spell lost is random, but it is always of the highest level that the creature can currently cast. The save DC is Charisma-based.

**Faith Sense (Su)** A mythic shaggy demodand automatically senses whether any creature in a 40 ft. radius has any divine spellcasting or spell-like abilities, and the strength of the most powerful spell or spell-like ability the creature currently has available for use.

**Smite Faith (Su)** As a swift action up to seven times per day, a mythic shaggy demodand can choose one target within sight to smite. If this target has divine spellcasting or spell-like abilities, the mythic shaggy demodand's attacks automatically bypass any DR the creature might possess, and it adds its Charisma bonus to its attack rolls and its HD to its damage rolls against that target. If the target of smite faith is an outsider with the good subtype, the bonus to damage on the mythic shaggy demodand's first successful attack increases to twice its HD. If the mythic shaggy demodand targets a creature that does not possess divine spellcasting or spell-like abilities, the smite is wasted with no effect. The smite faith effect remains for up to 10 minutes but ends if the target of the smite is slain.





## Demodand, Slimy

*This muscular, frog-headed humanoid has tattered flesh hanging from its bat-like wings and is covered in a viscous slime.*

MYTHIC SLIMY DEMODAND

CR 20/MR 8

XP 307,200

Pathfinder Roleplaying Game Bestiary 3

CE Medium outsider (chaotic, demodand, evil, extraplanar, mythic)

**Init** +5; **Senses** darkvision 120 ft., *detect good*, *detect magic*, *see invisibility*; **Perception** +2

**Aura** channel-stealing<sup>MA</sup> (20 ft., DC 24), stench (DC 27, 1d6 rounds)

### DEFENSE

**AC** 41, touch 14, flat-footed 37 (+8 armor, +4 Dex, +19 natural)

**hp** 342 (21d10+227)

**Fort** +19, **Ref** +14, **Will** +14; +8 vs. divine spells

**DR** 10/epic, good, and magic; **Immune** acid, poison; **Resist** cold 10, fire 10; **SR** 31

### OFFENSE

**Speed** 20 ft., fly 40 ft. (average)

**Melee** bite +31 (1d10+10 plus 2d6 acid), 2 claws +31 (2d6+15/19–20 plus 2d6 acid and grab)

**Special Attacks** acid, caustic agony<sup>MA</sup> (DC 27), crushing demoralization<sup>MA</sup>, dread claws, faith-stealing strike<sup>MA</sup> (DC 24), rend<sup>MA</sup> (2 claws, 2d6+15), where is your god now?<sup>MA</sup> (DC 24)

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

Constant—*detect good*, *detect magic*, *freedom of movement*<sup>MA</sup>, *see invisibility*

At will—*detect thoughts* (DC 16), *fear* (DC 18)

3/day—*acid fog*, *greater dispel magic*

1/day—*summon* (level 6, 1d4 tarry demodands 50%)

### STATISTICS

**Str** 30, **Dex** 20, **Con** 25, **Int** 14, **Wis** 15, **Cha** 19

**Base Atk** +21; **CMB** +31 (+35 grapple); **CMD** 46 (56 vs. grapple)

**Feats** Bleeding Critical<sup>MF</sup>, Blind-Fight, Critical Focus<sup>MF</sup>, Flyby Attack, Greater Vital Strike, Improved Critical (claw), Improved Vital Strike, Intimidating Prowess<sup>MF</sup>, Lightning Reflexes, Power Attack<sup>MF</sup>, Vital Strike

**Skills** Acrobatics +9 (+5 when jumping), Bluff +28, Climb +17, Escape Artist +15, Fly +23, Intimidate +38, Knowledge (arcana) +13, Knowledge (planes) +13, Sense Motive +26, Spellcraft +20, Stealth +23, Survival +20; **Racial Modifiers** +10 Escape Artist

**Languages** Abyssal, Celestial, Common

**SQ** blasphemous soul<sup>MA</sup>

**Gear** +2 mithral breastplate

### ECOLOGY

**Environment** any (Abyss)

**Organization** solitary or slaving party (1 mythic slimy demodand, 1d4 non-mythic slimy demodands, and 2–12 tarry demodands)

**Treasure** standard (+2 mithral breastplate, other treasure)

### SPECIAL ABILITIES

**Acid (Su)** A mythic slimy demodand is coated in an ever-dripping layer of acid that deals an extra 2d6 points of acid damage on a successful natural attack. In addition, opponents that successfully strike a mythic slimy demodand with an unarmed strike or natural attack take 2d6 points of acid damage

**Aura of Channel-Stealing (Su)** A creature channeling positive or negative energy or casting cure and inflict spells within 20 feet of a mythic slimy demodand must succeed at a DC 24 Will save or the demodand absorbs and negates the effect and gains the benefits of *greater heroism* for 1d6 rounds. The duration stacks if it absorbs multiple such effects. The save DC is Charisma-based.

**Caustic Agony (Ex)** A creature damaged by a mythic slimy demodand's acid while taking bleed damage is stunned with pain for 1 round (DC 27 Fortitude negates). Non-mythic creatures are sickened 1 round on a successful save. The save DC is Constitution-based.

**Crushing Demoralization (Ex)** Creatures a mythic slimy demodand demoralizes with an Intimidate check are dazed for 1 round. Once per hour, it can expend one use of mythic power to enslave a creature, as *dominate monster* (DC 24 Will negates). A non-mythic target is affected as *crushing despair* for 1d6 rounds on a successful save. The save DC is Charisma-based.

**Dread Claws (Ex)** A mythic slimy demodand adds 1-1/2 times its strength bonus on all attack rolls made when using its claws.

**Faith-Stealing Strike (Su)** The effects of a mythic slimy demodand's faith-stealing strike last 1d6 rounds, and it can expend one use of mythic power as a swift action to force its opponent roll twice on its Will save, using the lower result.

**Where is Your God Now? (Su)** Once per day, a mythic slimy demodand can expend two uses of mythic power as a standard action to curse a creature whose ability to cast divine spells is suppressed, tripling the duration of the effect suppressing its spellcasting. The target also must succeed at a DC 24 Will save or take a –4 penalty on attack rolls, saving throws, skill checks, and ability checks and cannot benefit from conjuration (healing) effects for as long as they are unable to cast divine spells. The save DC is Charisma-based.





# Demodand, Tarry

*This lithe, toothy creature's jet-black skin looks like living tar, and ooze drips from the claws that cap its long arms.*

## MYTHIC TARRY DEMODAND

CR 16/MR 6

XP 76,800

Pathfinder Roleplaying Game Bestiary 3

CE Medium outsider (chaotic, demodand, evil, extraplanar, mythic)

**Init** +9/-11 dual initiative<sup>MA</sup>; **Senses** darkvision 120 ft., *detect good*, *detect magic*, faith sense<sup>MA</sup>; **Perception** +22

## DEFENSE

**AC** 32, touch 13, flat-footed 29 (+6 armor, +3 Dex, +13 natural)

**hp** 249 (18d10+150)

**Fort** +16, **Ref** +11, **Will** +12; +8 vs. divine spells

**Defensive Abilities** block attacks<sup>MA</sup>; **DR** 10/epic, good and magic;

**Immune** acid, poison; **Resist** cold 10, fire 10; **SR** 27

## OFFENSE

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

**Melee** mwk short sword +28/+23/+18/+13 (1d6+10/19-20), mwk

short sword +28/+23/+18 (1d6+5/19-20), bite +23 (1d8+5)

**Special Attacks** entangling adhesion<sup>MA</sup>, faith-destroying strike<sup>MA</sup>, mythic power (6/day, surge +1d8), smite faith<sup>MA</sup>

**Spell-Like Abilities** (CL 13th; concentration +24)

Constant—*detect good*, *detect magic*

3/day—*dispel magic*

1/day—*chaos hammer* (DC 17), *summon* (level 4, 1d2 tarry demodands 40%)

## STATISTICS

**Str** 30, **Dex** 21, **Con** 20, **Int** 12, **Wis** 13, **Cha** 19

**Base Atk** +18; **CMB** +28; **CMD** 43 (47 vs. disarm)

**Feats** Combat Reflexes, Greater Two-Weapon Fighting, Improved Bull Rush, Improved Initiative, Improved Two-Weapon Fighting, Lunge, Power Attack<sup>MF</sup>, Two-Weapon Fighting<sup>MF</sup>, Weapon Focus (short sword)<sup>MF</sup>

**Skills** Bluff +17, Climb +20, Fly +23, Intimidate +25, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +22, Sense Motive +14, Stealth +17, Survival +14

**Languages** Abyssal, Celestial, Common

**SQ** blasphemous soul<sup>MA</sup>

## ECOLOGY

**Environment** any (Abyss)

**Organization** solitary, pair, or patrol (1 mythic tarry demodand and 3-8 tarry demodands)

**Treasure** standard (masterwork breastplate, 2 masterwork short swords, other treasure)

## SPECIAL ABILITIES

**Entangling Adhesion (Ex)** A creature striking a mythic tarry demodand with a manufactured weapon must make a DC 26 Reflex save; failure means the weapon sticks to the demodand and cannot be used to make attacks until freed. Freeing a stuck weapon requires a successful grapple check. This adhesion grants a +4 racial bonus to CMD against disarm attempts. In addition, whenever a mythic tarry demodand enters melee, it exudes thick and stringy ropes of black tar that whirl around it. All adjacent creatures except other tarry demodands must make a DC 26 Reflex save or become entangled. The save DCs are Constitution-based and include a +2 racial bonus.

**Faith-Destroying Strike (Su)** The effects of a mythic tarry demodand's faith-stealing strike last 1d3 rounds, and a non-mythic creature failing its save loses the use of a random prepared divine spell (or spell slot) of the highest level it can cast for 1 minute.

**Smite Faith (Su)** As a swift action up to seven times per day, a mythic tarry demodand can choose one target within sight to smite. If this target has divine spellcasting or spell-like abilities, the mythic tarry demodand's attacks automatically bypass any DR the creature might possess, and it adds its Charisma bonus to its attack rolls and its HD to its damage rolls against that target. If the target of smite faith is an outsider with the good subtype, the bonus to damage on the mythic tarry demodand's first successful attack increases to twice its HD. If the mythic tarry demodand targets a creature that does not possess divine spellcasting or spell-like abilities, the smite is wasted with no effect. The smite faith effect remains for up to 10 minutes but ends if the target of the smite is slain.





## Demon, Babau

*This emaciated figure looks like a horned human skeleton smothered within a bone-tight hide of slimy leather.*

### MYTHIC BABAU

CR 7/MR 3

XP 3,200

Pathfinder Roleplaying Game Bestiary

CE Medium outsider (chaotic, demon, evil, extraplanar, mythic)

Init +8<sup>MF</sup>; Senses darkvision 60 ft., see invisibility; Perception +19

### DEFENSE

AC 22, touch 11, flat-footed 21 (+1 Dex, +11 natural)

hp 103 (7d10+65)

Fort +10, Ref +6, Will +5

**Defensive Abilities** protective slime<sup>MA</sup> (DC 18); **DR** 10/cold iron and epic and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 18

### OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +13 (1d6+6), bite +13 (1d6+6) or +1 unholy wounding *longspear* +14/+9 (1d8+10/x3), bite +8 (1d6+3)

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

**Special Attacks** mythic power (3/day, surge 1d6), sneak attack +4d6, vomit slime<sup>MA</sup> (DC 18)

**Spell-Like Abilities** (CL 7th; concentration +10)

Constant—see invisibility

At will—darkness, dispel magic, greater teleport (self plus 50 lbs. of objects only)

1/day—summon (level 3, 1 babau 40%)

### STATISTICS

Str 23, Dex 13, Con 20, Int 14, Wis 13, Cha 16

Base Atk +7; CMB +13; CMD 24

**Feats** Combat Reflexes, Improved Initiative<sup>MF</sup>, Iron Will, Skill Focus (Stealth)<sup>MF</sup>

**Skills** Acrobatics +11, Climb +13, Disable Device +11, Escape Artist +11, Perception +19, Sense Motive +11, Sleight of Hand +11, Stealth +22; **Racial Modifiers** +8 Perception, +8 Stealth

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

**SQ** death throes<sup>MA</sup> (DC 18), fang of the Abyss<sup>MA</sup>

### ECOLOGY

**Environment** any (Abyss)

**Organization** solitary, pair, or gang (1 mythic babau and 2–8 non-mythic babaus)

**Treasure** standard (+1 *longspear*, other treasure)

### SPECIAL ABILITIES

**Death Throes (Su)** When killed, a mythic babau explodes in a spray of gore and acid that deals 4d8 points of damage to anything within 30 feet (Reflex DC 18 for half). Half the damage is acid damage, but the other half results directly from the corruptive power of the Abyss and is therefore not subject to being reduced by resistance to acid-based attacks. The save DC is Constitution-based.

**Fang of the Abyss (Su)** Any piercing weapon a mythic babau wields for at least one hour (including its standard +1 *longspear*) gains the unholy and wounding weapon qualities. Weapons retain these qualities for one hour after the mythic babau releases the weapon, but after this the weapon reverts to its standard magical qualities, if any. Additionally, a mythic babau can expend one use of mythic power as part of a full attack action to gain an extra attack with its +1 *longspear* at its full base attack bonus.

**Protective Slime (Su)** A layer of acidic slime coats a mythic babau's skin. Any creature that strikes a mythic babau with a natural attack or unarmed strike takes 2d6 points of acid damage from this slime if it fails a DC 18 Reflex save. A creature that strikes a mythic babau with a melee weapon must succeed on a DC 18 Reflex save or the weapon takes 2d6 points of acid damage; if this damage penetrates the weapon's hardness, the weapon gains the broken condition.

**Vomit Slime (Su)** A mythic babau can expend one use of mythic power as a standard action to vomit forth a 30-foot cone of acidic slime. Creatures caught in the effect take 4d8 points of acid damage (DC 18 Fortitude half); creatures that fail their save are also nauseated for 1d6 rounds. The save DC is Constitution-based.





# Demon, Balor

*This winged fiend's horned head and fanged visage present the perfection of the demonic form, fire spurting from its flesh.*

## MYTHIC BALOR

CR 25/MR 10

XP 1,638,400

Pathfinder Roleplaying Game Bestiary

CE Large outsider (chaotic, demon, evil, extraplanar, mythic)

**Init** +21/+1<sup>MF</sup>, dual initiative<sup>MA</sup>; **Senses** darkvision 60 ft., fiery hunter<sup>MA</sup>, low-light vision, *true seeing*; Perception +38

**Aura** shadow and flame (DC 34), *unholy aura* (DC 27)

## DEFENSE

**AC** 46, touch 20, flat-footed 39 (+4 deflection, +7 Dex, +26 natural, -1 size)

**hp** 490 (20d10+380); fast healing 5

**Fort** +30, **Ref** +17, **Will** +25

**Defensive Abilities** block attacks<sup>MA</sup>, fortification (50%)<sup>MA</sup>; **DR** 15/cold iron and epic and good; **Immune** fire, electricity, poison; **Resist** acid 10, cold 10; **SR** 36

## OFFENSE

**Speed** 40 ft., fly 90 ft. (good)

**Melee**+1 *vorpal unholy longsword* +36/+31/+26/+21 (2d6+15/19-20 plus 1d6 bleed and 2d6 unholy), +1 *vorpal flaming whip* +29/+24/+19/+14 (1d4+8 plus 1d6 bleed and 1d6 fire and entangle) or 2 slams +33 (1d10+14 plus 1d6 fire)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with whip)

**Special Attacks** conflagrating roar<sup>MA</sup> (DC 34), dragging lash<sup>MA</sup>, dread oppressor<sup>MA</sup> (DC 29), feral savagery (full attack)<sup>MA</sup>, mythic power (10/day, surge 1d12)

**Spell-Like Abilities** (CL 20th; concentration +29)

Constant—*true seeing*, *unholy aura* (DC 28)

At will—*dominate monster* (DC 28), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *power word stun*, *telekinesis* (DC 24)

3/day—*quicken telekinesis* (DC 24)

1/day—*blasphemy* (DC 26), *fire storm* (DC 27), *implosion* (DC 28), *summon* (level 9, any 1 CR 19 or lower demon 100%)

## STATISTICS

**Str** 39, **Dex** 25, **Con** 38, **Int** 26, **Wis** 24, **Cha** 29

**Base Atk** +20; **CMB** +35; **CMD** 56

**Feats** *Cleave*<sup>MF</sup>, *Combat Reflexes*<sup>MF</sup>, *Greater Two-Weapon Fighting*, *Improved Initiative*<sup>MF</sup>, *Improved Two-Weapon Fighting*, *Iron Will*, *Power Attack*<sup>MF</sup>, *Quicken Spell-Like Ability* (*telekinesis*), *Two-Weapon Fighting*, *Weapon Focus* (longsword)<sup>MF</sup>

**Skills** *Acrobatics* +27, *Bluff* +32, *Diplomacy* +32, *Fly* +32, *Intimidate* +32, *Knowledge* (arcana) +18, *Knowledge* (history) +28, *Knowledge* (nobility) +28, *Knowledge* (planes) +31, *Knowledge* (religion) +28, *Perception* +38, *Sense Motive* +30, *Spellcraft* +18, *Stealth* +26, *Use Magic Device* +32; **Racial Modifiers** +8 *Perception*

**Languages** Abyssal, Aklo, Auran, Celestial, Draconic, Ignan, Infernal, Terran; telepathy 100 ft.

**SQ** *death throes*<sup>MA</sup> (DC 33), *incinerate*<sup>MA</sup>, *shadow and flame*<sup>MA</sup> (DC 34), *vorpal strike*, *whip mastery*

## ECOLOGY

**Environment** any (Abyss)

**Organization** solitary or warband (1 mythic balor, 1-2 succubi, and 2-12 glabrezus)

**Treasure** double standard (+1 *unholy longsword*, +1 *flaming whip*, other treasure)

## SPECIAL ABILITIES

**Conflagrating Roar (Su)** A mythic balor can expend one use of mythic power as a standard action to emit a terrible roar that manifests as a 30-foot cone of unholy fire. Any creature caught in the effect takes 5d6 points of fire damage, 5d6 points of sonic damage, and 5d6 points of damage from the corruptive power of the Abyss. A successful DC 34 Reflex save halves this damage. The save DC is Constitution-based.

**Death Throes (Su)** When killed, a mythic balor explodes in a blinding flash of fire that deals 150 points of damage to anything within 100 feet (Reflex DC 33 halves). Half the damage is fire damage, but the other half results directly from the corruptive power of the Abyss and is therefore not subject to being reduced by resistance to fire-based attacks. The save DC is Constitution-based.

**Dragging Lash (Ex)** If a mythic balor strikes a Medium or smaller foe with its whip, it balor can immediately attempt a grapple check without provoking an attack of opportunity. If the balor wins the check, it draws the foe into an adjacent square. The foe gains the grappled condition, but the balor does not. If the target is Large, the balor instead may attempt a drag combat maneuver as a free action that does not provoke attacks of opportunity; a Large target gains the grappled condition only if dragged into an adjacent square. Larger creatures are unaffected. If the target is protected by a spell or spell-like ability (including the effects of magical items) that provide freedom of movement or a similar effect that prevents grappling, a mythic balor can spend one use of its mythic power as a swift action while making this grapple check to use greater dispel magic to negate that effect; this dispelling does not affect other effects. This ability replaces entangle.

**Dread Oppressor (Su)** A mythic balor can expend one use of mythic power as a standard action to impose its crushing will on a single creature within 100 feet, forcing the creature to attempt a DC 29 Will save. If the creature fails the save it immediately falls prone and is cowering for 1 minute. Each round on its turn, the victim may attempt a new Will save to end the effect; this is a full-round action that does not provoke attacks of opportunity. A creature that recovers from this effect early after being affected by it for at least 1 round takes 1d6 points of Wisdom drain and is staggered for 1d6 rounds. A creature that succeeds on the initial save to resist this effect is merely stunned for 1 round. This is a mind-affecting insanity effect and the save DC is Charisma-based.

**Fiery Hunter (Su)** A mythic balor can see perfectly in magical darkness. It can also see perfectly in smoky conditions caused by fire, and can see through normal and magical fire effects, such as those created by *wall of fire*.

**Incinerate (Su)** Any creature killed by fire damage from a mythic balor is entirely destroyed, leaving behind only a trace of fine ash. The creature's magical equipment is unaffected. Creatures destroyed in this way can only be restored to life through *true resurrection*, or a carefully worded *wish* spell followed by *resurrection*, or *miracle*. This is a fire and death effect.



**Shadow and Flame (Su)** A mythic balor's body is wreathed in unholy flames intermingled with night-black shadows. Creatures that begin their turn adjacent to a mythic balor take 2d6 points of damage (half the damage is fire damage, but the other half results directly from the corruptive power of the Abyss and is therefore not subject to being reduced by resistance to fire-based attacks), and must succeed on a DC 34 Fortitude save or are blinded for 1d4 rounds. The save DC is Constitution-based. Additionally, anyone hitting a mythic balor with a natural weapon or unarmed strike takes 4d6 points of damage (half fire, half Abyssal). A creature that grapples a mythic balor or is grappled by one takes 8d6 points of damage (half fire, half Abyssal) each round the grapple persists. This ability replaces flaming body.

**Vorpal Strike (Su)** Any slashing weapon a mythic balor wields for at least one hour (including its standard *+1 unholy longsword* and *+1 flaming whip*) gains the vorpal weapon quality. Weapons retain this quality for one hour after the mythic balor releases the weapon, but after this the weapon reverts to its standard magical qualities, if any.

**Whip Mastery (Ex)** A mythic balor treats a whip as a light weapon for the purposes of two-weapon fighting, and can inflict lethal damage on a foe regardless of the foe's armor.





# Demon, Coloxus

*This figure would be the picture of elegance and refinement were it not for its grotesque fly head and shivering insectile wings.*

## MYTHIC COLOXUS

CR 15/MR 6

XP 51,200

Pathfinder Roleplaying Game Bestiary 3

CE Medium outsider (chaotic, demon, evil, extraplanar, mythic)

**Init** +20/+0<sup>MF</sup>, **dual initiative**<sup>MA</sup>; **Senses** darkvision 60 ft., scent;

**Perception** +31

## DEFENSE

**AC** 33, touch 20, flat-footed 23 (+10 Dex, +13 natural)

**hp** 228 (16d10+140)

**Fort** +15, **Ref** +20, **Will** +9

**Defensive Abilities** evasion; **DR** 10/epic and good; **Immune** disease, electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 26

## OFFENSE

**Speed** 50 ft., fly 100 ft. (good)

**Melee** bite +26 (1d6+10 plus siphon), 2 slams +26 (1d4+10)

**Special Attacks** death attack<sup>MA</sup>, draining siphon<sup>MA</sup>, mesmerizing drone, **mythic power** (6/day, surge +1d8), **mythic spell-like abilities**<sup>MA</sup>, possess creature<sup>MA</sup>, sneak attack +4d6

**Spell-Like Abilities** (CL 12th; concentration +20)

Constant—*tongues*

At will—*contagion* (DC 22), *invisibility*, *suggestion* (DC 21)

3/day—*confusion* (DC 22), *haste*, quickened *invisibility*, *mind fog* (DC 23)

1/day—*giant vermin*, *shadow evocation* (DC 23)

## STATISTICS

**Str** 19, **Dex** 30, **Con** 20, **Int** 17, **Wis** 18, **Cha** 27

**Base Atk** +16; **CMB** +26; **CMD** 40

**Feats** Agile Maneuvers, Combat Reflexes, Deceitful<sup>MF</sup>, Flyby Attack, Hover, Improved Initiative<sup>MF</sup>, Quicken Spell-Like Ability (*invisibility*), Weapon Finesse<sup>MF</sup>

**Skills** Acrobatics +28, Appraise +22, Bluff +29, Diplomacy +14, Disguise +19, Fly +32, Knowledge (arcana) +10, Knowledge (planes) +10, Knowledge (religion) +10, Knowledge (history) +14, Knowledge (nobility) +14, Perception +31, Sense Motive +15, Stealth +28; **Racial Modifiers** +8 Perception

**Languages** Abyssal, Celestial, Common, Elven; telepathy 100 ft., *tongues*

## SPECIAL ABILITIES

**Death Attack (Ex)** A mythic coloxus knows the art of killing or paralyzing a foe with a careful strike. This ability functions as the assassin's death attack ability with an effective assassin level equal to half the mythic coloxus' HD. If the mythic coloxus has levels in a class that grants the death attack ability, those levels stack with this ability to determine the DC and duration of its death attack.

**Draining Siphon (Su)** Any creature bitten by Dasnikynlin the demon must make a DC 25 Fortitude save or take 1d4 points of Charisma drain and 1 point of Charisma bleed damage. A coloxus heals itself of 5 points of damage for every point of Charisma it drains. The save DC is Constitution-based and includes a +2 racial bonus.

**Mesmerizing Drone (Ex)** Once per day as a standard action (or as a move or swift action if it expends one use of mythic power), a mythic coloxus can flutter its wings, creating a mesmerizing display of color and a sound-dampening buzzing drone. All creatures within 30 feet with line of sight become fascinated and *slowed* (as the spell) for as long as the demon maintains the mesmerizing drone (requiring a move or swift action each round) and for 1d4 rounds thereafter. A successful DC 26 Will save reduces the effect to *slow* for 1 round. Additionally, the sound creates a buffer against sonic energy, granting the demon immunity to language-dependent and sonic attacks or effects while maintaining the drone. The demon can use this mesmerizing drone more than once per day by expending one use of mythic power for each use after the first. The save DC is Charisma-based.

**Tenacious Possession (Su)** Once per day, as a full-round action, a mythic coloxus demon can disincorporate into a malign spirit presence while attempting to possess a creature within 15 feet (DC 28 Will negates). A successful Will save forces the demon back into its natural form and staggers it for 1 round. The demon can use this ability more than once per day by expending one use of mythic power for each use after the first.

Creatures immune to possession, such as those already under the effects of *protection from evil* or *protection from chaos* when targeted by this ability are unaffected. However, if a creature is so protected, the demon can expend one use of its mythic power as a free action to bypass any non-mythic effect that protects against possession. If the effect blocking possession is a mythic effect, the demon can attempt a caster level check against a DC equal to 15 plus the caster level (or Hit Dice, for a supernatural effect) of the protective effect.

When a mythic coloxus successfully possesses a target, he enters its space and merges with it. A creature possessed by a mythic coloxus gains the demon-possessed template (coloxus) as described in the *Advanced Bestiary* from Green Ronin Publishing. While possessing a target, a mythic coloxus shares the senses of its host and can communicate with it telepathically and use any of its mind-affecting spell-like abilities on its host and can expend uses of its mythic power to assist its host with mythic surges, even if the host is not a mythic creature. If the host is a mythic creature, the coloxus can share its mythic power with its host, paying the cost for mythic abilities used by its host. It can also make this relationship parasitic, expending the host's uses of mythic power to charge its own abilities. The host is entitled to a DC 26 Will save to resist this theft of its mythic power.



The demon can exit the possessed creature at any time as a standard action. When it does so, it appears in the nearest available open space. In addition, the host is allowed a new DC 28 Will save every 24 hours to force the coloxus to leave its body. If the host is a non-mythic creature and the coloxus expends one use of its mythic power per day, the host is not entitled to a save and the coloxus can maintain its possession indefinitely. If the host succeeds on this saving throw, or if the host is killed, the coloxus is forced back into its physical form in the nearest available space and is staggered for 1 round and cannot use its possession ability for 24 hours. It may expend one use of its mythic power to eliminate this delay. When a mythic coloxus exits or is ejected from a host, the host creature immediately loses the demon-possessed template and is stunned for 1 round.

A mythic coloxus' possession can be ended with *dispel evil* or *dispel chaos* with a successful DC 36 caster level check, or by a successful *banishment*, *dictum*, *dismissal*, or *holy word* if the caster overcomes its spell resistance and it fail its saving throw.

When a mythic coloxus would be affected by any of these spells, a mythic coloxus may expend one use of its mythic power as an immediate action to increase the DC of the caster level check or its spell resistance by 6 and to add a +6 profane bonus on its saving throw against the effect. The save DCs are Charisma-based, and include a +2 racial bonus.





# Demon, Glabrezu

Four arms grace the torso of this towering monstrosity. The monster's eyes shine with a mix of intelligence and cruelty.

MYTHIC GLABREZU

CR 16/MR 6

XP 76,800

Pathfinder Roleplaying Game Bestiary

CE Huge outsider (chaotic, demon, evil, extraplanar, mythic)

Init +0/-20, dual initiative<sup>MA</sup>; **Senses** darkvision 60 ft., *true seeing*;

Perception +26

## DEFENSE

AC 34, touch 8, flat-footed 34 (+26 natural, -2 size)

hp 258 (12d10+192)

**Fort** +19, **Ref** +4, **Will** +11

**DR** 10/epic and good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 27

## OFFENSE

**Speed** 40 ft.

**Melee** 2 vorpal pincers +21 (2d8+11/19-20/x3 plus 1d6 bleed), 2 claws +21 (1d6+11), bite +21 (1d8+11)

**Space** 15 ft.; **Reach** 15 ft. (20 ft. with pincers)

**Special Attacks** ensnaring eye<sup>MA</sup> (DC 24), mythic spell-like abilities<sup>MA</sup>, mythic power (6/day, surge 1d8), rend (2 pincers, 2d8+16), traitor's whisper<sup>MA</sup> (DC 24), vorpal pincers<sup>MAMA</sup>

**Spell-Like Abilities** (CL 14th; concentration +20)

Constant—*true seeing*

At will—*chaos hammer* (DC 20), *confusion* (DC 20), *detect thoughts* (DC 18), *dispel magic*, *glibness*, *illusory script* (DC 19), *mirror image*, *modify memory* (DC 20), *reverse gravity* (DC 23), *greater teleport* (self plus 50 lbs. of objects only), *veil* (self only), *unholy blight* (DC 20)

3/day—quicken *mirror image*

1/day—*mind blank*, *power word stun*, *greater scrying* (DC 22), *summon* (level 4, 1 glabrezu 20% or 1d2 vrock 50%)

1/month—*wish* (granted to a mortal creature only)

## STATISTICS

**Str** 33, **Dex** 11, **Con** 33, **Int** 16, **Wis** 16, **Cha** 22

**Base Atk** +12; **CMB** +25; **CMD** 35

**Feats** Cleave<sup>MF</sup>, Great Cleave, Improved Critical (pincers)<sup>MF</sup>, *Persuasive*<sup>MF</sup>, *Power Attack*<sup>MF</sup>, *Quicken Spell-like Ability* (*dispel magic*)

**Skills** Bluff +29, Diplomacy +25, Intimidate +25, Knowledge (history) +18, Knowledge (local) +18, Perception +26, Sense Motive +18, Stealth +7, Use Magic Device +18; Racial Modifiers +8 Bluff, +8 Perception

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

**SQ** master of secrets<sup>MA</sup>

## ECOLOGY

**Environment** any (Abyss)

**Organization** solitary or troop (1 mythic glabrezu, 1 succubus, and 2-12 vrock)

**Treasure** standard

## SPECIAL ABILITIES

**Ensnaring Eye (Su)** A mythic glabrezu can expend one use of mythic power as a standard action to focus its soul-crushing gaze on a single creature within 60 feet. The target creature must succeed on a DC 24 Will save or become paralyzed by nightmarish visions of itself performing vile acts and atrocities on its friends and loved ones for a number of rounds equal to the mythic glabrezu's mythic rank. Each round on the target creature's turn, it may attempt another Will save to end the effect with a cumulative -2 penalty to the roll. After the effect ends (whether or not the target creature made a successful Will save), the target creature takes 1d4 points of Wisdom drain. This is a mind-affecting insanity effect. The DC is Charisma-based and includes a +2 racial bonus.

**Master of Secrets (Su)** A mythic glabrezu gains the following additional spell-like abilities: *detect thoughts*, *glibness*, *illusory script*, *mind blank*, *modify memory*, and *greater scrying*.

**Traitor's Whisper (Su)** A mythic glabrezu can expend one use of mythic power as a standard action to utter a suggestive telepathic whisper heard only by a single creature within 100 feet. The target creature must succeed on a DC 24 Will save or it is compelled to attack its closest ally with its most powerful melee weapon or natural attack for a number of rounds equal to the mythic glabrezu's mythic rank. This is a mind-affecting compulsion affect. The DC is Charisma-based and includes a +2 racial bonus.

**Vorpal Pincers (Su)** When a mythic glabrezu makes a pincer attack and rolls a natural 20 (followed by a successful roll to confirm the critical hit), the glabrezu can spend one use of mythic power as a part of the attack to sever its opponent's head (if it has one) as if the pincer had the vorpal weapon quality. Additionally, a mythic glabrezu's pincers have a 20-foot reach.





# Demon, Gulgerak

*This towering six-legged creature lumbers across the battlefield with a horde of demons clinging to its shaggy back like a swarm of fiendish ticks. As the beast's cloven hooves pulverize trees, buildings, and enemies with equal ease, its twin blind, wolf-like heads take turns belching forth tarry acidic sludge, expelling waves of concussive force, and howling battle-cries in a cruel language not meant for mortal ears.*

## DEMON, GULGERAK

CR 22/MR 9

XP 614,400

CE Colossal outsider (chaotic, demon, evil, extraplanar, mythic)

Init -3/-23, dual initiative<sup>MA</sup>; Senses blindsight 120 ft.; Perception +9

Aura aura of slaughter<sup>MA</sup> (60 ft.)

## DEFENSE

AC 37, touch 3, flat-footed 37 (+4 deflection, -3 Dex, +34 natural, -8 size)

hp 477 (25d10+340)

Fort +26, Ref +5, Will +13; second save<sup>MA</sup>

Defensive Abilities major fortification (75%)<sup>MA</sup>; DR 15/cold iron and epic; Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 29

Weaknesses vulnerable to sonic

## OFFENSE

Speed 40 ft.

Melee 2 bites +35 (4d8+17 plus grab), 2 stomps +35 (4d8+17)

Space 30 ft.; Reach 20 ft. (30 ft. with bite)

Special Attacks breath weapon (60-ft. cone, 20d8 acid or 20d8 force, Reflex DC 32 for half, usable every 1d4 rounds), feral savagery (full attack)<sup>MA</sup>, mythic power (9/day, surge 1d10), stomp<sup>MA</sup> (DC 39), swallow whole<sup>MA</sup> (8d8 acid damage, AC 27, 47 hp), trample (4d8+25, DC 39)

Spell-Like Abilities (CL 25th; concentration +25)

Constant—unholy aura (DC 18)

At will—greater teleport

1/day—summon (level 5, 2d8 babaus 80%)

## STATISTICS

Str 44, Dex 5, Con 31, Int 4, Wis 9, Cha 10

Base Atk +25; CMB +50 (+54 bull rush, +54 grapple); CMD 61 (63 vs. bull rush, 69 vs. trip)

Feats Awesome Blow<sup>MF</sup>, Blind-Fight, Cleave<sup>MF</sup>, Critical Focus<sup>MF</sup>, Great Fortitude, Greater Bull Rush, Improved Bull Rush<sup>MF</sup>, Lunge, Power Attack<sup>MF</sup>, Vital Strike, Weapon Focus (bite), Weapon Focus (stomp), Quick Bull Rush

Skills Climb +26, Intimidate +28, Knowledge (engineering) +10, Knowledge (planes) +10, Perception +9, Sense Motive +13, Swim +26

Languages Abyssal; telepathy 100 ft.

SQ blind, lifedrinker<sup>MA</sup>, unstoppable beast of war<sup>MA</sup>

## ECOLOGY

Environment any (Abyss)

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

Treasure incidental

## SPECIAL ABILITIES

**Aura of Slaughter (Su)** A gulgerak's presence instills demons with increased ferocity and bloodlust. All creatures of the demon subtype within 60 feet of a gulgerak receive a +2 morale bonus on attack rolls, damage rolls, Strength checks, and Strength-based skill checks. Additionally, whenever a demon within 60 feet of a gulgerak makes a full attack action, it can make an ad-

ditional attack at its full base attack bonus. This additional attack is not cumulative with similar effects, such as *haste* or weapons with the speed special ability.

**Blind (Ex)** Gulgeraks are blind and are immune to all sight-based effects and attacks, including gaze attacks. A gulgerak's highly evolved hearing enables it to vaguely sense objects and movement out to a distance of 10 feet, though for the purposes of combat and determining line of sight the creature is effectively blind. Gulgeraks have formed a special telepathic bond with demons and have grown to rely on them to act as their sensory surrogates. A gulgerak in contact with a creature of the demon subtype gains blindsight out to a distance of 120 feet. A gulgerak not in contact with a demon is effectively blind and cannot use any of its melee or breath weapon attacks. A deaf gulgerak is effectively blinded as well, and if a gulgerak takes more than 20 points of sonic damage in one round it is automatically deafened for 1 round.

**Breath Weapons (Su)** A gulgerak has two breath weapons. Its right head can breathe a 60-foot cone of acidic tar-like sludge that deals 20d8 points of acid damage (DC 32 Reflex for half). A creature that fails its Reflex save takes another 10d8 points of acid damage the following round and becomes entangled by the sludge. Entangled creatures can free themselves with a successful DC 32 Reflex save (a move action). A gulgerak's left head can breathe a 60-foot cone of kinetic energy that deals 20d8 points of force damage (DC 32 Reflex for half). A gulgerak can make a combat maneuver check to bull rush all creatures affected by its force breath, making a single check and applying the result to all creatures within its breath. Additionally, a gulgerak can expend two uses of mythic power as part of a breath weapon attack to bypass resistance or immunity to acid or force damage. After using either breath weapon, a gulgerak must wait 1d4 rounds before breathing again.

**Lifedrinker (Su)** Whenever a mortal creature or outsider dies within 60 feet of a gulgerak, it absorbs the dying creature's life force and heals an immediate number of hit points equal to the dying creature's CR, up to its maximum hit point total. A gulgerak does not gain healing from creatures with a CR less than 1.

**Major Fortification (Ex)** The gulgerak's monstrous size and thick hide gives it a 75% chance to treat any critical hit or sneak attack as a normal hit, as if the gulgerak was wearing major fortification armor. Additionally, a gulgerak can expend one use of mythic power as an immediate action to change a confirmed critical hit made against it to a normal hit.

**Stomp (Ex)** A gulgerak can perform a special stomp attack as a full round action, bringing its four front hooves down upon its foes. All creatures smaller than the gulgerak in an adjacent 20-foot square take 4d8+32 points of damage (DC 39 Reflex save for half) and are staggered for 1 round. Creatures that fail the Reflex save are knocked prone and staggered for 1d6+1 rounds. The save DC is Strength-based.

**Unstoppable Beast of War (Ex)** A gulgerak is a living siege engine, trained to carry hordes of demons into battle. The massive demon can carry any combination of Huge-sized or smaller creatures within the 30 foot long by 30 foot wide area that makes up its back. Creatures riding atop a gulgerak occupy the same square as the gulgerak and cannot be engaged in melee unless their opponent is also riding atop the gulgerak. Medium-sized or smaller creatures riding a gulgerak gain partial cover (+2 AC, +1 to Reflex saves) from the gulgerak's many spikes, spines,





and bony ridges. Additionally, a gulgerak's movement is never impeded by difficult terrain or by bogs, pits, water, walls, or open gaps up to 10 feet deep, 10 feet wide, and 10 feet high. A gulgerak can always charge, even through such terrain or if its movement is impeded or its path is blocked by creatures smaller than it. It gains a +10 racial bonus on combat maneuver checks to overrun and Strength checks to break or destroy objects. Furthermore, a gulgerak's natural attacks deal double damage against inanimate objects, vehicles, and buildings and can threaten and confirm critical hits against them.

Gulgeraks, also known as siege demons, are titanic creatures used as living war machines. Thankfully rare, gulgeraks form from the souls of thousands of evil warriors that die en masse on a mortal battlefield, and the spirit of slaughter animates and drives them under the thumb of their demonic masters.

A gulgerak stands nearly 60 feet tall at the shoulder and is roughly 50 feet long. Its massive shaggy body weighs 40 tons.

### ECOLOGY

When massive slaughter takes place on the field of battle or in its wake, the entangled, continuously fighting souls of heartless killers are often drawn toward the lower planes, and in some cases they drag the hapless souls of their enemies along with them to be absorbed into the raw, protoplasmic substance of the Abyss. Here, their violence and rage ferment and form a massive, scab-like

clot that festers even as it grows. Certain powerful demon lords have learned how to extract and incubate these disgusting fleshy globs and instill in them a terrible demonic hunger and thirst for war. Under constant cultivation, these putrescent masses eventually form enormous boils of writhing demon-flesh. Finally, after several millennia, a fully formed gulgerak bursts forth, ready for battle. They feast on carrion or living flesh with equal abandon.

### PRIMAL GULGERAKS AND WOLVES-IN-IRON

Gulgeraks continue to grow, albeit only a few inches each century, and some of the creatures have grown to truly monstrous proportions. Though only five are thought to exist, these primal gulgeraks are some of the largest and most destructive entities ever spawned in the multiverse (add the advanced and giant simple templates and the invincible mythic template) and are the personal steeds of the mightiest demon princes.

Thought to be the first gulgerak ever spawned, the legendary Wolves-in-Iron (CE primal gulgerak sorcerer 10) is a massive 80-foot tall behemoth encased in an armored shell of smoldering, white-hot iron plates. This unique gulgerak has a grown quite intelligent in its long life (Intelligence score of 16) and is rumored to possess powerful spell-casting abilities and an immunity to fire. A true mercenary, Wolves-in-Iron does not serve a single demonic master. Instead, the treacherous creature plays the various demon princes and demon lords off one another in a perpetual game of war and intrigue. When it takes to the battlefield, Wolves-in-Iron leads a devastating army of 13 gulgeraks known throughout the Abyss as the Thundering Doom.

### HABITAT AND SOCIETY

Gulgeraks know only war; they crave battle and grow increasingly restless (and dangerous) when they are not storming a battlefield, crushing their enemies beneath their gigantic hooves. Because they feed on the life force of any mortal or outsider that dies near them, gulgeraks are notoriously indiscriminate killers. Unless reined in by a powerful demon handler, a gulgerak is just as likely to stomp an allied babau into paste as it is to smash asunder a unit of enemy devils or angels.

Regardless of their unpredictable nature<sup>34</sup> or perhaps because of it<sup>34</sup> gulgeraks are prized by demonkind, who see in them the living embodiment of the awesome destructive might of the Abyss. This has made gulgerak ownership a sign of prestige among the demonic elite. Many powerful demon lords covet the secret of nurturing and rearing gulgeraks, and often parade them before their peers much like a proud mortal owner displays a prized bull or thoroughbred.





# Demon, Locust

*The size of a horse, this demonic locust has a scorpion's stinger and an almost-human face. Its front legs end in clawed hands.*

MYTHIC DERAKNI

CR 12/MR 5

XP 19,200

CE Large outsider (chaotic, demon, evil, extraplanar, mythic)

**Init** +15<sup>MA</sup>; **Senses** darkvision 60 ft., scent; Perception +25

**Aura** vescavor aura<sup>MA</sup> (5 ft., DC 18),

## DEFENSE

**AC** 30, touch 15, flat-footed 24 (+6 Dex, +15 natural, -1 size)  
**hp** 176 (11d10+116)

**Fort** +13, **Ref** +13, **Will** +8

**Defensive Abilities** poisonous blood<sup>MA</sup>, **DR** 10/epic; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 23

## OFFENSE

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

**Melee** bite +20 (1d4+10 plus poison), 2 claws +20 (1d4+10), sting +20 (1d8+10/19-20 plus poison)

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

**Special Attacks** drone, mythic spell-like abilities<sup>MA</sup>, mythic power (5/day, surge +1d8)

**Spell-Like Abilities** (CL 12nd; concentration +15)

At will—*contagion* (DC 17), *ethereal jaunt* (self plus 50 lbs. of objects only), *greater teleport* (self plus 50 lbs. of objects only), *gust of wind*

3/day—*enervation*, *quicken summon swarm*

1/day—*insect plague*, *summon* (level 4, 1 derakni or 1d4 vescavor swarms 40%)

## STATISTICS

**Str** 30, **Dex** 23, **Con** 22, **Int** 9, **Wis** 17, **Cha** 16

**Base Atk** +11; **CMB** +22; **CMD** 37 (41 vs. trip)

**Feats** Flyby Attack, Hover<sup>B, MF</sup>, Improved Critical<sup>M</sup> (sting), Improved Initiative, Iron Will, Power Attack<sup>MF</sup>, Quicken Spell-Like Ability (*summon swarm*), Wingover<sup>B, MF</sup>

**Skills** Acrobatics +20, Fly +22, Knowledge (planes) +13, Perception +25, Survival +17; **Racial Modifiers** +8 Perception

**Languages** Abyssal, Celestial, Draconic; telepathy 100 ft.

## SPECIAL ABILITIES

**Drone (Su)** The sound of a derakni in flight is a mesmerizing, unsettling drone that causes confusion in all non-demons who hear the sound. A derakni must fly at least 10 feet to activate this ability (which it can do as a free action as part of its move action). Any non-demon creature that begins its turn within 30 feet of a derakni that moved in this manner on its previous turn must succeed at a DC 18 Will save or become confused for 1d4 rounds. A creature that makes this save is immune to the drone of that derakni for 24 hours. Demons are immune to this sonic, mind-affecting effect. The save DC is Charisma-based.

**Poison (Ex)** Bite, blood, or sting—injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d4 Con; *cure* 2 consecutive saves.

**Vescavor Aura (Su)** A mythic locust demon is surrounded by a small cloud of vescavors which float around it and envelop his personal space. The demon is completely unaffected by the swarm, but creatures who start their turn adjacent to the demon take 2d6 points of swarm damage and are confused for 1 round (DC 18 Will negates confusion and reduces damage by half). The demon may spend one use of his mythic power to increase the

damage to 3d6, which also ignores DR and increases the DC of the Will save by +2. As a move action, a mythic locust demon can detach its vescavor aura, transforming it into a vescavor swarm that obeys its mental commands. Its vescavor aura is suppressed as long as the vescavor swarm is active as a separate creature, and if the swarm is destroyed the locust demon's vescavor aura is suppressed for 24 hours, though if the swarm is destroyed the demon can renew its vescavor aura as a full-round action by expending one use of its mythic power. The locust demon can reform the vescavor aura around itself as a move action when it is adjacent to the vescavor swarm. If the swarm has taken damage, it begins healing 1 point of damage per round and cannot be detached again until it reaches full hit points. The swarm cannot be damaged separately when attached to the locust demon as an aura. The save DC is Charisma-based.





# Demon, Quasit

*Ram horns curl back from the twisted head of this tiny winged demon, and its body is thin and wiry.*

## MYTHIC QUASIT

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary

CE Tiny outsider (chaotic, demon, evil, extraplanar, mythic)

Init +6; Senses darkvision 60 ft.; Perception +7

## DEFENSE

AC 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size)

hp 26 (3d10+10); fast healing 2

Fort +3, Ref +5, Will +2

DR 5/cold iron and epic and good; Immune electricity, poison;

Resist acid 10, cold 10, fire 10

## OFFENSE

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

Melee 2 claws +7 (1d3+2 plus poison), bite +7 (1d4+2)

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

Special Attacks insidious poison<sup>MA</sup>, mythic power (1/day, surge 1d6)

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

At will—*detect good, detect magic, greater invisibility* (self only)

1/day—*cause fear* (30-foot radius, DC 11)

1/week—*commune* (six questions)

## STATISTICS

Str 8, Dex 14, Con 11, Int 11, Wis 12, Cha 11

Base Atk +3; CMB +3; CMD 12

Feats Improved Initiative, Weapon Finesse<sup>MF</sup>

Skills Bluff +6, Fly +20, Intimidate +6, Knowledge (planes) +6, Perception +7, Stealth +16; Racial Modifiers +8 Fly

Languages Abyssal, Common; telepathy (touch)

SQ change shape (3 of the following forms: bat, small centipede, toad, dog, or wolf; polymorph), mythic master<sup>MA</sup>

## ECOLOGY

Environment any (Abyss)

Organization solitary or murder (1 mythic quasit and 2–16 non-mythic quasits)

Treasure standard

## SPECIAL ABILITIES

**Insidious Poison (Su)** When a creature fails its Fortitude save against a mythic quasit's poison, the creature takes a –4 penalty on all saves against the quasit's spell-like abilities for as long as the creature remains poisoned. If the quasit is a familiar for a spellcaster, the –4 penalty on saves extends to its master's spells and spell-like abilities as well. Additionally, a mythic quasit can expend one use of mythic power as a swift action to make a creature it has hit with a claw attack roll its poison save twice and take the lower result.

**Mythic Master (Su)** A chaotic evil, chaotic neutral, or neutral evil spellcaster with the mythic Improved Familiar feat can call a mythic quasit as a familiar. A mythic quasit's master gains Mythic Spell Lore as a bonus feat as long as the mythic quasit is adjacent. However, the spells its master selects with this feat must have the chaotic or evil descriptor. Spells which can have multiple descriptors, such as *summon monster* and *planar*

*binding*, can be selected with this feat but can be cast as mythic spells only when cast with the chaotic or evil descriptor. Its master also gains 1 additional use of mythic power per day, but this use can only be used to augment a spell with the chaotic or evil descriptor.

At the GM's option, instead of selecting any spells with the chaotic or evil descriptor you wish, you could instead choose the spells you gain from this Mythic Spell Lore feat from the bloodline spells of the Abyssal sorcerer bloodline and/or the domain spells of the Chaos or Evil cleric domain or the Demon subdomain.

If a mythic quasit's master is killed, the mythic quasit will move within range as quickly as it can in order to use *soul bind* (DC 19) upon its former master, which it can use once as a spell-like ability upon its master's death. If the mythic quasit has not used its mythic power that day, it can spend one use of its mythic power to increase the save DC by 1d6. It must use this ability within 6 rounds of its master's death or it has no effect. If the save is failed, the mythic master's soul is taken to the Abyss and gifted to the mythic quasit's demonic masters.

**Poison (Ex) Claw**—injury; save Fortitude DC 13; frequency 1/round for 6 rounds; effect 1d2 Dexterity; cure 2 consecutive saves.





# Demon, Shadow

Only this shadowy bat-winged demon's teeth and claws have any sense of physicality to them—the rest is lost in darkness.

MYTHIC SHADOW DEMON

CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary

CE Medium outsider (chaotic, demon, evil, incorporeal, mythic)

Init +11<sup>MF</sup>; Senses darkvision 60 ft.; Perception +20

## DEFENSE

AC 22, touch 19, flat-footed 18 (+5 deflection, +4 Dex, +3 natural)  
hp 89 (7d10+51)

Fort +5, Ref +11, Will +7

Defensive Abilities incorporeal; DR 10/cold iron and epic and good;

Immune electricity, poison; Resist acid 10, cold 10, fire 10; SR 19

Weaknesses sunlight powerlessness<sup>MA</sup>

## OFFENSE

Speed fly 40 ft. (perfect)

Melee 2 claws +11 (1d6 plus 1d6 cold), bite +11 (1d8 plus 1d6 cold)

Special Attacks mythic power (3/day, surge 1d6), pounce, sprint, shadow ambush<sup>MA</sup>, shadow blend, soul consumption<sup>MA</sup> (DC 18)

Spell-Like Abilities (CL 10th; concentration +15)

At will—deeper darkness, fear (DC 19), greater teleport (self only), telekinesis (DC 20)

3/day—magic jar (DC 22), possess object (DC 20), shadow conjuration (DC 19), shadow evocation (DC 20)

1/day—summon (level 3, 1 shadow demon 50%)

## STATISTICS

Str —, Dex 18, Con 17, Int 14, Wis 14, Cha 21

Base Atk +7; CMB +11; CMD 26

Feats Blind-Fight, Combat Reflexes<sup>MF</sup>, Improved Initiative<sup>MF</sup>, Lightning Reflexes

Skills Acrobatics +14, Bluff +15, Fly +22, Knowledge (local) +12,

Knowledge (planes) +12, Perception +20, Sense Motive +12, Stealth +14; Racial Modifiers+8 Perception

Languages Abyssal, Common; telepathy 100 ft.

SQ possession mastery<sup>MA</sup>

## ECOLOGY

Environment any (Abyss)

Organization solitary or haunt (1 mythic shadow demon and 2–8 non-mythic shadow demons)

Treasure standard

## SPECIAL ABILITIES

**Possession Mastery (Su)** A mythic shadow demon adds +2 to the DC for Will saves against its *magic jar* spell-like ability. Additionally, a mythic shadow demon can expend one use of mythic power to make a target of its *magic jar* spell-like ability roll its Will save twice and take the lower result.

**Shadow Ambush (Su)** A mythic shadow demon that attacks foes in a surprise round can take a full round of actions if it begins the combat by emerging from the shadows with its shadow blend ability.

**Shadow Blend (Su)** During any conditions other than bright light, a mythic shadow demon can disappear into the shadows as a move action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

**Soul Consumption (Su)** A mythic shadow demon can gradually consume the soul of any mortal creature it possesses with its *magic jar* spell-like ability. Each round the mythic shadow demon remains inside a mortal host, the mythic shadow demon can attempt to feed. The host creature must succeed on a DC 18 Will save or take 1 point of Wisdom drain. A creature reduced to a Wisdom score of 0 by this attack is immediately slain; the creature's body crumbles to dust and its soul is utterly annihilated. Creatures destroyed in this way can only be restored to life through *true resurrection*, or a carefully worded *wish* spell followed by *resurrection*, or *miracle*. Additionally, each time a shadow demon consumes a point of Wisdom, it heals 20 hit points (up to its maximum hit point total). This is a death effect and the DC is Charisma-based.

**Sprint (Ex)** Once per minute, a mythic shadow demon can increase its fly speed to 240 feet for 1 round.

**Sunlight Powerlessness (Ex)** A mythic shadow demon is utterly powerless in bright light or natural sunlight and flees from it. A mythic shadow demon caught in such light cannot attack and is staggered. A mythic shadow demon that is possessing a creature using *magic jar* is not harmed by sunlight, but if it is struck by a *sunbeam* or *sunburst* spell while possessing a creature, the mythic shadow demon is driven out of its host automatically. As a free action, a mythic shadow demon can spend one use of its mythic power to suppress its sunlight powerlessness until the end of its next turn.





# Demon, Succubus

*Tiny horns, bat-like wings, and a sinuous tail betray the demonic nature of this alluring woman.*

## MYTHIC SUCCUBUS

CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary

CE Medium outsider (chaotic, demon, evil, extraplanar, mythic)

Init +3; Senses darkvision 60 ft., detect good; Perception +21

## DEFENSE

AC 23, touch 13, flat-footed 20 (+3 Dex, +10 natural)

hp 114 (8d10+70)

Fort +7, Ref +9, Will +10

DR 10/cold iron and epic and good; Immune fire, electricity, poison; Resist acid 10, cold 10, fire 10; SR 19

## OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee 2 claws +11 (1d6+1)

Special Attacks dark mistress<sup>MA</sup>, demonic glory<sup>MA</sup>, energy drain<sup>MA</sup>, mythic power (3/day, surge 1d6), profane gift<sup>MA</sup>

Spell-Like Abilities (CL 12th; concentration +21)

Constant—detect good, tongues

At will—charm monster (DC 26), detect thoughts (DC 21), ethereal jaunt (self plus 50 lbs. of objects only), suggestion (DC 25), greater teleport (self plus 50 lbs. of objects only), vampiric touch

1/day—dominate person (DC 26), summon (level 3, 1 babau 50%)

## STATISTICS

Str 13, Dex 17, Con 20, Int 18, Wis 14, Cha 29

Base Atk +8; CMB +9; CMD 22

Feats Combat Reflexes, Iron Will<sup>MF</sup>, Spell

Focus (enchantment)<sup>MF</sup>, Weapon Finesse

Skills Bluff +28, Diplomacy +20, Disguise +20,

Escape Artist +14, Fly +14, Intimidate +17,

Knowledge (local) +15, Perception +21, Sense

Motive +13, Stealth +14; Racial Modifiers +8

Bluff, +8 Perception

Languages Abyssal, Celestial, Common, Draconic, tongues; telepathy 100 ft

SQ change shape (alter self; Small or Medium humanoid)

## ECOLOGY

Environment any (Abyss)

Organization solitary, pair, or harem (1 mythic succubus and 2–12 non-mythic succubi)

Treasure standard

## SPECIAL ABILITIES

**Dark Mistress (Su)** A mythic succubus can expend two uses of mythic power as a full round action to force a mortal creature or another demon within 30 feet to fall madly in love with her, as if the creature consumed a *philter of love* (DC 23 Will negates). The creature's attitude toward the mythic succubus becomes helpful. If a romantic attraction is possible toward the mythic succubus, the creature falls in love with her. Otherwise, the creature's love is a platonic adoration. This is

a curse effect and is permanent. It cannot be dispelled but can be removed with *break enchantment*, *limited wish*, *miracle*, *remove curse*, or *wish*. The save DC is Charisma-based.

**Demonic Glory (Su)** Once per day, and only when revealing its true form, a mythic succubus can expend one use of mythic power as a full round action to inspire incredible awe to all creatures within 60 feet that can see her. A creature that fails a DC 23 Will save immediately falls to the ground and prostrates itself before the mythic succubus. A flying creature incapable of hovering must land immediately in order to prostrate itself. These creatures are dazed for the duration of the effect, though the effect is broken if the creature is attacked by the mythic succubus or any of her allies or if the succubus moves more than 60 feet away. Each round on its turn, a victim of this effect may attempt a new saving throw to end the effect; this is a move action that does not provoke attacks of opportunity. A creature that recovers from this effect early after being affected by it for at least 1 round takes 1d4 points of Charisma damage and is staggered for 1d4 rounds. A creature that makes the initial save to resist this effect is merely staggered for 1 round. This is a mind-affecting compulsion effect and the save DC is Charisma-based.

**Energy Drain (Su)** A mythic succubus drains energy from a mortal she lures into an act of passion, such as a kiss. An unwilling victim must be grappled before the succubus can use this ability. The succubus's kiss bestows two negative levels. The kiss also has the effect of a *suggestion* spell, asking the victim to accept another act of passion from the succubus. The victim must succeed on a DC 25 Will save to negate the suggestion. The DC is 25 for the Fortitude save to remove a negative level. Additionally, a mythic succubus can expend one use of mythic power as a swift action to make a creature it has kissed roll its Will save to resist the suggestion effect twice and take the lower result. These save DCs are Charisma-based and include a +2 racial bonus.

**Profane Gift (Su)** Up to three times per day as a full-round action, a mythic succubus may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +4 profane bonus to an ability score of his choice, electricity resistance 10, and a +4 bonus on all saving throws against poison. A single creature may have no more than one profane gift from a mythic succubus at a time. As long as the profane gift persists, the mythic succubus can communicate telepathically with the target across any distance on the same plane (and may use her *suggestion* spell-like ability through it). A profane gift is removed by *dispel evil* or *dispel chaos*. The mythic succubus can also remove it as a free action (causing 2d6 Charisma drain to the victim, no save).





## Denizen of Leng

*Shrouded in tattered leather robes, this strange humanoid looks more alien and horrific the more one studies its twitching visage.*

MYTHIC DENIZEN OF LENG

CR 10/MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary 2

CE Medium outsider (chaotic, evil, extraplanar, mythic, mythos)

Init +25/+5, dual initiative<sup>MA</sup>; Senses darkvision 60 ft.; Perception +16

### DEFENSE

AC 27, touch 17, flat-footed 20 (+5 Dex, +2 dodge, +10 natural)

hp 145 (10d10+90); planar fast healing 5

Fort +12, Ref +12, Will +6

Defensive Abilities alien circulation<sup>MA</sup>, unusual anatomy; DR 5/epic; Immune poison; Resist cold 30, electricity 30; SR 21

### OFFENSE

Speed 40 ft.

Melee bite +15 (1d6+5 plus 1d6 Dexterity drain), 2 claws +15 (1d4+5)

Special Attacks mythic power (4/day, surge +1d8), mythic spell-like abilities<sup>MA</sup>, slaver<sup>MA</sup>, sneak attack +5d6

Spell-Like Abilities (CL 10th; concentration +15)

Constant—tongues

3/day—detect thoughts (DC 17), hypnotic pattern (DC 17), levitate, minor image (DC 17)

1/day—dominate person (DC 20), locate object, plane shift (self only)

### STATISTICS

Str 14, Dex 20, Con 21, Int 18, Wis 17, Cha 21

Base Atk +10; CMB +12; CMD 28

Feats Deceitful, Dodge<sup>M</sup>, Mobility, Persuasive, Weapon Finesse<sup>M</sup>

Skills Bluff +22, Diplomacy +7, Disable Device +15, Disguise +12 (+16 when disguised as a Medium humanoid), Intimidate +12, Knowledge (any one) +17, Perception +16, Profession (sailor) +8, Sense Motive +16, Sleight of Hand +18, Spellcraft +12, Stealth +18, Use Magic Device +18; Racial Modifiers +4 Disguise when disguised as a Medium humanoid

Languages Aklo; tongues

SQ discern fate<sup>MA</sup>, no breath

### ECOLOGY

Environment any land

Organization solitary, overseers (2–4), mess (5–10)

Treasure double (500 to 2,000 gp in rubies, other treasure)

### SPECIAL ABILITIES

**Alien Circulation (Ex)** A mythic denizen of Leng's bloodstream operates in defiance of conventional physiology and physics. Whenever it would take bleed damage (whether hit point damage or ability damage or drain), that bleed effect is negated as their blood instead flows through open air back into a different blood vessel elsewhere on the denizen's

body. However, this bizarre hemolytic diversion sprays adjacent creatures with toxic alien blood until the end of the denizen's next turn. A similar blood spray occurs when a creature confirms a critical hit with a piercing or slashing weapon against a mythic denizen of Leng in melee; this blood spray occurs even if a confirmed critical hit is negated by the mythic denizen of Leng's unusual anatomy.

**Toxic bloodspray**—contact; save Fort DC 20, frequency 1/round for 6 rounds, effect 1d4 Str, cure 2 consecutive saves. The save DC is Constitution-based.

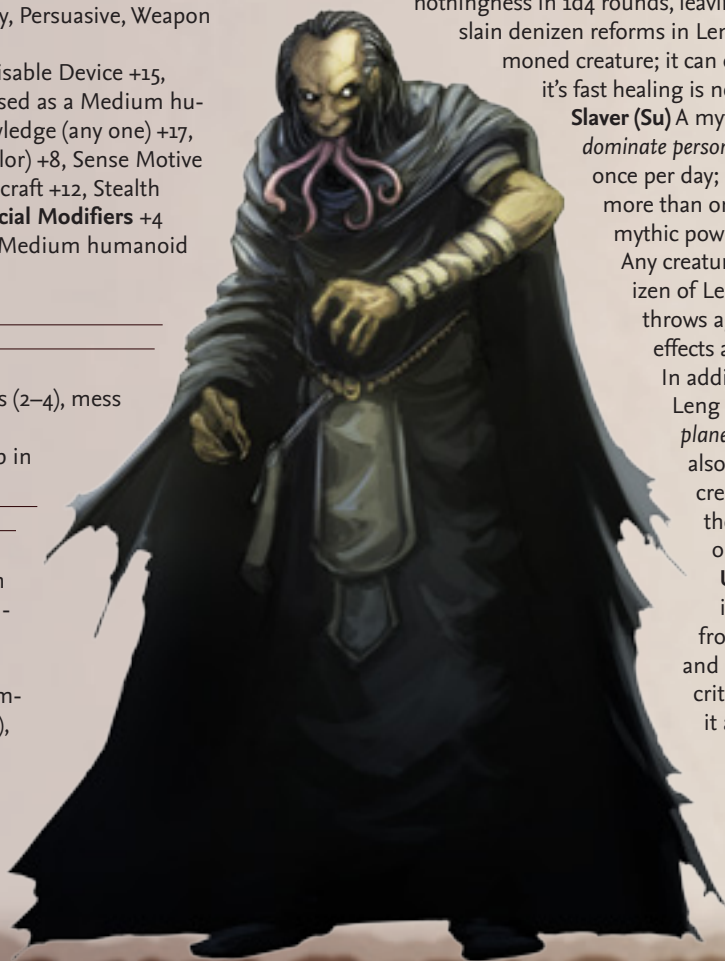
**Dexterity Drain (Su)** The otherworldly teeth and tongues of a denizen of Leng deal 1d6 points of Dexterity drain with a bite. Constructs, elementals, and other creatures that do not possess flesh are immune to this effect. A successful DC 20 Fortitude save reduces the Dexterity drain to 1 point. The save DC is Constitution-based.

**Discern Fate (Sp)** Once per week, the denizen may search for a creature that is essential to its future plans, as per *discern location* cast as a spell-like ability. Once within line of sight of the creature and by expending one use of its mythic power, the denizen can determine what the creature must do (or have done to it) in order to further the denizen's agenda. The necessary fate or course of action is determined by the GM, but if the denizen of Leng interacts with the creature or makes any die roll regarding that creature, it gains the effect of a *moment of prescience*.

**Planar Fast Healing (Su)** A denizen of Leng maintains a connection to Leng at all times, and when away from Leng, it has fast healing 5. It loses this ability on Leng or in areas where planar connections do not function. If killed, a denizen's body dissolves into nothingness in 1d4 rounds, leaving behind its equipment. A slain denizen reforms in Leng, similar to a slain summoned creature; it can only be permanently killed if it's fast healing is negated.

**Slaver (Su)** A mythic denizen of Leng gains *dominate person* as a spell-like ability usable once per day; however, it can use this ability more than once by expending one use of its mythic power for each use after the first. Any creature dominated by a mythic denizen of Leng takes a -4 penalty to saving throws against other mind-affecting effects as long as the *dominate* lasts. In addition, whenever a denizen of Leng targets itself with its *levitate* or *plane shift* spell-like abilities, it can also affect one adjacent dominated creature at the same time, even if the effect normally affects only one creature.

**Unusual Anatomy (Ex)** A denizen's internal anatomy varies from individual to individual, and has a 50% chance to treat any critical hit or sneak attack against it as a normal hit.





# Devil, Barbed

*From the tip of its lashing tail to the serrated features of its fang-filled visage, this fiery-eyed sentinel bristles with barbs.*

## MYTHIC HAMATULA

CR 13/MR 5

XP 25,600

Pathfinder Roleplaying Game Bestiary

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

Init +6; Senses darkvision 60 ft., see in darkness; Perception +21

## DEFENSE

AC 31, touch 16, flat-footed 25 (+6 Dex, +15 natural)

hp 188 (12d10+122)

Fort +14, Ref +14, Will +8

**Defensive Abilities** mythic barbed defense<sup>MA</sup>; DR 10/epic and good; Immune fire, poison; Resist acid 10, cold 10; SR 27

## OFFENSE

Speed 30 ft.

**Melee** 2 claws +20 (2d8+8/19–20/x3 plus cow foes and grab)

**Special Attacks** barb fling<sup>MA</sup>, barbed blight<sup>MA</sup>, impale 3d8+12, mythic power (5/day, surge +1d8), sickening strike<sup>MA</sup>

**Spell-Like Abilities** (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only), *hold person* (DC 17), *major image* (DC 17), *produce flame*, *pyrotechnics* (DC 16), *scorching ray* (2 rays only)

1/day—*order's wrath* (DC 18), *summon* (level 4, 1 barbed devil 35%), *unholy blight* (DC 18)

## STATISTICS

Str 27, Dex 23, Con 22, Int 12, Wis 15, Cha 18

Base Atk +12; CMB +20 (+24 grapple); CMD 36

**Feats** Alertness, Cleave, Combat Reflexes<sup>MF</sup>, Improved Critical (claws)<sup>MF</sup>, Iron Will<sup>MF</sup>, Power Attack

**Skills** Acrobatics +15, Diplomacy +13, Intimidate +19, Knowledge (planes) +16, Perception +21, Sense Motive +21, Spellcraft +12, Stealth +13, Survival +14

**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.

## ECOLOGY

**Environment** any (Hell)

**Organization** solitary, pair, team (1 mythic barbed devil and 2–4 nonmythic barbed devils), or squad (2 mythic barbed devils and 4–9 nonmythic barbed devils)

**Treasure** standard

## SPECIAL ABILITIES

**Barb Fling (Su)** As a standard action, a mythic hamatula can cause barbs to shoot out from its body in all directions. All creatures within 20 feet take 2d8+8 points of piercing damage (DC 22 Reflex half), plus 2 hit points of bleed damage. This bleed damage stacks with itself but not other sources of bleed damage. If the mythic hamatula spends one use of its mythic power, it can barb fling as a swift action, but it cannot use this ability twice in the same round.

**Barbed Blight (Su)** Whenever a mythic hamatula casts *unholy blight*, it may expend one use of mythic power to cause barbs to burst up through the ground in the area of the spell. All creatures in the radius take 1d8+8 points of piercing damage when the barbs appear, and the area is affected as *spike stones* for 1d4 rounds. Damage dealt by this ability is considered epic, evil, and lawful. Good or chaotic outsiders are sickened as long as they remain within the area and for 1 round thereafter (mythic good or chaotic outsiders can attempt a DC 22 Fortitude save to negate this effect).

**Barbed Grapple (Ex)** A mythic hamatula who is grappling an opponent may maintain the grapple with a move action instead of a standard action. If it maintains the grapple as a standard action it gains a +4 competence bonus to its CMB.

**Cow Foes (Su)** Any creature damaged by a mythic hamatula's claws is cowering for 1 round (DC 22 Will negates). If a creature fails its save, a mythic hamatula may expend one use of its mythic power as a free action to increase the duration to 1d4+1 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based and includes a +2 racial bonus.

**Impale (Ex)** A mythic hamatula deals 3d8+12 points of piercing damage to a grabbed opponent with a successful grapple check.

**Mythic Barbed Defense (Su)** A creature that strikes a mythic hamatula with a melee weapon, an unarmed strike, or a natural weapon takes 2d8+8 points of piercing damage that bypasses damage reduction as an epic weapon, as well as 2 points of bleed from the devil's barbs. Melee weapons with reach do not endanger a user in this way.

**Sickening Strike (Su)** When a mythic hamatula confirms a critical hit with its claw attack the target is sickened for one round (or staggered for 1 round if the target is already sickened). Multiple critical hits in a round against a single foe do not increase the duration of the sickened or staggered condition.





# Devil, Bearded

*This seething devil deftly wields a vicious, saw-toothed glaive, while below its toothy maw writhes a hideous, twitching beard.*

**MYTHIC BARBAZU**

**CR 6/MR 2**

XP 2,400

*Pathfinder Roleplaying Game Bestiary*

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

**Init** +6; **Senses** darkvision 60 ft., see in darkness; **Perception** +10

## DEFENSE

**AC** 21, touch 12, flat-footed 19 (+2 Dex, +9 natural)

**hp** 77 (6d10+44)

**Fort** +9, **Ref** +7, **Will** +3

**Defensive Abilities** glaive parry<sup>MA</sup>; **DR** 5/epic and good, or epic and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 17

## OFFENSE

**Speed** 40 ft.

**Melee** +1 glaive +14/+9 melee (1d10+8 plus infernal wound<sup>MA</sup>) or 2 claws +11 melee (1d6+5)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with +1 glaive)

**Special Attacks** beard, lunging sweep<sup>MA</sup> (DC 18), **mythic power** (2/day, surge +1d6)

**Spell-Like Abilities** (CL 12th)

At will—*greater teleport* (self plus 50 lbs. of objects only)

1/day—*summon* (level 3, 1 nonmythic bearded devil or 6 lemures, 50%)

## STATISTICS

**Str** 21, **Dex** 15, **Con** 19, **Int** 6, **Wis** 12, **Cha** 10

**Base Atk** +6; **CMB** +11; **CMD** 23

**Feats** Improved Initiative, Power Attack, Weapon Focus (glaive)<sup>MF</sup>

**Skills** Climb +14, Intimidate +7, Perception +10, Sense Motive +6, Stealth +11

**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.

**SQ** hellfury<sup>MA</sup>

## ECOLOGY

**Environment** any (Hell)

**Organization** solitary, squad (1 mythic barbazus and 2–12 nonmythic barbazus), or troop (1 mythic barbazus and 10–40 nonmythic barbazus)

**Treasure** standard (+1 glaive, other treasure)

## SPECIAL ABILITIES

**Beard (Ex)** If a mythic barbazus hits a single opponent with both claw attacks, it also lashes at the same target with its spiky, filthy beard. The victim takes 1d8+2 points of damage and must succeed on a DC 17 Fortitude save or contract devil chills. The save DC is Constitution-based.

*Devil Chills:* Disease—injury; *save* Fort DC 17; *onset* 1d4 days; *frequency* 1/day; *effect* 1d4 Str damage; *cure* 3 consecutive saves.

**Glaive Parry (Ex)** This ability functions like the block attacks Universal Monster ability, as described in *Pathfinder Roleplaying Game Mythic Adventures*, though the mythic barbazus must be wielding its glaive to use the ability. However, a mythic barbazus can also use this ability to block an attack against itself or against an ally within reach of its glaive by spending one use of its mythic power as an immediate action. This use is in addition to the normal usage of block attacks once per round.

**Hellfury (Su)** Once per hour, a mythic barbazus can slip into a ferocious battle-frenzy that lasts 2 minutes. While in this frenzied state, the mythic barbazus gains a +2 bonus to all melee attacks,

melee damage, Fortitude and Will saves, and Strength- and Constitution-based ability checks and skill checks. Additionally, while under the effect of its hellfury, if a mythic barbazus is hit with a melee attack, it can expend 1 use of its mythic power as an immediate action to make a melee attack against the creature that hit it. This melee attack is at the mythic barbazus's highest attack bonus, even if the mythic barbazus already attacked in the round.

**Infernal Wound (Su)** The damage a mythic barbazus deals with its glaive inflicts persistent wounds that cause 2 points of bleed damage. Bleed caused from an infernal wound is particularly difficult to stanch—a DC 17 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 16 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects on the victim. The infernal wounds caused by a mythic barbazus are a supernatural ability of the devil, not of the weapon.

**Lunging Sweep (Ex)** As a special full attack action, a mythic barbazus can make one melee attack with its glaive at its highest base attack bonus against each opponent it threatens with its glaive; it cannot attack adjacent foes with this ability. The mythic barbazus must make a separate attack roll against each opponent. Creatures damaged by this attack are knocked prone and staggered for 1d4 rounds (DC 18 Fortitude negates). If the mythic barbazus expends one use of its mythic power when using this ability, it can attack adjacent opponents with this ability and the save DC is increased by 2. The save DC is Strength-based.





# Devil, Contract

With rust-colored skin and a jutting crown of ridge-like horns, this muscular devil is draped in lengthy contracts.

MYTHIC PHISTOPHILUS

CR 12/MR 5

XP 19,200

Pathfinder Roleplaying Game Bestiary 3

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

Init +17<sup>MF</sup>; Senses darkvision 60 ft., see in darkness; Perception +27

## DEFENSE

AC 31, touch 19, flat-footed 22 (+8 Dex, +1 dodge, +12 natural)

hp 186 (13d10+115)

Fort +9, Ref +16, Will +17

Defensive Abilities adjourn<sup>MA</sup>; DR 10/epic and good; Immune fire, mind-affecting effects, poison; Resist acid 10, cold 10; SR 23

## OFFENSE

Speed 30 ft.

Melee binding contract (+2 unholy whip) +24/+19/+14 (1d4+10 plus 1d6 bleed plus 2d6 vs. good), gore +11 (2d6+3)

Space 5 ft.; Reach 5 ft. (15 ft. with binding contract)

Special Attacks binding contract<sup>MA</sup>, bleed (1d6), impale (2d8+4), mythic power (5/day, surge +1d8), mythic spell-like abilities<sup>MA</sup>

Spell-Like Abilities (CL 13th; concentration +19)

Constant—tongues

At will—bestow curse (DC 20), detect thoughts (DC 18), dimension door, erase, identify, major image (DC 19), produce flame, sending 3/day—arcane eye, break enchantment, greater teleport (self plus 50 lbs. of objects only), hold person (DC 18), locate creature, mage's private sanctum, scorching ray, silence (DC 18), vision 1/day—contact other plane, delayed blast fireball (DC 23), dismissal (DC 21), plane shift (DC 23), summon (level 4, 1d6 bearded devils or 1 bone devils 50%), symbol of pain (DC 21)

## STATISTICS

Str 17, Dex 27, Con 20, Int 24, Wis 25, Cha 22

Base Atk +13; CMB +17; CMD 35

Feats Alertness, Deceitful, Dodge, Improved Initiative<sup>MF</sup>, Iron Will<sup>MF</sup>, Mobility, Persuasive<sup>MF</sup>

Skills Bluff +26, Diplomacy +26, Disguise +8, Intimidate +26, Knowledge (arcana) +23, Knowledge (nobility) +23, Knowledge (planes) +23, Knowledge (religion) +23, Linguistics +20, Perception +26, Profession (scribe) +19, Sense Motive +26, Sleight of Hand +20, Spellcraft +20

Languages Abyssal, Aklo, Aquan, Auran, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Gnoll, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon; telepathy 100 ft., tongues

SQ infernal contract<sup>MA</sup>, infernal investment<sup>MA</sup>

## ECOLOGY

Environment any (Hell)

Organization solitary or infernal court (1 mythic contract devil and 2–12 nonmythic contract devils)

Treasure double standard

## SPECIAL ABILITIES

**Adjourn (Su)** Once per hour, a mythic contract devil can expend 1 use of its mythic power as an immediate action in response to a melee or ranged attack that hits it or an effect that affects it. The mythic contract devil is unaffected by the attack or effect as it steps out of phase with the natural flow of time for the next 2 rounds. During this time, the mythic contract devil can act but cannot creatures or objects in the normal time stream or be perceived by them, and it is unaffected by virtually all effects that exist in the normal time stream, as a creature using *time stop*.

**Binding Contract (Su)** A mythic contract devil carries numerous lengthy contracts draped over its horns or within its numerous carrying cases. A mythic contract devil can wield these contracts like +2 *unholy whips* (with a reach of 15 feet), but deal lethal damage regardless of the armor bonus of their target. A mythic contract devil modifies attack and damage rolls when using a binding contract by its Intelligence modifier, not its Strength modifier, and wields these contracts as if it had the Whip Mastery, Improved Whip Mastery, and Greater Whip Mastery feats. Wounds created by a binding contract resemble horrifically deep paper cuts and cause 1d6 points of bleed damage.

**Impale (Ex)** As a swift action, a mythic contract devil can impale an opponent grappled by its binding contract, dealing 2d8+4 points of piercing damage.

**Infernal Contract (Su)** As a standard action, a mythic contract devil can produce an infernal contract for a single living mortal creature. This contract can grant a wide range of abilities and effects, as detailed in the contract devil's entry (*Pathfinder Roleplaying Game Bestiary* 3), including the granting of a mythic wish. To receive any of these bonuses, however, the mortal must sign its true name to the document of its own free will. Upon doing so, that mortal's soul is sworn to the mythic contract devil, condemning the soul to an eternity of servitude in Hell rather than whatever fate would naturally befall it upon the mortal's death. Breaking a contract with a mythic contract devil is difficult and dangerous; as long as the infernal contract remains in effect, the victim cannot be restored to life after death by any means.

**Infernal Investment (Su)** As a subclause of all infernal contracts, a mythic contract devil can use *detect thoughts* and *greater scrying* at will upon any creature with which it has a contract. The target creature always fails its save against the devil's divinations—this ability otherwise functions at caster level 25th.





### CREATING A DEVILBOUND CREATURE

“Devilbound creature” is a template described in *Pathfinder Roleplaying Game Bestiary 4*. The following additional rules cover types of devils not included in that source and how being bound to a mythic devil alters the template, as contract devils and mythic contract devils often facilitate such fiendish bindings. All other aspects of the template remain unchanged.

**Defensive Abilities:** A weapon must be both epic and good to cause the regeneration ability of a devilbound creature that is bound to a mythic devil to cease functioning.

**Weaknesses:** The devil-bound creature gains the Contract Bound weakness with the following difference. As long as the contract remains in effect, a slain victim can’t be restored to life after death except by a mythic *wish*. This is the case whether or not the mythic devil is dead or alive when the creature dies.

**Special Attacks:** If the creature is bound to a mythic devil, it can summon a single one of the most powerful kind of devil available to it, 1d3 of the second most powerful devil available to it, or 1d4+1 of the third or lower most powerful devil available to it, once per day with a 100% chance of success. For example, a mythic-devilbound creature with a caster level of 9 can summon 1 erinyes, 1-3 bearded devils, or 2-5 lemures with this ability.

**Spell-Like Abilities:** The creature gains the following spell-like abilities, depending on the kind of devil it is bound to. The creature uses its Hit Dice or caster level, whichever is higher, as the caster level for its spell-like abilities. Save DCs are based on the creature’s Intelligence, Wisdom, or Charisma, whichever is highest.

*Apostate devil* (deimavigga): 3/day—*calm emotions*, *nightmare*; 1/day—*blasphemy*

*Heresy devil* (ayngavhaul): 3/day—*summon monster V* (evil, lawful, or no subtypes only)

*Temptation devil* (lisslefer): 3/day—*beguiling gift*, *glibness*

*Vengeance devil* (salikotal): 3/day—*locate creature*, *rest eternal*

*Warmonger devil* (levaloch): 3/day—*feather step* (self only), *resist energy* (acid, cold or fire; self only)

**Abilities:** Adjust the base creature’s ability scores according to the kind of devil it is bound to.

*Apostate devil*: +2 Dex, +2 Con, +2 Cha

*Heresy devil*: +2 Str, +2 Con, +2 Int

*Temptation devil*: +2 Str, +2 Dex, +2 Int

*Vengeance devil*: +2 Dex, +2 Wis, +2 Cha

*Warmonger devil*: +2 Str, +2 Dex, +2 Con





# Devil, Fury

*Some calamity has befallen this angelic warrior. Wings stained black shear the air as her merciless eyes search for a target.*

## MYTHIC ERINYES

CR 10/MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary

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

Init +8; Senses darkvision 60 ft., see in darkness, true seeing; Perception +16

## DEFENSE

AC 29, touch 19, flat-footed 20 (+8 Dex, +1 dodge, +10 natural)

hp 134 (9d10+85)

Fort +11, Ref +14, Will +7

DR 5/epic and good; Immune fire, poison; Resist acid 10, cold 10; SR 23

## OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee +1 longsword +15/+10 (1d8+8/17–20)

Ranged +1 flaming burst composite longbow +16/+16/+11 (1d8+6/x3 plus 1d6 fire) or rope +17 touch (entangle)

Special Attacks entangling triptych<sup>MA</sup>, mythic power (4/day, surge +1d8)

Spell-Like Abilities (CL 12th, concentration +17)

Constant—true seeing

At will—fear (single target, DC 19), greater teleport (self plus 50 lbs. of objects only), minor image (DC 17), unholy blight (DC 19)  
1/day—summon (level 3, 2 bearded devils, 50%)

## STATISTICS

Str 20, Dex 27, Con 21, Int 14, Wis 18, Cha 21

Base Atk +9; CMB +14; CMD 33

Feats Combat Reflexes, Dodge<sup>B</sup>, Mobility<sup>B</sup>, Point-Blank Shot<sup>MF</sup>, Precise Shot, Rapid Shot<sup>MF</sup>, Shot on the Run

Skills Acrobatics +20, Bluff +17, Diplomacy +14, Escape Artist +14, Fly +21, Intimidate +17, Knowledge (planes) +8, Knowledge (religion) +8, Perception +16, Sense Motive +10, Stealth +17

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.  
SQ entangled suppression<sup>MA</sup>, final flight<sup>MA</sup>, infernal desecration<sup>MA</sup>, locate quarry<sup>MA</sup>

## ECOLOGY

Environment any (Hell)

Organization solitary or trio

Treasure triple (+1 keen longsword, +1 flaming burst composite longbow [+5 Str bonus], 3 ropes)

## SPECIAL ABILITIES

**Entangled Suppression (Su)** Any creature entangled by a mythic erinyes' rope must overcome the devil's spell resistance to cast any spell.

**Entangling Triptych (Su)** A mythic erinyes is attended by three 50-foot-long ropes that writhe in her wake as she moves and form images of her prey when she is stationary. Each rope can entangle an opponent of any size as an *animate rope* spell (CL 16th, DC 22). An erinyes can hurl one of its ropes 30 feet with no range penalty, and she may direct a rope to entangle an adjacent enemy as a move action. A mythic erinyes's ropes function only for the mythic erinyes who made them and no other. The save DC is Dexterity-based.

**Final Flight (Su)** A mythic erinyes may move any creature entangled in one of its ropes as if the creature was only 50 lbs.

**Infernal Desecration (Su)** A mythic erinyes automatically suppresses a *consecrate* effect as long as she remains within it. As a swift action, she can expend one use of her mythic power to dispel a *magic circle against chaos*, *magic circle against evil*, or *hallow effect*, adding her mythic tier to her caster level check to dispel. In addition, positive energy effects are halved within 30 feet of a mythic erinyes.

**Locate Quarry (Su)** A mythic erinyes may choose one creature whose name it knows. The mythic erinyes knows which direction that creature is in as long as they are on the same plane. A mythic erinyes select a new the target of this ability until the existing target is dead.





# Devil, Horned

*Bristling with terrible spines and a crown of deadly horns, this leering winged terror wields a whirling barbed chain.*

MYTHIC CORNUGON

CR 20/MR 8

XP 307,200

Pathfinder Roleplaying Game Bestiary

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

Init +8; Senses darkvision 60 ft., see in darkness; Perception +24

Aura cowering fear<sup>MA</sup> (15 ft., DC 25, 2d4 rounds)

## DEFENSE

AC 43, touch 17, flat-footed 35 (+8 Dex, +26 natural, -1 size)

hp 297 (15d10+215); regeneration 5 (epic and good weapons, good spells)

Fort +18, Ref +17, Will +13

Defensive Abilities block attacks; DR 10/epic, good, and silver;

Immune fire, poison; Resist acid 10, cold 10; SR 31

## OFFENSE

Speed 30 ft., fly 50 ft. (average)

Melee +2 keen unholy spiked chain +30/+25/+20 (2d6+20/19-20 plus stun<sup>MA</sup>), bite +24 (2d8+6), gore +24 (2d6+6/18-20/x3 plus infernal wound<sup>MA</sup>), tail +24 (2d6+6 plus infernal wound<sup>MA</sup> and trip<sup>MA</sup>) or 2 claws +26 (2d6+12), bite +26 (2d8+12), gore +26 (2d6+12 plus infernal wound<sup>MA</sup>), tail +24 (2d6+6 plus infernal wound<sup>MA</sup> and trip<sup>MA</sup>)

Ranged 4 spikes +23 (1d6+12 plus infernal wound<sup>MA</sup>)

Space 10 ft.; Reach 10 ft.

Special Attacks mythic power (8/day, surge +1d10), powerful charge<sup>MA</sup> (gore, 4d6+24/18-20/x3 plus infernal wound<sup>MA</sup> and stun<sup>MA</sup>)

Spell-Like Abilities (CL 20th; concentration +26)

At will—dispel chaos (DC 23), dispel good (DC 23), magic circle against good, greater teleport (self plus 50 lbs. of objects only), persistent image (DC 23)

3/day—fireball (DC 21), lightning bolt (DC 21)

1/day—summon (level 6, 3 barbed devils, 35%)

## STATISTICS

Str 35, Dex 27, Con 28, Int 14, Wis 22, Cha 27

Base Atk +15; CMB +28 (+30 sunder); CMD 46 (48 vs. sunder)

Feats Cornugon Smash, Improved Sunder, Improved Vital Strike, Iron Will<sup>MF</sup>, Multiattack, Power Attack<sup>MF</sup>, Vital Strike<sup>MF</sup>, Weapon Focus (spiked chain)<sup>MF</sup>

Skills Bluff +26, Diplomacy +23, Fly +15, Intimidate +26, Knowledge (planes) +20, Perception +24, Sense Motive +21, Spellcraft +20, Stealth +22

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

## ECOLOGY

Environment any (Hell)

Organization solitary, pair, or wing (1 mythic cornugon, 3–10 non-mythic cornugons)

Treasure standard (+2 keen unholy spiked chain, other treasure)

## SPECIAL ABILITIES

**Aura of Cowering Fear (Su)** A mythic cornugon is surrounded by a 15-ft. radius aura of fear that causes opponents to cower for 2d4 rounds when they enter this area; a successful DC 25 Will save reduces this effect to being shaken. By spending one use of its mythic power as a free action, a mythic cornugon can cause all creatures within 5 feet that are normally immune to fear to lose that immunity while within 5 feet of it for 24 hours (DC 25 Will negates for mythic creatures or reduces the duration to 1d4 rounds for non-mythic creatures).

**Infernal Wound (Su)** The damage a mythic cornugon deals with its gore, tail, and tail spikes causes persistent wounds that deal 2d6 points of bleed damage plus 1d3 points of Con bleed. Bleeding caused in this way is difficult to staunch—a DC 30 Heal check stops the damage, and any attempt to heal a creature suffering from an infernal wound must succeed on a DC 30 caster level check or the spell does not function. Success indicates the healing works normally and stops all bleed effects.

**Spikes (Ex)** With a snap of its tail, a mythic cornugon can loose a volley of four spikes as a standard action (make an attack roll for each spike). This attack has a range of 180 feet with no range increment. All targets must be within 30 feet of each other. If the mythic cornugon targets a single opponent with all four spikes, it can choose to make a single attack roll with a +4 bonus. If the attack hits, all four spikes hit. Precision-based damage (such as sneak attack) and critical hit damage apply only once for this attack. Damage bonuses apply to each spike. Damage reduction and resistances apply separately to each spike.

If a mythic cornugon spends one use of its mythic power as a free action, and targets a single opponent with all four spikes as a single attack, it can make the ranged attack as a swift action that does not provoke attacks of opportunity.

**Stun (Su)** Whenever a mythic cornugon hits with a spiked chain attack or with a powerful charge, the opponent must succeed on a DC 31 Fortitude save or be stunned for 1d4 rounds. If a mythic cornugon spends 1 use of mythic power as a free action, the opponent must roll two saving throws and take the lowest. An opponent stunned by this ability must also make a DC 31 Reflex save or be knocked prone. This ability is a function of the mythic cornugon, not of the spiked chain. The save DCs are Strength-based and include a +2 racial bonus.





# Devil, Imp

Fiendish wings and a whipping scorpion-like tail lash behind this diminutive, red-skinned nuisance.

## MYTHIC IMP

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary

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

Init +3; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; Perception +7

## DEFENSE

AC 18, touch 16, flat-footed 14 (+3 Dex, +1 dodge, +2 natural, +2 size)

hp 26 (3d10+10); fast healing 2

Fort +1, Ref +6, Will +4

DR 5/good or silver; Immune fire, poison; Resist acid 10, cold 10

## OFFENSE

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

Melee sting +8 (1d4+3 plus poison)

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

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

Spell-Like Abilities (CL 6th; concentration +8)

Constant—*detect good*, *detect magic*

At will—*invisibility* (self only)

1/day—*augury*, *suggestion* (DC 15)

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

## STATISTICS

Str 10, Dex 17, Con 10, Int 13, Wis 12, Cha 14

Base Atk +3; CMB +1; CMD 15

Feats Dodge, Weapon Finesse<sup>MF</sup>

Skills Acrobatics +8, Bluff +8, Fly +19, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +7, Spellcraft +4, Stealth +17

Languages Common, Infernal

SQ change shape (boar, giant spider, rat, or raven, *beast shape I*)

## ECOLOGY

Environment any (Hell)

Organization solitary, pair, or flock (1-4 mythic imps and 2-8 imps)

Treasure standard

## SPECIAL ABILITIES

**Diabolical Bargain (Su)** Once per day, a mythic imp can create a magical effect in exchange for a gift or service from a humanoid. It can communicate with the creature with whom it bargains as if using the *tongues* spell (caster level 6th) for up to 6 minutes. The power of this effect is no greater than what can be done with a 3rd-level spell. The creature accepting the diabolical bargain becomes more susceptible to the mythic imp's corruption, taking a -2 penalty on saving throws against any effect the imp creates, and if it must make any opposed roll or check against the imp the creature must roll twice and take the worse result.

If a mythic imp expends one use of mythic power when making a diabolical bargain, it may grant a profane gift to a willing humanoid creature by touching it for 1 full round. The target gains a +2 profane bonus to an ability score of his choice. A single creature may have no more than one profane gift from a mythic imp at a time. As long as the diabolic bargain persists, the mythic imp can communicate telepathically with the target across any distance as if they shared a common language and may use its *suggestion* spell-like ability through this telepathic link. A diabolic bargain can be removed with *dispel evil* or *dispel*

*law*. The mythic imp can remove it as well as a free action (causing 1d6 Charisma drain to the victim, no save).

**Mythic Master (Su)** A lawful evil, lawful neutral, or neutral evil spellcaster with the mythic Improved Familiar feat can call a mythic imp as a familiar. A mythic imp's master gains Mythic Spell Lore as a bonus feat as long as the mythic imp is adjacent. However, the spells its master selects with this feat must have the lawful or evil descriptor. Spells which can have multiple descriptors, such as *summon monster* and *planar binding*, can be selected with this feat but can be cast as mythic spells only when cast with the lawful or evil descriptor. Its master also gains 1 additional use of mythic power per day, but this use can only be used to augment a spell with the lawful or evil descriptor.

At the GM's option, instead of selecting any spells with the lawful or evil descriptor you wish, you could instead choose the spells you gain from this Mythic Spell Lore feat from the bloodline spells of the Infernal sorcerer bloodline and/or the domain spells of the Law or Evil cleric domain or the Devil subdomain.

If a mythic imp's master is killed, the mythic imp will move within range as quickly as it can in order to use *soul bind* (DC 19) upon its former master, which it can use once as a spell-like ability upon its master's death. If the mythic imp has not used its mythic power that day, it can spend one use of its mythic power to increase the save DC by 1d6. It must use this ability within 6 rounds of its master's death or it has no effect. If the save is failed, the mythic master's soul is taken to Hell and gifted to the mythic imp's diabolic masters.

**Poison (Ex)** Sting-injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save. The save DC is Constitution-based and includes a +2 racial bonus.





# Devil, Pit Fiend

A pair of gigantic, flame-seared wings and eyes smoldering like embers give this towering devil a truly horrific appearance.

## MYTHIC PIT FIEND

CR 25/MR 10

XP 1,638,400

Pathfinder Roleplaying Game Bestiary

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

**Init** +23/+3<sup>MF</sup>, **dual initiative**<sup>MA</sup>; **Senses** darkvision 60 ft., see in darkness; **Perception** +33

**Aura** fear (20 ft., DC 24)

## DEFENSE

**AC** 48, touch 18, flat-footed 39 (+9 Dex, +30 natural, –1 size)

**hp** 470 (20d10+360); regeneration 5 (epic and good weapons, good spells)

**Fort** +25, **Ref** +21, **Will** +18

**Defensive Abilities** **fortification**<sup>MA</sup> (50%), unholy blood<sup>MA</sup>; **DR** 15/epic, good, and silver; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 36

## OFFENSE

**Speed** 40 ft., fly 60 ft. (average)

**Melee** 2 claws +35 (2d8+16 plus 2d6 hellfire<sup>MA</sup>), 2 wings +33 (2d6+8 plus 2d6 hellfire<sup>MA</sup>), bite +35 (4d6+16 plus 2d6 hellfire<sup>MA</sup>, poison, and disease), tail slap +33 (2d8+9 plus 2d6 hellfire<sup>MA</sup> and grab)

**Space** 10 ft., **Reach** 10 ft.

**Special Attacks** **burn for me**<sup>MA</sup> (DC 28), constrict (2d8+24 plus 2d6 hellfire<sup>MA</sup>), cremation<sup>MA</sup>, devil shaping, hellfire<sup>MA</sup>, feral savagery (full attack), ineffable damnation<sup>MA</sup>, infernal conflagration<sup>MA</sup> (DC 33), **mythic power** (10/day, surge +1d12), **mythic spell-like abilities**<sup>MA</sup>, unholy perspicacity<sup>MA</sup>

**Spell-Like Abilities** (CL 18th; concentration +27)

At will—*blasphemy* (DC 26), *create undead*, *fireball* (DC 22), *greater dispel magic*, *greater teleport* (self plus 50 lbs. of objects only), *greater scrying* (DC 26), *invisibility*, *magic circle against good*, *mass hold monster* (DC 28), *persistent image* (DC 24), *power word stun*, *scorching ray*, *trap the soul* (DC 27), *unholy aura* (DC 27), *wall of fire*

3/day—*quicken fireball* (DC 22)

1/day—*meteor swarm*, *summon* (level 9, any 1 CR 20 or lower devil, 100%)

1/year—*wish*

## STATISTICS

**Str** 43, **Dex** 29, **Con** 37, **Int** 26, **Wis** 30, **Cha** 28

**Base Atk** +20; **CMB** +37 (+41 grapple); **CMD** 56

**Feats** *Cleave*<sup>MF</sup>, *Great Cleave*, *Improved Initiative*<sup>MF</sup>, *Improved Iron Will*, *Improved Vital Strike*, *Iron Will*<sup>MF</sup>, *Multiattack*, *Power Attack*<sup>MF</sup>, *Quickened Spell-Like Ability* (*fireball*), *Vital Strike*<sup>MF</sup>

**Skills** *Appraise* +17, *Bluff* +32, *Diplomacy* +32, *Disguise* +28, *Fly* +30, *Intimidate* +32, *Knowledge* (arcana) +28, *Knowledge* (planes) +31, *Knowledge* (religion) +31, *Perception* +33, *Sense Motive* +33, *Spellcraft* +31, *Stealth* +28, *Survival* +22, *Use Magic Device* +29

**Languages** Celestial, Common, Draconic, Infernal; telepathy 100 ft.

## ECOLOGY

**Environment** any (Hell)

**Organization** solitary or council (1 mythic pit fiend and 2–8 non-mythic pit fiends)

**Treasure** triple

## SPECIAL ABILITIES

**Cremation (Su)** A creature reduced to fewer than 0 hit points by any of a mythic pit fiend's attacks that cause fire damage must succeed a DC 35 Fortitude save or be instantly slain, its body reduced to ash. Only spells that do not require a portion of the corpse, such as *true resurrection*, may return the victim to life. The save DC is Constitution-based and includes a +2 racial bonus.

**Devil Shaping (Su)** Three times per day, a mythic pit fiend can spend a minute to transform nearby lemures into other lesser devils. A mythic pit fiend can transform one lemure for every Hit Die the mythic pit fiend possesses. It can then reshape these lemures into a number of Hit Dice's worth of devils equal to the number of lemures affected. For example, a typical 20 Hit Dice mythic pit fiend could transform 20 lemures into two bone devils (10 HD each), or three bearded devils (6 HD each, leaving two lemures unchanged), or any other combination of lesser devils. Lemures to be reshaped must be within 50 feet of the mythic pit fiend, becoming stationary and unable to move once the shaping begins. After a minute passes, the lemures reform into the shape of a new lesser devil ready to follow the orders of the mythic pit fiend. Although a mythic pit fiend can, technically, elevate a mass of 20 lemures into a new pit fiend, most are hesitant to do so since they have no special control over a devil created in this manner.

**Disease (Su)** *Devil Chills*: Bite—*injury*; *save* Fort DC 33; *onset* immediate; *frequency* 1/day; *effect* 1d4 Str damage; *cure* 3 consecutive saves. The save DC is Constitution-based.

**Hellfire (Su)** A mythic pit fiend burns with the ravenous fires of Hell. Each of its melee attacks and its constrict attack deal an additional 2d6 points of hellfire damage (half fire, half unholy), plus an additional 2d6 points of hellfire damage (half fire, half unholy) each subsequent round until the victim succeeds at a DC 33 Reflex save. The save DC is Constitution-based. Additionally, when a mythic pit fiend deals fire damage to an opponent with any of its attacks, special abilities, or spell-like abilities, it treats the target's fire resistance as 15 points lower than normal (minimum 0).

**Ineffable Damnation (Su)** A mythic pit fiend can expend 1 use of mythic power as a standard action to consume a soul it has trapped in a gem with its *trap the soul* spell-like ability. The mythic pit fiend immediately heals 1d8 hit points per Hit Die of the soul and regains 1 use of mythic power plus an additional use of mythic power for each mythic rank the consumed soul possessed (up to the mythic pit fiend's maximum amount of mythic power). This destroys the gem and the soul within, such that only a *miracle* or *wish* cast or granted by a mythic creature can restore the dead creature to life.

**Infernal Conflagration (Su)** A mythic pit fiend can expend 1 use of mythic power as a standard action to create a fiery explosion up to 1,000 feet away that deals 20d6 points of hellfire damage (half fire, half unholy) to all creatures and unattended objects in a 30-foot radius, and 10d6 points of hellfire damage to targets past 30 feet but within 60 feet (DC 33 Reflex half). The explosion leaves behind a 60-foot diameter cloud of searing brimstone and thick ash that lingers for 3d6 rounds and mimics the effects of *incendiary cloud* (DC 33 Reflex half), though the cloud deals hellfire damage (half fire, half unholy). The save DCs are Constitution-based.





**Poison (Ex)** Bite—injury or blood—contact; *save* Fort DC 33; *frequency* 1/round for 10 rounds; *effect* 1d6 Con damage; *cure* 3 consecutive saves. The save DC is Constitution-based.

**Unholy Blood (Su)** A mythic pit fiend's blood and other fluids are infused with hellfire and deadly poison. Each time a mythic pit fiend is damaged by a piercing or slashing weapon, the attacking creature and its weapon take 3d6 points of hellfire damage (which is doubled if the attack is a critical threat). The attacking creature is also sprayed with the mythic pit fiend's poison. Using a reach weapon does not endanger the attacker in this way, though the attacker's weapon is still affected.

**Unholy Perspicacity (Su)** As a swift action, a mythic pit fiend can expend 1 use of mythic power to gain a +20 insight bonus to a single attack roll, saving throw, skill check, or ability check.





# Devil, Temptation

*A beautiful angelic head crowns a humanoid body that has been fused and molded into a muscular serpentine form. Its vestigial toes splay into an arrowhead-shaped stinger tipped with sharp, black nails that drip the same black venom as its serpentine fangs.*

## LISSELEF

CR 7/MR 3

XP 3,200

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

**Init** +9; **Senses** darkvision 60 ft., *detect good*, *detect magic*, see in darkness; **Perception** +13

## DEFENSE

**AC** 21, touch 14, flat-footed 16 (+5 Dex, +7 natural, –1 size)

**hp** 96 (7d10+58)

**Fort** +6, **Ref** +10, **Will** +10

**DR** 5/epic and good; **Immune** fire, poison; **Resist** acid 10, cold 10; **SR** 18

## OFFENSE

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

**Melee** bite +13 (1d6+7 plus grab and profane venom<sup>MA</sup>) and sting +13 (1d4+7 plus profane venom<sup>MA</sup>)

**Ranged** spit +11 touch (profane venom<sup>MA</sup>)

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

**Special Attacks** constrict (1d6+3), **mythic power** (3/day, surge +1d6), mythic spell-like abilities<sup>MA</sup>

**Spell-Like Abilities** (CL 12th; concentration +15)

Constant—*detect good*, *detect magic*

At will—*charm person* (DC 14), *greater teleport* (self plus 50 lbs. of objects only), *invisibility*, *minor image* (DC 15)

3/day—*beguiling gift* (DC 14), *dispel magic*, *glibness*, *infernal healing*, *spontaneous immolation* (DC 15), *suggestion* (DC 16)

1/day—*denounce* (DC 17), *pernicious poison*, *slow* (DC 16), *summon* (level 4, 1 *salikotal* 50%)

## STATISTICS

**Str** 25, **Dex** 21, **Con** 19, **Int** 20, **Wis** 16, **Cha** 17

**Base Atk** +7; **CMB** +15 (+19 grapple); **CMD** 30 (can't be tripped)

**Feats** Deceitful<sup>MF</sup>, Improved Initiative, Iron Will, Persuasive<sup>MF</sup>

**Skills** Bluff +17, Climb +15, Diplomacy +17, Disguise +17, Intimidate +14, Knowledge (arcana, planes, religion) +15, Perception +13, Sense Motive +13, Spellcraft +12, Stealth +11, Swim +15

**Languages** Celestial, Draconic, Infernal; telepathy 100 ft., truespeech

**SQ** *change shape*<sup>MA</sup> (*alter self*; Small or Medium humanoid consumed), devil's deal, devil's mark<sup>MA</sup>, swallow corpse

## ECOLOGY

**Environment** any (Hell)

**Organization** solitary

**Treasure** double

## SPECIAL ABILITIES

**Change Shape (Su)** Once per day, a lisselefer can assume the form of any individual Small or Medium humanoid that it has successfully used its swallow corpse ability on, but requires 1 uninterrupted minute to alter its body. Performing this transformation is painful, and the lisselefer can only maintain its new form for 1 hour once it has achieved it. It can change back to its true form as a swift action. A lisselefer gains a +10 bonus on Disguise checks to appear as the individual humanoid that was swallowed when they are used in conjunction with this ability. By spending one use of mythic power as a free action, a lisselefer can maintain its new form for 24 hours.





**Devil's Deal (Su)** Once per week, a lisslefer can make a deal with a mortal humanoid. The mortal must enter the agreement willingly (without magical compulsion). The lisslefer grants the mortal one *limited wish* but the mortal must agree to accept a *geas* from the lisslefer, which the lisslefer can invoke from any distance up to a year and a day after granting the *limited wish*. This specialized *geas* does not allow spell resistance, and if the *geas* is removed before the task specified by the lisslefer 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 *limited wish* cannot reasonably be reversed or negated, the wish recipient instead is affected as *major curse* (no saving throw, no SR) when the *geas* is broken. If the target is killed before the *geas* is completed, its soul is automatically imprisoned in a gem, which immediately appears in Hell as one of the lisslefer's belongings. If the lisslefer is dead when the mortal dies, the mortal's soul is destroyed, and can't be restored to life except by *miracle* or *wish*. If the mortal fails to perform the task in the allotted time, its soul is still damned. If the mortal is restored to life, the lisslefer immediately senses the name and location (as *discern location*) of the person responsible.

**Devil's Mark (Su)** A mortal that has entered into a devil's deal with a lisslefer is marked with a unique symbol that cannot be removed for the duration of the deal. The lisslefer can telepathically communicate with the bearer over any distance while on the same plane. Once per day, a lisslefer can share the senses of the bearer, hearing, seeing, smelling, tasting, and touching everything the bearer does, for up to 1 round per HD of the lisslefer. There is no range to this effect, but the bearer and the lisslefer must be on the same plane. The lisslefer can end this effect as a free action. If the lisslefer has an ongoing devil's deal with more than one mortal, it can share senses with each once per day. If the lisslefer spends one use of mythic power, it can share senses with one marked mortal one additional time that day. Alternatively, it can share senses with one marked mortal for up to 1 hour.

**Profane Venom (Su)** Bite or sting—injury or spit—contact (range 30 feet); *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d4 Wis plus special; cure 1 save. A lisslefer's profane venom impedes the power of non-evil divine magic while it is in effect. Any non-evil divine spellcaster who is poisoned by a lisslefer's profane venom or who casts a divine spell targeting a creature poisoned by a lisslefer's profane venom must succeed at a DC 19 caster level check or have the spell fail. The save DC is Constitution-based and includes a +2 racial bonus. A lisslefer retains its ability to spit venom when in humanoid form. If a lisslefer spends one use of mythic power as a free action while delivering a bite or sting, the target is also affected by *pernicious poison*.

**Swallow Corpse (Su)** Once per day, a lisslefer can devour the corpse of a Small or Medium nonevil humanoid that it has slain within the last day. The lisslefer slowly swallows the whole corpse over the course of 1 hour, during which the devil can use its spell-like abilities but is otherwise treated as helpless. Consuming a corpse grants a lisslefer the benefits of either *cure critical wounds* or *restoration* (caster level 7th). A corpse that is consumed in this way is utterly destroyed without a trace. Only spells that do not require a portion of the corpse may return the victim to life. A lisslefer that is interrupted while consuming a corpse typically teleports away as soon as possible, leaving the corpse behind.

Lisslefers are fallen celestials, wretched and accursed and despised by those they once called brothers. They slither through the planes whispering promises of power and wielding temptation like a subtle knife. Now turned into limbless serpents, their perfect lips are their strongest weapon in the ongoing war for the souls of mortals. Lisslefers are typically 25 feet long and weigh 500 lbs.

## ECOLOGY

Lisslefers retain elements of their angelic heritage—their heads and faces, for instance, are untouched—humanoid, symmetrical, flawless, and breathtakingly beautiful. But the rest of their former humanoid forms are transformed—wings ripped out, arms fused to their sides, legs fused together, and their whole mass elongated and rounded into a muscular, hairless, serpentine shape. Their toes, bent or lengthened into a flat arrow-head shape, sprout sharp black nails. Their jaws, unnaturally capable of opening far wider than it would appear—wide enough to swallow a human adult given enough time—are filled with serpentine fangs that, just like the arrow-head sting at the tip of their tails, drip a noxious black venom that they use to sap the wills of their victims, inducing them into agreeing to whatever the lisslefer suggests and causing the cries of their victims to their gods for aid to fall upon deaf ears.

## HABITAT AND SOCIETY

It is very rare for angels to fall from grace, but when they do, they are exiled from the empyreal realms and face an existence being hunted by celestials and fiends alike. Only the strongest or cleverest manage to forge a future for themselves and sometimes, this future is as a servant to the diabolical powers they once opposed. Most who succeed in joining the legions of Hell become erinyes, furies that channel their hatred of mortals into battle prowess. Rarely, however, some of the most powerful become lisslefers—fallen angels, forced to slither upon their bellies and use their forked tongues to tempt mortals to eternal damnation.





# Dinosaur, Triceratops

*This beast's armored head has three sharp horns decorating its face and a large round crest angling back over its neck from its skull.*

**MYTHIC TRICERATOPS**

**CR 10/MR 4**

**XP 9,600**

*Pathfinder Roleplaying Game Bestiary* (dinosaur, triceratops)

N Huge animal (mythic)

**Init** -1; **Senses** low-light vision, scent; **Perception** +24

## DEFENSE

**AC** 25, touch 7, flat-footed 25 (-1 Dex, +18 natural, -2 size)  
**hp** 151 (14d8+88)

**Fort** +15, **Ref** +8, **Will** +5

**Defensive Abilities** protective crest<sup>MA</sup>; **DR** 10/epic

## OFFENSE

**Speed** 30 ft.

**Melee** gore +19 (2d10+15/19-20/x3)

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

**Special Attacks** battering smash<sup>MA</sup>, impaler<sup>MA</sup>, **mythic power** (4/day, surge 1d8), powerful charge (gore, 4d10+22), ramming charge<sup>MA</sup>, tramp of doom<sup>MA</sup>, trample (1d8+15, DC 27)

## STATISTICS

**Str** 30, **Dex** 9, **Con** 19, **Int** 2, **Wis** 12, **Cha** 7

**Base Atk** +10; **CMB** +22 (+26 bull rush); **CMD** 31 (33 vs. bull rush, 35 vs. trip)

**Feats** Deflect Arrows<sup>B</sup>, Great Fortitude, Greater Bull Rush, Improved Bull Rush, Improved Critical (gore)<sup>MF</sup>, Power Attack<sup>MF</sup>, Skill Focus (Perception), Weapon Focus (gore)

**Skills** Perception +24

## ECOLOGY

**Environment** warm plains

**Organization** solitary, pair, or herd (5-8)

**Treasure** none

## SPECIAL ABILITIES

**Battering Smash (Ex)** When a mythic triceratops attacks a Medium or larger object, it ignores the first 10 points of the object's hardness. If trying to break a Medium or larger object or structure with a Strength check, it doubles its Strength modifier for this check if it is able to take a running start of 20 feet or more.

**Impaler (Ex)** When a mythic triceratops succeeds with a bull rush combat maneuver, it may choose to impale the target on its horns rather than pushing it away, as the Impaling Critical<sup>UC</sup> feat. An impaled creature is considered grappled (though the mythic triceratops is not) and can free itself with an Escape Artist check or grapple combat maneuver against a DC equal to the triceratops' CMD. While it has a creature impaled, it cannot use its gore attack but can trample. A mythic triceratops can spend one point of its mythic power to allow it to use its gore attack even with a creature impaled on its horns (this lasts until the impaled creature dies, frees itself, or is released by the triceratops). An impaled creature takes 1d10 points of damage each time the mythic triceratops hits another creature with its gore attack.

**Protective Crest (Ex)** The bony frill of a mythic triceratops allows it to deflect ranged attacks. It gains Deflect Arrows as a bonus feat, and by spending one use of its mythic power it can use the mythic version of Deflect Arrows for 1 minute.

**Ramming Charge (Ex)** When a mythic triceratops hits with a charge attack, it can attempt a bull rush combat maneuver against the target of its charge as a free action. If the target is bull rushed into a solid object or barrier, it takes 1d6 points of damage per 10 feet it was pushed by the bull rush.

**Tramp of Doom (Ex)** When a creature falls prone next to a mythic triceratops, as an immediate action the triceratops can use its trample attack against that creature without moving into or through its space.





# Dinosaur, Tyrannosaurus

*This bipedal dinosaur's front arms seem small compared to the rest of its bulk, but its enormous head is all teeth.*

**GIANT MYTHIC TYRANNOSAURUS**

**CR 12/MR 4**

**XP 19,200**

*Pathfinder Roleplaying Game Bestiary*

N Colossal animal (mythic)

**Init** +4; **Senses** low-light vision, scent; **Perception** +37

## DEFENSE

**AC** 23, touch 2, flat-footed 23 (+21 natural, -8 size)

**hp** 221 (18d8+140)

**Fort** +17, **Ref** +11, **Will** +10

**Defensive Abilities** fortification (50%)<sup>MA</sup>; **DR** 10/epic

## OFFENSE

**Speed** 40 ft.

**Melee** bite +20 (4d8+30/19-20 plus grab)

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

**Special Attacks** fast swallow<sup>MA</sup>, **mythic power** (4/day, surge +1d8), primeval roar<sup>MA</sup>, swallow whole (2d8+15, AC 31, hp 44)

## STATISTICS

**Str** 40, **Dex** 11, **Con** 23, **Int** 2, **Wis** 15, **Cha** 10

**Base Atk** +13; **CMB** +36 (+40 grapple); **CMD** 46

**Feats** Bleeding Critical, Combat Reflexes, Critical Focus<sup>MF</sup>, Diehard, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Iron Will, Vital Strike<sup>MF</sup>

**Skills** Perception +37; **Racial Modifiers** +8 Perception

**SQ** iron stomach<sup>MA</sup>, must go faster<sup>MA</sup>, powerful bite

## ECOLOGY

**Environment** warm forest and plains

**Organization** solitary, pair, or pack (3-6)

**Treasure** none

## SPECIAL ABILITIES

**Iron Stomach (Ex)** A mythic tyrannosaurus applies its full natural armor bonus to AC against attempts by swallowed creatures to cut their way out, and damage equal to 1/5 its hit points must be dealt to its stomach to allow a swallowed creature to escape.

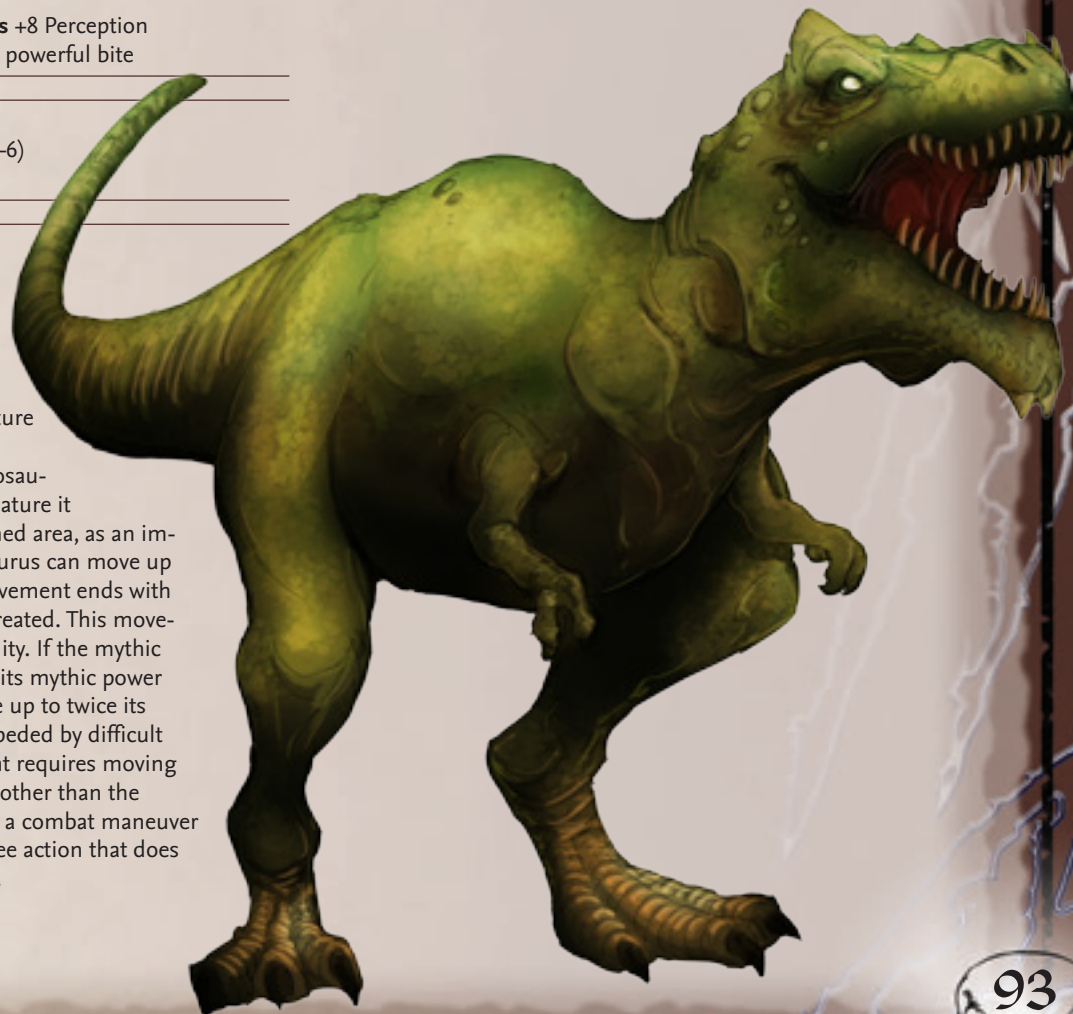
**Must Go Faster (Ex)** A mythic tyrannosaurus is a deadly pursuer. When a creature it threatens moves out of its threatened area, as an immediate action a mythic tyrannosaurus can move up to its base speed, as long as its movement ends with it threatening the creature that retreated. This movement provokes attacks of opportunity. If the mythic tyrannosaurus expends one use of its mythic power when using this ability, it can move up to twice its speed and its movement is not impeded by difficult terrain. In addition, if its movement requires moving through the space of an opponent other than the creature it is pursuing, it can make a combat maneuver check to overrun that target as a free action that does not provoke attacks of opportunity.

**Powerful Bite (Ex)** A tyrannosaurus applies twice its Strength modifier to bite damage.

**Primeval Roar (Ex)** A mythic tyrannosaurus can unleash a deafening roar once per round as a free action. This functions as frightful presence (60 ft., DC 25 Will negates), but the save DC is Constitution-based, and herbivorous animals and magical beasts take a -4 penalty on their saving throw. If a mythic tyrannosaurus expends one use of its mythic power, all creatures within 30 feet must succeed on a DC 25 Fortitude save or be deafened for 1d6 rounds and also momentarily drop their guard, provoking attacks of opportunity from all foes that threaten them (including the mythic tyrannosaurus).

## MYTHIC TYRANNOSAURUS

Without the giant simple template, a mythic tyrannosaurus' stats are as follows: **CR** 11/**MR** 4; **XP** 12,800; **Size** Gargantuan; **Init** +5; **AC** 25, touch 7, flat-footed 24; **hp** 185; **Fort** +15, **Ref** +12; **Melee** bite +22 (4d6+26/19-20 plus grab); **Space** 20 ft.; **Reach** 20 ft.; **Special Attacks** swallow whole (2d8+13, AC 28, hp 39); **Str** 36, **Dex** 13, **Con** 19; **CMB** +30 (+34 grapple); **CMD** 41.





## Dog

This burly dog is fitted with a small saddle. A low, menacing growl rumbles up from its chest.

### MYTHIC RIDING DOG CR 1/MR 1

XP 400

N Medium animal (mythic)

Init +2; Senses low-light vision, scent; Perception +8

#### DEFENSE

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

hp 21 (2d8+12)

Fort +5, Ref +5, Will +1

Defensive Abilities piteous whine<sup>MA</sup>

#### OFFENSE

Speed 40 ft.

Melee bite +3 (1d6+3 plus trip)

Special Attacks mythic power (1/day, surge 1d6), trip, tugger<sup>MA</sup>

#### STATISTICS

Str 15, Dex 15, Con 15, Int 2, Wis 12, Cha 6

Base Atk +1; CMB +3; CMD 15 (19 vs. trip)

Feats Skill Focus (Perception)<sup>MF</sup>

Skills Acrobatics +6 (+14 when jumping), Perception +8, Survival +1 (+5 when tracking by scent); Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent

#### ECOLOGY

Environment any

Organization solitary, pair, or pack (3–12)

Treasure none

#### SPECIAL ABILITIES

**Piteous Whine (Su)** If its master or rider is temporarily or permanently incapacitated, unable to take actions, as an immediate action a mythic riding dog spends one use of its mythic power and begins a piteous whine that engenders sympathy for it and its master or rider and dissuades enemies from attacking either of them for 2 rounds, as the *miserable pity*<sup>UM</sup> spell (DC 12 Will negates). The save DC is Wisdom-based.

**Tugger (Ex)** Whenever a mythic riding dog successfully trips a creature, it can immediately attempt a drag combat maneuver that does not provoke attacks of opportunity against the same target, normally dragging the target towards its master (or towards any allied mythic riding dogs, if it has no master), though if its master is flanked, affected by a fear effect, or unable to take actions, the mythic riding dog instead drags the target away from its master. Its master can direct which way the dog drags the target as an immediate action with a DC 10 Handle Animal check. The mythic riding dog can move as part of this drag maneuver even if it has already completed its movement for that round.

### MYTHIC ADVANCED RIDING DOG

CR 5/MR 2

XP 1600

N Medium animal (mythic)

Init +4; Senses low-light vision, scent; Perception +10

#### DEFENSE

AC 19, touch 14, flat-footed 15 (+4 Dex, +5 natural)

hp 58 (5d8+36)

Fort +8, Ref +8, Will +4

Defensive Abilities piteous whine<sup>MA</sup>; DR 5/epic

#### OFFENSE

Speed 40 ft.

Melee bite +10 (1d6+9 plus trip)

Special Attacks mythic power (2/day, surge 1d6), trip, tugger<sup>MA</sup>

#### STATISTICS

Str 22, Dex 19, Con 19, Int 2, Wis 16, Cha 10

Base Atk +3; CMB +9; CMD 23 (27 vs. trip)

Feats Skill Focus (Perception)<sup>MF</sup>, Step Up, Weapon Focus (bite)

Skills Acrobatics +8 (+16 when jumping), Perception +10, Stealth +8, Survival +4 (+8 scent tracking), Swim +9; Racial Modifiers +4 Acrobatics when jumping, +4 Survival when tracking by scent

SQ lick wounds<sup>MA</sup>

#### ECOLOGY

Environment any

Organization solitary, pair, or pack (3–12)

Treasure none

#### SPECIAL ABILITIES

**Lick Wounds (Su)** As a standard action, an advanced mythic riding dog can stabilize a dying creature by licking its wounds. This ends any form of bleed damage and grants a +4 bonus to the target's next saving throw against disease or poison. If the dog spends one use of its mythic power, it provides the target with the benefits of one of the following spells (caster level 5th): *cure light wounds*, *delay pain*<sup>UM</sup>, *delay poison*, *remove fear*, *remove sickness*<sup>UM</sup>, or *surmount affliction*<sup>UM</sup>. An advanced mythic riding dog can lick its own wounds.

**Piteous Whine (Su)** As mythic riding dog (DC 15 Will negates).

**Tugger (Ex)** As mythic riding dog.





# Doppelgänger

*This grayish humanoid creature seems almost unfinished, with a narrow head, gaunt limbs, and a sinister, noseless face.*

## MYTHIC DOPPELGÄNGER

CR 4/MR 2

XP 1,200

Pathfinder Roleplaying Game Bestiary

N Medium monstrous humanoid (mythic, shapechanger)

Init +1; Senses darkvision 60 ft.; Perception +9

## DEFENSE

AC 18, touch 12, flat-footed 16 (+1 Dex, +1 dodge, +6 natural)

hp 46 (4d10+24)

Fort +4, Ref +5, Will +6

Defensive Abilities moment of doubt<sup>MA</sup>; Immune charm, sleep

## OFFENSE

Speed 30 ft.

Melee 2 claws +8 (1d8+4)

Special Attacks arcane appropriation<sup>MA</sup>, mythic power (4/day, surge +1d6)

Spell-Like Abilities (CL 18th)

At will—*detect thoughts* (DC 14)

## STATISTICS

Str 18, Dex 13, Con 12, Int 13, Wis 14, Cha 15

Base Atk +4; CMB +8; CMD 20

Feats Dodge, Extra Mythic Power<sup>MF</sup>, Great Fortitude

Skills Bluff +10 (+14 while using change shape ability), Diplomacy +5, Disguise +10 (+30 while using change shape ability), Perception +9, Sense Motive +6, Stealth +5; Racial Modifiers +4 Bluff, +4 Disguise

Languages Common

SQ change shape (*polymorph*), mimicry, mythic transformation<sup>MA</sup>, perfect copy

## ECOLOGY

Environment any

Organization solitary, pair, or gang (1 mythic doppelganger and 3–6 doppelgangers)

Treasure NPC Gear

## SPECIAL ABILITIES

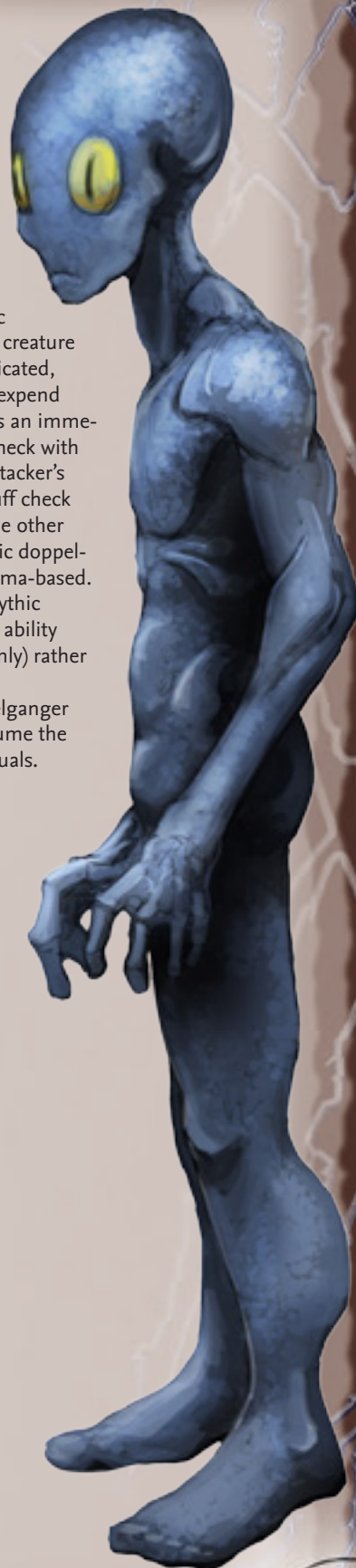
**Arcane Appropriation (Su)** When a mythic doppelganger duplicates the appearance of a spellcasting creature within 30 feet, that creature must succeed on a DC 14 Will save or the doppelganger gains knowledge of every spell that spellcaster has prepared (or knows, for spontaneous casters). As a standard action, the mythic doppelganger may expend one use of its mythic power to steal one of those spells or slots from the target (who loses that spell or slot as if it had been cast or expended) and cast the spell itself using the spellcaster's caster level and ability scores. The mythic doppelganger can ignore non-costly material components when using this ability, as if it had the Eschew Materials feat. A mythic doppelganger cannot cast a spell with a costly material component or focus requirement unless it actually has that component or focus. The save DC is Charisma-based.

**Mimicry (Ex)** A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.

**Moment of Doubt (Ex)** When a mythic doppelganger takes the form of another creature, that creature and its allies may not attack the doppelganger for 1 round unless they succeed on a DC 14 Will save. No creatures can be affected by this ability more than once in a 24 hour period. If the mythic doppelganger is adjacent to a creature whose appearance it has duplicated, whenever it is targeted it can expend one use of its mythic power as an immediate action to make a Bluff check with a +4 bonus, opposed by the attacker's Sense Motive check; if the Bluff check succeeds, the attack targets the other creature rather than the mythic doppelganger. The save DC is Charisma-based.

**Mythic Transformation (Ex)** A mythic doppelganger's change shape ability functions as *polymorph* (self only) rather than *alter self*.

**Perfect Copy (Su)** When a doppelganger uses change shape, it can assume the appearance of specific individuals.





# Dracolisk

*This smallish six-legged dragon flaps its bat-like wings as it lowers its head to glare with hideous glowing eyes.*

## MYTHIC DRACOLISK

CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary

N Medium dragon (mythic)

**Init** -1; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +14

## DEFENSE

**AC** 24, touch 9, flat-footed 24 (-1 Dex, +15 natural)

**hp** 117 (7d12+72)

**Fort** +13, **Ref** +4, **Will** +8

**DR** 5/epic; **Immune** acid, blindness, dazzling, gaze attacks, paralysis, patterns, and sleep, dragon traits

## OFFENSE

**Speed** 20 ft., fly 40 ft. (average)

**Melee** bite +14 (1d6+7), 2 claws +14 (1d4+7)

**Special Attacks** breath weapon<sup>MA</sup> (60-ft. line, 7d6 acid damage, Reflex DC 19 for half, usable every 1d4 rounds), gaze, **mythic power** (3/day, surge 1d6), stonegrinder<sup>MA</sup>

## STATISTICS

**Str** 24, **Dex** 8, **Con** 23, **Int** 4, **Wis** 13, **Cha** 13

**Base Atk** +7; **CMB** +14; **CMD** 23 (31 vs. trip)

**Feats** Blind-Fight, Great Fortitude<sup>MF</sup>, Iron Will<sup>MF</sup>, Skill Focus (Perception)

**Skills** Fly +9, Perception +14, Stealth +13; **Racial Modifiers** +4 Stealth

**Languages** Draconic

**SQ** hooded gaze<sup>MA</sup>

## ECOLOGY

**Environment** temperate swamp or underground

**Organization** solitary or pair

**Treasure** standard

## SPECIAL ABILITIES

**Breath Weapon (Su)** A mythic dracolisk can use its breath multiple times per day, though it must wait 1d4 rounds before breathing again.

**Gaze (Ex)** Turn to stone permanently (as *flesh to stone*), range 30 feet, Fortitude DC 19 negates. A creature petrified in this manner that is then coated (not just splashed) with fresh basilisk or dracolisk blood (taken from a basilisk or dracolisk no more than 1 hour dead) is instantly restored to flesh. A single basilisk or dracolisk contains enough blood to coat 1d3 Medium creatures in this manner. The save DC is Constitution-based.

**Hooded Gaze (Ex)** A mythic dracolisk's eyes are hooded and covered with nictating lenses, rendering it immune to gaze attacks, patterns, and blindness or dazzling resulting from light-based effects.

**Stonegrinder (Ex)** A mythic dracolisk's jaws can tear through stone without difficulty, ignoring hardness of less than 10 when attacking objects. If a creature is turned to stone while a mythic dracolisk threatens it, as an immediate action the mythic dracolisk can make a single attack against the newly petrified creature. Every 5 points of damage a mythic dracolisk deals to a petrified creature results in 1 point of ability drain to that creature's Strength, Dexterity, or Constitution (determine randomly) whenever the creature is restored to flesh.





## Dragon, Chromatic (Black)

*Hissing green acid drips from the fanged maw of this black-scaled, horned dragon.*

**GIANT MYTHIC ANCIENT BLACK DRAGON**

**CR 21/MR 8**

**XP 409,600**

*Pathfinder Roleplaying Game Bestiary*

CE Gargantuan dragon (mythic, water)

**Init** +0; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, mistsight<sup>MA</sup>; Perception +30

**Aura** acrid stench<sup>MA</sup> (10 ft., 2d6 acid plus sickened, DC 29), frightful presence (300 ft., DC 25)

### DEFENSE

**AC** 44, touch 6, flat-footed 44 (+38 natural, -4 size)

**hp** 399 (22d12+256)

**Fort** +21, **Ref** +13, **Will** +18

**DR** 15/epic and magic; **Immune** acid, disease, nauseated, paralysis, poison, sickened, and sleep, dragon traits; **SR** 35

### OFFENSE

**Speed** 60 ft., fly 250 ft. (clumsy), swim 60 ft.

**Melee** bite +33 (4d6+21/19-20 plus 4d6 acid and disease), 2 claws +32 (4d6+14/19-20), 2 wings +30 (2d6+7), tail slap +30 (2d8+21), gore +32 (2d8+14)

**Space** 20 ft.; **Reach** 20 ft. (30 ft. with bite)

**Special Attacks** breath weapon (120-ft. line, 20d6 acid damage, Reflex half DC 31, usable every 1d4 rounds), caustic sputum<sup>MA</sup>, corrupt water, deadly spines<sup>MA</sup>, fast swallow<sup>MA</sup>, jaws of decay<sup>MA</sup>, mythic power (8/day, 1d10), serpent servants<sup>MA</sup>, swallow whole<sup>MA</sup> (2d6+21 bludgeoning and 2d6 acid damage plus disease, AC 25, 39 hp)

**Spell-Like Abilities** (CL 22nd; concentration +26)

Constant—*Speak with animals* (reptiles only)

At will—*darkness* (radius 100 feet), *insect plague*, *plant growth*

**Sorcerer Spells Known** (caster level 11th; concentration +19)

5th (5)—*dominate person* (DC 19), *feeblemind* (DC 19)

4th (8)—*detect scrying*, *dimension door*, *moonstruck* (DC 18)

3rd (8)—*blink*, *clairaudience/clairvoyance*, *nondetection*, *stinking cloud* (DC 17)

2nd (8)—*bull's strength*, *false life*, *invisibility*, *minor image* (DC 16), *mirror image*

1st (8)—*chill touch*, *mage armor*, *protection from chaos/evil/good/law*, *shield*, *shocking grasp*

o (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 14), *mage hand*, *mending*, *message*, *prestidigitation*, *read magic*, *resistance*

### STATISTICS

**Str** 39, **Dex** 10, **Con** 27, **Int** 18, **Wis** 21, **Cha** 18

**Base Atk** +22; **CMB** +40; **CMD** 50 (54 vs. trip)

**Feats** Ability Focus (breath weapon), Blinding Critical, Critical Focus<sup>MF</sup>, Devastating Breath<sup>MF</sup>, Improved Critical (bite), Improved Critical (claws), Improved Natural Attack (claws), Inescapable Grasp<sup>MF</sup>, Jaws of Death<sup>MF</sup>, Multiattack, Power Attack, Sickening Critical, Snatch, Weapon Focus (bite)

**Skills** Acrobatics +25 (+37 when jumping), Climb +20, Fly +11, Intimidate +29, Knowledge (dungeoneering) +20, Knowledge (nature) +20, Perception +30, Sense Motive +30, Spellcraft +17, Stealth +13 (+17 in water or swamps), Survival +30, Swim +30, Use Magic Device +29; Racial Modifiers +12 Acrobatics when jumping, +4 Stealth in water or swamps

**Languages** Aquan, Common, Draconic

**SQ** intestinal fortitude<sup>MA</sup>, speak with reptiles, swamp stride, water breathing

### ECOLOGY

**Environment** warm marshes

**Organization** solitary

**Treasure** triple

### SPECIAL ABILITIES

**Acid Pool (Su)** A mythic ancient black dragon can use its breath weapon to create an acid pool as a standard action. This acid pool has a 50-foot radius, and when created all creatures within take 20d6 points of acid damage (DC 31 Reflex half). Any creature that starts its turn touching this pool takes damage, but can make a Reflex save for half. Each round, the total damage dice of the pool is halved until the result would be less than 1d6. The acid pool floats on water, and deals damage to anything on the surface.

**Acrid Stench (Ex)** A mythic ancient black dragon is surrounded by a miasma of caustic fumes. Creatures within 10 feet take 2d6 points of acid damage at the beginning of the dragon's turn and must succeed at a DC 29 Fortitude save or become sickened for as long as they remain within 10 feet of the dragon and for 1d4 rounds thereafter. If a creature succeeds on this save, it is immune to the sickening effect of the dragon's acrid stench for 1 hour. The save DC is Constitution-based.

**Caustic Sputum (Su)** A mythic ancient black dragon can expend one use of its mythic power as a free action when it uses its breath weapon to cause creatures failing their saving throw to become entangled in tangled clots of acrid mucus. Huge or smaller creatures are treated as if struck by a tanglefoot bag and if adjacent to a solid surface must succeed at a DC 15 Reflex save or become stuck fast to that surface, while creatures flying with wings must succeed at a DC 15 Reflex save or become unable to fly, falling to the ground. Unlike a tanglefoot bag, the caustic sputum works normally underwater. Each round a creature remains entangled by the sputum, it takes 2d6 points of acid damage and must succeed at a Fortitude save or become nauseated by the hideous stench of the deliquescent substance.

**Corrupt Water (Sp)** Once per day the dragon can befoul 10 cubic feet of still water within 300 feet, making unable to support life. Liquid magical items or liquids in a creature's possession gain a Will save (DC 25) to avoid destruction. This is equivalent to a 1st-level spell.

**Deadly Spines (Ex)** A mythic ancient black dragon's body, wings, and tail are covered in razor-sharp spines, allowing its wings and tail to deal both piercing and bludgeoning damage. In addition, its spiraling horns grant the dragon a gore attack as a secondary natural weapon. Creatures striking the dragon with a melee attack take 2d6 points of piercing damage unless using a reach weapon to attack. Creatures damaged by these spines also take 1 point of bleed damage, and as long as they are bleeding take a -2 penalty on saving throws against disease and effects that would cause them to become sickened or nauseated.

**Disease (Su)** Bite—Injury; *save* Fort DC 29; *onset* immediate; *frequency* 1 day; *effect* 1d3 Str, 1d3 Dex, and 1d3 Con damage; *cure* 2 consecutive saves.

**Intestinal Fortitude (Ex)** A mythic ancient black dragon is immune to disease, poison, and effects that would cause it to become nauseated or sickened.





**Jaws of Decay (Su)** A mythic ancient black dragon's jaws inflict a virulent disease, and when a creature fails its saving throw against this disease the dragon may expend one use of its mythic power to make that disease highly contagious, as the mythic contagion spell. A creature that is swallowed whole must save every round to avoid contracting this disease. If the dragon confirms a critical hit with its bite or swallows a creature whole and the target fails its saving throw, their disease is automatically highly contagious without the need to expend mythic power.

**Serpent Servants (Sp)** A mythic ancient black dragon can summon 1d3 venomous snake swarms as a standard action. If the dragon expends one use of its mythic power as a free action when performing this summons, the swarms gain the agile mythic simple template and gain immunity to the dragon's spell-like and supernatural abilities, including its breath weapon. This is equivalent to a 7th-level spell. If the dragon is struck by an attack while one of these swarms is adjacent to it, the dragon can expend one use of its mythic power as an immediate action to redirect that attack to target the swarm rather than itself. The swarm's normal defenses apply, and the dragon takes no damage from the attack unless it affects an area.

**Swamp Stride (Ex)** The dragon can move through bogs and quicksand without penalty at its normal speed.





## Dragon, Chromatic (Blue)

*With scales the color of the desert sky, this large, serpentine dragon moves with an unsettling grace.*

**GIANT MYTHIC JUVENILE BLUE DRAGON**

**CR 13/MR 5**

**XP 25,600**

*Pathfinder Roleplaying Game Bestiary*

LE Huge dragon (earth, mythic)

**Init** +4; **Senses** blindsight 60 ft., darkvision 120 ft., low-light vision, dragon senses; **Perception** +17

**Aura** frightful presence (120 ft., DC 18),

### DEFENSE

**AC** 30, touch 8, flat-footed 30 (+22 natural, –2 size)

**hp** 200 (12d12+122)

**Fort** +14, **Ref** +8, **Will** +10

**DR** 10/epic; **Immune** electricity, paralysis and sleep, dragon traits

### OFFENSE

**Speed** 40 ft., burrow 20 ft., fly 200 ft. (poor)

**Melee** bite +21 (2d8+15), 2 claws +20 (2d6+10), 2 wings +18 (1d8+5), tail slap +18 (2d6+15)

**Space** 15 ft.; **Reach** 15 ft. (20 ft. with bite)

**Special Attacks** bend bolt<sup>MA</sup>, breath weapon (100-ft. line, 8d8 electricity damage, Reflex DC 22 for half, usable every 1d4 rounds), crush (2d8+12, DC 22), desert thirst, hissing sand<sup>MA</sup>, **mythic power** (5/day, surge 1d8), sand slumber<sup>MA</sup>, thunderous charge<sup>MA</sup>

**Spell-Like Abilities** (CL 12th; concentration +14)

At will—*create water*, *ghost sound* (DC 12), *minor image* (DC 14)

**Sorcerer Spells Known** (CL 1st; concentration +3)

1st (4)—*feather fall*, *mage armor*

0 — *dancing lights*, *detect magic*, *prestidigitation*, *resistance*

### STATISTICS

**Str** 31, **Dex** 10, **Con** 23, **Int** 14, **Wis** 15, **Cha** 14

**Base Atk** +12; **CMB** +24; **CMD** 34 (38 vs. trip)

**Feats** Dazzling Display<sup>MF</sup>, Hover<sup>MF</sup>, Improved Initiative, Multiattack, Roaring Breath<sup>MF</sup>, Shatter Defenses, Weapon Focus (bite)

**Skills** Appraise +7, Bluff +17, Fly +7, Intimidate +17, Knowledge (dungeoneering) +7, Knowledge (geography) +7, Knowledge (local) +7, Knowledge (nature) +7, Perception +17, Spellcraft +17, Stealth +7, Survival +7, Use Magic Device +17

**Languages** Common, Draconic, Terran

**SQ** dust cloud<sup>MA</sup>, sand quiet<sup>MA</sup>, sound imitation

### ECOLOGY

**Environment** warm deserts

**Organization** solitary

**Treasure** triple

### SPECIAL ABILITIES

**Bend Bolt (Su)** By expending one use of mythic power, a mythic blue dragon can bend the line of its breath weapon once up to 90 degrees, and cause any creature that fails its save against the breath weapon to be stunned for 1 round.

**Desert Thirst (Su)** A mythic blue dragon can cast *create water* at will (caster level 12th). Alternatively, it can destroy an equal amount of liquid in a 10-foot burst. Unattended liquids are instantly reduced to sand. Liquid-based magic items (such as potions) and items in a creature's possession must succeed on a Will save (DC 22) or be destroyed.

**Dust Cloud (Ex)** Sand and dust swirls around a mythic blue dragon's body, attracted by its natural electrical charge. This provides the dragon with concealment but doesn't interfere with the dragon's senses or attacks in any way.

**Hissing Sand (Su)** As a standard action, a mythic blue dragon can expend one use of its mythic power to exhale its breath weapon into the ground and animate the resulting fulgurite into a seething nest of stony serpents, taking the form of four snake swarms (*Pathfinder Roleplaying Game Bestiary* 3) that originate in the squares adjacent to the place the dragon's breath struck. These snake swarms are constructs rather than animals, with hardness 8 and immunity to electricity, but otherwise have statistics identical to normal snake swarms. Any creature damaged by one of these snake swarms takes 1d6 points of electricity





damage in addition to the normal damage dealt by the swarm. These snake swarms do not harm the dragon and remain stationary unless the dragon spends a move action to direct their movements. These snake swarms last until destroyed or until 1 minute passes, at which point they crumble into sand.

**Sand Quiet (Su)** As long as a mythic blue dragon is in contact with the ground, it can use a move action to shunt ambient noise within a 30-foot radius into the ground, rendering the area nearly silent until the beginning of its next turn. Using this ability grants the dragon a +10 bonus on Stealth checks as long as it is touching the ground, and it gains tremorsense in a 30-foot radius as it feels the vibrations absorbed into the sands. This silencing effect does not prevent spellcasting with verbal components or the use of magic item command words (although those components will be inaudible), but it does negate sonic and language-dependent effects and bardic performance with audible components, and prevent the use of voice commands to conjured, summoned, or charmed creatures. At the beginning of the dragon's next turn after using this ability, it can expend one use of its mythic power as a swift action to release the stored sound in a deafening blast that affects all creatures other than the dragon in a 30-foot radius spread centered on the dragon and within 5 feet of the ground as *shout* (DC 16). If the dragon expends two uses of its mythic power, it functions as *mythic shout*.

**Sand Slumber (Ex)** If a mythic blue dragon burrows underground in a sandy area and then remains motionless, it gains tremorsense 30 feet and can use its sound imitation ability to cause sounds to emanate from any point above ground within 30 feet. In addition, the dragon can expend one use of its mythic power to cause the sandy surface above to shift and swirl with a soporific sussurance that functions as *deep slumber* (DC 15), though affecting only creatures touching the ground. If the dragon expends two uses of its mythic power, this functions as *mythic deep slumber*.

**Sound Imitation (Ex)** A mythic blue dragon can mimic any voice or sound it has heard by making a successful Bluff check against a listener's Sense Motive check.

**Thunderous Charge (Su)** When a mythic blue dragon charges or uses its crush attack, it is sheathed in an aura of thunder and lightning until the beginning of its next turn. Any creature it strikes with its natural weapons or that strikes it in melee (unless using a reach weapon) takes 1d6 points of electricity damage and 1d6 points of sonic damage and must succeed at a DC 22 Fortitude save or be deafened and dazzled for 1 minute.

## Dragon, Chromatic (Green)

*Scales the color of emeralds armor this ferocious dragon. A single sharp horn protrudes from the end of its toothy snout.*

**GIANT MYTHIC ADULT GREEN DRAGON**

**CR 15/MR 6**

**XP 51,200**

*Pathfinder Roleplaying Game Bestiary*

LE Gargantuan dragon (air, mythic)

**Init** -1; **Senses** blindsight 60 ft., darkvision 120 ft., dragon senses, *greensight*<sup>MA</sup>, low-light vision; **Perception** +21

**Aura** frightful presence (180 ft., DC 20)

### DEFENSE

**AC** 33, touch 5, flat-footed 33 (-1 Dex, +28 natural, -4 size)

**hp** 307 (15d12+210)

**Fort** +19, **Ref** +8, **Will** +14

**DR** 10/epic and magic; **Immune** acid, paralysis and sleep, dragon traits; **SR** 29

### OFFENSE

**Speed** 40 ft., fly 250 ft. (clumsy), swim 40 ft.; *woodland stride*

**Melee** bite +21 (4d6+15), 2 claws +21 (2d8+10), 2 wings +19 (2d6+5), tail slap +19 (2d8+15)

**Space** 20 ft.; **Reach** 20 ft. (30 ft. with bite)

**Special Attacks** bilious spew<sup>MA</sup>, breath of bewilderment<sup>MA</sup>, breath weapon (60-ft. cone, 12d6 acid damage, Reflex half DC 29, usable every 1d4 rounds), chlorinous miasma<sup>MA</sup>, crush (Medium creatures, DC 27, 4d6+16), delirious breath<sup>MA</sup>, *mythic power* (7/day, 1d10), tail sweep (Small creatures, DC 27, 2d6+16)

**Spell-Like Abilities** (CL 15th; concentration +18)

At will—*charm person* (DC 14), *entangle* (DC 14), *suggestion* (DC 16)

**Sorcerer Spells Known** (caster level 5th; concentration +8)

2nd (6)—*mirror image*, *speak with plants*

1st (8)—*mage armor*, *protection from chaos/evil/good/law*, *shield*, *speak with animals*

o (at will)—*dancing lights*, *detect magic*, *ghost sound* (DC 13), *mage hand*, *mending*, *read magic*

### STATISTICS

**Str** 31, **Dex** 8, **Con** 31, **Int** 16, **Wis** 17, **Cha** 16

**Base Atk** +15; **CMB** +29; **CMD** 38 (42 vs. trip)

**Feats** Ability Focus (breath weapon), Dragonfear<sup>MF</sup>, Flyby Attack, Improved Vital Strike, Iron Will, Multiattack, Power Attack, Snatch<sup>MF</sup>, Vital Strike<sup>MF</sup>

**Skills** Bluff +21, Fly +3, Intimidate +21, Knowledge (geography) +9 (+15 in forests), Knowledge (local) +10, Knowledge (nature) +10, Perception +21 (+27 in forests), Sense Motive +10, Spellcraft +20, Stealth +5 (+11 in forests), Survival +21 (+27 in forests), Swim +22, Use Magic Device +21

**Languages** Common, Draconic, Elven, Giant, Sylvan

**SQ** forestmaster<sup>MA</sup>, greenwhispers<sup>MA</sup>, trackless step, water breathing

### ECOLOGY

**Environment** temperate forests

**Organization** solitary

**Treasure** triple





#### SPECIAL ABILITIES

**Bilious Spew (Ex)** A mythic green dragon can regurgitate a glob of dragon bile poison into its mouth once per minute as a swift action. It can keep the bile in its mouth, where it affects the next creature the dragon hits with its bite attack; even if the bite attack misses the target's AC, the target is exposed to this poison if the dragon hits the target's touch AC. Alternatively, the dragon can spit this bile up to 60 feet as a ranged touch attack. If the attack misses, determine where it lands as a splash weapon. A target struck by this bilious spew is directly exposed to the poison, while creatures in a 5-foot burst are also exposed but gain a +4 bonus on their saving throw. The dragon can keep the bilious spew in its mouth as long as it desires but cannot use its breath weapon without first using the bilious spew or swallowing it again as a swift action.

**Breath of Bewilderment (Su)** A mythic green dragon can choose to exhale a cone-shaped spread of soporific mist that deals non-lethal damage instead of acid damage. Creatures in the cone can attempt a Will in place of a Reflex save for half damage. If the dragon expends a use of its mythic power when breathing, creatures failing their saves against its breath of bewilderment are affected as mind fog for 1 minute.

**Chlorinous Miasma (Ex)** A mythic green dragon can expend one use of its mythic power when it breathes to enhance the effect of its delirious breath. Creatures failing their save are nauseated for 1 round, and each round at the end of their turn must succeed on a Fortitude save against the breath weapon's DC to end the nauseated condition. Failure causes the nausea to continue until the creature's next turn, and a creature that fails three consecutive saving throws falls unconscious and begins drowning (as described in Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook) in its dissolving lung tissue and secretions.

**Delirious Breath (Su)** Creatures who fail their saves against the dragon's breath weapon are either confused or nauseated for 1 round. The dragon chooses which effect to apply when it uses its breath weapon, and it can use only one effect per breath.

**Forestmaster (Ex)** A mythic green dragon treats forests (or jungles, at the GM's option) as its favored terrain, as a 15th-level ranger, gaining a +6 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival checks, and it can select spells from the ranger list as well as the sorcerer list (if the same spell is on both lists at different levels, it can select the spell at the lowest level available to it). The dragon can spend one use of its mythic power as a standard action to designate a creature as its quarry, as the ranger class ability, though this ability functions only while the dragon and its quarry are both within a forest.

**Greenwhispers (Ex)** A mythic green dragon in forest or jungle terrain can cause its voice to emanate from different locations, as if using constant *ventriloquism* (Will DC 14 disbelief). If the dragon expends one use of its mythic power as a move action, for the next minute all creatures able to hear its voice (either its actual voice or its ventriloquism) hear its echoing whispers in their native language, as the *tongues* spell, and it may affect animals, fey, and plants with mind-affecting effects as if they were humanoids that understood its language.





# Dragon, Chromatic (Red)

A crown of cruel horns surrounds the head of this mighty dragon. Thick scales the color of molten rock cover its long body.

MYTHIC GREAT WYRM RED DRAGON

CR 27/MR 10

XP 4,915,200

Pathfinder Roleplaying Game Bestiary

CE Colossal dragon (fire)

**Init** +31/+11<sup>MA, MF</sup>; **Senses** blindsense 60 ft., darkvision 120 ft., low-light vision, smoke vision; searching gaze<sup>MA</sup>; Perception +38

**Aura** fire aura (10 ft., 2d6), frightful presence (360 ft., DC 33)

## DEFENSE

**AC** 51, touch -1, flat-footed 51 (-3 Dex, +52 natural, -8 size)

**hp** 694 (29d12+506)

**Fort** +30, **Ref** +13, **Will** +22

**Defensive Abilities** draconic fortitude<sup>MA</sup>, dragon blood (4d6 fire)<sup>MA</sup>; **DR** 20/epic and magic; **Immune** fire, magic paralysis and sleep, dragon traits

**Weaknesses** vulnerable to cold

## OFFENSE

**Speed** 40 ft., fly 250 ft. (clumsy)

**Melee** bite +41 (8d6+30/19-20 plus grab and swallow whole), 2 claws +41 (8d6+20/19-20 plus grab), 2 wings +39 (4d6+10), tail slap +39 (4d8+30)

**Space** 30 ft.; **Reach** 40 ft. (50 ft. with bite)

**Special Attacks** breath weapon (80-ft. cone, 24d10 fire damage, Reflex half DC 40, usable every 1d4 rounds), burn for me<sup>MA</sup> (DC 30), crush (Huge creatures, DC 34, 8d6+30), fast swallow<sup>MA</sup>, imperious glare<sup>MA</sup>, incinerate, manipulate flames, melt stone, mythic power (10/day, 1d12), searing smoke<sup>MA</sup>, swallow whole<sup>MA</sup> (2d6 bludgeoning and 6d6 fire damage, AC 36, hp 69), tail sweep (30 feet, Large creatures, DC 34, 4d6+30)

**Spell-Like Abilities** (CL 27th; concentration +33)

At will—*detect magic*, *discern location*, *find the path*, *pyrotechnics* (DC 18), *suggestion* (DC 19), *wall of fire*

**Sorcerer Spells Known** (caster level 19th; concentration +25)

9th (4)—*mage's disjunction*, *time stop*<sup>MS</sup>

8th (6)—*dimensional lock*<sup>MS</sup>, *mind blank*<sup>\*MS</sup>, *protection from spells*<sup>\*MS</sup>

7th (6)—*deflection*<sup>APG</sup>, *grasping hand*<sup>\*MS</sup>, *waves of exhaustion*

6th (6)—*cold ice strike*<sup>UM</sup> (DC 23), *contingency*<sup>MS</sup>, *globe of invulnerability*<sup>MS</sup>

5th (7)—*mage's private sanctum*, *suffocation*<sup>APG</sup> (DC 22), *teleport*, *wall of force*

4th (7)—*charm monster* (DC 21), *enervation*, *scrying* (DC 21), *vitriolic mist*<sup>UM</sup>

3rd (7)—*blink*, *dispel magic*, *heroism*<sup>MS</sup>, *protection from energy*

2nd (7)—*alter self*<sup>MS</sup>, *bear's endurance*, *create treasure map*<sup>APG</sup>, *frigid touch*<sup>UM</sup>, *mirror image*

1st (8)—*alarm*, *disguise self*, *mage armor*<sup>MS</sup>, *shield*, *vanish*<sup>APG</sup>

0 (at will)—*arcane mark*, *dancing lights*, *detect poison*, *ghost sound* (DC 17), *light*, *mage hand*, *mending*, *prestidigitation*, *read magic*

## STATISTICS

**Str** 51, **Dex** 4, **Con** 39, **Int** 22, **Wis** 23, **Cha** 22

**Base Atk** +29; **CMB** +57 (+61 grapple); **CMD** 64 (68 vs. trip)

**Feats** Ability Focus (breath weapon), Cleave<sup>MF</sup>, Critical Focus<sup>MF</sup>, Flyby Attack, Great Cleave, Improved Critical (bite), Improved Critical (claws), Improved Initiative<sup>MF</sup>, Improved Natural Attack (claws), Inescapable Grasp<sup>MF</sup>, Multiattack, Mythic Spell Lore<sup>MF</sup>, Power Attack, Quicken Spell, Snatch, Staggering Critical, Stunning Critical

**Skills** Skills Acrobatics +26, Appraise +20, Bluff +38, Craft (traps) +20, Disguise +20, Fly +13, Intimidate +38, Knowledge (arcana) +20, Knowledge (engineering) +20, Knowledge (history) +20, Knowledge (nobility) +20, Linguistics +16, Perception +38, Sense Motive +30, Spellcraft +38, Stealth +10, Survival +20, Use Magic Device +38

**Languages** Abyssal, Aklo, Auran, Common, Draconic, Dwarven, Elven, Giant, Goblin, Ignan, Infernal, Orc, Terran, Undercommon,

**SQ** hulking brute<sup>MMA</sup>

## ECOLOGY

**Environment** warm mountains

**Organization** solitary

**Treasure** triple

## SPECIAL ABILITIES

**Fire Aura (Su)** The dragon is surrounded by an aura of intense heat dealing 2d6 points of fire damage to creatures within 10 feet every round at the beginning of its turn.

**Hulking Brute (Ex)** A mythic great wyrm red dragon is much larger than normal for its size category. Its movement is not impeded by difficult terrain, and it can move through the spaces of other creatures smaller than Huge without impediment (and vice versa). It gains a +4 size bonus to Strength and Constitution and a +3 bonus to its natural armor bonus to AC, though it takes a -2 penalty to its Dexterity. Though its actual size category does not increase and it takes no size penalty on its attack rolls or to its Armor Class, it is considered one size category larger for all other purposes, including its reach, damage dealt by its natural attacks, size of its breath weapon, and qualification for and the effects of size-based special attacks like crush, tail sweep, grab, swallow whole, and the Snatch feat. Damage dealt by mythic abilities like dragon blood and lingering breath is likewise increased by one die size, as if the dragon were one size category larger.

Since the dragon is already Colossal, it gains the following benefits: **Reach** increased to 40 feet (50 feet with its bite); **CMB** increase by 4; **CMD** increase by 4; **Damage** increased to bite 8d6, claws 8d6 (with Improved Natural Attack), wings 4d6, tail slap 4d8, crush 8d6, tail sweep 4d6; **Breath Weapon** length increased to 160 feet for line-shaped breath weapons, 80 feet for cone-shaped breath weapons.

**Imperious Glare (Su)** As a swift action, the dragon can focus the terrifying power of its will and its overwhelming sense of authority to force a creature within 100 feet to cower before it for 1 round unless it succeeds at a DC 33 Will save. If the target fails its save by 5 or more, the dragon can also make a *suggestion* to the target, which it will begin obeying after it ceases cowering. If dragon expends one use of its mythic power as part of this swift action, it can affect up to 5 creatures, though all must be within 50 feet of each other; all creatures failing their save by 5 or more follow the same *suggestion*. This is treated as a gaze attack. The save DC is Charisma-based.

**Incinerate (Su)** A great wyrm red dragon can incinerate creatures in its fiery breath. A creature reduced to fewer than 0 hit points by its breath weapon must make a DC 40 Fortitude save. Failure indicates that the creature is reduced to ash. Creatures destroyed in this way can only be restored to life through *true resurrection* or similar magic.





**Manipulate Flames (Su)** The dragon can control any fire spell within 120 feet as a standard action, allowing it to move that fire effect as if it were the caster or to reposition a stationary fire effect to a new valid placement for the spell. For 1 round following the use of this ability, the dragon can control any new fire spell cast within this radius as if it were the caster, making all decisions allowed to the caster, including canceling the spell.

**Melt Stone (Su)** The dragon can use its breath weapon to melt rock at a range of 100 feet, melting rock in a 60-foot radius to a depth of 1 foot. Any creature in contact with this lava takes 20d6 points of fire damage on the first round, 10d6 the second round, and none thereafter. If used on a wall or ceiling, treat this ability as an avalanche dealing fire damage affecting the same area.

**Searching Gaze (Su)** Once per round as a free action, the dragon can direct its glowing gaze like searching streamers of light in a 120-foot line. It sees with *true seeing* in this line, and any in the area are outlined in *faerie fire* for 1 minute unless using a mythic power, spell, or item to become hidden or invisible. The dragon can expend one use of its mythic power in order to gain *mythic true seeing* for 1 minute whenever it uses this ability.

**Searing Smoke (Su)** Whenever the dragon uses its breath weapon, the area of effect is filled with ash and smoke shot through with glowing embers that lasts until the beginning of its next turn. This searing smoke blocks vision as *obscuring mist* and deals 6d6 points of damage to any creature or object in, entering, or passing through the area while the smoke persists. If that creature needs to breathe, it is also sickened for 1d4 rounds by the noxious, choking vapors. A successful DC 40 Fortitude save halves damage and negates the sickened condition, and creatures with the fire subtype are immune.

**Smoke Vision (Ex)** The dragon can see perfectly in smoky conditions.





## Dragon, Chromatic (White)

This dragon's scales are a frosty white. Its head is crowned with slender horns, with a thin membrane stretched between them.

**GIANT MYTHIC GREAT WYRM WHITE DRAGON**

**CR 23/MR 9**

**XP 819,200**

Pathfinder Roleplaying Game Bestiary

CE Colossal dragon (cold, mythic)

**Init** +13/-7<sup>MA, MF</sup>; **Senses** blindsight 60 ft., darkvision 120 ft., low-light vision, snow vision; **Perception** +33

**Aura** cold aura (10 ft., 2d6 cold)

### DEFENSE

**AC** 49, touch 2, flat-footed 49 (+47 natural, -8 size)

**hp** 527 (25d12+365)

**Fort** +25, **Ref** +14, **Will** +19

**DR** 20/epic and magic; **Immune** cold, paralysis and sleep, dragon traits; **SR** 38

### OFFENSE

**Speed** 60 ft., burrow 30 ft., fly 250 ft. (clumsy), swim 60 ft.; **icewalking**  
**Melee** bite +33 (8d6+16), 2 claws +33 (4d6+16), 2 wings +31 (2d8+8), tail slap +31 (4d6+8)

**Space** 30 ft.; **Reach** 30 ft. (40 ft. with bite)

**Special Attacks** blizzard, breath weapon (70-ft. cone, 24d4 cold damage, Reflex DC 35 for half, usable every 1d4 rounds), freezing fog, ice tomb, **mythic power** (9/day, surge 1d10), trample<sup>MA</sup> (4d6+15, DC 38)

**Spell-Like Abilities** (CL 25th; concentration +29)

At will—*control weather*, *fog cloud*, *gust of wind* (DC 16), *wall of ice* (DC 18)

**Sorcerer Spells Known** (CL 13th; concentration +17)

6th (4)—*contingency*<sup>MS</sup>, *globe of invulnerability*<sup>MS</sup>

5th (6)—*dominate person*<sup>MS</sup> (DC 19), *mage's private sanctum*<sup>MS\*</sup>, *teleport*

4th (7)—*calcific touch*, *charm monster* (DC 18), *greater invisibility*, *screaming*<sup>MS\*</sup> (DC 18)

3rd (7)—*dispel magic*, *haste*<sup>MS</sup>, *heroism*<sup>MS</sup>, *tongues*

2nd (7)—*alter self*, *bear's endurance*, *blur*<sup>MS\*</sup>, *cat's grace*, *mirror image*

1st (7)—*alarm*, *feather fall*, *mage armor*<sup>MS</sup>, *true strike*, *vanish*  
o (at will)—*detect magic*, *detect poison*, *ghost sound* (DC 14), *light*, *mage hand*, *mending*, *open/close*, *prestidigitation*, *resistance*

### STATISTICS

**Str** 43, **Dex** 10, **Con** 33, **Int** 18, **Wis** 21, **Cha** 18

**Base Atk** +25; **CMB** +49; **CMD** 59 (63 vs. trip)

**Feats** Ability Focus (breath weapon), Combat Reflexes<sup>MF</sup>, Flyby

Attack, Greater Vital Strike, Improved Initiative<sup>MF</sup>, Improved Natural Attack (bite), Improved Vital Strike, Multiattack, Mythic Spell Lore<sup>MF</sup>, Power Attack, Quicken Spell-Like Ability (*wall of ice*), Snatch, Stunning Assault, Suppress Vulnerability<sup>MF</sup>, Vital Strike<sup>MF</sup>

**Skills** Acrobatics +25 (+37 when jumping), Bluff +32, Climb +20, Fly +12, Intimidate +32, Perception +33, Sense Motive +29, Spellcraft +32, Stealth +12, Survival +33, Swim +30, Use Magic Device +32; Racial Modifiers +12 Acrobatics when jumping

**Languages** Aquan, Common, Draconic, Giant

**SQ** ice shape

### ECOLOGY

**Environment** cold mountains

**Organization** solitary

**Treasure** triple

### SPECIAL ABILITIES

**Blizzard (Su)** A mythic great wyrm white dragon can use its breath weapon to create a blizzard in the area around it as a standard action. This creates heavy snow conditions in a 50-foot radius for 1 minute, centered on the dragon. This snow slows movement (4 squares of movement per square entered) and limits vision as fog does.

**Bumal Breath (Su)** Any creature failing its save against a great wyrm white dragon's breath becomes fatigued. If already fatigued, it becomes exhausted. If the dragon expends one use of its mythic power as a free action when using its breath weapon, creatures damaged by its breath weapon are fatigued even on a successful save and become exhausted on a failed save. A creature already exhausted that fails its save against the dragons breath is paralyzed with cold for a number of rounds equal to the dragon's age category.

**Freezing Fog (Sp)** A mythic great wyrm white dragon can use this ability three times per day. It is similar to an *acid fog* spell (caster level 25th) but deals cold damage instead of acid damage. It also causes a rime of slippery ice to form on any surface the fog touches, creating the effect of a *grease* spell. The dragon is immune to the *grease* effect because of its icewalking ability. This ability is the equivalent of a 6th-level spell.

**Glacial Palisade (Su)** A mythic great wyrm white dragon can expend one use of its mythic power or one use of its breath weapon as part of the action to use its *wall of ice* spell-like ability in order to empower or widen the *wall of ice*, as if using the Empower Spell or Widen Spell metamagic feats, or to use the mythic version of *wall of ice*. The dragon may expend two uses of mythic power to use the augmented version of mythic *wall of ice*.

**Ice Shape (Su)** A mythic great wyrm white dragon can shape ice and snow at will. This ability functions as *stone shape* (caster level 25th) but only targeting ice and snow, not stone.

**Ice Slick (Ex)** Ice and slush persist from a mythic great wyrm white dragon's breath weapon, coating all surfaces in the area and turning the area into difficult terrain for 12 minutes. The dragon can also breathe at a location up to 360 feet away, dealing no damage but coating the area in ice and slush in a 35-foot-radius spread.

**Ice Tomb (Sp)** A mythic great wyrm white dragon can, once per day as a standard action, cause a creature to sink into ice. This works as *imprisonment* (caster level 25th, DC 23 Will negates), but only while the target is touching an icy surface. Targets entombed by this ability can be freed by casting *freedom* or by physically freeing the creature from the ice (Hardness 0, 360 hit points). The save DC is Charisma-based.

**Ice Worm (Ex)** When a mythic great wyrm white dragon is burrowing, it gains tremorsense 60 feet and can move before and after taking a single standard action, provided its movement does not exceed its speed, similar to the Flyby Attack feat but applying to burrowing movement instead. It need not emerge fully from the ice in order to attack creatures on the surface, and it has improved cover (+8 cover bonus to AC, +4 bonus on Reflex saves, and improved evasion) against creatures attacking it in the midst of its movement.





**Onrushing Avalanche (Ex)** When a great wyrm white dragon uses its trample attack, it causes a massive upheaval of any snowy or icy surface, trailing an avalanche in its wake. Any squares through which the dragon passes are considered a slide zone, forcing creatures in its path to succeed at a DC 15 Reflex save to avoid taking 3d6 points of bludgeoning damage and being buried. Prone creatures, including creatures knocked prone by its power slide ability, take a -4 penalty on this saving throw. In addition, when the dragon is burrowing through ice and snow it can expend one use of its mythic power as a move action to perform a special trample attack, burrowing up to its speed and ending its movement by erupting partially out of the ice and snow. This trample affects only those creatures within the dragon's 30-foot-square space and allows the dragon to attempt an awesome blow combat maneuver against each creature in the area (as if it had spent a use of mythic power with its power slide ability). Squares adjacent to the dragon are considered a bury zone, dealing 8d6 points of bludgeoning damage (DC 15 Reflex half) and burying creatures automatically. All other squares within 30 feet are a slide zone, dealing 3d6 points of damage (DC 15 Reflex negates) and burying any creatures that fail their saves. Prone creatures, including those knocked prone by the dragon's awesome blows, take a -4 penalty on their saving throw against the avalanche.

**Power Slide (Ex)** If a mythic great wyrm white dragon deals trample damage to one or more opponents on ice, snow, frozen tundra, or a similar slippery surface, it can expend one use of mythic power to attempt an awesome blow combat maneuver against each damaged target, as if it had the Awesome Blow monster feat.

**Shattering Scales (Ex)** The cold of a mythic great wyrm dragon's scales is so absolute that weapons striking it lose 1d8 points of hardness (DC 32 Fortitude negates, using the weapon's own Fortitude save for ranged weapons, missiles, and unattended objects and the wielder's save for melee weapons). Any weapon striking its hide, as well as any creature striking it with a natural weapon, unarmed strike, or melee touch attack also takes 2d8 points of cold damage, applied after hardness is reduced and not halved as energy damage normally is for damaging objects. Piercing or slashing weapons (not including natural weapons or unarmed strikes) take double damage. A weapon reduced below one-half its normal hardness or hit points gains the broken condition. A weapon reduced below 0 hit points shatters, regardless of how many hit points it has remaining. A weapon that shatters deals no damage, and a weapon that becomes broken as a result of this ability takes a -2 penalty on damage rolls and has a critical threat range of 20 and a critical modifier of x2; these modifiers apply to damage dealt by the hit on which the weapon became broken.

**Uttercold Beam (Su)** A mythic great wyrm white dragon can change the shape of its breath weapon to a 140-foot line, or to a 140-foot ray. In the form of a ray, its breath weapon affects only a single target and requires a successful ranged touch attack, but it does not allow the target a saving throw. If the dragon expends one use of its mythic power when using its breath weapon, it bypasses all non-mythic cold resistance or immunity, except for that possessed by creatures with the cold subtype, and mythic cold resistance or immunity provides only half its normal protection.





## Dragon, Metallic (Brass)

A crest of horns sweeps back from the head of this dragon, leading to a long neck and serpentine brass body.

**GIANT MYTHIC BRASS DRAGON, YOUNG**

**CR 9/MR 3**

XP 6,400

Pathfinder Roleplaying Game Bestiary

CG Large dragon (fire, mythic)

**Init** +8<sup>MF</sup>; **Senses** blindsense 60 ft., dragon senses; **Perception** +14

### DEFENSE

**AC** 25, touch 10, flat-footed 24 (+1 Dex, +15 natural, -1 size)

**hp** 122 (8d12+70)

**Fort** +11, **Ref** +7, **Will** +7

**DR** 5/epic **Immune** fire, paralysis, sleep

**Weakness** vulnerability to cold

### OFFENSE

**Speed** 60 ft., burrow 30 ft., fly 150 ft. (average); **sand glide**<sup>MA</sup>

**Melee** bite +13 (2d6+9), 2 claws +13 (1d8+6), 2 wings +11 (1d6+3), tail slap +11 (1d8+9)

**Space** 10 ft.; **Reach** 10 ft. (15 ft. with bite)

**Special Attacks** breath weapon (80-ft. line, DC 21, 6d4 fire), captivating voice<sup>MA</sup>, **mythic power** (3/day, surge +1d6), sand in the eyes<sup>MA</sup>, sleep breath

**Spell-Like Abilities** (CL 8th; concentration +10)

At will—*speak with animals*

**Spells Known** (CL 1st; concentration +3)

1st (4/day)—*charm person* (DC 14), *comprehend languages*

o (at will)—*dancing lights*, *detect magic*, *mage hand*, *message*

### STATISTICS

**Str** 23, **Dex** 12, **Con** 21, **Int** 12, **Wis** 13, **Cha** 14

**Base Atk** +8; **CMB** +15; **CMD** 26 (30 vs. trip)

**Feats** Ability Focus (breath weapon), Hover, Improved Initiative<sup>MF</sup>, Multiattack, Wingstorm<sup>MF</sup>

**Skills** Bluff +13, Diplomacy +13, Fly +10, Heal +12, Linguistics +12, Perception +12, Sense Motive +12

**Languages** Common, Draconic plus any 8 others

**SQ** move sand, suss out rumor<sup>MA</sup>

### ECOLOGY

**Environment** warm deserts

**Organization** solitary

**Treasure** triple

### SPECIAL ABILITIES

**Captivating Voice (Su)** As a full-round action, a mythic brass dragon can expend one use of mythic power to fascinate all creatures that can hear the dragon in a 60-foot radius (DC 16 Will save negates). The dragon cannot use this ability on a creature that made its save for 24 hours. As long as the dragon spends a move action each round to continue talking, all affected creatures remain fascinated. This is a language-dependent compulsion effect. If the dragon moves while talking, fascinated creatures will move to follow it. The save DC is Charisma-based.

**Move Sand (Sp)** A young brass dragon can move sand to excavate ruins or hide treasures. This functions as *move earth*, but it only affects sand. The dragon uses his HD in place of his caster level for this effect. This is equivalent to a 5th-level spell.

**Sand in the Eyes (Su)** Creatures that fail their saves against a mythic brass dragon's fire breath weapon are blinded for 3 rounds. Creatures that succeed on their saves but still take damage are instead dazzled for 3 rounds. This ability has no effect on sightless creatures.

**Sleep Breath (Su)** Instead of a line of fire, a brass dragon can breathe a cone of sleep gas. Creatures within the cone must succeed on a DC 17 Will save or fall asleep for 1d6+3 rounds.

**Suss Out Rumor (Su)** At the beginning of the day, a mythic brass dragon can designate one named object, person, building, town, country, etc. If anyone within 3 miles utters the chosen name, the dragon hears it and the next 25 words as if he were within 100 feet of the speaker. He also knows the distance and general direction to the speaker. For the next 24 hours, the dragon can use *locate creature* to seek out any creature that has spoken the name.

### MYTHIC YOUNG BRASS DRAGON

Without the giant simple template, a mythic young brass dragon's stats are as follows: **CR** 8/**MR** 3; **XP** 4,800; **Size** Medium; **Init** +9; **AC** 24, touch 12, flat-footed 22; **hp** 106; **Fort** +9, **Ref** +8; **Melee** bite +12 (1d8+6), 2 claws +12 (1d6+4), 2 wings +10 (1d4+2); **Space** 5 ft., **Reach** 5 ft. (10 ft. with bite); **Special Attacks** breath weapon (60-foot line, DC 19); **Str** 19, **Dex** 14, **Con** 17; **CMB** +12; **CMD** 24 (28 vs. trip); **Feats** replace Wingstorm<sup>MF</sup> with Suppress Vulnerability<sup>MF</sup>; **Skills** Fly +13.





# Dragon, Metallic (Copper)

Bright, shining copper scales run from the horn-crowned head to the ridged tail of this long-winged dragon.

MYTHIC ADULT COPPER DRAGON

CR 15/MR 6

XP 51,200

Pathfinder Roleplaying Game Bestiary

CG Large dragon (earth, mythic)

Init +11<sup>MF</sup>; Senses dragon senses; Perception +22

Aura frightful presence (180 ft., DC 23)

## DEFENSE

AC 35, touch 10, flat-footed 34 (+1 Dex, +25 natural, -1 size)

hp 232 (15d12+135)

Fort +14, Ref +10, Will +13

**Defensive Abilities** draconic fortitude<sup>MA</sup>, impervious emotions<sup>MA</sup>, uncanny dodge; **DR** 10/epic and magic; **Immune** acid, emotion effects, fear, paralysis, sleep; **SR** 29

## OFFENSE

**Speed** 40 ft., fly 200 ft. (poor); climb stone

**Melee** bite +22 (2d6+12/19-20), 2 claws +22 (1d8+8/19-20), 2 wings +17 (1d6+4), tail +17 (1d8+12)

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

**Special Attacks** breath weapon (80-ft. line, DC 22, 12d6 acid), greasy breath<sup>MA</sup>, joking banter<sup>MA</sup>, mythic power (6/day, surge +1d8), mythic spell-like abilities<sup>MA</sup>, slapstick prop<sup>MA</sup>, slow breath

**Spell-Like Abilities** (CL 15th; concentration +21)

At will—grease (DC 17), hideous laughter (DC 18), stone shape

**Spells Known** (CL 7th; concentration +13)

3rd (5/day)—dispel magic, major image (DC 19)

2nd (8/day)—glitterdust (DC 18), invisibility, phantom trap

1st (8/day)—alarm, identify, magic missile, shield, silent image

o (at will)—detect magic, ghost sound (DC 16), light, message, open/close, prestidigitation, read magic

## STATISTICS

Str 27, Dex 12, Con 21, Int 18, Wis 19, Cha 22

**Base Atk** +16; **CMB** +24 (+31 trip); **CMD** 35 (40 vs. trip)

**Feats** Combat Expertise<sup>MF</sup>, Greater Trip, Improved Critical (bite, claw), Improved Initiative<sup>MF</sup>, Improved Trip<sup>MF</sup>, Power Attack, Vital Strike

**Skills** Bluff +24, Craft (traps) +28, Diplomacy +24, Disable Device +20, Fly +13, Perception +22, Perform (comedy) +15, Sense Motive +20, Spellcraft +20, Stealth +15, Use Magic Device +24

**Languages** Common, Draconic, Elven, Gnome, Halfling

**SQ** stage presence<sup>MA</sup>, trap master

## ECOLOGY

**Environment** warm hills

**Organization** solitary

**Treasure** triple

## SPECIAL ABILITIES

**Climb Stone (Ex)** A copper dragon can climb on stone surfaces as though using the *spider climb* spell.

**Greasy Breath (Su)** Each square affected by a mythic copper dragon's acid breath weapon is treated as though *grease* had been cast on it. This effect lasts for 6 rounds.

**Impervious Emotions (Su)** A mythic copper dragon is used to playing on others' emotions, rendering him immune to fear and all effects with the emotion descriptor.

**Joking Banter (Ex)** A mythic copper dragon frustrates his foes with quips directed at them. As a standard action, he can attempt to demoralize up to 6 creatures within 30 feet that can see and hear the dragon, substituting a Perform (comedy) check with a +6 luck bonus in place of an Intimidate check. This is a language-dependent mind-affecting compulsion but though creatures become shaken this is not considered a fear effect and does not stack with other fear effects. If an ally is targeted with joking banter while subject to a fear effect or other harmful emotion effect, it gains a new saving throw against that effect with a +3 luck bonus. The dragon can spend one use of mythic power to target a single creature with its joking banter as a swift action.

**Slapstick Prop (Su)** By spending one use of mythic power as an immediate action, a mythic copper dragon can target a manufactured weapon within 60 feet, forcing it to become soft and floppy. The weapon's hardness is halved and it deal nonlethal damages and emits an appropriately silly sound effect on every hit until the end of the dragon's next turn (DC 22 Fortitude save negates). The save DC is Constitution-based.

**Slow Breath (Su)** Instead of a line of acid, a copper dragon can breathe a cone of slowing gas. Those in the cone must make a DC 22 Fortitude save or be slowed (as per the spell *slow*) for 1d6+6 rounds.

**Stage Presence (Ex)** A mythic copper dragon can always take 10 on Charisma-based skill checks, and as a free action can expend one use of mythic power to take 20 on a Charisma-based skill check. This applies even when the dragon is rushed or threatened.

**Trap Master (Ex)** An adult copper dragon receives a +6 bonus on Craft (traps) and Disable Device checks and on Perception checks made to locate a trap. The dragon can remove magical traps using Disable Device, and it can use its claws as thieves' tools without penalty.





# Dragon, Metallic (Gold)

Golden scales cover the body of this majestic dragon, and a regal crest of horns arches backward above wise and piercing eyes.

MYTHIC GREAT WYRM GOLD DRAGON

CR 28/MR 10

XP 4,915,200

LG Colossal dragon (fire, mythic)

Init -2/-22, dual initiative<sup>MA</sup>; Senses dragon senses; Perception +43

Aura fire (10 ft., 2d6 fire), frightful presence (360 ft., DC 33)

## DEFENSE

AC 50, touch 0, flat-footed 50 (-2 Dex, +50 natural, -8 size)

hp 655 (30d12+460)

Fort +29, Ref +15, Will +27, second save<sup>MA</sup>

Defensive Abilities draconic fortitude<sup>MA</sup>, glittering scales<sup>MA</sup>, impenetrable scales<sup>MA</sup>, indomitable will<sup>MA</sup>; DR 25/—; Immune fire, paralysis, sleep; SR 44

## OFFENSE

Speed 60 ft., fly 300 ft. (clumsy), swim 60 ft.

Melee bite +40 (4d8+27/19-20), 2 claws +40 (4d6+18/19-20), 2 wings +38 (2d8+9/19-20), tail +38 (4d6+27)

Space 30 ft.; Reach 20 ft. (30 ft. with bite)

Special Attacks breath weapon (70-ft. cone, DC 37, 24d10 fire), crush (DC 37, 4d8+27), debilitating breath<sup>MA</sup>, fires of heaven<sup>MA</sup>, mythic drain<sup>MA</sup>, mythic power (10/day, surge +1d12), tail sweep (DC 36, 2d8+27), weakening breath

Spell-Like Abilities (CL 30th; concentration +38)

At will—*bless*, *daylight*, *detect evil*, *foresight*, *geas/quest*, *sunburst* (DC 26)

Spells Known (CL 19th; concentration +27)

9th (4/day)—*prismatic sphere*<sup>MS</sup>, *time stop*<sup>MS</sup>

8th (7/day)—*maze*, *mind blank*, *protection from spells*

7th (7/day)—*greater teleport*, *prismatic spray* (DC 25), *resurrection*

6th (7/day)—*antimagic field*, *contingency*<sup>MS</sup>, *heal*<sup>MS</sup>

5th (7/day)—*dispel evil* (DC 23), *plane shift* (DC 23), *teleport*, *true seeing*

4th (8/day)—*divination*, *greater invisibility*, *restoration*, *spell immunity*

3rd (8/day)—*dispel magic*<sup>MS</sup>, *fireball*<sup>MS</sup> (DC 22), *haste*<sup>MS</sup>, *prayer*<sup>MS</sup>

2nd (8/day)—*aid*, *cure moderate wounds*, *mirror image*, *resist energy*, *silence*

1st (8/day)—*alarm*, *divine favor*, *mage armor*<sup>MS</sup>, *shield*, *shield of faith*<sup>MS</sup>

0 (at will)—*create water*, *detect magic*, *light*, *guidance*, *mage hand*, *mending*, *prestidigitation*, *read magic*, *stabilize*

## STATISTICS

Str 47, Dex 6, Con 35, Int 26, Wis 27, Cha 26

Base Atk +30; CMB +56; CMD 64 (68 vs. trip)

Feats Alertness, Critical Focus<sup>MF</sup>, Dazing Spell, Extend Spell, Improved Critical (bite, claw, wing), Iron Will, Multiattack, Mythic Spell Lore<sup>MF</sup>, Negation Breath<sup>MF</sup>, Persistent Spell, Power Attack<sup>MF</sup>, Quicken Spell, Staggering Critical, Stunning Critical, Suppress Vulnerability<sup>MF</sup>, Vital Strike

Skills Diplomacy +41, Fly +15, Heal +41, Knowledge (arcana, geography, history, local, nobility, planes, religion) +41, Perception +45, Sense Motive +45, Spellcraft +41, Swim +57

Languages Abyssal, Celestial, Common, Draconic, Dwarven, Elven, Giant, Infernal

SQ change shape 3/day (any animal or humanoid; *polymorph*), detect gems, divine aid, fast flight, luck, luck dragon<sup>MA</sup>, scales of justice<sup>MA</sup>

## ECOLOGY

Environment warm plains

Organization solitary

Treasure triple

## SPECIAL ABILITIES

**Detect Gems (Sp)** A great wyrm gold dragon can detect gems three times per day. This functions as *locate object*, but can only be used to locate gemstones.

**Divine Aid (Sp)** Once a week, a great wyrm gold dragon can call upon celestial powers for aid. This functions as a *miracle*.

**Debilitating Breath (Su)** When a mythic gold dragon uses its weakening breath, it may choose to deal damage to any ability score it chooses. If the dragon expends one use of its mythic power, it may choose to drain 6 uses of mythic power (DC 37 Will half) from all mythic creatures in the area rather than dealing ability damage.

**Fast Flight (Ex)** A gold dragon is treated as one size category larger when determining its fly speed. Since the dragon is already Colossal, its fly speed is increased by 50 feet.

**Fire Aura (Su)** A great wyrm gold dragon is surrounded by an aura of fire. All creatures within 10 feet of the dragon take 2d6 points of fire damage at the beginning of the dragon's turn. The dragon can activate or suppress this aura as a free action.

**Fires of Heaven (Su)** All fire effects created by a mythic great wyrm gold dragon are infused with the divine power of the heavens, dealing one-half of their damage as untyped divine energy. If the dragon expends one use of its mythic power as a swift action, all fire damage from effects it creates for the next minute is treated as untyped divine energy against creatures with the evil subtype.

**Glittering Scales (Ex)** A mythic great wyrm gold dragon's scales are glossy and reflect ordinary light and magical energy. In bright light, any creature within 60 feet is automatically dazzled (no save), and any creature beginning its turn adjacent to the dragon 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.

In addition to reflecting natural light, rays and magical ranged touch attacks have a 20% miss chance when targeting the dragon, 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 dragon can expend one use of its mythic power to increase its reflectiveness to 50% for 10 rounds. 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 dragon can choose to reflect the effect directly back at the caster rather than rolling randomly.

Magical effects with the light descriptor as well as light-based effects such as *color spray*, *prismatic spray*, and *searing light* have the same chance of being reflected (if targeting the dragon) or simply to not affect the dragon (if they affect an area) as rays. This does not enable the dragon to move through a *prismatic wall* or *prismatic sphere*.





**Impenetrable Scales (Ex)** The dragon's damage reduction is increased by 5, and its damage reduction is treated as DR/-. Weapons or effects that would normally overcome its damage reduction no longer do so, including an antipaladin's smite good or mythic effects such as a mythic champion's fleet charge or a mythic trickster's surprise strike. The dragon's damage reduction applies even against spells, supernatural abilities, and other magical effects that deal bludgeoning, piercing, and slashing damage. The dragon 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 dragon's.

**Luck (Sp)** Once per day a great wyrm gold dragon can touch a gem, usually one embedded in the dragon's hide, and enspell it to bring good luck. As long as the dragon carries the gem, it and every good creature within a 120 ft. radius of it receives a +1 luck bonus on all saving throws. If the dragon gives an enspelled gem to another creature, only that bearer gets the bonus. The effect lasts 1d3+36 hours. This ability is the equivalent of a 2nd-level spell.

**Luck Dragon (Su)** Whenever a mythic great wyrm gold dragon or an ally within 60 feet expends a use of its mythic power to gain a mythic surge, they may reroll if the result of the surge die is a 1. If the dragon expends one use of its mythic power when it creates an effect that grants a luck bonus, it adds a mythic surge to any caster level checks or concentration checks associated with that ability, and the luck bonus is added to the result of any mythic surge that affected creatures use. In addition, if the dragon or a creature carrying its luck gem (see above) rolls a natural 20 on any 1d20 roll, it gains a bonus mythic surge which it must use before the end of its next turn or the power is lost. If an adjacent ally rolls a natural 20 on any 1d20 roll, the dragon or creature carrying the luck jewel can expend one use of its mythic power as a free action to grant that ally a bonus mythic surge, which must be used before the end of the ally's next turn.

**Scales of Justice (Su)** Whenever an attacker confirms a critical hit against a mythic great wyrm gold dragon, the next successful attack the dragon makes against that attacker is automatically a critical threat. In addition, if a creature expends mythic power to use or enhance an ability that targets the dragon (including harmful area effects), the dragon gains a bonus use of its mythic power which it must use before the end of its next turn or the power is lost. The dragon gains only one use of its mythic power per attacker per round, even if the attacker expends multiple uses of mythic power.

**Weakening Breath (Su)** Instead of a cone of fire, a gold dragon can breathe a cone of weakening gas. Creatures within the cone must succeed on a Fortitude save or take 12 points of Strength damage (Will save half).





## Dragon Turtle

*This long-tailed aquatic beast resembles a massive snapping turtle with draconic features.*

MYTHIC DRAGON TURTLE

CR 11/MR 4

XP 12,800

Pathfinder Roleplaying Game Bestiary

N dragon (aquatic, mythic)

Init +4; Senses darkvision 60 ft., low-light vision, scent; Perception +16

### DEFENSE

AC 27, touch 8, flat-footed 27 (+19 natural, -2 size)

hp 166 (12d12+88)

Fort +12, Ref +8, Will +9

**Defensive Abilities** iridescent shell<sup>MA</sup>; DR 10/epic; **Immune** fire, paralysis and sleep, dragon traits

### OFFENSE

**Speed** 20 ft., swim 30 ft.

**Melee** bite +20 (3d6+10), 2 claws +20 (2d6+10)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** boiling breath<sup>MA</sup>, breaching rush<sup>MA</sup>, breath weapon (50-ft. cone, 16d6 fire, Reflex DC 20 for half, usable every 1d4 rounds), capsize, lingering breath (2d8 fire, 4 rounds)<sup>MA</sup>, **mythic power** (4/day, surge 1d8), seething sauna<sup>MA</sup>

statistics

Str 31, Dex 10, Con 19, Int 12, Wis 13, Cha 12

**Base Atk** +12; **CMB** +24 (+28 bull rush); **CMD** 34 (38 vs. bull rush and trip)

**Feats** Awesome Blow, Blind-Fight, Cleave, Improved Bull Rush<sup>MF</sup>, Improved Initiative, Power Attack<sup>MF</sup>

**Skills** Diplomacy +16, Intimidate +16, Perception +16, Sense Motive +16, Stealth +7 (+15 in water), Survival +16, Swim +33; Racial Modifiers +8 Stealth in water

**Languages** Aquan, Common, Draconic

### ECOLOGY

**Environment** temperate aquatic

**Organization** solitary

**Treasure** double

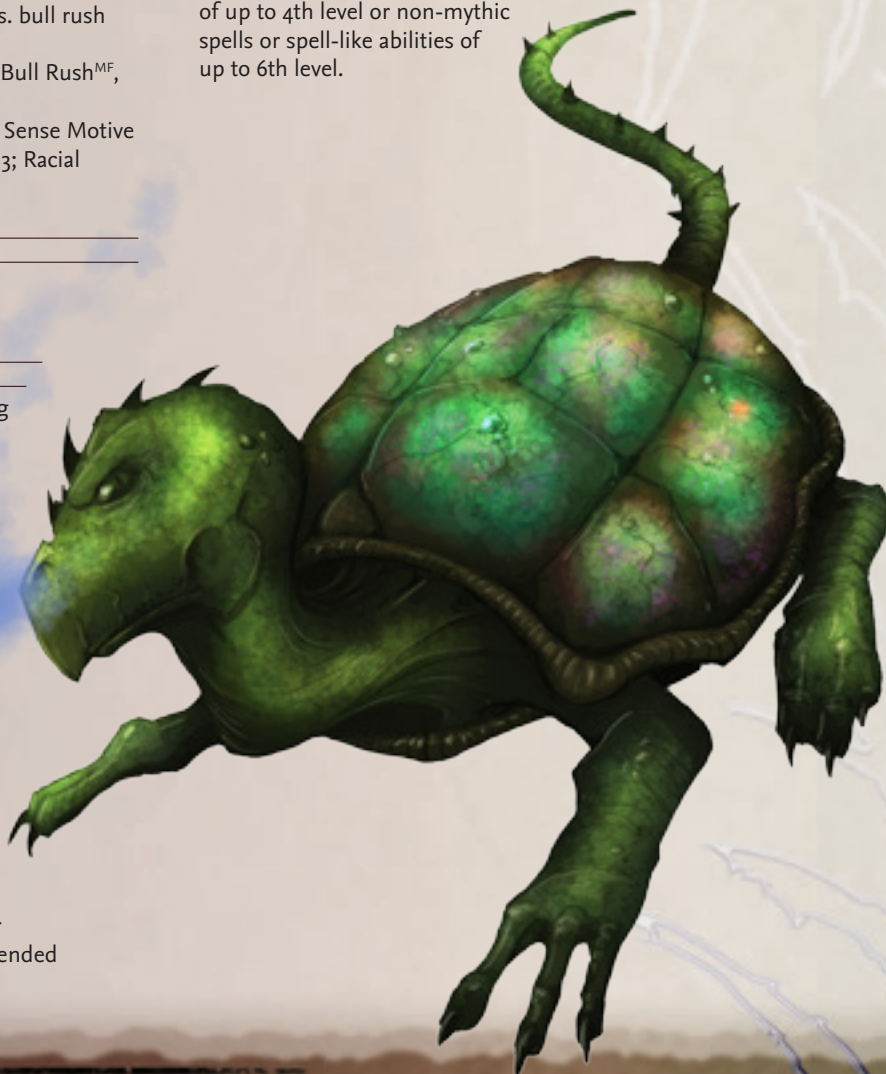
### SPECIAL ABILITIES

**Boiling Breath (Su)** A mythic dragon turtle's steaming breath deals 16d6 points of fire damage, and its seething dampness affects natural and magical fires and creatures with the fire subtype as a *quench* spell (caster level 12th). Despite dealing fire damage, a mythic dragon turtle's breath does not harm wood, cloth, rope, and similar flammable materials. A mythic dragon turtle's steaming breath hangs in the air for 4 rounds, obscuring vision as a *fog cloud*. If a mythic dragon turtle expends one use of its mythic power as a free action when it breathes, its breath functions as *solid fog* rather than a *fog cloud*.

**Breaching Rush (Ex)** A swimming mythic dragon turtle can crash its body into multiple foes as a full-round action, allowing it to simultaneously bull rush all creatures in a 15-foot-wide path. In addition, Medium or smaller creatures in its path must succeed on a DC 20 Reflex save or take 3d6+15 points of bludgeoning damage. Unattended

objects in the mythic dragon turtle's path take damage normally, and wooden objects (including ships) take double damage. The mythic dragon turtle can continue moving up to 30 feet or until it fails to successfully bull rush a creature in its path. A mythic dragon turtle can use its Power Attack feat in conjunction with this ability, taking a -4 penalty on its combat maneuver checks but gaining a +12 bonus to damage against Medium or smaller creatures failing their saves. If a mythic dragon turtle expends one use of its mythic power while making a breaching rush, it can affect creatures up to Large size, and creatures it successfully bull rushes are staggered for 1 round (and knocked prone if the bull rush forces them out of the water).

**Iridescent Shell (Ex)** A mythic dragon turtle's shell and scales are coated with an iridescent sheen that diffracts targeted magical effects and dissipates their effects. A mythic dragon turtle applies its natural armor bonus to its AC against rays and other spells, spell-like abilities, and supernatural effects that require a ranged touch attack. In addition, when a mythic dragon turtle is targeted with a spell or spell-like ability, even one that does not require an attack roll, it can expend one use of its mythic power to deflect that effect harmlessly or two uses of its mythic power to reflect that effect back upon its creator. This has no effect on area effects or effects delivered by a melee touch attack. If the effect creates multiple missiles or rays, all missiles or rays targeting the mythic dragon turtle are deflected when this power is used. This ability can deflect mythic spells or spell-like abilities of up to 4th level or non-mythic spells or spell-like abilities of up to 6th level.





# Dragonkin

*This sleek-scaled draconic creature looks both regal and intelligent. A leather harness holds a saddle between its wings, and it bears a massive glaive.*

## MYTHIC DRAGONKIN

CR 11/MR 4

XP 12,800

Pathfinder Roleplaying Game campaign setting products

LN Large dragon (alien, mythic)

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +14

## DEFENSE

**AC** 27, touch 11, flat-footed 25 (+2 Dex, +16 natural, -1 size)

**hp** 165 (10d12+100)

**Fort** +13, **Ref** +9, **Will** +8

**DR** 5/epic; **Immune** dragon traits, fire, paralysis, sleep

## OFFENSE

**Speed** 40 ft., fly 120 ft. (average)

**Melee** mwk glaive +17/+12 (2d8+10/x3), bite +17 (1d8+7) or bite +17 (1d8+7), 2 claws +16 (1d6+7)

**Space** 10 ft.; **Reach** 10 ft. (15 ft. with glaive)

**Special Attacks** breath weapon (30-ft. cone, 9d6 fire damage, Reflex DC 21 half, usable every 1d4 rounds), dragon blood<sup>MA</sup> (1d6 fire), dragon fury<sup>MA</sup> (1d6 fire), mythic power (3/day, surge +1d8)

## STATISTICS

**Str** 24, **Dex** 15, **Con** 22, **Int** 11, **Wis** 12, **Cha** 17

**Base Atk** +10; **CMB** +18; **CMD** 30

**Feats** Combat Reflexes<sup>MF</sup>, Flyby Attack, Power Attack, Vital Strike<sup>MF</sup>, Weapon Focus (bite)

**Skills** Bluff +16, Fly +17, Intimidate +16, Perception +14, Stealth +11, Survival +14

**Languages** Common, Draconic

**SQ** aerial aid<sup>MA</sup>, fireproof rider<sup>MA</sup>, powerful blows (bite), rider bond<sup>MA</sup>

## ECOLOGY

**Environment** any mountains

**Organization** solitary, pair, patrol (1 mythic dragonkin and 2–5 dragonkin), or wing (1 mythic dragonkin and 7–14 dragonkin)

**Treasure** standard (masterwork glaive, other treasure)

## SPECIAL ABILITIES

**Fireproof Rider (Su)** A mythic dragonkin's rider gains immunity to fire while in contact with the dragonkin.

**Rider Bond (Su)** A dragonkin can form a permanent bond with its rider. Once this bond is made, a dragonkin cannot form another rider bond until its current rider dies. A dragonkin and its rider can communicate with each other as if they both had telepathy 1,000 ft. In combat, when a rider is mounted on his dragonkin, both creatures roll initiative separately and treat the highest result as their single result.

Additionally, a mythic dragonkin can expend one use of mythic power as a free action to *teleport* to its rider's location, provided the rider is within range of their bond.

**Note:** Some dragonkin have breath weapons that deal acid, cold, electricity, or other types of damage. In this case, all of a dragonkin's special abilities, such as dragon blood, dragon fury, and fireproof rider, should apply to that type of damage instead.





# Drake, Fell

*The stench of death billows forth as this hulking beast spreads its ragged, scabrous wings. Its eyes and maw glow an unwholesome lambent green as it roars its challenge, its sleek scales shining and dark.*

## FELL DRAKE

CR 12/MR 5

XP 19,200

NE Huge dragon (mythic)

**Init** +10<sup>MF</sup>; **Senses** darkvision 60 ft., low-light vision; Perception +17

**Aura** frightful presence (30 ft., DC 18), stench (30 ft., DC 21, 1 minute), unnatural aura

## DEFENSE

**AC** 29, touch 9, flat-footed 28 (+4 armor, +1 Dex, +16 natural, –2 size)

**hp** 199 (13d12+115)

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

**DR** 10/epic; **Immune** disease, energy drain, fear, negative energy, paralysis and sleep, dragon traits

**Weaknesses** light sensitivity

## OFFENSE

**Speed** 20 ft., fly 60 ft. (average)

**Melee** bite +19 (4d6+8/19–20 plus 1d3 Con drain), tail slap +14 (2d6+4)

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

**Special Attacks** carrion breath, draining bite<sup>MA</sup>, lingering breath<sup>MA</sup> (1d8 acid and 1d8 negative energy, 5 rounds), **mythic power** (5/day, surge 1d8), plummet<sup>MA</sup>, rider's bane<sup>MA</sup>

## STATISTICS

**Str** 27, **Dex** 13, **Con** 20, **Int** 9, **Wis** 12, **Cha** 14

**Base Atk** +13; **CMB** +23; **CMD** 34

**Feats** Cleave<sup>MF</sup>, Flyby Attack, Great Cleave, Improved Critical (bite), Improved Initiative<sup>MF</sup>, Improved Natural Attack (bite), Power Attack<sup>MF</sup>

**Skills** Acrobatics +14, Fly +13, Intimidate +13, Perception +17, Stealth +9, Survival +9

**Languages** Draconic

**SQ** elusive speed<sup>MF</sup>, ghost rider<sup>MF</sup>, ghostly shroud, speed surge

## ECOLOGY

**Environment** temperate mountains or hills

**Organization** solitary, pair, fell mount (fell drake with 1 ghost or spectre or 1d4 wraiths), or deathly rampage (3–6 fell drakes with mounted cairn wights or wraiths)

**Treasure** standard

## SPECIAL ABILITIES

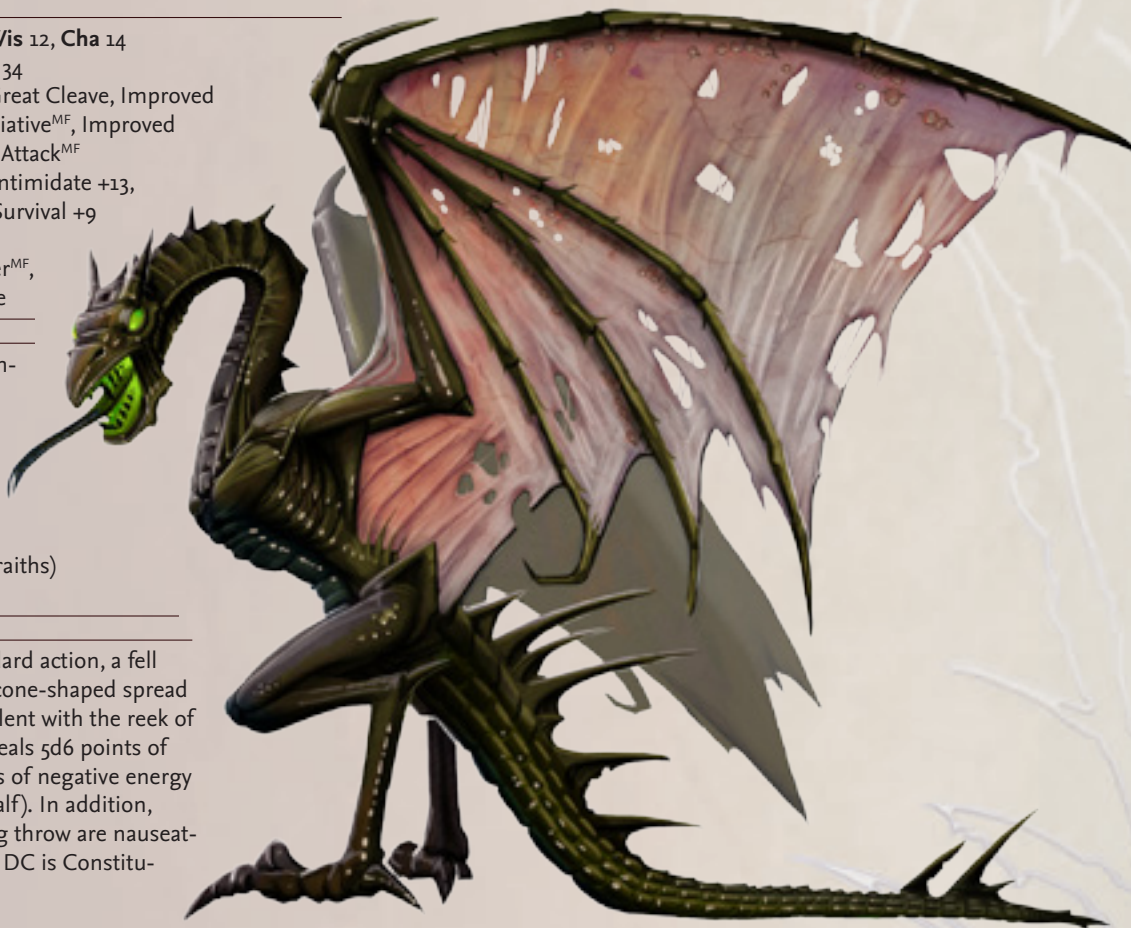
**Carrion Breath (Su)** As a standard action, a fell drake can exhale a 30-foot cone-shaped spread of cloying bilious mist redolent with the reek of rotten flesh. This miasma deals 5d6 points of acid damage and 5d6 points of negative energy damage (DC 21 Fortitude half). In addition, creatures failing their saving throw are nauseated for 1d4 rounds. The save DC is Constitution-based.

**Draining Bite (Su)** A fell drake's bite deals 1d3 points of Constitution drain (DC 21 Fortitude negates) on every hit. The save DC is Constitution-based.

**Elusive Speed (Ex)** When a fell drake uses its speed surge, it gains the benefits of the Mobility and Wind Stance feats until the beginning of its next turn.

**Ghost Rider (Su)** A fell drake can take an incorporeal creature as a rider. The rider uses the fell drake's fly speed and maneuverability as its own and otherwise follows the rules for mounted creatures, and also gains the benefits of the fell drake's ghostly shroud. If the incorporeal creature possesses frightful presence or an unnatural aura or can create a supernatural fear effect with a fixed radius, such as a ghost's frightful moan, it adds the radius of its own ability to the fell drake's to determine the area of effect. If the effect allows a saving throw, creatures within the expanded area must save twice (once against the save DC of the rider and once against the fell drake's save DC); if either save fails, the creature is affected by the aura.

**Ghostly Shroud (Sp)** A fell drake is surrounded by wisps of ectoplasmic force, protecting it as continuous *mage armor* and *entropic shield* (caster level 13th). If these effects are dispelled, the fell drake can resume their effects as a free action on its next turn.





**Plummet (Ex)** As a standard action or as part of a charge action when flying, a fell drake can attempt an overrun combat maneuver against a smaller creature. This maneuver does not provoke attacks of opportunity, and its target cannot choose to avoid it. A creature knocked prone with this overrun maneuver takes 2d6+12 points of bludgeoning damage. If the drake expends one use of its mythic power, it can use this ability against up to three creatures.

**Rider's Bane (Ex)** If a fell drake strikes a mounted rider, that rider must succeed at a Ride check against a DC equal to the fell drake's attack roll or be dismounted. If a fell drake attacks an animal with a rider, on a successful hit the animal must succeed on a DC 18 Will save or fall prone (dismounting its rider) and begin cowering for 1d4 rounds. The save DC is Charisma-based. If the fell beast expends one use of its mythic power as a free action, it can force the mount and rider to roll twice and select the worse result on a saving throw or Ride check made against this ability, and if both the rider and mount are knocked prone the rider takes 4d6 points of bludgeoning damage as the mount lands on top of it and is pinned for as long as the mount remains cowering. Getting out from underneath a cowering mount requires a DC 21 Strength check or Escape Artist check.

**Speed Surge (Su)** Three times per day as a swift action, a fell drake can draw on its draconic reserves for a boost of strength and speed, allowing it to take an additional move action in that round.

Nesting in mountainous crags and forlorn hills, fell drakes are massive scavengers that soar far from their lairs in search of their next opportunity to gorge themselves on flesh either living or dead. Their great size compared to their drakish kin belies their inherent laziness; as scavengers, they are content to find their prey wherever they can get it and do not necessarily seek out combat when easier meals can be had. However, fell drakes are also somewhat more biddable than their kin and can be trained to bear riders, though only those whose power they are taught to respect.

A fell drake is around 24 feet long, end to end. Its sleek, scaled body weighs about 6,000 pounds.

## ECOLOGY

Fell drakes rarely stay on the ground for longer than it takes to feast. They can soar very high in the air and plummet with great speed to the ground, knocking their targets to the ground and crushing them under its claws and belly. A fell drake will also use its long neck to sweep its snapping jaws through entire squads of soldiers as it flies by overhead. The spiritual energies that surround a fell drake help shield it from the slings and arrows of its enemies, even as the unliving energies it has breathed in since its hatching can be belched forth in a cloying cloud of life-sapping bile and blood. If severely wounded, it retreats when it can, carrying its master away to safety with a tremendous burst of speed.

## HABITAT AND SOCIETY

Fell drakes are not a numerous breed, being descended from primordial draconic sires that dwelt in lands long benighted by the rule of deathless despots. Through the rise and fall of these undead emperors, fell drakes made their homes amid the hollow hills and barrow-downs of the fallen lands, venturing forth to devour the dead left behind in the endless wars that ebbed and flowed around them. Perhaps it was their long exposure to the raw power of death itself that inured fell drakes to the presence of unlife. Those of their kin that could not adapt to the dissolution of the flesh and the ectoplasmic caress of ghostly shades and shadow kings fell prey as did all other living things to the touch of death, but the fell drakes that survived grew into a strange symbiosis with the cannier warlords among the armies of the dead. Fell drakes now often serve as terrifying steeds in battle, feasting on soldiers and mounts alike and carrying their dread masters into the fray on wings that are both great and terrible.





# Drake, Frost

*This two-legged dragon has dull blue scales tinged with bright blue ice. A freezing mist issues from between its powerful jaws.*

**MYTHIC FROST DRAKE**

**CR 10/MR 4**

**XP 9,600**

*Pathfinder Roleplaying Game Bestiary 2*

CE Huge dragon (cold, mythic)

**Init** +4; **Senses** darkvision 60 ft., low-light vision, snow vision;

Perception +10

## DEFENSE

**AC** 25, touch 8, flat-footed 25 (+17 natural, –2 size)

**hp** 140 (8d12+88)

**Fort** +12, **Ref** +6, **Will** +5

**DR** 5/epic; **Immune** cold, paralysis and sleep, dragon traits

**Weaknesses** vulnerable to fire

## OFFENSE

**Speed** 20 ft., burrow 20 ft., fly 60 ft. (average); icewalking

**Melee** bite +16 (2d6+10), tail slap +11 (2d6+5)

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

**Special Attacks** blizzard breath<sup>MA</sup>, freezing mist breath, hypothermic mist<sup>MA</sup>, icy prison<sup>MA</sup>, lingering breath<sup>MA</sup> (2d8 cold, 4 rounds), mythic power (4/day, surge 1d8)

## STATISTICS

**Str** 30, **Dex** 11, **Con** 22, **Int** 8, **Wis** 9, **Cha** 13

**Base Atk** +8; **CMB** +20; **CMD** 30

**Feats** Flyby Attack, Improved Initiative, Power Attack<sup>MF</sup>, Vital Strike<sup>MF</sup>

**Skills** Climb +21, Fly +7, Intimidate +12, Perception +10, Stealth +3

**Languages** Draconic

**SQ** elusive speed<sup>MA</sup>, speed surge

## ECOLOGY

**Environment** cold mountains

**Organization** solitary, pair, or rampage (1–4 mythic frost drakes and 2–8 frost drakes)

**Treasure** standard

## SPECIAL ABILITIES

**Blizzard Breath (Su)** When a mythic frost drake uses its lingering breath ability, it fills the area of its breath with a miniature blizzard lasting 4 rounds. This blocks vision as *obscuring mist* but cannot be blown away by strong winds.

**Elusive Speed (Ex)** When a mythic frost 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 snowy environment it can make a Stealth check with a +8 bonus as part of this move action, even if under direct observation.

**Freezing Mist Breath (Su)** A frost drake can, as a standard action, spit a ball of liquid that bursts into a cloud of freezing mist. This attack has a range of 60 feet and deals 7d6 points of cold damage (DC 20 Reflex half) to all creatures in a 20-foot-radius spread. The mist cakes all surfaces in the area with a sheet of slippery ice that turns the area into difficult terrain for 2d4 rounds, after which the ice cracks or melts enough to revert to the normal terrain features in the area. Once a frost drake has used its freezing mist breath, it cannot do so again for 1d6 rounds. The Reflex save is Constitution-based.

**Hypothermic Mist (Su)** Creatures failing their save against a mythic frost drake's freezing mist breath become fatigued. If it expends one use of its mythic power, creatures that fail their save are exhausted and those that save are fatigued. Creatures that take no cold damage from its breath are immune to this effect.

**Icewalking (Ex)** This ability works like *spider climb*, but the surfaces the drake climbs must be icy. It can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

**Icy Prison (Su)** A mythic frost drake can spew a concentrated burst of entangling ice at a single target in place of its normal freezing mist breath, affecting a single target as *icy prison* (DC 20 Reflex partial) instead of affecting an area. The drake treats its Hit Dice as its caster level to determine the effects of the *icy prison*; however, this is a supernatural ability.

**Speed Surge (Ex)** Three times per day as a swift action, a frost drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.





# Draugr

*These barnacle-encrusted walking corpses look like zombies, but with a fell light in their eyes and dripping with rank water that gives off a nauseating stench.*

**MYTHIC DRAUGR** **CR 3/MR 1**

XP 800

Pathfinder Roleplaying Game Bestiary 2

CE Medium undead (mythic, water)

**Init** +0; **Senses** darkvision 60 ft., mistsight<sup>MA</sup>, Perception +6

## DEFENSE

**AC** 15, touch 10, flat-footed 15 (+2 armor, +3 natural)

**hp** 27 (3d8+14)

**Fort** +2, **Ref** +1, **Will** +3

**DR** 5/bludgeoning or slashing; **Immune** undead traits; **Resist** fire 10

## OFFENSE

**Speed** 30 ft., swim 30 ft.

**Melee** greataxe +5 (1d12+4/x3 plus nausea) or slam +5 (1d10+4 plus nausea)

**Special Attacks** mythic power (1/day, surge +1d6), ten years before the mast<sup>MA</sup>

## STATISTICS

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

**Base Atk** +2; **CMB** +5; **CMD** 15

**Feats** Power Attack<sup>MF</sup>, Toughness

**Skills** Climb +8, Perception +6, Profession (sailor) +8, Stealth +6, Swim +11; **Racial Modifiers** +4 Profession (sailor), +8 Swim

**Languages** Common (cannot speak)

## ECOLOGY

**Environment** any coastal

**Organization** solitary or crew (2–8)

**Treasure** standard (greataxe, leather armor, other treasure)

## SPECIAL ABILITIES

**Nausea (Su)** A creature that is damaged by a draugr must make a DC 12 Fortitude save or be nauseated for 1 round. The save DC is Charisma-based.

**Ten Years Before the Mast (Su)** A mythic draugr treats Profession (sailor) as a class skill and gains a +4 racial bonus on that skill. In addition, it can bind other creatures to share its curse of being bound to the sea. When a creature fails its save against a draugr's nausea, or when a creature deals the killing blow to a draugr, the draugr can expend one use of mythic power as a swift or immediate action to inflict the curse of the ages (DC 12 Will negates) upon that creature. The curse does not progress as long as the creature remains in aquatic terrain, including on board a ship, but it resumes whenever the creature sets foot on land. The curse ends when removed or when the victim has aged 10 years. If the cursed creature is slain in aquatic terrain or on board a ship, it rises 24 hours later as a draugr (DC 12 Will negates).

**MYTHIC DRAUGR CREW**

**CR 12/MR 5**

XP 19,200

Pathfinder Roleplaying Game Bestiary 2

CE Medium undead (mythic, troop, water)

**Init** +4; **Senses** darkvision 60 ft.; Perception +18

## DEFENSE

**AC** 25, touch 14, flat-footed 21 (+4 armor, +4 Dex, +7 natural)

**hp** 150 (13d8+92)

**Fort** +7, **Ref** +8, **Will** +12

**DR** 10 epic and bludgeoning or slashing; **Immune** troop traits, undead traits; **Resist** fire 10

## OFFENSE

**Speed** 30 ft., swim 30 ft.

**Melee** troop +14 (3d6+5 plus energy drain or nausea)

**Ranged** 4 +1 pistol +14 (1d6+1/x4) or 4 +1 *thundering musket* +14 (1d12+1/x4)

**Special Attacks** energy drain (1 level, DC 21), mythic power (7/day, surge 1d8), nausea (DC 19), phantom broadside<sup>MA</sup>, press gang<sup>MA</sup>

**Spell-Like Abilities** (CL 13th; concentration +16)

3/day—*obscuring mist*

## STATISTICS

**Str** 21, **Dex** 18, **Con** —, **Int** 12, **Wis** 14, **Cha** 17

**Base Atk** +9; **CMB** +14; **CMD** 28 (can't be bull rushed or tripped)

**Feats** Ability Focus (energy drain), Exotic Weapon Proficiency (cannon), Extra Mythic Power<sup>MF</sup>, Iron Will<sup>MF</sup>, Master Siege Engineer, Siege Engineer, Siege Gunner, Toughness<sup>MF</sup>

**Skills** Climb +15, Knowledge (engineering) +11, Knowledge (geography) +10, Perception +18, Profession (sailor) +15, Stealth +19, Swim +17

**Languages** Common

**SQ** part of the ship, part of the crew<sup>MA</sup>, pirate's jig<sup>MA</sup>, ship of the damned<sup>MA</sup>

## ECOLOGY

**Environment** any aquatic

**Organization** solitary troop or flotilla (2–4 troops)

**Treasure** double

## SPECIAL ABILITIES

**Energy Drain (Su)** In place of causing nausea, a mythic draugr can drain the life energy from creatures damaged by its troop attack, inflicting one negative level each time they deal damage (DC 21 Fortitude negates). A mythic draugr crew heals 5 points of damage each time it inflicts a negative level; if the crew is already at full hit points, this healing effect is wasted. The save DC is Charisma-based.

**Nausea (Su)** A creature damaged by a mythic draugr crew is nauseated for 1 round (DC 19 Fortitude negates). The save DC is Charisma-based.

**Part of the Ship, Part of the Crew (Su)** Any humanoid slain by a mythic draugr crew's energy drain rises as a draugr (or draugr captain, if it has at least 5 Hit Dice) 1d4 rounds later. This draugr is assimilated into the crew, healing damage equal to twice the creature's Hit Dice. Any creature slain by the crew while on board its ship, even if not slain by energy drain, also rises in this fashion if it fails a DC 19 Will save.





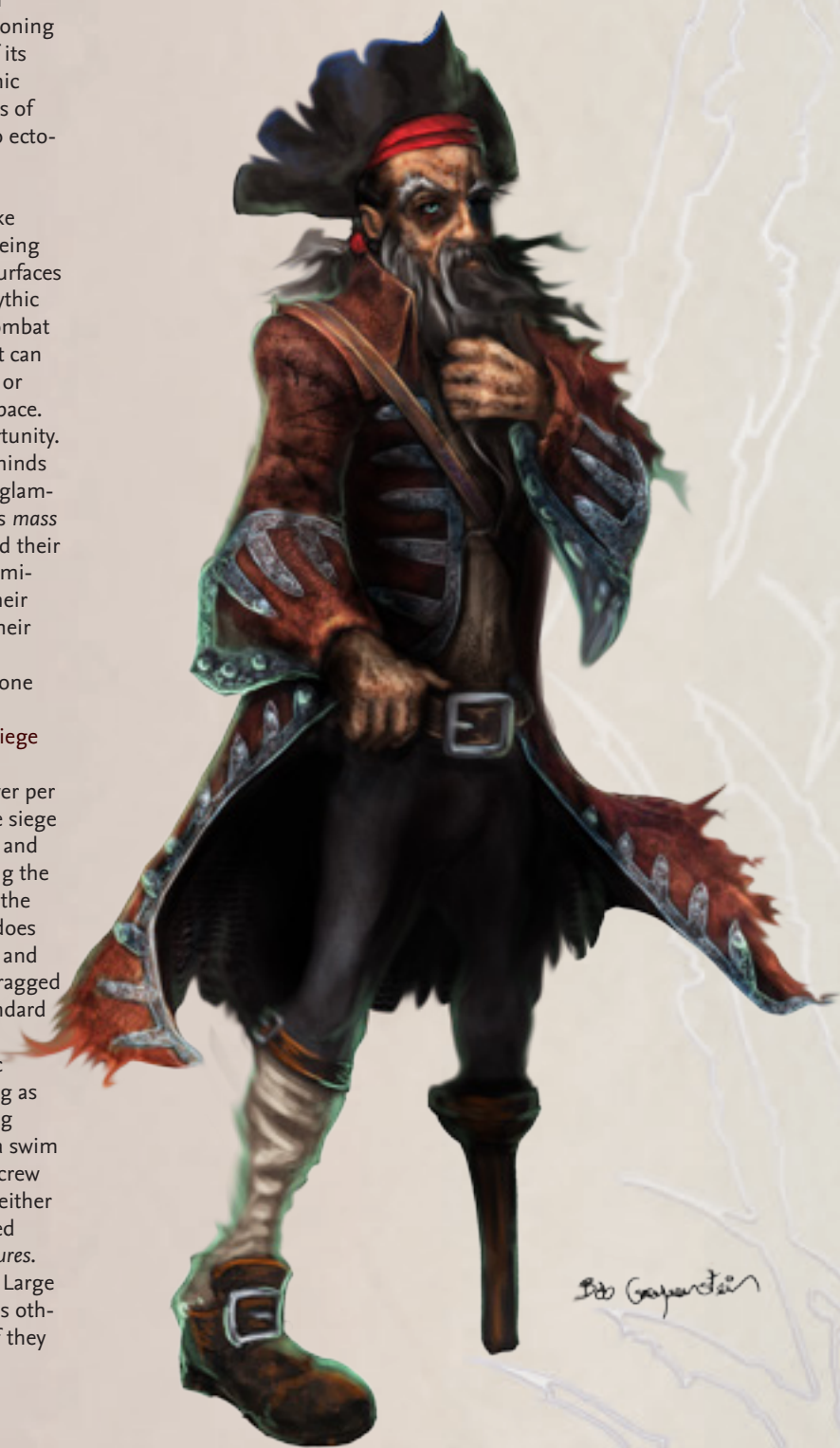
**Phantom Broadside (Su)** As a full-round action, a mythic draugr crew can draw forth a collection of ectoplasmic firearms and make four attacks as if wielding +1 *pistols*. If the crew expends one use of its mythic power, this broadside functions instead as four attacks with +1 *thundering muskets*. If your campaign does not use gunpowder weapons, substitute heavy crossbow attacks in place of firearms. In lieu of dealing damage, the crew can spend one use of its mythic power to create a cloud of ghostly fog and smoke with its phantom broadside, functioning as *mythic obscuring mist*; the crew may expend two uses of its mythic power to augment this effect or three uses of mythic power to augment it as a 6th-tier mythic caster. Regardless of how it uses this ability, the phantom firearms dissolve into ectoplasm at the end of the mythic draugr crew's turn.

**Pirate's Jig (Ex)** A mythic draugr crew can move and balance without difficulty on board a ship without the need to make Acrobatics checks to maintain their balance and without being denied their Dexterity bonus when balancing on narrow surfaces or when climbing. In addition, while on board a ship, a mythic draugr crew can attempt a dirty trick, reposition, or trip combat maneuver once per round as a swift action. Alternatively, it can use a full-round action to attempt a dirty trick, reposition, or trip combat maneuver against every creature sharing its space. These combat maneuvers do not provoke attacks of opportunity.

**Press Gang (Sp)** A draugr crew casts a siren song upon the minds of other sailors, compelling them through a combination glamour and terror to follow their commands. This functions as *mass charm person* (DC 18). If the mythic draugr crew is on board their ship or in the water when they use this ability, they can dominate (as *dominate person*) one or more creatures that fail their saves instead of charming them by spending one use of their mythic power per target.

**Ship of the Damned (Su)** Once per day, in a ritual requiring one minute, a mythic draugr crew can summon a ghostly ship from beneath the waves. The crew can arm the ship with *siege weapons* by expending one use of mythic power per light bombard, cannon, or firedrake, or two uses of mythic power per fiend's mouth cannon, heavy bombard, or firewurm. These siege weapons have unlimited ammunition but must be loaded and fired following the normal rules for siege weapons, treating the mythic draugr crew as a crew of 16 individual gunners for the purpose of loading, aiming, and firing. If your campaign does not use gunpowder weapons, you may substitute ballistas and catapults of similar size. The ship of the damned appears ragged and barely seaworthy, but it is as handy and stout as a standard sailing ship.

If the mythic draugr crew expends one use of its mythic power, they can cause the ship to spring to life, functioning as a *Colossal animated object* for 13 rounds with the following special abilities: additional attack, constrict, faster (x3, for a swim speed of 60 feet), grab, and trample. If the mythic draugr crew expends two uses of its mythic power, the ship also gains either the *agile* or *invincible* mythic simple template, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*. Although the ship is treated as a creature while animated, Large or smaller creatures can share its space; however, creatures other than the mythic draugr crew treat the ship's spaces as if they were affected by an *entangle* spell (DC 14).



Bob Grayson





# Drider

The dry rasping of spidery legs brings this hideous monstrosity into view—a nightmarish, centaurian fusion of drow and spider.

## MYTHIC DRIDER

CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary

CE Large aberration (mythic)

**Init** +2; **Senses** darkvision 120 ft., detect good, detect law, detect magic; Perception +15

## DEFENSE

**AC** 24, touch 13, flat-footed 20 (+2 Dex, +2 dodge, +11 natural, –1 size) **hp** 100 (9d8+60)

**Fort** +7, **Ref** +5, **Will** +9

**DR** 5/epic; **Immune** poison<sup>MA</sup>, sleep; **SR** 21

## OFFENSE

**Speed** 30 ft., climb 20 ft.

**Melee** mwk heavy mace +9/+4 (1d8+3), bite +4 (1d4+1 plus fleshwarp curse<sup>MA</sup> and poison)

**Ranged** mwk composite longbow +8/+3 (1d8+2/x3)

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

**Special Attacks** mythic power (3/day, surge +1d6), vomit spider swarm<sup>MA</sup>, web (+7 ranged, DC 18, hp 9)

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

Constant—detect good, detect law, detect magic

At will—dancing lights, darkness, faerie fire

1/day—clairaudience/clairvoyance, deeper darkness, dispel magic, levitate, suggestion (DC 17)

**Spells Known** (CL 6th; concentration +10)

3rd (4/day)—lightning bolt<sup>MS</sup> (DC 17)

2nd (6/day)—invisibility<sup>MS</sup>, web<sup>MS</sup> (DC 16)

1st (7/day)—mage armor, magic missile<sup>MS</sup>, ray of enfeeblement<sup>MS</sup> (DC 15), silent image (DC 15)

o (at will)—bleed (DC 14), daze (DC 14), ghost sound, mage hand, ray of frost, read magic, resistance

## STATISTICS

**Str** 15, **Dex** 15, **Con** 18, **Int** 15, **Wis** 16, **Cha** 18

**Base Atk** +6; **CMB** +9; **CMD** 22 (34 vs. trip)

**Feats** Blind-Fight, Combat Casting, Dodge<sup>MF</sup>, Weapon Focus<sup>MF</sup> (bite), Weapon Focus (mace)

**Skills** Climb +22, Intimidate +16, Knowledge (arcana) +14, Perception +15, Spellcraft +14, Stealth +14; **Racial Modifiers** +4 Stealth

**SQ** spider drover<sup>MA</sup>, undersized weapons

## ECOLOGY

**Environment** any underground

**Organization** solitary, pair, or group (1 mythic drider and 3–8 driders)

**Treasure** double (masterwork heavy mace, masterwork composite longbow [+2 Str] with 20 arrows, additional treasure)

## SPECIAL ABILITIES

**Fleshwarp Curse (Su)** Bite—injury; save Will DC 18; frequency 1/day; effect 1d4 Con damage and 1d4 Cha drain. If a drow victim reaches 0 Cha, it becomes a drider. The save DC is Charisma-based.

If a mythic drider expends one use of mythic power as a swift action when it inflicts this curse, a non-drow victim that reaches 0 Cha becomes a drider.

**Poison (Ex)** Bite—injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The save DC is Constitution-based.

**Spells** A drider casts spells as a 6th-level cleric, sorcerer, or wizard, but does not gain any other class abilities.

**Spider Drover (Ex)** A mythic drider can use Intimidate in place of a Handle Animal check on a spider to “push” it. The spider can only perform the following tricks: attack, come, defend, down, fetch, or seek.

**Undersized Weapons (Ex)** Although a drider is Large, its upper torso is the same size as that of a Medium humanoid’s upper torso. As a result, it wields weapons as if it were one size category smaller than its actual size (Medium for most driders).

**Vomit Spider Swarm (Su)** Once per day as a standard action, a mythic drider can vomit a spider swarm as per vomit swarm, with the exception that the drider can control its movement as a free action. If the mythic drider spends one use of mythic power when using this ability, the swarm also inflicts the fleshwarp curse on creatures it damages.





# Dullahan

*Clad in ragged black robes and tarnished armor, this grim, headless rider is surrounded by an aura of menace.*

## MYTHIC DULLAHAN

CR 9/MR 4

XP 6,400

Pathfinder Roleplaying Game Bestiary 2

LE Medium undead (mythic)

Init +2; Senses blindsight 60 ft.; Perception +16

Aura frightful presence (30 ft., DC 20)

## DEFENSE

AC 26, touch 11, flat-footed 25 (+11 armor, +1 Dex, +4 natural)

hp 127 (10d8+82); fast healing 5

Fort +8, Ref +5, Will +12

Defensive Abilities channel resistance +4; DR 5/epic; Immune undead traits; SR 20

## OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee +2 keen longsword +17/+12 (1d8+8/17–20 plus 2d6 cold)

Special Attacks freezing blade<sup>MA</sup>, death's calling, icy gaze<sup>MA</sup>, infernal alacrity<sup>MA</sup>, mythic power (4/day, surge +1d8), summon nightmare<sup>MA</sup>

## STATISTICS

Str 22, Dex 14, Con —, Int 14, Wis 16, Cha 20

Base Atk +7; CMB +13; CMD 25

Feats Iron Will, Mounted Combat<sup>MF</sup>, Ride-By Attack, Trample, Weapon Focus (longsword)<sup>MF</sup>

Skills Handle Animal +15, Intimidate +18, Perception +16, Ride +7, Spellcraft +15, Stealth +10

Languages Common, Infernal, Sylvan

SQ infernal identification<sup>MA</sup>

## ECOLOGY

Environment any

Organization solitary

Treasure double (+2 full plate, +2 keen longsword, other treasure)

## SPECIAL ABILITIES

**Freezing Blade (Su)** A mythic dullahan is proficient with all simple and martial slashing weapons. When it wields a slashing weapon, the blade inflicts +2d6 cold damage and gains the keen weapon property. Additionally, when a mythic dullahan injures a creature with its blade, the mythic dullahan can expend one use of mythic power as a free action to daze the creature for 1d4 rounds (DC 23 Fortitude negates). This is a cold effect and the DC is Charisma-based.

**Death's Calling (Su)** Once per day as a standard action, a mythic dullahan may place death's calling on a target within 60 feet (DC 23 Fortitude negates). If the mythic dullahan knows and speaks the target's name, the target takes a –2 penalty on the save. If the victim fails the save, he becomes staggered for 1d6 rounds. For the next 24 hours (or until the mythic dullahan is slain), all critical hits against the victim automatically confirm. Finally, the victim automatically fails all Constitution checks to stabilize while dying. This is a mind-affecting curse effect. The save DC is Charisma-based.

**Icy Gaze (Su)** A mythic dullahan can, as a standard action, expend one use of mythic power to fix its dreadful gaze on a single creature within 60 feet. The target must succeed on a DC 23 Will save or become paralyzed for 1d6 rounds. Even if the Will save is successful, the target is still staggered for 1 round. This is a fear effect and the save DC is Charisma-based.

**Infernal Alacrity (Su)** A mythic dullahan can expend one use of mythic power as a swift action to gain an effect identical to a *haste* spell for 1 minute. If the mythic dullahan is mounted when it invokes this ability, its mount is also hastened.

**Infernal Identification (Su)** As a swift action, a mythic dullahan can consult the powers of Hell to supernaturally discern the name of any living creature born on the Material Plane.

**Summon Nightmare (Su)** As a standard action, a mythic dullahan can summon a **nightmare** to serve him. The nightmare remains until it is slain or the mythic dullahan dismisses it. He can only have one such nightmare in his service at a time.





# Eagle, Giant

*This immense eagle's feathers are golden brown and shimmer in the light. Its sharp beak and curved talons are dark yellow.*

**MYTHIC EAGLE, GIANT** CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary

NG Large magical beast (mythic)

**Init** +3; **Senses** darkvision 60 ft., low-light vision, piercing gaze<sup>MA</sup>; Perception +15

## DEFENSE

**AC** 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, -1 size)

**hp** 36 (4d10+14)

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

**Defensive Abilities** evasion

## OFFENSE

**Speed** 10 ft., fly 80 ft. (average)

**Melee** 2 claws +7 (1d8+4), bite +7 (1d6+4)

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

**Special Attacks** mythic power (1/day, surge 1d6), twin talons<sup>MA</sup>

## STATISTICS

**Str** 18, **Dex** 17, **Con** 12, **Int** 10, **Wis** 15, **Cha** 11

**Base Atk** +4; **CMB** +9; **CMD** 22

**Feats** Alertness, Flyby Attack, Eagle Eyes<sup>B, MF</sup>

**Skills** Fly +8, Perception +15, Sense Motive +4; **Racial Modifiers** +4 Perception

**Languages** Auran (can't speak)

## ECOLOGY

**Environment** temperate mountains

**Organization** solitary, pair, or eyrie (3–12)

**Treasure** none

## SPECIAL ABILITIES

**Piercing Gaze (Ex)** A mythic giant eagle gains Eagle Eyes<sup>APG</sup> as a bonus feat. In addition, whenever it attacks a target with a miss chance due to concealment or total concealment it can roll twice and select the better result. In addition, a mythic giant eagle can spend one use of its mythic power as a free action to ignore miss chances due to concealment or total concealment until the end of its next turn.

**MYTHIC ADVANCED GIANT EAGLE** CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary

NG Large magical beast (mythic)

**Init** +7; **Senses** darkvision 60 ft., low-light vision, piercing gaze<sup>MA</sup>; Perception +22

## DEFENSE

**AC** 24, touch 16, flat-footed 17 (+7 Dex, +8 natural, -1 size)

**hp** 106 (9d10+57)

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

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

## OFFENSE

**Speed** 10 ft., fly 160 ft. (average)

**Melee** 2 claws +14 (2d6+6/19–20/x3), bite +14 (1d6+6)

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

**Special Attacks** mythic power (3/day, surge 1d6), powerful charge<sup>MA</sup> (2 claws, 4d6+9), twin talons<sup>MA</sup>

## STATISTICS

**Str** 22, **Dex** 24, **Con** 16, **Int** 14, **Wis** 19, **Cha** 15

**Base Atk** +9; **CMB** +16; **CMD** 33

**Feats** Alertness, Death from Above<sup>UC</sup>, Eagle Eyes<sup>B, MF</sup>, Flyby Attack, Improved Critical (claws)<sup>MF</sup>, Improved Natural Attack (claws)

**Skills** Acrobatics +18, Climb +10, Fly +16, Knowledge (geography) +5, Perception +22, Sense Motive +10, Stealth +12; **Racial Modifiers** +4 Perception

**Languages** Auran, Celestial, Common

**SQ** aerial interceptor<sup>MA</sup>

## ECOLOGY

**Environment** temperate mountains

**Organization** solitary or pair

**Treasure** none

## SPECIAL ABILITIES

**Aerial Interceptor (Ex)** A mythic advanced giant eagle has a fly speed of 160 feet and gains a +2 circumstance bonus on attack rolls when it attacks an airborne target as part of a readied action or attack of opportunity. In addition, a mythic giant eagle can spend one use of its mythic power as an immediate action to ready an action to charge an airborne target.

**Piercing Gaze (Ex)** As mythic giant eagle.





# Elemental Familiar

*This cloud-like creature has dark hollows reminiscent of eyes and a mouth, and a howling wind whips it into ominous shapes.*

**SMALL AIR ELEMENTAL** **CR 2/MR 1**

XP 600

Pathfinder Roleplaying Game Bestiary

N Small outsider (air, elemental, extraplanar, mythic)

**Init** +7; **Senses** darkvision 60 ft.; Perception +4

## DEFENSE

**AC** 18, touch 14, flat-footed 15 (+3 Dex, +4 natural, +1 size)

**hp** 23 (2d10+12)

**Fort** +4, **Ref** +6, **Will** +0

**Defensive Abilities** air mastery; **Immune** elemental traits

## OFFENSE

**Speed** fly 100 ft. (perfect)

**Melee** slam +6 (1d4+3)

**Special Attacks** mythic power (1/day, surge +1d6), whirlwind (DC 12, 10–20 ft.)

## STATISTICS

**Str** 12, **Dex** 17, **Con** 12, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +2; **CMB** +2; **CMD** 15

**Feats** Flyby Attack, Improved Initiative<sup>B</sup>, Weapon Finesse<sup>B, MF</sup>

**Skills** Acrobatics +7, Escape Artist +7, Fly +17, Knowledge (planes) +1, Perception +4, Stealth +11

**Languages** Auran

**SQ** elemental grue<sup>MA</sup>, mythic master<sup>MA</sup>

## ECOLOGY

**Environment** any (Plane of Air)

**Organization** solitary, pair, or gang (3–8)

**Treasure** none

## SPECIAL ABILITIES

**Air Mastery (Ex)** Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

**Elemental Grue (Su)** Once per day per Hit Dice, a mythic elemental can ready an action to counterspell any spell cast within 30 feet with a descriptor matching its elemental type, as if using *dispel magic* (caster level equal to its Hit Dice). It can expend one use of its mythic power to counterspell as an immediate action, rolling twice and selecting the better result if the spell is not a mythic spell. After a successful counterspell, the elemental gains a +1 morale bonus on attack rolls, saving throws, and caster level checks for 1 minute and gains 1d4 temporary hit points times the spell's level. These temporary hit points last for 1 hour or until expended.

**Mythic Master (Su)** A spellcaster with the Mythic Improved Familiar feat can call a mythic small 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 have the same descriptor as its elemental type or come from the clerical domain spell list matching its elemental type. Spells which can have multiple descriptors, such as *summon monster* and *planar binding*, can be selected with this feat but can be cast as mythic spells only when cast with the appropriate descriptor. Its master also gains 1 additional use of mythic power per day, but this use can only be used to augment a spell with that descriptor.

A masterless mythic small elemental is aggressive and savage, gaining the feral savagery (full attack) mythic ability in place of this ability.

*This hulking, roughly humanoid creature of dirt and stone explodes up from the earth, faceless save for two glowing gemstone eyes.*

**MYTHIC SMALL EARTH ELEMENTAL** **CR 2/MR 1**

XP 600

Pathfinder Roleplaying Game Bestiary

N Small outsider (earth, elemental, extraplanar, mythic)

**Init** –1; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

## DEFENSE

**AC** 18, touch 10, flat-footed 18 (–1 Dex, +8 natural, +1 size)

**hp** 23 (2d10+12)

**Fort** +4, **Ref** –1, **Will** +3

**Immune** elemental traits

## OFFENSE

**Speed** 20 ft., burrow 20 ft., **earth glide**

**Melee** slam +6 (1d6+4)

**Special Attacks** earth mastery, mythic power (1/day, surge +1d6)

## STATISTICS

**Str** 16, **Dex** 8, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +2; **CMB** +4 (+6 bull rush); **CMD** 13 (15 vs. bull rush)

**Feats** Improved Bull Rush<sup>B</sup>, Power Attack<sup>MF</sup>

**Skills** Appraise +1, Climb +7, Knowledge (dungeoneering) +1, Knowledge (planes) +1, Perception +4, Stealth +7

**Languages** Terran

**SQ** elemental grue<sup>MA</sup>, mythic master<sup>MA</sup>





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#### ECOLOGY

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**Environment** any (Plane of Earth)

**Organization** solitary, pair, or gang (3–8)

**Treasure** none

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#### SPECIAL ABILITIES

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**Earth Mastery (Ex)** An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks. (These modifiers are not included in the statistics block.)

*This creature looks like a living, mobile bonfire, tongues of flame reaching out in search of things to burn.*

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#### MYTHIC SMALL FIRE ELEMENTAL

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**CR 2/MR 1**

**XP 600**

*Pathfinder Roleplaying Game Bestiary*

N Small outsider (elemental, extraplanar, fire, mythic)

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

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#### DEFENSE

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**AC** 17, touch 13, flat-footed 15 (+1 Dex, +1 dodge, +4 natural, +1 size)  
**hp** 21 (2d10+10)

**Fort** +3, **Ref** +4, **Will** +0

**Immune** elemental traits, fire

**Weaknesses** vulnerability to cold

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#### OFFENSE

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**Speed** 50 ft.

**Melee** slam +4 (1d4 plus burn)

**Special Attacks** burn (1d4, DC 11), mythic power (1/day, surge +1d6)

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#### STATISTICS

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**Str** 10, **Dex** 13, **Con** 10, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +2; **CMB** +1; **CMD** 13

**Feats** Dodge<sup>MF</sup>, Improved Initiative<sup>B</sup>, Weapon Finesse<sup>B</sup>

**Skills** Acrobatics +5, Climb +4, Escape Artist +5, Intimidate +4, Knowledge (planes) +1, Perception +4

**Languages** Ignan

**SQ** elemental grue<sup>MA</sup>, mythic master<sup>MA</sup>

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#### ECOLOGY

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**Environment** any (Plane of Fire)

**Organization** solitary, pair, or gang (3–8)

**Treasure** none

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*This translucent creature's shape shifts between a spinning column of water and a crashing wave.*

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#### MYTHIC SMALL WATER ELEMENTAL

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**CR 2/MR 1**

**XP 600**

*Pathfinder Roleplaying Game Bestiary*

N Small outsider (elemental, extraplanar, water)

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

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#### DEFENSE

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**AC** 18, touch 11, flat-footed 18 (+7 natural, +1 size)

**hp** 23 (2d10+12)

**Fort** +4, **Ref** +3, **Will** +0

**Immune** elemental traits

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#### OFFENSE

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**Speed** 20 ft., swim 90 ft.

**Melee** slam +5 (1d6+3)

**Special Attacks** drench, vortex (DC 13, 10–20 ft.), water mastery

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#### STATISTICS

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**Str** 14, **Dex** 10, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

**Base Atk** +2; **CMB** +3; **CMD** 13

**Feats** Power Attack<sup>MF</sup>

**Skills** Acrobatics +4, Escape Artist +4, Knowledge (planes) +1, Perception +4, Stealth +8, Swim +14

**Languages** Aquan

**SQ** elemental grue<sup>MA</sup>, mythic master<sup>MA</sup>

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#### ECOLOGY

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**Environment** any (Plane of Water)

**Organization** solitary, pair, or gang (3–8)

**Treasure** none

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#### SPECIAL ABILITIES

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**Drench (Ex)** The elemental's touch puts out non-magical flames of Large size or smaller. The creature can dispel magical fire it touches as dispel magic (caster level equals elemental's HD).

**Vortex (Su)** A water elemental can create a whirlpool as a standard action, at will. This ability functions identically to the whirlwind special attack, but can only form underwater and cannot leave the water.

**Water Mastery (Ex)** A water elemental gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the elemental is touching the ground, the elemental takes a –4 penalty on attack and damage rolls. These modifiers apply to bull rush and overrun maneuvers, whether the elemental is initiating or resisting these kinds of attacks.





# Faerie Dragon

A pair of brightly colored butterfly wings sprouts from the back of this miniature dragon.

MYTHIC FAERIE DRAGON

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 2

CG Tiny dragon (mythic)

Init +3; Senses darkvision 60 ft., low-light vision; Perception +8

## DEFENSE

AC 19, touch 16, flat-footed 15 (+3 Dex, +1 dodge, +3 natural, +2 size)  
hp 32 (3d12+13)

Fort +4, Ref +6, Will +5

Immune paralysis, sleep; SR 14

## OFFENSE

Speed 10 ft., fly 60 ft. (perfect), swim 30 ft.

Melee bite +4 (1d3+1 plus euphoria<sup>MA</sup>)

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

Special Attacks breath weapon (5-ft. cone, euphoria, Fort DC 12 negates, usable every 1d4 rounds), mythic magic<sup>MA</sup> (3/day), mythic power (3/day, surge +1d6)

Spell-Like Abilities (CL 3rd; concentration +6)

3/day—greater invisibility (self only)

Spells Known (CL 3rd; concentration +6)

1st (6/day)—grease (DC 14), silent image (DC 14), sleep (DC 14)

0 (at will)—dancing lights, flare (DC 13), ghost sound (DC 13), mage hand, open/close

## STATISTICS

Str 9, Dex 17, Con 13, Int 16, Wis 14, Cha 16

Base Atk +3; CMB +4; CMD 14 (18 vs. trip)

Feats Acrobatic, Dodge, Extra Mythic Power<sup>MF</sup>

Skills Acrobatics +8 (+0 when jumping), Bluff +9, Diplomacy +9, Fly +23, Perception +8, Sense Motive +8, Stealth +17, Swim +13, Use Magic Device +9

Languages Common, Draconic, Elven, Sylvan; telepathy 100 ft.

## ECOLOGY

Environment temperate or warm forests

Organization solitary or clan (1-2 mythic faerie dragons, 2-8 non-mythic faerie dragons)

Treasure standard

## SPECIAL ABILITIES

**Breath Weapon (Su)** 5-foot cone, euphoria for 1d6 rounds, DC 12 Fortitude negates. Creatures affected by euphoria are staggered, sickened, and immune to fear effects for the duration. A faerie dragon can use this breath weapon once every 1d4 rounds. The save DC is Constitution-based.

**Euphoria (Su)** A mythic faerie dragon's bite carries the lingering effects of its euphoric breath. A creature bitten by the faerie dragon must make a DC 14 Fortitude save or be fascinated by euphoric hallucinations for 1d6 rounds. The faerie dragon does not count as an obvious threat to the fascinated creature unless it further attacks a fascinated creature.

A mythic faerie dragon can spend one use of mythic power as a standard action to give a creature fascinated by this ability a *suggestion* (as the spell, caster level 3rd). This *suggestion* does not end the target's fascinated condition. The target can attempt a DC 14 Will save to resist the *suggestion*. The save DC is Constitution-based and includes a +2 racial bonus.

**Spells** A faerie dragon casts spells as a 3rd-level sorcerer.





# Fairy Ring

*Mysterious lights and echoes of music and tinkling laughter can be heard at times in a shadowy glade full of multicolored mushrooms growing in a circle.*

**FAIRY RING** **CR 8/MR 3**

XP 3,200

CN Tiny plant (mythic, swarm)

**Init** +1; **Senses** low-light vision, see invisibility, tremorsense 60 ft.; Perception +16

**Aura** dreaming glade (30 ft., DC 18, 10 rounds)

## DEFENSE

**AC** 21, touch 14, flat-footed 20 (+4 armor, +4 deflection, -2 Dex, +3 natural, +2 size)

**hp** 100 (9d8+60); fast healing 2

**Fort** +10, **Ref** +1, **Will** +5

**Defensive Abilities** swarm traits, **DR** 5/epic and slashing; **Immune** plant traits; **SR** 19

**Weaknesses** vulnerable to cold iron, vulnerable to fire

## OFFENSE

**Speed** 5 ft.

**Melee** swarm (2d6 nonlethal plus curse of the ages)

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

**Special Attacks** curse of the ages, disenchantment<sup>MA</sup>, distraction (DC 16), **mythic power** (3/day, surge 1d6), mythic spell-like ability<sup>MA</sup>, selective swarm

**Spell-Like Abilities** (CL 9th; concentration +13 (+17 to cast defensively))

Constant—*blur*, *mage armor*, *speak with animals*, *speak with plants*

At will—*dancing lights*, *daze monster* (DC 18), *detect law*, *ghost sound*

(DC 16), *hideous laughter* (DC 18), *meld into stone*, *unseen servant*

3/day—*deep slumber* (DC 19), *dimension door*, *minor creation*,

*rainbow pattern* (DC 20)

1/day—*dream*, *mind fog* (DC 21), *mirage arcana* (DC 21), *summon*

(level 4, 1d4+1 atomies or fauns, 1d3 faerie dragons or fungus

leshies, or 1 mythic faun, mythic faerie dragon, or unicorn, 100%)

## STATISTICS

**Str** 1, **Dex** 6, **Con** 18, **Int** 15, **Wis** 14, **Cha** 19

**Base Atk** +6; **CMB** —; **CMD** —

**Feats** Alertness, Combat Casting, Improved Initiative, Spell Focus (enchantment)<sup>MF</sup>, Spell Focus (illusion)<sup>MF</sup>

**Skills** Knowledge (nature) +10, Knowledge (planes) +10, Perception +16, Sense Motive +12, Stealth +12

**Languages** Sylvan (can't speak)

**SQ** crossroads and backroads, faerie ripple<sup>MA</sup>, fey mound<sup>MA</sup>

## ECOLOGY

**Environment** temperate forest or underground

**Organization** solitary or cluster (2–3)

**Treasure** incidental

## SPECIAL ABILITIES

**Crossroads and Backroads (Sp)** Once per week, a fairy ring can open a planar crossroads, enabling up to nine creatures to pass into the secret paths of the fey. This functions identically to *shadow walk* (caster level 9th), save that creatures are passing through the verges of the Faerie Realms rather than the Plane of Shadow, and the bewitching beauty and vibrant life of that land is such that when creatures pass back into the Material Plane they are wracked with longing to return and hopelessness

that they may never be able to return, affecting them as *crushing despair* for 1d6 minutes (DC 16 Will negates). The fairy ring does not accompany the travelers into the Faerie Realm.

**Curse of the Ages (Su)** Swarm; *save* Will DC 18; *frequency* 1 day; *effect* age 1 year. A creature that saves is immune to that fairy ring's curse of the ages for 24 hours.

**Disenchantment (Su)** As a full-round action, a fairy ring can attempt to drain the magic from one magical item carried by a creature within its space. Use Table 9-2 in the *Pathfinder Roleplaying Game Core Rulebook* to determine which item is affected. The fairy ring makes a caster level check (+9) opposed by a DC of 11 plus the item's caster level. If the check succeeds, the fairy ring suppresses the item's power for 1 minute, healing the fairy ring a number of hit points equal to one-half the item's caster level; any hit points over the fairy ring's maximum hit points are wasted. If its check exceeds the DC by 5 or more, the item's power is drained completely, rendering it permanently nonmagical, and heals the fairy ring a number of hit points equal to its caster level. This power has no effect on artifacts; items made of cold iron; or items carried by fey, plants, or creatures with the chaotic subtype.

**Dreaming Glade (Su)** Creatures coming within 30 feet of a fairy ring are affected as *lullaby* (DC 18 Will negates). A creature rolling a natural 1 on its saving throw is also affected as a *sympathy* spell (DC 18 Will negates), becoming enchanted with the place and being unwilling to leave it. Fey creatures and creatures with the chaotic subtype are immune to this effect. If a creature saves, it is immune to the dreaming glade ability of that fairy ring for 24 hours. The save DC is Charisma-based.

**Faerie Ripple (Su)** A fairy ring's allies share the benefit of its *blur* spell-like ability as long as they remain within the fairy ring's space. In addition, as a full-round action a fairy ring can create a thinness between worlds that brings the Faerie Realm closer to the Material Plane. This acts as a *bless* spell centered on the fairy ring, but affecting only fey, plants, and creatures with the chaotic subtype. A fairy ring can spend one use of its mythic power as a standard action to instead grant allies within its space the benefits of *blink* (and *prayer*, if they are fey plants, or creatures with the chaotic subtype) for 1 minute; these benefits replace the normal *blur* and *bless* effects of this ability.

**Fey Mound (Sp)** As a standard action, a fairy ring can create an extradimensional refuge in the ground within its space. This functions as a *rope trick*, though creatures entering it need not climb a rope to enter it. A fairy ring can move and reshape itself while maintaining the fey mound, but it cannot move from the square without ending the effect and causing all creatures within to emerge from the entrance. The entrance is difficult to find due to the rippling of reality within the fairy ring's space, requiring a DC 19 Will save to penetrate the illusion covering the entrance, followed by a DC 19 Perception check to locate it, though a fairy ring can reveal the entrance to any creatures it chooses within 30 feet without revealing it to others. Creatures inside the fey mound gain fast healing 1 as long as they remain within. A fairy ring can spend one use of its mythic power to create a *mage's faithful hound* (caster level 9th) to guard the entrance to the fey mound. Alternatively, it can spend 3 uses of its mythic power to create a fairy mound identical to *mage's magnificent mansion*. If the fairy ring is killed, all effects of this ability are immediately ended and creatures within are expelled into a random open square within 30 feet of the entrance. Creatures ejected in this manner must save against the fairy ring's curse ability.



**Selective Swarm (Su)** Creatures beginning their turn in the area of a fairy ring take 2d6 points of nonlethal damage per round from strange whirling lights, unseen hands, snatches of song, and rippling in the very fabric of reality. Blind or deaf creatures take half damage from a fairy ring's swarm attack and gain a +2 bonus to save against its distraction ability; creatures that are both blind and deaf take one-quarter damage and gain a +4 bonus. A fairy ring may choose to deal no damage or even to exclude some creatures from damage but not others. Creatures damaged by the fairy ring's swarm attack are afflicted with the **curse of the ages** (DC 18 Will negates).

**Vulnerable to Cold Iron (Ex)** Cold iron weapons deal normal damage to a fairy ring, rather than half damage as normal for a swarm of tiny creatures. In addition, cold iron weapons ignore its deflection bonus to Armor Class.

Fairy rings are magical mushroom colonies that grow (and are often planted and cultivated) in places where there is a thinness in the veil between worlds, where the Faerie Realms and the Material Plane grow close together. In fact, fairy rings embody that closeness and help serve as bridges between the worlds, bringing fey and mortal alike into the world of the other. The hundreds of mushrooms comprising a fairy ring are rarely if ever seen to move. Rather, they disappear into the ground only to sprout up again a few feet away, shifting their pattern and form to suit their needs, or even disappearing from view entirely into the loaming earth or the ancient cromlechs, dolmens, and standing stones they sometimes guard.

Creatures passing within a fairy ring, or awakening to find themselves within one, often report strange dreams, and may disappear from view for days at a time, to return with tales of fey merriment but touched with age as their years seem to slip away. Strange lights and sounds are often experienced around a fairy ring, whirling patterns that entrance and mislead. Those in trouble have often found a refuge within a fairy ring, as the world seemed to grow blurry and hazy and they fell into a strange and comforting safety within.

Fairy rings are subtle creatures of surprising intelligence and insight, understanding much of what they observe and able to communicate quite effectively with the things of the natural world, though rarely revealing their mind to any. They do not speak, but those who spend sufficient time around them claim to be able to read their moods and their wishes through the subtle interplay of colors within them, the shifting rainbow hues of the mushrooms themselves, and the tittering sounds of magical laughter a fairy ring creates when pleased with itself or its guests. Properly asked, a fairy ring can be a powerful ally and protector, but it is a keen judge of persons and rarely associates with strongly lawful creatures unless compelled or at great need.

Though created by the Eldest Lords of the Fey, fairy rings can be stubborn and unreliable unless plied with gifts of music or comedy. Those seeking to use a fairy ring as a means of magical conveyance are well advised to bring them a magical gift, whose powers they drain to fortify their mystical energies. They are normally friendly with plant and fey creatures and creatures of untamed chaos, but they may refuse passage to those that treat them poorly or offend them in some way, or if they have taken a liking to someone else, especially someone that has offered them an enticing gift.





# Faun

This capricious figure has the upper torso, arms, and head of a man, but goat-like legs, a tail, and curling horns on his head.

## MYTHIC FAUN

CR 2/MR 1

XP 600

Pathfinder Roleplaying Game Bestiary 3

CG Medium fey (mythic)

Init +3; Senses low-light vision; Perception +8

## DEFENSE

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

hp 19 (3d6+9)

Fort +2, Ref +6, Will +5

DR 2/cold iron and epic

## OFFENSE

Speed 30 ft.

Melee dagger +4 (1d4+2/19-20)

Ranged shortbow +4 (1d6/x3)

Special Attacks mythic power (1/day, surge +1d6), panpipes, simple bardic spellcasting<sup>MA</sup>, sleep arrow<sup>MA</sup>

Spell-Like Abilities (CL 3rd; concentration +6)

At will—ghost sound (DC 13)

1/day—hideous laughter (DC 14), sleep (DC 14)

Bard Spells Prepared (CL 3rd; concentration +6)

2nd—suggestion (DC 15)

1st—charm person (DC 14), vanish

## STATISTICS

Str 14, Dex 16, Con 13, Int 11, Wis 14, Cha 17

Base Atk +1; CMB +3; CMD 16

Feats Point-Blank Shot<sup>MF</sup>, Weapon Finesse

Skills Acrobatics +8, Bluff +9, Perception +8, Perform (wind) +11,

Sense Motive +7, Stealth +9, Survival +4

Languages Common, Sylvan

## ECOLOGY

Environment temperate forests

Organization solitary, pair, or band (3-8)

Treasure standard (dagger, shortbow with 20 arrows, masterwork panpipes, other treasure)

## SPECIAL ABILITIES

**Panpipes (Su)** Three times per day, a faun can use its masterwork panpipes to augment its spell-like abilities. Doing so is a swift action that increases the DC of the next spell-like ability it uses on its turn by +2.

**Simple Bardic Spellcasting:** A mythic faun gains the ability to cast up to four levels of arcane spells of 2nd level or lower from the bard spell list; 0-level spells are treated as 1/2 spell level toward this total. It can cast each spell once per day (caster level 3rd), using its Charisma modifier to determine its spell DCs. A typical mythic faun learns *charm person*, *suggestion*, and *vanish*. A mythic faun can use its panpipes to increase the DC of its spell-like abilities or of a bardic spell it casts.

**Sleep Arrow (Su)** Three times per day as a swift action, a mythic faun can enchant an arrow it touches into a *sleep arrow*. If not used within 1 round, this effect is wasted. A mythic faun can expend one use of its mythic power when it hits a creature with a *sleep arrow*, forcing the target to roll twice on the saving throw, taking the worse result.





# Flumph

This pale, jellyfish-like creature floats gently in the air, two long eyestalks extending from either side of its puckered mouth.

### MYTHIC FLUMPH

CR 1/MR 1

XP 400

Pathfinder Roleplaying Game Bestiary 3

LG Small aberration (alien, mythic)

Init +3; Senses cosmic awareness<sup>MA</sup>, darkvision 60 ft.; Perception +7

### DEFENSE

AC 19, touch 14, flat-footed 16 (+3 Dex, +5 natural, +1 size)

hp 17 (2d8+8)

Fort +0, Ref +3, Will +5

### OFFENSE

Speed 5 ft., fly 20 ft. (perfect)

Melee sting +5 (1d4 plus acid injection)

Ranged spikes +5 or +3/+3 (1d4 plus acid injection and stench spray)

Special Attacks mythic power (3/day, surge +1d6), needler<sup>MA</sup>, stench spray

Spell-Like Abilities (CL 2nd; concentration +4)

Constant—*comprehend languages*

At will—*detect aberration*

1/day—*locate creature* or *locate object*

### STATISTICS

Str 10, Dex 16, Con 11, Int 10, Wis 14, Cha 10

Base Atk +1; CMB +0; CMD 13

Feats Extra Mythic Power<sup>MF</sup>, Weapon Finesse

Skills Diplomacy +2, Fly +18, Perception +7, Sense Motive +3, Stealth +11

Languages Aklo, Common

### ECOLOGY

Environment any land or underground

Organization solitary, pair, or colony (4–16)

Treasure standard

### SPECIAL ABILITIES

**Acid Injection (Ex)** When a flumph strikes an opponent with its spikes, it injects a burning, irritating acid that deals 1d4 points of acid damage immediately and another 1d4 points of acid damage on the round after the attack. The target can end the acid's effects by submerging the wound in water for a round or by being treated with a DC 15 Heal check. A creature that grapples or swallows the flumph takes this acid damage automatically every round it maintains this contact with a living flumph.

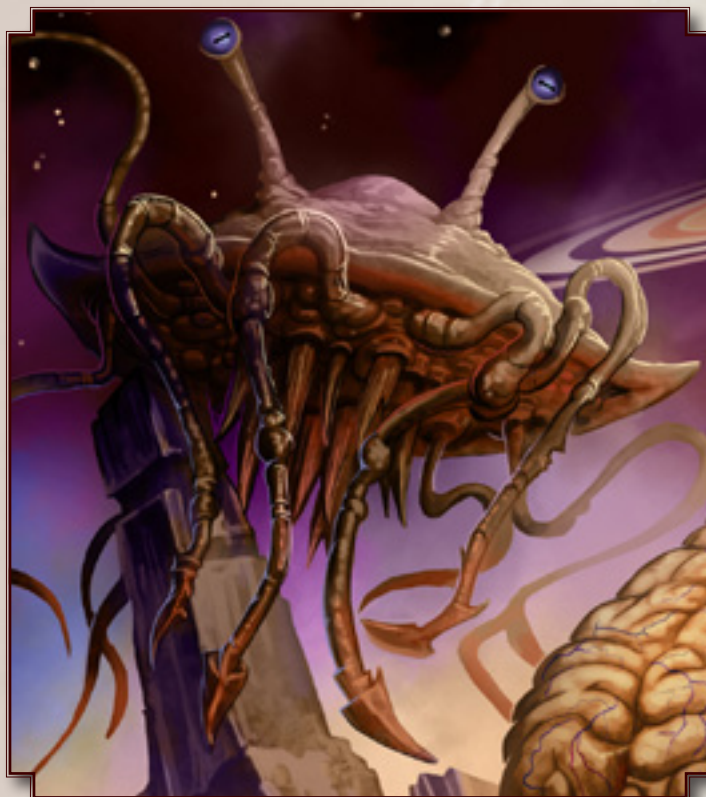
**Cosmic Awareness (Su)** A mythic flumph has extrasensory powers that allow it to sense the presence of creatures from outside the world on which they reside. A mythic flumph can use *detect aberration* at will as a spell-like ability and *locate creature* once per day, using its Hit Dice as its caster level. These abilities detect the presence of both aberrations and extraterrestrial alien creatures regardless of type but not other creatures. A mythic flumph's cosmic awareness provides the benefits of uncanny dodge and improved uncanny dodge against such creatures. A mythic flumph may use *locate object* instead of *locate creature* but this ability can only detect objects of extraterrestrial origin (GM's discretion).

A mythic flumph may spend one use of its mythic power as a standard action to gain the benefits of *foresight* against aberrations and alien creatures. As long as this *foresight* ability persists, the mythic flumph is also treated as having blindsight with a 60-ft. range for the purpose of detecting such creatures.

**Needler (Ex)** A mythic flumph can shoot its needle-like spikes as a ranged attack with a range increment of 20 feet (maximum range 100 feet). It can attack targets within the first range increment as a ranged touch attack. It can shoot a single spike as a standard action or two spikes as a full attack action. It can fire up to 6 spikes per day. Creatures struck by its spikes are affected by its acid injection and its stench spray.

**Stench Spray (Ex)** A flumph can spray a 20-foot line of foul-smelling liquid once every 1d4 rounds. This spray functions like the stench universal monster ability, except it only affects creatures struck by the spray, which must make a DC 10 Fortitude save or be sickened for 5 rounds. The save DC is Constitution-based.

Alternatively, the flumph can concentrate the spray on a single target within 5 feet. To use this version of its stench spray, the flumph must succeed at a ranged touch attack (+5 for most flumphs). If the target is hit, it must make a DC 10 Fortitude save or become nauseated for 5 rounds; otherwise, it is sickened for 5 rounds. The odor from this spray lingers in the area and on all creatures struck for 1d4 hours, and can be detected at a range of 100 feet (creatures with the scent ability can smell it at double this range).





# Flytrap, Giant

*This towering plant is a mass of vines and barbs. Several stalks are horribly mobile, each ending in a set of green, toothy jaws.*

MYTHIC GIANT FLYTRAP

CR 12/MR 5

XP 19,200

Pathfinder Roleplaying Game Bestiary

N Huge plant (mythic)

Init +9; Senses low-light vision, tremorsense 60 ft.; Perception +10

## DEFENSE

AC 28, touch 13, flat-footed 23 (+5 Dex, +15 natural, -2 size)

hp 189 (13d8+131)

Fort +15, Ref +9, Will +5

Defensive Abilities acidic sap<sup>MA</sup>; DR 10/epic; Immune plant traits;

Resist acid 20

## OFFENSE

Speed 10 ft.

Melee 4 bites +16 (1d8+8 plus grab), 4 tentacles<sup>MA</sup> +13 (1d6+4)

Space 15 ft.; Reach 15 ft. (20 ft. with tentacles)

Special Attacks allure<sup>MA</sup>, engulf, feral savagery<sup>MA</sup> (Vital Strike),  
mythic power (5/day, surge +1d8)

## STATISTICS

Str 27, Dex 20, Con 25, Int 1, Wis 12, Cha 6

Base Atk +9; CMB +19 (+23 grapple); CMD 34 (can't be tripped)

Feats Cleave<sup>MF</sup>, Improved Initiative, Multiattack, Power Attack<sup>MF</sup>,  
Skill Focus (Stealth), Vital Strike<sup>MF</sup>, Weapon Focus (bite)

Skills Perception +10, Stealth +10 (+18 in undergrowth); Racial

Modifiers +8 Stealth in undergrowth

SQ camouflage<sup>MA</sup>, digestive sustenance<sup>MA</sup>

## ECOLOGY

Environment temperate swamps

Organization solitary, pair, or grove (1 mythic giant  
flytrap and 3–6 giant flytraps)

Treasure incidental

## SPECIAL ABILITIES

**Acidic Sap (Ex)** If an opponent confirms a critical hit against a mythic giant flytrap with a piercing or slashing melee weapon, the flytrap sprays it with acidic sap, dealing 2d6 acid damage.

**Allure (Ex)** A mythic giant flytrap can release chemical compounds that entice victims to come to it. Once per day, if it spends a use of mythic power, a mythic giant flytrap can emit this substance in a 60-foot radius, and all creatures must succeed at a DC 23 Fortitude save or move toward the flytrap. If a victim is attacked, the allure effect ends for that victim. This is a mind-affecting effect that requires the victim to have a sense of smell. The save DC is Constitution-based.

**Camouflage (Ex)** A mythic giant flytrap looks like a normal plant when at rest, requiring a DC 20 Perception check to notice it before it attacks for the first time. A creature with ranks in Survival or Knowledge (nature) can use either of those skills in place of Perception to notice the flytrap.

**Digestive Sustenance (Ex)** When a mythic giant flytrap kills an engulfed victim, it heals hit points equal to the victim's Hit Dice and also gains the benefits of lesser restoration. If it expends one use of its mythic power when it kills an engulfed victim, it heals 1d4 hit points per Hit Dice of the victim and gains the benefit of restoration.

**Engulf (Ex)** If a giant flytrap begins its turn with an opponent at least two size categories smaller than itself grappled in one of its mouths, it can close its jaws completely around the foe by making a new combat maneuver check (as though attempting to pin the foe). If it succeeds, it engulfs the prey and inflicts 1d8+7 points of damage and 2d6 acid damage as the cavity floods with digestive enzymes. The seal formed is airtight, so an engulfed creature risks suffocation. Engulf is a special form of pinning, and an engulfed creature can escape in the same way as he can from being pinned, but since an engulfed creature is contained wholly inside the plant's jaws, the flytrap's victim cannot be targeted by effects or attacks that require line of sight or line of effect. A giant flytrap that is grappling or pinning a foe cannot attack other targets with that bite, but is not otherwise hindered.





## Formian

*This large and majestic creature is nearly immobile, her massive abdomen swollen with her impending brood.*

MYTHIC FORMIAN QUEEN

CR 21/MR 8

XP 307,200

Pathfinder Roleplaying Game Bestiary 4

LN Large monstrous humanoid (mythic)

**Init** +14<sup>MF</sup> (+18 with hive mind); **Senses** blindsense 30 ft., darkvision 60 ft., hive mind, tremorsense 60 ft.; **Perception** +31 (+35 with hive mind)

### DEFENSE

**AC** 40, touch 6, flat-footed 40 (−3 Dex, +34 natural, −1 size)

**hp** 452 (24d10+320); fast healing 10

**Fort** +18, **Ref** +13, **Will** +20

**DR** 20/—; **Immune** exhaustion, fatigue, sleep; **Resist** sonic 10

### OFFENSE

**Speed** 5 ft.

**Melee** 2 claws +33 (4d8+10)

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

**Special Attacks** mythic power (8/day, +1d10 surge), mythic spell-like abilities<sup>MA</sup>, stasis touch<sup>MA</sup>, telepathic feedback

**Spell-Like Abilities** (CL 17th; concentration +25)

At will—*ant haul*, *magic jar* (other formians only), *magic missile*

Constant—*planetary adaptation* (self only)

1/day—*interplanetary teleport*, *invisibility*, *feeblemind* (DC 23)

3/day—*commune with nature*, *empowered cone of cold* (DC 23), *life bubble*, *permanent image*, *mass planetary adaptation*, quickened *magic missile*, *repulsion* (DC 24), *teleport*

### STATISTICS

**Str** 30, **Dex** 5, **Con** 26, **Int** 19, **Wis** 18, **Cha** 27

**Base Atk** +24; **CMB** +35; **CMD** 42 (50 vs. trip)

**Feats** Blind-Fight, Combat Casting, Craft Wondrous Item, Empower Spell-Like Ability (*cone of cold*), Great Fortitude, Greater Spell Penetration, Impenetrable Damage Reduction<sup>MF</sup>, Improved Initiative<sup>MF</sup>, Iron Will, Lightning Reflexes, Quicken Spell-Like Ability (*magic missile*), Spell Penetration<sup>MF</sup>, Toughness<sup>MF</sup>

**Skills** Diplomacy +32, Intimidate +35, Knowledge (arcana, nature) +28, Knowledge (dungeoneering, engineering, geography, local, planes) +12, Perception +31 (+35 with hive mind), Sense Motive +10, Spellcraft +28

**Languages** Common, Dwarven, Terran, Undercommon; telepathy 200 ft.

**SQ** broodguard<sup>MA</sup>, broodguard link<sup>MA</sup>, formian traits, hive frenzy, hive mother<sup>MA</sup>, interplanetary colonist<sup>MA</sup>, strength of one<sup>MA</sup>, tireless<sup>MA</sup>

### ECOLOGY

**Environment** warm or temperate land or underground

**Organization** hive (1 plus 300–5,000 formians)

**Treasure** triple

### SPECIAL ABILITIES

**Broodguard (Su)** A mythic formian queen can expend one use of her mythic power to establish a life link with up to seven formians from her hive, making them her broodguards. This is similar to a summoner's life link with its eidolon, allowing her to sacrifice any number of hit points to prevent damage to one of the broodguards. She can also use this ability in reverse when she takes damage, compelling one of her broodguards

to sacrifice a number of hit points equal to double the amount of damage they are preventing from affecting the queen. If the linked formian is reduced below 0 hit points by this damage, it dies and any leftover damage is dealt to the queen. If an area effect deals damage to a broodguard and the queen, the broodguard can take damage twice from the same effect if the queen diverts her damage to it.

This ability normally affects only effects that deal hit point damage; however, when a mythic formian queen would be affected by a non-damaging effect, she may expend one use of her mythic power as an immediate action to transfer that effect to one of her broodguards. She cannot transfer an effect to a formian that already has the same condition (or a similar but more severe condition), or to a formian that is unconscious or otherwise helpless.

In addition to this hit point link, broodguards provide an able defense to a mythic formian queen whenever they are nearby. She gains a +1 dodge bonus to AC and a +1 bonus on saving throws for each broodguard within 10 feet; these bonuses stack. These bonuses do not require an action, but they do not apply if a broodguard is dazed, stunned, unconscious, or otherwise unable to take actions.





**Broodguard Link (Su)** A mythic formian queen gains the effects of *status* and *telepathic bond* with her broodguards at all times, and as a standard action she can share the senses of any one broodguard, seeing, hearing, smelling, tasting, and touching what they do. She can share the senses of each linked formian for up to 7 rounds per day, though these rounds need not be continuous. She can end the shared sense link as a free action. As a standard action, she can also summon one of her broodguards to her side; this functions as *dimension door*. The queen can expend one use of her mythic power to use this ability as a swift action, or to duplicate the effect of *mythic dimension door*.

**Hive Frenzy (Su)** Once per day as a standard action, a formian queen can send out a command to all formians within range of her telepathy. Those formians are affected as if by a *haste* spell (CL 20th).

**Hive Mother (Su)** A mythic formian queen gains the benefit of a constant *mythic sanctuary* (DC 30) against vermin and insectoid magical beasts and monstrous humanoids, such as ankhegs, formians, and thriae. In addition, three times per day, the queen can birth an army ant swarm in an adjacent space as a standard action. If she spends one use of her mythic power, she can use this ability as a swift action, or if she uses a standard action she can apply the *agile* or *savage* simple mythic template to the swarm, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*. If she spends two uses of her mythic power and concentrates for 1 minute, she can create a mythic abyssal ant swarm. Any ant swarms she creates are considered part of her formian hive for the purpose of her hive frenzy and telepathic feedback abilities. These swarms cannot survive for long, gaining 1 negative level per hour they exist, dissipating when their negative levels equal their Hit Dice.

**Interplanetary Colonist (Sp)** A mythic formian queen gains the constant effect of *planetary adaptation* on herself, and adds *interplanetary teleport*, *life bubble*, and *mass planetary adaptation* to her list of spell-like abilities.

**Stasis Touch (Su)** A mythic formian queen can place herself or a willing formian into stasis by touch as a standard action, either temporary stasis as *elude time* (maximum duration 1 hour) or permanent stasis as *temporal stasis*. Three times per day as a full-round action, she can place a non-formian into *temporal stasis* (DC 30 Fortitude negates). She can use this ability additional times per day by expending one use of her mythic power for each additional use. The save DC is Charisma-based.

**Strength of One (Su)** Members of a mythic formian queen's hive can use the aid another action to assist any other member of the hive, as long as each member is within 30 feet of the queen. If the creature being aided makes multiple skill checks or attacks or is attacked more than once, it may choose how much of the bonus gained by creatures aiding it on each attack.

**Telepathic Feedback (Su)** As a standard action, a formian queen can unleash debilitating telepathic feedback. Those within her telepathic range who are not members of her hive must succeed at a DC 30 Will save or take a –2 penalty on attack rolls, saving throws, ability checks, and skill checks for 1 minute. A creature that succeeds at the save cannot be affected by telepathic feedback for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

**Tireless (Ex)** A mythic formian queen does not need to sleep and is immune to exhaustion, fatigue, and sleep effects. It is also immune to temporary penalties to Strength, Dexterity, and Constitution, such as from *ray of enfeeblement*, and any ability damage, ability drain, or permanent penalties to these abilities is halved. A mythic formian queen adds *ant haul* to her list of spell-like abilities.

*Armored from head to toe in gleaming black-and-red chitin, this insectile warrior's tail ends in a wickedly barbed stinger.*

#### MYTHIC FORMIAN WARRIOR

CR 4/MR 1

XP 1,200

*Pathfinder Roleplaying Game Bestiary 4*

LN Medium monstrous humanoid (mythic)

**Init** +3 (+7 with hive mind); **Senses** blindsense 30 ft., darkvision 60 ft., hive mind; **Perception** +7 (+11 with hive mind)

#### DEFENSE

**AC** 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

**hp** 40 (4d10+18)

**Fort** +3, **Ref** +7, **Will** +4

**Defensive Abilities** tireless<sup>MA</sup>; **Immune** exhaustion, fatigue, sleep effects; **Resist** sonic 10

#### OFFENSE

**Speed** 40 ft.

**Melee** sting +6 (1d4+2 plus poison), 2 claws +6 (1d4+2 plus grab)

**Ranged** javelin +7 (1d6+2 plus poison)

**Special Attacks** deadly grasp, javelin barrage<sup>MA</sup>, *mythic power* (3/day, surge +1d6)

#### STATISTICS

**Str** 14, **Dex** 17, **Con** 15, **Int** 11, **Wis** 10, **Cha** 12

**Base Atk** +4; **CMB** +6 (+10 grapple); **CMD** 19 (23 vs. trip)

**Feats** Extra Mythic Power<sup>MF</sup>, Skill Focus (Acrobatics), Step Up

**Skills** Acrobatics +10 (+14 when jumping), Climb +8, Intimidate +8, Perception +7 (+11 with hive mind), Stealth +7

**Languages** Common; telepathy 60 ft.

**SQ** coordinate, formian traits

#### ECOLOGY

**Environment** warm or temperate land or underground

**Organization** solitary, pair, band (5–8 plus 3–15 workers and 1 taskmaster), or patrol (3–12)

**Treasure** standard (6 javelins, other treasure)

#### SPECIAL ABILITIES

**Coordinate (Su)** Once a formian warrior has acted in a combat, all allied formians within the hive mind are no longer considered flat-footed. When a formian warrior attacks a creature in melee, allied formians gain a +2 insight bonus on melee attack rolls against that creature until the start of the warrior's next turn.

**Deadly Grasp (Ex)** When a formian warrior has a foe grappled, it deals sting damage when it succeeds at a grapple check to damage its opponent.

**Javelin Barrage (Ex)** A mythic formian warrior can hurl two javelins as a standard action. If it expends one use of its mythic power, it can hurl a single javelin as a swift action, or as an immediate action if a creature within 30 feet performs an action that would provoke an attack of opportunity if the creature was threatened. This attack doesn't provoke attacks of opportunity and allows the formian to roll twice on its attack roll, taking the better result.

**Poison (Ex)** Javelin or sting—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d2 Dex; *cure* 1 save.

**Tireless (Ex)** As mythic formian queen.





# Froghemoth

*This immense, three-eyed frog-like creature rears up on powerful hind legs. In place of arms, four huge tentacles thrash and writhe.*

**MYTHIC FROGHEMOTH**

**CR 16/MR 6**

XP 76,800

Pathfinder Roleplaying Game Bestiary

N Huge aberration (alien, mythic)

**Init** +11/-9<sup>MF</sup>, **dual initiative**<sup>MA</sup>; **Senses** all-around vision, blindsight 30 ft., darkvision 60 ft.; **Perception** +16

## DEFENSE

**AC** 34, **touch** 9, **flat-footed** 33 (+1 Dex, +25 natural, -2 size)

**hp** 248 (16d8+176)

**Fort** +13, **Ref** +8, **Will** +11

**DR** 10/epic; **Immune** electricity (partial); **Resist** fire 10

**Weaknesses** slowed by electricity

## OFFENSE

**Speed** 20 ft., swim 30 ft.

**Melee** bite +22 (2d6+12/19-20 plus grab), 4 tentacles +20 (1d8+18 plus grab), tongue +20 (1d4+6 plus grab)

**Space** 15 ft.; **Reach** 15 ft. (30 ft. with tongue)

**Special Attacks** constrict (tentacle, 1d8+18), **mythic power** (6/day, surge +1d8), pounce<sup>MA</sup>, sloshing gullet<sup>MA</sup>, swallow whole (3d6+12 damage, AC 22, hp 24), tenacious grapple<sup>MA</sup>, tentacle toss<sup>MA</sup>, tongue tugger<sup>MA</sup>

## STATISTICS

**Str** 34, **Dex** 13, **Con** 26, **Int** 2, **Wis** 13, **Cha** 11

**Base Atk** +12; **CMB** +26 (+30 grapple); **CMD** 37

**Feats** Arms of the Deep<sup>MF</sup>, Cleave, Improved Critical (bite), Improved Initiative<sup>MF</sup>, Inescapable Grasp<sup>MF</sup>, Lightning Reflexes, Lunge, Multiattack, Power Attack, Skill Focus (Stealth)

**Skills** Perception +16, Stealth +14 (+22 in marshes), Swim +20; **Racial Modifiers** +8 Perception, +8 Stealth in marshes

**SQ** powerful blows<sup>MA</sup> (tentacle)

## ECOLOGY

**Environment** temperate marsh

**Organization** solitary

**Treasure** standard

## SPECIAL ABILITIES

**Sloshing Gullet (Ex)** A mythic froghemoth's belly is filled with turbid, mucky swamp water; any creature swallowed is treated as being underwater and must hold its breath or begin drowning. This filthy effluent blocks all sight (even darkvision) and carries a virulent strain of blinding sickness with an immediate onset time. Any creature swallowed must succeed at a DC 16 Fortitude save or become infected.

**Slowed by Electricity (Ex)** Although a froghemoth is immune to damage from electricity, whenever it would otherwise take such damage it is instead slowed as the spell for 1 round.

**Tenacious Grapple (Ex)** A mythic froghemoth does not gain the grappled condition if it grapples a foe with a tentacle.

**Tentacle Toss (Ex)** When a mythic froghemoth successfully grapples a creature with one of its tentacles, it may choose not to constrict the opponent but instead to toss it 1d6 x 5 feet in a straight line in any

direction (including straight up). The target takes 1d6 points of damage for every 10 feet traveled (or per 10 feet fallen, whichever is greater) and falls prone after being tossed. If a mythic froghemoth has a creature grappled in its tentacle, it can expend one use of its mythic power as an immediate action when targeted with a ranged attack to toss the grappled creature into the path of the attack by making a ranged attack roll against a DC equal to the attack roll of the creature making the ranged attack. If the froghemoth beats the DC, the attack targets the tossed creature instead. If it fails to beat the DC, the tossed creature provides soft cover to the froghemoth but is not directly harmed by the attack.

**Tongue Tugger (Ex)** When a mythic froghemoth successfully grapples a creature with its tongue, it can make an additional combat maneuver check against that target as a free action to pull the target towards itself by 5 feet, plus 5 feet for every 5 points by which its combat maneuver check exceeds the target's CMD. If the target is pulled within the froghemoth's normal reach of 15 feet the froghemoth can use its other natural weapons to attack the target. If it bites a creature already grappled by its tongue, it can attempt a grapple combat maneuver as a free action to swallow the creature whole, as if it had the fast swallow ability.





# Frost Worm

*This immense white worm has a single circular eye in the center of its head. Wisps of icy fog waft up from between its mandibles.*

## MYTHIC FROST WORM

CR 15/MR 6

XP 51,200

Pathfinder Roleplaying Game Bestiary 2

N Huge magical beast (cold, mythic)

**Init** +7; **Senses** darkvision 60 ft., low-light vision, tremorsense<sup>MA</sup> 60 ft.; **Perception** +17

## DEFENSE

**AC** 34, touch 12, flat-footed 30 (+4 Dex, +22 natural, –2 size)

**hp** 228 (16d10+140)

**Fort** +15, **Ref** +14, **Will** +10

**DR** 10/epic; **Immune** cold

**Weaknesses** vulnerable to fire

## OFFENSE

**Speed** 30 ft., burrow 10 ft.; ice glide<sup>MA</sup>

**Melee** bite +28 (4d10+18 plus 4d6 cold)

**Space** 15 ft.; **Reach** 10 ft.

**Special Attacks** breath weapon (60-ft. cone, 15d6 cold damage, Reflex DC 23 half, usable once per hour), call avalanche<sup>MA</sup>, death throes, hypersonic trill<sup>MA</sup>, icy spray<sup>MA</sup>, mythic power (6/day, surge +1d8), trample<sup>MA</sup> (4d8+18 plus 1d6 cold, DC 32)

## STATISTICS

**Str** 35, **Dex** 18, **Con** 21, **Int** 2, **Wis** 16, **Cha** 11

**Base Atk** +16; **CMB** +30; **CMD** 44 (can't be tripped)

**Feats** Cleave<sup>MF</sup>, Combat Reflexes<sup>MF</sup>, Improved Initiative, Iron Will, Power Attack, Skill Focus (Perception), Stand Still, Weapon Focus<sup>MF</sup> (bite)

**Skills** Perception +17, Stealth +7 (+15 in ice and snow); **Racial Modifiers** +8 Stealth in ice and snow

**SQ** cold<sup>MA</sup>

## ECOLOGY

**Environment** cold plains or mountains

**Organization** solitary

**Treasure** incidental

## SPECIAL ABILITIES

**Call Avalanche (Su)** A mythic frost worm can spend one use of mythic power to change the frequency of its trill, which creates an avalanche up to 500 feet away. In relatively flat terrain, this does not cause an avalanche but disrupts the solidity of ice and snow, transforming icy or snowy ground into the equivalent of a shallow bog in a 100-foot-radius spread or a deep bog in a 100-foot cone-shaped spread. Avalanches and bogs are described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

**Cold (Su)** A frost worm's body generates intense cold, allowing it to deal an additional 4d6 cold damage with its bite attack. Any creature that attacks a frost worm with an unarmed strike or a natural weapon takes 1d6 points of cold damage per successful hit. A creature that grapples or is grappled by a frost worm takes 4d6 points of cold damage per round the grapple is maintained. A creature that takes cold damage as a result of a mythic frost worm's bite attack or a grapple must succeed at a DC 23 Fortitude save to avoid becoming

staggered for 1d6 rounds. When a creature fails this saving throw, the mythic frost worm can expend one use of its mythic power to suppress any cold resistance or immunity it possesses for 1 minute; creatures with the cold subtype are immune to this effect. The save DC is Constitution-based.

**Death Throes (Su)** When killed, a frost worm explodes in a 100-foot-radius burst that deals 12d6 cold damage and 8d6 piercing damage (DC 23 Reflex half). The save DC is Constitution-based.

**Hypersonic Trill (Su)** As a full-round action, a frost worm can emit a strange trilling sound that affects all creatures within a 100-foot radius. Creatures must succeed on a DC 18 Will save or be fascinated for as long as the worm continues to trill (the frost worm can maintain this trill by concentrating). Once a creature has resisted or broken the effect, it cannot be affected again by that same frost worm's trill for 24 hours. A mythic frost worm can spend one use of mythic power to force non-mythic creatures that have resisted or broken the effect of its trill within 24 hours to save again or be affected once more. While using its hypersonic trill, a mythic frost worm gains blindsense 100 ft. This blindsense does not penetrate areas of magical silence; however, a mythic frost worm can expend one use of its mythic power to modulate its hypersonic trill, affecting all areas of magical silence within a 100-foot cone-shaped spread as *dispel magic*. This is a sonic mind-affecting effect. The save DC is Charisma-based.

**Ice Glide (Ex)** Similarly to an earth elemental's earth glide ability, a mythic frost worm can move through ice and snow. The worm's speed using ice glide equals its base speed.

**Icy Spray (Ex)** If a piercing or slashing weapon strikes a mythic frost worm, its blood sprays out in a 15-foot cone, dealing 2d6 cold damage to all creatures in the cone (DC 23 Reflex half). The save DC is Constitution-based.





# Fungus Queen

This eerie creature has the upper body of a beautiful, pale green woman and the lower body of a pulsating mound of fungus.

## MYTHIC FUNGUS QUEEN

CR 12/MR 5

XP 19,200

d20pfsrd.com<sup>15B</sup>

CE Medium plant (mythic)

**Init** +12<sup>MF</sup>; **Senses** darkvision 60 ft., low-light vision, scent, green-sight<sup>MA</sup>; **Perception** +19

## DEFENSE

**AC** 28, touch 13, flat-footed 25 (+3 Dex, +15 natural)

**hp** 163 (13d8+105)

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

**DR** 10/epic and cold iron or good; **Immune** electricity, plant traits;

**Resist** acid 10, cold 10; **SR** 24

## OFFENSE

**Speed** 20 ft.

**Melee** 2 claws +15 (1d6+6), 4 tentacles +13 (1d4+3 plus grab)

**Special Attacks** battle pods<sup>MA</sup>, compel plants, constrict (1d4+5), create spawn, energy drain<sup>MA</sup> (2 levels, DC 24), entrap<sup>MA</sup> (DC 21, 1d10 rounds, hardness 5, hp 10), mythic power (5/day, surge 1d8)

**Spell-Like Abilities** (CL 9th; concentration +17)

Constant—*detect good*, *spek with plants*, *tongues*

At will—*veil* (self only) (DC 24)

3/day—*charm monster* (DC 22), *detect thoughts* (DC 20), *suggestion* (DC 21)

1/day—*dominate person* (DC 23), *mind fog* (DC 23), *slow* (DC 21)

## STATISTICS

**Str** 23, **Dex** 17, **Con** 21, **Int** 18, **Wis** 16, **Cha** 26

**Base Atk** +9; **CMB** +15 (+19 grapple, +17 trip); **CMD** 30 (32 vs. trip)

**Feats** Combat Expertise<sup>MF</sup>, Combat Reflexes<sup>MF</sup>, Improved Initiative<sup>MF</sup>, Improved Trip, Multiattack, Power Attack, Skill Focus (Disguise)

**Skills** Acrobatics +10 (+6 when jumping), Bluff +20, Disguise +26, Knowledge (dungeoneering) +10, Knowledge (planes) +10, Perception +19, Sense Motive +15, Use Magic Device +21

**Languages** Abyssal, Aklo, Common, Terran, Undercommon, *spek with plants*, *tongues*; telepathy 100 ft

**SQ** fungus legion<sup>MA</sup>, mycelial mat<sup>MA</sup>, plant empathy +24

## ECOLOGY

**Environment** any underground

**Organization** solitary or cult (mythic fungus queen plus 2–16 mind-controlled plants and minions)

**Treasure** double

## SPECIAL ABILITIES

**Battle Pods (Su)** A mythic fungus queen fights in coordination with her sporepods. Sporepods count as allies to the fungus queen and to one another and can provide flanking. In addition, her tentacles are treated as having 10-foot reach when she designates them to attack through a sporepod. Until the beginning of her next turn, they threaten all squares within 10 feet and can make any number of attacks of opportunity, though tentacles that are grappling cannot be used to make attacks of opportunity.

**Compel Plants (Su)** A mythic fungus queen's mind-affecting powers and spell-like abilities (and spells, should the fungus queen gain the ability to cast them) affect plant creatures, including mindless plant creatures, as if they weren't immune to mind-affecting effects. In addition, she can communicate with ordinary plants and compel them to answer her questions as if using a constant *spek with plants* effect.





**Create Spawn (Su)** A creature that would normally be slain by a fungus queen's energy drain attack is not killed. Instead, it immediately loses all negative levels imparted by the fungus queen and transforms into a fungus-infested minion of the queen. Such creatures gain the **fungoid simple template**. The creature's type changes to plant, and it gains all of the traits of the plant type (increasing its CR by 1). The creature gains telepathy 100 ft. with other fungoid creatures and its alignment changes to chaotic evil. Fungoid creatures are under the control of the fungus queen that created them, and remain enslaved until their mistress is destroyed or until they are cured of the infestation (see the facing page). A fungus queen can communicate telepathically with her fungoid spawn at any range as long as they are on the same plane, and may have a number of Hit Dice worth of enslaved spawn totaling no more than twice her own Hit Dice; any spawn she creates that would exceed this limit become free-willed fungoid creatures. A fungus queen may free an enslaved spawn in order to enslave a new spawn. Once freed, it can still be influenced by the fungus queen's compel plants and plant empathy abilities.

**Energy Drain (Su)** A mythic fungus queen drains energy from a creature she lures into an act of passion, such as a kiss. An unwilling victim must be grappled or helpless before the fungus queen can use this ability. Her kiss bestows two negative levels and has the effect of a *suggestion* spell, asking the victim to accept another act of passion from the fungus queen. The victim must succeed on a DC 24 Will save to negate the *suggestion*. The DC is 24 for the Fortitude save to remove a negative level. Creatures killed by this attack do not die—they instead become infested with the fungus queen's spores (see Create Spawn). These save DCs are Charisma-based.

**Fungus Legion (Su)** A mythic fungus queen can keep up to 60 Hit Dice of enslaved spawn under her command. If she frees one of her spawn from enslavement, she can spend one use of her mythic power as a full-round action to re-enslave the target (DC 24 Will negates), as long as doing so would not exceed her Hit Die limit.

**Mycelial Mat (Ex)** As a move action, a mythic fungus queen can extrude a thick network of fungal filaments into the ground at her feet, filling all adjacent squares with this mycelial mat. Any non-fungal creature treats these squares as difficult terrain, and a non-fungal creature beginning its turn in one of these squares is subject to the fungus queen's entrap attack as the mycelial mat tries to wrap the creature in a filamentous cocoon. If the creature is prone, it takes a -4 penalty to its save against the entrap attack. Large targets gain a +4 bonus to its save against this attack. Huge or larger creatures cannot be entrapped.

**Plant Empathy (Ex)** This ability functions as the druid's wild empathy, save that a fungus queen can use this ability only on plant creatures. A fungus queen gains a +4 racial bonus on this check. Mindless plant creatures are imparted a modicum of implanted intelligence when a fungus queen uses this ability, allowing her to train such creatures as guardians.

**Sporepod (Su)** As a standard action, a fungus queen can cause a Medium pod of fungal material to burst out of the ground at any point within 60 feet of her current location. Once created, a sporepod cannot move. If the fungus queen travels more than 120 feet from a sporepod, it is destroyed. A fungus queen can maintain a number of sporepods equal to her Charisma modifier (8 for a typical mythic fungus queen). As a move action, she can instantaneously travel to one of her sporepods as if using *transport via plants*. She can also choose to spread out her tentacle attacks among her sporepods, attacking a creature within 10 feet of any sporepod with a tentacle—she is still limited to making only four tentacle attacks as part of a full-attack action, or one as a standard action. A sporepod is an object that has an AC of 20 and 30 hit points; damage dealt to a sporepod does not harm the fungus queen.





# Gelatinous Cube

Bits of broken weapons, coins, and a partially digested skeleton are visible inside this quivering cube of slime.

**MYTHIC GELATINOUS CUBE** **CR 4/MR 1**

XP 1,200

Pathfinder Roleplaying Game Bestiary (gelatinous cube)

N Large ooze (mythic)

Init -5; Senses blindsight 60 ft.; Perception -5

## DEFENSE

AC 5, touch 4, flat-footed 5 (-5 Dex, +1 natural, -1 size)

hp 58 (4d8+40)

Fort +9, Ref -4, Will -4

Immune electricity, ooze traits

## OFFENSE

Speed 15 ft.

Melee slam +2 (1d6 plus 1d6 acid and paralysis)

Space 10 ft.; Reach 5 ft.

Special Attacks engulf (DC 12, 1d6 acid and paralysis), mythic power (3/day, surge 1d6), paralysis (3d6 rounds, DC 20)

## STATISTICS

Str 10, Dex 1, Con 26, Int —, Wis 1, Cha 1

Base Atk +3; CMB +4; CMD 9 (can't be tripped)

Feats Extra Mythic Power

SQ adherence<sup>MA</sup>, silent slider<sup>MA</sup>, transparent

## ECOLOGY

Environment any underground

Organization solitary

Treasure incidental

## SPECIAL ABILITIES

**Acid (Ex)** A gelatinous cube's acid does not harm metal or stone.

**Adherence (Ex)** Weapons that strike a mythic gelatinous cube become stuck to it if the wielder fails a DC 20 Reflex save. Creatures attacking the cube with natural weapons, unarmed strikes, or melee touch attacks must likewise save or become stuck fast. Creatures stuck to the cube take a -4 penalty to saving throws against its engulf attack. The save DC is Constitution-based.

**Silent Slider (Ex)** The DC to notice a mythic gelatinous cube is increased by 5 (see its transparent ability), and this DC is not reduced by the cube's movement. In addition, a mythic gelatinous cube takes no penalties for squeezing into or through spaces at least 5 feet wide.

**Transparent (Ex)** Due to its lack of coloration, a mythic gelatinous cube is difficult to discern. A DC 20 Perception check is required to notice a motionless mythic gelatinous cube. Any creature that fails to notice a mythic gelatinous cube and walks into it is automatically engulfed.

**MYTHIC SORCEROUS CUBE** **CR 13/MR 5**

XP 25,600

Pathfinder Roleplaying Game Bestiary (variant gelatinous cube)

N Large ooze (mythic)

Init +4<sup>MF</sup>; Senses blindsight 60 ft.; Perception +1

## DEFENSE

AC 13, touch 4, flat-footed 13 (+4 armor, -5 Dex, +5 natural, -1 size)  
hp 238 (13d8+180)

Fort +14, Ref -1, Will +10; +4 vs. petrification, polymorph, and transmutation effects

Immune electricity, ooze traits; Resist acid 10; SR 24

## OFFENSE

Speed 10 ft.

Melee slam +8 (1d6+1 plus 1d6 acid and paralysis)

Space 10 ft.; Reach 5 ft.

Special Attacks command oozes<sup>MA</sup>, engulf (DC 18, 1d6 acid and paralysis), mind meld<sup>MA</sup>, mythic power (7/day, surge 1d8), paralysis (3d6 rounds, DC 28)

**Bloodline Spell-Like Abilities** (CL 10th; concentration +18)

At will—*reality wrinkle* (10 rounds per day)

11/day—*protoplasm* (+3 ranged touch, entangled 1d3 rounds and 1 point of acid damage per round)

**Sorcerous Spells Known** (CL 10th; concentration +18)

5th (4/day)—*feeblemind* (DC 23)

4th (7/day)—*confusion* (DC 22), *dimension door*, *shout* (DC 22)

3rd (8/day)—*fireball* (DC 21), *fly*, *gaseous form*, *stinking cloud* (DC 21)

2nd (8/day)—*blur*, *hypnotic pattern* (DC 20), *invisibility*, *minor image* (DC 20), *mirror image*

1st (8/day)—*color spray* (DC 19), *entropic shield*, *expeditious retreat*, *magic missile*, *shocking grasp*, *unseen servant*

o (at will)—*arcane mark*, *dancing lights*, *detect magic*, *ghost sound* (DC 18), *mage hand*, *open/close*, *prestidigitation*, *ray of frost*, *resistance*

**Bloodline** protean

## STATISTICS

Str 13, Dex 1, Con 30, Int 12, Wis 12, Cha 26

Base Atk +8; CMB +10; CMD 15

Feats Ability Focus (paralysis), Arcane Strike<sup>MF</sup>, Eschew Materials, Extra Mythic Power, Improved Initiative<sup>MF</sup>, Intensify Spell, Lunge, Silent Spell, Still Spell, Toughness<sup>B</sup>

Skills Fly +5, Knowledge (arcana) +10, Knowledge (dungeoneering) +5, Knowledge (planes) +5, Linguistics +3, Spellcraft +14, Use Magic Device +18

Languages Aklo, Common, Protean (can't speak)

SQ bodiless casting<sup>MA</sup>, sorcerous origins<sup>MA</sup>, spell absorption<sup>MA</sup>, suspended magic<sup>MA</sup>, transparent

## ECOLOGY

Environment any underground

Organization solitary

Treasure standard





#### SPECIAL ABILITIES

**Acid (Ex)** As mythic gelatinous cube.

**Bodiless Casting (Su)** A mythic sorcerous cube can spend one use of its mythic power to ignore either the verbal or somatic component of a spell that it casts, or it can spend two uses of its mythic power to ignore both. This does not increase the level of the spell or its casting time.

**Command Oozes (Su)** A mythic sorcerous cube can compel the obedience of other oozes as though it was using the Command Undead feat to control undead (DC 20 Will negates), issuing its commands empathically rather than requiring spoken commands. It may use this ability up to 9/day, though it may control only 14 Hit Dice of oozes at a time. Gelatinous cubes count as only half their actual number of Hit Dice when determining how many can be controlled.

**Mind Meld (Sp)** A mythic sorcerous cube can read the thoughts of any creature it has engulfed as a free action, as if using *detect thoughts* (DC 20 Will negates), and as a full-round action the cube can ask an engulfed creature a single question as if interrogating a corpse with *speak with dead* (DC 21 Will negates). As a full-round action, a mythic sorcerous cube can also spend one use of its mythic power to use one of the following spell-like abilities on an engulfed creature: *charm monster* (DC 22), *dream* (DC 23), *modify memory* (DC 22), or *suggestion* (DC 21).

**Sorcerous Origin (Ex)** Mythic sorcerous cubes have the spellcasting ability and class skills of 10th-level sorcerers. They gain bloodline spells and other class abilities as per the bloodline they possessed in life, usually the aberrant, **protean**, **ooze**, or **starsoul** bloodlines. A mythic sorcerous cube with the protean bloodline, like the one above, typically knows the following mythic spells: *color spray*, *confusion*, *dimension door*, *fireball*, *fly*, *gaseous form*, *magic missile*, *stinking cloud*. This modifies the spellcasting ability of a non-mythic sorcerous cube.

**Spell Absorption (Su)** When a spell fails to overcome a mythic sorcerous cube's spell resistance, it can spend one use of its mythic power as an immediate action to absorb the spell into itself. It can use the spell's energy to heal 1d4 hit points per level of the spell. If the spell is a 5th-level or lower-level spell on the sorcerous/wizard list, the mythic sorcerous cube can absorb knowledge of that spell for 1 minute, allowing it to cast that spell using its own spell slots. If it uses the stolen spell against its original caster, the mythic sorcerous cube increases the spell's caster level and save DC by 2.

**Suspended Magic (Ex)** A mythic sorcerous cube can suspend any number of rods, staves, or wands within its gelatinous mass simultaneously and can activate one such item per round as a standard action. As long as a staff or wand has at least one charge remaining, it is unaffected by the cube's acid regardless of its material composition. A mythic sorcerous cube can also benefit from up to two magical rings suspended within its body.

**Transparent (Ex)** As mythic gelatinous cube.





# Genie, Djinni

This creature stands nearly twice as tall as a human, although its lower torso trails away into a vortex of mist and wind.

**MYTHIC NOBLE DJINNI (VIZIER)**

**CR 10/MR 4**

XP 9,600

Pathfinder Roleplaying Game Bestiary

CG Large outsider (air, extraplanar, mythic)

Init +8; Senses darkvision 60 ft.; Perception +17

## DEFENSE

AC 22, touch 15, flat-footed 16 (+4 Dex, +2 dodge, +7 natural, -1 size)  
hp 95 (10d10+40)

Fort +5, Ref +11, Will +9

DR 5/epic; Immune acid

## OFFENSE

Speed 20 ft., fly 60 ft. (perfect)

Melee 2 slams +16 (1d8+7) or mwk scimitar +17/+12 (1d8+7/18-20)

Ranged mwk composite longbow +16/+11 (3d6+5/x3)

Space 10 ft.; Reach 10 ft.

Special Attacks air mastery, mythic power (4/day, surge +1d8), undivertable striker<sup>MA</sup>, whirlwind (1/10 minutes, 10-50 ft. tall, 1d8+5 damage, DC 18)

Spell-Like Abilities (CL 9th, concentration +12)

Constant—*freedom of movement*, *gravity bow*

At will—*gust of wind* (DC 15), *invisibility* (self only), *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only)

1/day—grant up to 3 *wishes* (non-genies only), *control winds*, *create food and water*, *create wine* (as *create water*, but wine instead), *gaseous form* (for up to 1 hour), *major creation* (created vegetable matter is permanent), *persistent image* (DC 18), *wind walk*

## STATISTICS

Str 25, Dex 19, Con 14, Int 14, Wis 15, Cha 17

Base Atk +10; CMB +18; CMD 33

Feats Combat Casting, Combat Reflexes<sup>MF</sup>, Dodge<sup>MF</sup>, Improved Initiative<sup>B</sup>, Wind Stance

Skills Appraise +15, Craft (any one) +12, Fly +23, Knowledge (planes) +17, Perception +17, Sense Motive +17, Spellcraft +15, Stealth +10

Languages Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

SQ master of gravity<sup>MA</sup>, wind wielder<sup>MA</sup>, wishmaster

## ECOLOGY

Environment any (Plane of Air)

Organization solitary, pair, or court (1-4 mythic noble djinn and 2-8 non-mythic djinn)

Treasure standard (plus masterwork falchion, masterwork composite longbow [+5 Str], 20 arrows)

## SPECIAL ABILITIES

**Air Mastery (Ex):** Airborne creatures take a -1 penalty on attack and damage rolls against a djinni.

**Master of Gravity (Su):** Any bow wielded by a mythic djinni gains the effects of *gravity bow*. In addition, by expending one use of its mythic power, a mythic djinni can manipulate the effects of gravity within a 20-foot radius of itself. The effects of altered gravity move with the mythic djinni. A mythic djinni can apply one of the follow-

ing effects to all creatures within the area: *feather fall*, *jump*, or *levitate* (DC 15). Flying creatures other than djinn within the area must make a DC 15 Fly check to stay airborne. A mythic djinni can use this ability on itself as a swift action to double its fly speed when using the charge, run, or withdraw action. For each use of mythic power expended, a mythic djinni can manipulate gravity for a total of 9 rounds. These rounds need not be consecutive but must be used within 1 hour.

Areas under the effect of *reverse gravity* or other gravity-affecting spells are not subject to this ability, though a mythic djinni can expend one use of its mythic power to attempt to counter or dispel such an effect as if using *dispel magic*.

**Undivertable Striker (Su):** A mythic djinni gains continuous *freedom of movement* when flying, and when attacking an airborne creature, a mythic djinni's attacks ignore the miss chance for concealment or total concealment. If a mythic genie expends one use of its mythic power as a free action, its attacks ignore deflection bonuses to Armor Class for 1 minute.

**Wind Wielder (Sp):** A mythic djinni can use *gust of wind* and *control winds* as spell-like abilities, and it may also expend its mythic power to duplicate the mythic versions of these spells, treating its mythic rank as its mythic tier.





# Genie, Efreeti

This muscular giant has crimson skin, smoldering eyes, and small black horns. Smoke rises in curls from its flesh.

MYTHIC NOBLE EFREETI (MALIK)

CR 12/MR 5

XP 19,200

Pathfinder Roleplaying Game Bestiary

LE Large outsider (extraplanar, fire, mythic)

Init +11<sup>MF</sup>; Senses darkvision 60 ft., detect magic, eyes of fire<sup>MA</sup>;

Perception +18

## DEFENSE

AC 25, touch 13, flat-footed 21 (+3 Dex, +1 dodge, +12 natural, -1 size)

hp 160 (13d10+89)

Fort +10, Ref +11, Will +10

DR 10/epic; Immune fire

Weaknesses vulnerable to cold

## OFFENSE

Speed 20 ft., fly 40 ft. (perfect)

Melee 2 slams +20 (1d8+8 plus 1d6 fire) or +1 flaming burst falchion +21/+16 (2d6+13/18-20 plus 1d6 fire)

Space 10 ft.; Reach 10 ft.

Special Attacks change size, conflagration<sup>MA</sup>, ember cloud<sup>MA</sup>, flaming falchion<sup>MA</sup>, heat (1d6 fire), mythic power (5/day, surge +1d8), mythic spell-like abilities<sup>MA</sup>

Spell-Like Abilities (CL 15th, concentration +17)

Constant—detect magic

At Will—blistering invective (DC 15), plane shift (willing targets to elemental planes, Astral Plane, or Material Plane only), produce flame, pyrotechnics (DC 18), scorching ray 3/day—fireball, heat metal, invisibility, quickened scorching ray, wall of fire (DC 20)

1/day—grant up to 3 wishes (to non-genies only), gaseous form, greater invisibility, permanent image (DC 22), volcanic storm

## STATISTICS

Str 27, Dex 17, Con 18, Int 12, Wis 14, Cha 15

Base Atk +13; CMB +22; CMD 36

Feats Blind-Fight<sup>MF</sup>, Combat Casting, Combat Reflexes, Deceitful, Dodge, Extra Mythic Power<sup>MF</sup>, Great Fortitude, Improved Initiative<sup>B, MF</sup>, Quicken Spell-Like Ability (scorching ray)

Skills Bluff +22, Craft (any one) +14, Disguise +13, Fly +13, Intimidate +18 (+26 vs. non-mythic creatures), Perception +18, Sense Motive +18, Spellcraft +14, Stealth +11

Languages Auran, Aquan, Common, Ignan, Teran; telepathy 100 ft.

SQ change shape (humanoid or giant, alter self or giant form I), searing arrogance<sup>MA</sup>, wishmaster

## ECOLOGY

Environment any (Plane of Fire)

Organization solitary, pair, or court (1-4 mythic noble efreeti and 2-8 non-mythic efreeti)

Treasure standard (plus masterwork falchion)

## SPECIAL ABILITIES

**Change Size (Sp):** Twice per day, a mythic efreeti can magically change a creature's size. This works just like an *enlarge person* or *reduce person* spell (the mythic efreeti chooses when using the ability), except that the ability can work on the efreeti. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

**Conflagration (Su):** A mythic efreeti may expend one use of its mythic power to loose an eruption of flame in a 40-foot-radius spread centered on itself. All creatures within the radius take 6d6 points of fire damage and must succeed at a DC 18 Reflex save or catch on fire. The fire damage dealt by this ability ignores fire resistance from non-mythic sources or non-mythic creatures, as well as the hardness of non-mythic objects with a hardness of less than 8.

**Ember Cloud (Sp):** A mythic efreeti may expend one use of its mythic power to surround itself with a cloud of stinging embers in a 20-foot-radius spread. The cloud functions identically to the smoke cloud version *pyrotechnics*, but it is centered on and moves with the efreeti for 1 minute. Any creature entering the ember cloud or beginning its turn within the ember cloud takes 2d6 points of fire damage. The mythic efreeti is not harmed by the ember cloud.

**Eyes of Fire (Ex):** A mythic efreeti's vision is not blocked or obscured by natural or magical fire or smoke.

**Flaming Falchion (Su):** Each mythic efreeti is bonded to a masterwork falchion. When wielded by the mythic efreeti the falchion is treated as a +1 flaming burst weapon. In addition, any other creature grasping or wielding an efreeti's falchion takes 1d6 points of fire damage each round at the beginning of its turn. This effect lasts for 24 hours after the mythic efreeti last wielded the falchion. A mythic efreeti may bond to a new falchion, a process that takes 24 hours.

**Heat (Ex):** A mythic efreeti's body deals 1d6 points of fire damage whenever it hits in melee, or in each round it grapples.

**Searing Arrogance (Ex):** A mythic efreeti gains *blistering invective* as a spell-like ability, which it can use at will. It may spend one use of its mythic power to use the mythic version of this spell instead, or two uses of its mythic power to use the augmented mythic version. In addition, it adds its Strength modifier on Intimidate checks made against non-mythic creatures, and it is immune to Intimidate checks made by non-mythic creatures or creatures whose mythic tier or rank does not exceed their own. If its Intimidate check exceeds the DC by 5 or more when using Intimidate to demoralize creatures, they are frightened instead of shaken.





## Genie, Janni

*This regal figure looks like a tall, well-proportioned human, save that its eyes sparkle with strange light.*

### MYTHIC JANNI

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary

N Medium outsider (mythic, native)

Init +6; Senses darkvision 60 ft.; Perception +11

### DEFENSE

AC 22, touch 13, flat-footed 19 (+6 armor, +2 Dex, +1 dodge, +3 natural)  
hp 59 (6d10+26)

Fort +6, Ref +7, Will +4

DR 5/epic; Resist fire 10

### OFFENSE

Speed 30 ft., fly 20 ft. (perfect); 20 ft., fly 15 ft. (perfect) in chainmail

Melee mwk scimitar +11/+6 (1d6+6/18–20)

Ranged mwk composite longbow +9/+4 (1d8+4/x3)

Special Attacks change size, mythic power (2/day, surge +1d6)

Spell-Like Abilities (CL 8th)

3/day—invisibility (self only), plane shift (willing targets to elemental planes, Astral Plane, or Material Plane only), speak with animals

1/day—create food and water, ethereal jaunt (for 1 hour)

### STATISTICS

Str 18, Dex 15, Con 12, Int 14, Wis 15, Cha 13

Base Atk +6; CMB +10; CMD 23

Feats Combat Reflexes<sup>MF</sup>, Dodge, Improved Initiative<sup>B</sup>, Mobility

Skills Appraise +11, Craft (any one—usually weaponsmith) +11, Fly +14, Perception +11, Ride +6, Sense Motive +11, Spellcraft +11, Stealth +6

Languages Common, one elemental language (Aquan, Auran, Ignan, or Terran), one planar language (Abyssal, Celestial, or Infernal); telepathy 100 ft.

SQ elemental endurance, elemental fungibility<sup>MA</sup>, elemental insight<sup>MA</sup>, elemental summoning<sup>MA</sup>

### ECOLOGY

Environment warm deserts

Organization solitary, pair, company (3–6), or band (7–12)

Treasure standard (chainmail, masterwork composite longbow [+4 Str], masterwork scimitar, other gear)

### SPECIAL ABILITIES

**Change Size (Sp)** Twice per day, a mythic janni can magically change a creature's size. This works just like an enlarge person or reduce person spell (the mythic janni chooses when using the ability), except that the ability can work on the mythic janni. A DC 13 Fortitude save negates the effect. The save DC is Charisma-based. This is the equivalent of a 2nd-level spell.

**Elemental Endurance (Ex)** Mythic jann can remain on the Planes of Air, Earth, Fire, or Water for up to 48 hours at a time. Failure to return to the Material Plane before that time expires causes a mythic janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

**Elemental Fungibility (Su)** When casting a spell or activating a magic item that deals acid, cold, electricity, or fire damage, a mythic janni can use a swift action to choose which of these energy types the spell or magic item uses.

**Elemental Insight (Su)** A mythic janni gains a +20 bonus on any Knowledge check made to discover a creature's exceptional, supernatural, or spell-like abilities that have the air, earth, fire, or water subtype or use acid, cold, electricity, or fire, including elemental immunities, resistances, and vulnerabilities. A mythic janni can make such knowledge checks even if untrained in the relevant Knowledge skill.

**Elemental Summoning (Sp):** A mythic janni may expend one use of its mythic power to summon one or more elementals (air, fire, earth, or water only) as if using *summon nature's ally* IV. If it expends two uses of mythic power, it can perform this summons as a swift action, or perform the summons as a full-round action and summon elementals with the agile, invincible, or savage mythic simple template. If it summons multiple elementals with a mythic simple template, all must have the same template. Two mythic jann can cooperate to summon a single Large elemental, as if using *summon monster* V. Both mythic jann must spend one use of their mythic power to summon a single Large elemental, or two uses of their mythic power to summon a Large elemental with a mythic template, as described above. Multiple jann cannot summon an elemental as a swift action.





# Genie, Marid

This being resembles a powerful giant with hairless blue-green skin, deep blue eyes, flamboyant eyebrows, and pearlescent teeth.

**MYTHIC NOBLE MARID (SHAHZADA)** **CR 14/MR 5**

XP 38,400

Pathfinder Roleplaying Game Bestiary

CN Large outsider (extraplanar, mythic, water)

**Init** +12<sup>MF</sup>; **Senses** darkvision 60 ft., keen hearing<sup>MA</sup>; **Perception** +19

## DEFENSE

**AC** 27, touch 14, flat-footed 22 (+4 Dex, +1 dodge, +13 natural, -1 size)  
**hp** 202 (14d10+124)

**Fort** +12, **Ref** +13, **Will** +11

**DR** 10/epic

## OFFENSE

**Speed** 20 ft., swim 60 ft.

**Melee** 2 slams +19 (2d6+6) or mwk trident +20/+15/+10 (2d6+9)

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

**Special Attacks** dessicating burst<sup>MA</sup>, ice globe<sup>MA</sup>, liquefying touch<sup>MA</sup>, marine mastery<sup>MA</sup>, mythic power (5/day, surge +1d8), vortex (1/10 minutes, 10–50 ft. tall, 1d8+4 damage, DC 22), water mastery, water's fury

## Spell-Like Abilities (CL 20th)

Constant—*detect evil*, *detect good*, *detect magic*, *water walk*

At will—*create water*, *invisibility*, *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *purify food and drink* (liquids only), *quench*

5/day—*control water*, *gaseous form*, *obscuring mist*, *water breathing*

3/day—*cone of cold* (DC 26), *ice storm* (DC 25), *see invisibility*

1/day—*elemental swarm* (water elementals only), *permanent image* (DC 27), *persistent image* (DC 26)

1/year—grant 1 *wish* (to nongenies only)

## STATISTICS

**Str** 23, **Dex** 19, **Con** 22, **Int** 14, **Wis** 15, **Cha** 16

**Base Atk** +14; **CMB** +21; **CMD** 36

**Feats** Combat Casting, Combat Reflexes, Dodge, Great Fortitude<sup>MF</sup>, Improved Initiative<sup>B, MF</sup>, Improved Natural Attack, Mobility, Power Attack<sup>MF</sup>

**Skills** Craft (any one) +19, Diplomacy +20, Knowledge (planes) +19, Perception +19, Sense Motive +19, Spellcraft +19, Stealth +17, Swim +31

**Languages** Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

**SQ** change shape (water elemental, humanoid, or giant, *alter self*, *elemental body III*, or *giant form I*), *wishmaster*

## ECOLOGY

**Environment** any (Plane of Water)

**Organization** solitary, pair, or court (1–4 mythic noble marids and 2–8 non-mythic marids)

**Treasure** standard (large masterwork trident)

## SPECIAL ABILITIES

**Dessicating Burst (Su)** When a mythic marid uses its water's fury ability, it may draw the water to do so from the creatures around it by expending one use of its mythic power. Every living creature within 20 feet of the mythic marid must make a DC 22 Fortitude save. If the save fails, the target takes 1d3 points of Constitution damage as its fluids are drawn forth, and the damage dealt by the mythic marid's water's fury ability that round increases by 1d6; this stacks if multiple creatures fail their saving throws. Oozes, plants, and creatures with the aquatic or water subtype take 1d6 points of Constitution damage on a failed save. Marids are immune to this ability. The save DC is Constitution-based.

**Ice Globe (Sp)** As a standard action, a mythic marid may expend one use of its mythic power to freeze all water in a 20-ft. radius sphere at a range of 20-ft.. Creatures immersed in water when this ability is used are affected as *icy prison* (DC 22 Reflex partial). The ice globe lasts until the end of the mythic marid's next turn, though it can spend one use of mythic power as a move action to extend the globe's duration for an additional round. Creatures not immersed in water take 1d6 points of cold damage but otherwise suffer no harm. The save DC is Constitution-based.





**Keen Hearing (Ex)** A mythic marid has preternaturally acute hearing, gaining a +10 bonus on Perception checks involving hearing. This bonus is doubled to +20 in or under water, and when immersed in water it gains tremorsense with a range of 300 feet. In addition, it can expend one use of its mythic power to ignore the miss chance due to concealment for creatures in the water for 1 minute.

**Liquefying Touch (Su)** A mythic marid may expend one use of its mythic power to liquefy a creature by making a touch attack. On a successful hit, the target is affected by the spell *fluid form* (DC 22 Fortitude negates). While in this form, the target's Strength score drops to 1 and it cannot speak. The target reverts to its normal form after 4 rounds unless in a constrained space (like a narrow sewer pipe) in which case it reverts to normal as soon as it has space to do so. Alternatively, a mythic marid can use ability to liquefy objects or creatures comprised of ice or snow, functioning as *rusting grasp* does against objects or creatures made of iron. The save DC is Constitution-based.

**Marine Mastery (Sp)** A mythic marid may expend one use of its mythic power to charm up to 30 Hit Dice of aquatic animals within a 100-foot radius (DC 21 Will negates); creatures with more than 10 Hit Dice are immune. A mythic marid may command the creatures to attack, cease attacking, hold position or move in a general direction, but more specific commands cannot be made. The control lasts for 10 rounds, though animals already doing something of interest (attacking an edible creature, for instance) may keep doing so even after control is relinquished. It can use this ability as often as desired, but it cannot have more than 30 Hit Dice of animals charmed at a time. It can use this ability to charm magical beasts with the aquatic or water subtype instead of animals, but such creatures gain a +4 bonus to their saving throw to resist the effect, and each magical beast Hit Dice counts as 2 animal Hit Dice against its maximum, though it can charm magical beasts of up to 10 Hit Dice as well. Non-mythic animals take a -4 penalty on their saving throw to resist this effect. This is a charm effect. The save DC is Charisma-based.

**Vortex (Su):** A mythic marid can transform into a vortex of swirling, churning water once every 10 minutes. This ability functions identically to the whirlwind ability, save that it can only be used while the mythic marid is underwater; a mythic marid cannot leave a body of water while in vortex form.

**Water Mastery (Ex):** A mythic marid gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the opponent or the mythic marid is touching the ground, the mythic marid takes a -4 penalty on attack and damage rolls.

**Water's Fury (Su):** As a standard action, a mythic marid can release a jet of water in a 60-foot line that deals 1d6 points of damage and blinds the target struck for 1d6 rounds. A DC 22 Reflex save reduces the damage by half and negates the blinding effect. The save DC is Constitution-based.

## Genie, Shaitan

*This being resembles a towering human with skin of polished stone and glittering agate eyes.*

**MYTHIC NOBLE SHAITAN (PASHA)**

**CR 16/MR 6**

XP 76,800

*Pathfinder Roleplaying Game Bestiary*

LN Large outsider (earth, extraplanar, mythic)

**Init** +5; **Senses** darkvision 60 ft., see through stone<sup>MA</sup>, tremorsense 60 ft.; **Perception** +23

### DEFENSE

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

**hp** 192 (18d10+93)

**Fort** +15, **Ref** +7, **Will** +13

**DR** 10/epic, **Immune** electricity

### OFFENSE

**Speed** 20 ft., burrow 60 ft., climb 20 ft.

**Melee** 2 slams +25 (2d6+8 plus earthquake slam) or mwk falchion +26/+21 (2d6+11/18-20)

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

**Special Attacks** down to earth<sup>MA</sup>, earth mastery, earthquake slam<sup>MA</sup>, metalmorph, mythic power (6/day, surge +1d8), shatterstone<sup>MA</sup>, stone curse

**Spell-Like Abilities** (CL 18th)

At will—*keen edge*, *lead blades*, *magic weapon*, *meld into stone*, *plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *soften earth and stone*, *stone shape*, *veil* (self only)  
3/day—*quicken glitterdust* (DC 23), *rusting grasp*, *stone tell*, *stoneskin*, *wall of stone*

1/day—grant 3 *wishes* (non-genies only), *earthquake*, *transmute mud to rock*, *transmute rock to mud*

### STATISTICS

**Str** 26, **Dex** 13, **Con** 19, **Int** 14, **Wis** 14, **Cha** 15

**Base Atk** +18; **CMB** +27 (+34 bull rush); **CMD** 38 (43 vs. bull rush)

**Feats** Awesome Blow, Cleave<sup>MF</sup>, Cleaving Finish, Combat Casting, Great Cleave, Improved Bull Rush<sup>MF</sup>, Improved Initiative<sup>B</sup>, Greater Bull Rush, Power Attack<sup>MF</sup>, Quicken Spell-Like Ability (*glitterdust*)

**Skills** Appraise +23, Bluff +23, Climb +37, Craft (gemcutting) +23, Knowledge (engineering) +23, Perception +23, Sense Motive +23, Spellcraft +23

**Languages** Aquan, Auran, Common, Ignan, Terran; telepathy 100 ft.

**SQ** legalistic entrapment<sup>MA</sup>, mythic metalsmith<sup>MA</sup>, mythic spell-like abilities<sup>MA</sup>, stone glide, wishmaster

### ECOLOGY

**Environment** any (Plane of Earth)

**Organization** solitary, pair, company (3-6), or band (7-12)

**Treasure standard** (large masterwork falchion, other treasure)

### SPECIAL ABILITIES

**Down to Earth (Ex):** A mythic shaitan can spend one use of its mythic power as a standard action to attempt to force a flying or swimming creature within 60 feet toward the nearest land (including the sea bed, if applicable). If the target is flying or swimming with a temporary magical effect, this functions like *greater dispel magic* (caster level 18th) against such effects. If the target's flight or swimming is not gained through a temporary magical effect, this instead functions as a bull rush combat maneuver, pushing the target toward the nearest solid ground.





**Earth Mastery (Ex):** A mythic shaitan gains a +1 bonus on attack and damage rolls and a +2 bonus on opposed Strength-based checks if both it and its foe are touching the ground. It takes a –4 penalty on attack and damage rolls against airborne or waterborne opponents.

**Earthquake Slam (Ex):** When a mythic shaitan strikes a non-mythic creature with its slam attack, or if it spends one use of its mythic power after striking a mythic creature with its slam attack, it can make a combat maneuver check to bull rush the target as a free action. If a mythic shaitan strikes the ground rather than an opponent and expends one use of its mythic power the ground is shattered by tremors, causing the ground within 30 feet to become dense rubble, as described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*. In addition, all creatures within this area other than shaitans are knocked prone (DC 27 Reflex negates). The save DC is Strength-based.

**Legalistic Entrapment (Su):** Mythic shaitans are the cleverest wordsmiths of all the genie races, able to lure a mortal with promises of wealth and power only to subvert their arrangement in an unexpected way. When a mythic shaitan grants a *wish*, it may make a Bluff check opposed by the recipient's Sense Motive check. If the mythic shaitan wins the opposed check, it may expend one use of mythic power to lay a *mark of justice* or *geas* upon the recipient of the *wish*. This power cannot affect creatures whose mythic rank or tier equals or exceeds their own.

**Metalmorph (Su):** As a standard action, a mythic shaitan may touch a single metal object of no more than 10 pounds and transform it into any other metal for 1 day.

**Mythic Metalsmith (Ex):** A mythic shaitan can craft any metal weapon it desires as a standard action, as if using *major creation*. In addition, it can use *keen edge*, *lead blades*, and *magic weapon* at will as spell-like abilities; however, these effects persist only as long as the mythic shaitan wields or carries the item. These effects are suppressed when any other creature attempts to use a weapon created by a mythic shaitan. The duration of such effects continues to elaps while suppressed, but if the mythic shaitan retrieves the item the effects are no longer suppressed and resume functioning normally.

**Shatterstone (Ex):** A mythic shaitan may expend one use of its mythic power as a swift action when attempting a combat maneuver check to sunder or a Strength check to break an object or barrier, granting a +10 bonus to the check if the target object is comprised of metal, stone, crystal, or other mineral.

**See Through Stone (Su):** A mythic shaitan can see through worked and unworked stone, dirt, and crystal as the *see through stone* spell. This ability can be used 5 rounds a day, and those rounds do not need to be consecutive. A mythic shaitan may expend a use of its mythic power to gain 5 more rounds of the ability in a day.

**Stone Curse (Su):** If a mythic shaitan wins a bull rush check by 5 or more and pushes its target into a stone barrier, the target must make a DC 27 Reflex save or be forced into the barrier as if the target had cast *meld into stone* until the victim makes a successful DC 27 Fortitude save as a full-round action to exit the stone. The save DCs are Strength-based.

**Stone Glide (Su):** This functions as the earth elemental's earth glide ability, except the mythic shaitan can move through stone, dirt, crystal, or metal.





## Ghoul

*This humanoid creature has long, sharp teeth, and its pallid flesh is stretched tightly over its starved frame.*

### MYTHIC GHOUL

CR 2/MR 1

XP 600

Pathfinder Roleplaying Game Bestiary

CE Medium undead (mythic)

**Init** +2; **Senses** darkvision 60 ft.; Perception +7

**Aura** paralytic<sup>MA</sup> (DC 15, 30 ft.)

### DEFENSE

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)

hp 21 (2d8+12)

**Fort** +2, **Ref** +2, **Will** +5

**Defensive Abilities** channel resistance +2

### OFFENSE

**Speed** 30 ft.

**Melee** bite +3 (1d6+1 plus ghoulish fever and paralysis) and 2 claws +3 (1d6+1 plus paralysis)

**Special Attacks** murderous expertise<sup>MA</sup>, mythic power (3/day, surge +1d6), paralysis (1d4+1 rounds, DC 13, elves are not immune to this effect)

### STATISTICS

**Str** 13, **Dex** 15, **Con** —, **Int** 13, **Wis** 14, **Cha** 14

**Base Atk** +1; **CMB** +2; **CMD** 14

**Feats** Extra Mythic Power<sup>MF</sup>, Weapon Finesse

**Skills** Acrobatics +4, Climb +6, Perception +7, Stealth +7, Swim +3

**Languages** Common

### ECOLOGY

**Environment** any land

**Organization** solitary, gang (1 mythic ghoul and 2–8 nonmythic ghouls), or pack (1 mythic ghoul and 7–27 nonmythic ghouls)

**Treasure** double

### SPECIAL ABILITIES

**Disease (Su)** *Ghoul Fever*: Bite—injury; *save* Fort DC 13; *onset* 1 day; *frequency* 1/day; *effect* 1d3 Con and 1d3 Dex damage; *cure* 2 consecutive saves.

**Murderous Expertise (Ex)** A mythic ghoul can expend one use of mythic power to deliver a coup de grace attack against a helpless creature as a standard action that does not provoke an attack of opportunity.

**Paralytic Aura (Su)** A mythic ghoul radiates an aura of paralyzing fear out to a distance of 30 feet. Any creature entering the area of effect must succeed at a DC 15 Will save or be staggered with fear for 1d4 rounds. Additionally, a mythic ghoul can expend one use of mythic power as a swift action to force all creatures within 30 feet that are staggered with fear due to its paralytic aura to succeed on a second DC 15 Will save or be affected as per the *slow* spell for as long as they remain inside the aura, and for an additional 1d6 rounds after they leave. This is a mind-affecting fear effect. The save is Charisma-based and includes a +2 racial bonus.

### MYTHIC GHAST

CR 4/MR 2

XP 1,200

CE Medium undead (mythic)

**Init** +10; **Senses** darkvision 60 ft.; Perception +9

**Aura** paralytic<sup>MA</sup> (30 ft., DC 18), stench (10 ft., DC 16, 1d6+4 minutes)

### DEFENSE

AC 22, touch 16, flat-footed 16 (+5 Dex, +6 natural)

hp 50 (4d8+32)

**Fort** +4, **Ref** +6, **Will** +7

**Defensive Abilities** channel resistance +2

### OFFENSE

**Speed** 30 ft.

**Melee** bite +9 (1d6+3 plus disease and paralysis) and 2 claws +9 (1d6+3 plus paralysis)

**Special Attacks** ghastly ripper<sup>MA</sup>, murderous expertise<sup>MA</sup>, mythic power (4/day, surge +1d6), paralysis (1d4+1 rounds, DC 15, elves are not immune to this effect)

### STATISTICS

**Str** 17, **Dex** 22, **Con** —, **Int** 17, **Wis** 18, **Cha** 18

**Base Atk** +3; **CMB** +6; **CMD** 22

**Feats** Extra Mythic Power<sup>MF</sup>, Improved Initiative, Weapon Finesse

**Skills** Acrobatics +9, Climb +10, Intimidate +11, Perception +9, Sense Motive +10, Stealth +12, Swim +6

**Languages** Common

### ECOLOGY

**Environment** any land

**Organization** solitary, gang (1 mythic ghast and 2–8 nonmythic ghouls), or pack (1 mythic ghast, 2–8 nonmythic ghouls, and 5–20 ghouls)

**Treasure** double

### SPECIAL ABILITIES

**Disease (Su)** As mythic ghoul (DC 16).

**Ghastly Ripper (Ex)** Whenever a mythic ghast attacks a creature that is denied its Dexterity bonus to AC or that is flanked, its natural weapons have a critical threat range of 19–20 (18–20 against non-mythic creatures). In addition, when a mythic ghast confirms a critical hit it can make an Intimidate check to demoralize its target as a free action. If the target is successfully demoralized, the saving throw penalty for becoming shaken applies to its saving throw against the ghast's disease and paralysis from that attack.

**Murderous Expertise (Ex)** As mythic ghoul.

**Paralytic Aura (Su)** As mythic ghoul (DC 18).





# Giant, Cloud

*This towering giant has finely chiseled features. Her skin is pale and smooth, and her long wispy hair flutters as if in a breeze.*

GIANT MYTHIC CLOUD GIANT

CR 14/MR 5

XP 38,400

Pathfinder Roleplaying Game Bestiary

NG or NE Gargantuan humanoid (giant, mythic)

Init +0; Senses low-light vision, scent, mistsight<sup>MA</sup>, smell the blood of a little one<sup>MA</sup>; Perception +17

## DEFENSE

AC 31, touch 6, flat-footed 31 (+5 armor, +20 natural, -4 size)

hp 240 (16d8+168)

Fort +13, Ref +5, Will +15

DR 10/epic

## OFFENSE

Speed 50 ft.

Melee +1 heavy flail +25/+20/+15 (8d6+25/17-20/x3)

Ranged rock +8 (3d6+24)

Space 20 ft.; Reach 20 ft.

Special Attacks clobbering critical<sup>MA</sup>, mythic power (5/day, surge 1d8)

Spell-Like Abilities (CL 16th; concentration +17)

Constant—feather fall

At will—levitate (self plus 2,000 lbs.),  
obscuring mist

1/day—fog cloud

## STATISTICS

Str 43, Dex 11, Con 27, Int 12, Wis 16, Cha 12

Base Atk +12; CMB +32  
(+34 bull rush); CMD 42  
(44 vs. bull rush)

Feats Awesome Blow<sup>MF</sup>, Cleave<sup>MF</sup>, Great Cleave, Improved Bull Rush, Improved Critical<sup>MF</sup> (heavy flail), Intimidating Prowess, Iron Will, Power Attack

Skills Climb +19, Craft (any one) +10, Handle Animal +15, Intimidate +32, Perception +17, Perform (string) +8

SQ cloudscape<sup>MA</sup>, cloudshaper<sup>MA</sup>, cloudwalker<sup>MA</sup>

Languages Common, Giant

## ECOLOGY

Environment temperate mountains and cloudscares

Organization solitary, gang (2-5), family (2-5 plus 35% noncombatants plus 1 sorcerer or cleric of 4th-7th level and 2-5 griffons), or tribe (6-20 plus 1 sorcerer or cleric oracle of 7th-12th level and 2-5 griffons)

Treasure standard (+1 chain shirt, +1 heavy flail, other treasure)

## SPECIAL ABILITIES

**Clobbering Critical (Ex)** A mythic cloud giant can wield Colossal weapons without penalty, typically favoring heavy flails. When a

mythic cloud giant confirms a critical hit with a Colossal weapon, it can make an awesome blow combat maneuver against the target as a free action. This ability modifies and replaces the giant's oversized weapons ability.

**Cloudscape (Su)** A mythic cloud giant can expend mythic power to shape clouds and mist, coalescing them into solid terrain and reshaping them as mythic move earth affects earthen terrain. This cloud terrain persists for 24 hours for every point of mythic power the giant expends when it is created, and the giant can extend its duration at any time by expending one use of its mythic power every 24 hours. From below, a cloudscape is indistinguishable from ordinary clouds, but from above it appears and functions as solid earth and stone, allowing buildings, growing crops, or any other purpose that could be achieved with ordinary soil. Multiple mythic cloud giants can cooperate to create and join multiple cloudscares together and/or to expend their mythic power to maintain a cloudscape created by another giant. This cloudscape is unaffected by dispel magic, mage's disjunction, antimagic field or similar effects, unless they are capable of including the entire area of the cloudscape in their area of effect. A cloudscape moves with the wind but

is not damaged by wind effects. Stationary effects such as wall of force created on a cloudscape remain stationary relative to the cloudscape but move with it as it floats through the sky. If a cloudscape's duration expires for lack of mythic power being invested in it, the cloudscape and all structures and terrain on it dissipate into clouds and mist over the course of 1d6 minutes. Creatures on the cloudscape when it unravels fall unless able to escape.

**Cloudshaper (Sp/Su)** A mythic cloud giant can use fog cloud and solid fog 3/day and can expend mythic power to use the mythic or augmented mythic versions of its spell-like abilities. The giant's movement is not impeded by solid fog it creates.

**Cloudwalker (Su)** A mythic cloud giant can breathe normally at high altitudes and can walk on top of any natural or magical cloud, mist, fog, or gas as if it was solid ground. While a mythic cloud giant is standing on it, an area of mist cannot be blown away by natural winds of less than windstorm strength; magical wind effects affect such mist only with a successful DC 27 caster level check (DC 32 for a non-mythic caster). The giant can expend one use of its mythic power to confer this ability on up to five other creatures for 24 hours.

**Smell the Blood of a Little One (Ex)** Mythic cloud giants gain a +2 circumstance bonus on attack rolls against Medium or smaller humanoids and can locate them by scent as if they had blindsense 60 feet.





# Giant, Frost

*This giant looks like a thick, muscular human. It has frost-white skin and long, light blue hair that it wears braided.*

**GIANT MYTHIC FROST GIANT**

**CR 12/MR 4**

XP 19,200

Pathfinder Roleplaying Game Bestiary

CE Huge humanoid (cold, giant, mythic)

**Init** -2; **Senses** low-light vision, snow vision<sup>MA</sup>; **Perception** +10

**Aura** numbing sleet<sup>MA</sup> (10 ft., DC 24)

## DEFENSE

**AC** 27, touch 6, flat-footed 27 (+5 armor, -2 Dex, +16 natural, -2 size)

**hp** 193 (14d8+130)

**Fort** +16, **Ref** +2, **Will** +6

**Defensive Abilities** rock catching; **DR** 10/epic; **Immune** cold

**Weaknesses** vulnerability to fire

## OFFENSE

**Speed** 40 ft.

**Melee** +1 greataxe +22/+17 (3d8+20 plus 4d6 cold) or 2 slams +21 (2d6+13 plus 4d6 cold)

**Ranged** rock +7 (2d6+19 plus 4d6 cold)

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

**Special Attacks** ground breaker<sup>MA</sup>, **mythic power** (4/day, surge +1d8), **rime weapons**<sup>MA</sup>, **rock throwing** (120 ft.)

## STATISTICS

**Str** 37, **Dex** 7, **Con** 24, **Int** 10, **Wis** 14, **Cha** 11

**Base Atk** +10; **CMB** +25 (+27 overrun and sunder); **CMD** 33 (35 vs. overrun and sunder)

**Feats** Cleave<sup>MF</sup>, Great Cleave, Improved Overrun, Improved Sunder, Martial Weapon Proficiency (greataxe), Power Attack<sup>MF</sup>, Skill Focus (Stealth)

**Skills** Climb +17, Craft (any one) +7, Intimidate +7, Perception +10, Stealth +2 (+6 in snow); **Racial Modifiers** +4 Stealth in snow

**Languages** Common, Giant

**SQ** icewalker<sup>MA</sup>

## ECOLOGY

**Environment** cold mountains

**Organization** solitary, gang (1 mythic frost giant and 3–5 frost giants), band (6–12 frost giants plus 35% noncombatants and 1 mythic frost giant adept or cleric of 1st–2nd level), raiding party (6–12 frost giants plus 35% noncombatants, 1 mythic frost giant adept or sorcerer of 3rd–5th level, 1–4 winter wolves, and 2–3 ogres), or tribe (21–30 frost giants plus 1 mythic frost giant adept, cleric, or sorcerer of 6th–7th level; 1 mythic frost giant barbarian or ranger jarl of 7th–9th level; and 15–36 winter wolves, 13–22 ogres, and 1–2 young white dragons)

**Treasure** standard (+1 shadow chain shirt, +1 greataxe, other treasure)

## SPECIAL ABILITIES

**Ground Breaker (Ex)** As a standard action, a mythic frost giant can expend one use of mythic power and attack the ground around him. Choose one intersection within reach; creatures touching the ground within a 20-foot burst centered on that intersection take double the damage normally dealt by that weapon (Reflex DC 30 for half). Creatures that fail their saves are knocked prone. If the mythic frost giant manages to deal more damage than the floor's hardness, all of the squares adjacent to the intersection become difficult terrain. The save DC is Strength-based.

**Icewalker (Ex)** A mythic frost giant can move across icy surfaces without penalty and does not need to make Acrobatics checks to run or charge on ice.

**Numbing Sleet (Su)** Any creature not immune to cold that starts its turn in the giant's aura is staggered for 1 round (Fortitude DC 24 negates). The sleet extinguishes torches and small fires, provides the giant with 50% concealment against ranged attacks, and causes the ground in the area to be icy. A creature can walk within or through the giant's aura at half normal speed with a DC 10 Acrobatics check. Failure means it can't move in that round, while failure by 5 or more means it falls prone (see the Acrobatics skill for details). The save DC is Constitution-based.

**Rime Weapons (Su)** All melee and ranged attacks made by the mythic frost giant deal an additional 4d6 points of cold damage.

**Snow Vision (Ex)** A mythic frost giant can see perfectly well in cold weather conditions, and does not suffer any penalties to Perception checks caused by falling snow or sleet.

## MYTHIC FROST GIANT

Without the giant simple template, a mythic frost giant's stats are as follows: **CR** 11/**MR** 4; **XP** 12,800; **Size** Large; **Init** -1; **Aura** DC 22; **AC** 26, touch 8, flat-footed 26; **hp** 165; **Fort** +14, **Ref** +3; **Melee** +1 greataxe +21/+16 (3d6+17 plus 4d6 cold) or 2 slams +20 (1d8+11 plus 4d6 cold); **Ranged** rock +9 (1d8+16 plus 4d6 cold); **Space** 10 ft., **Reach** 10 ft.; **Special Attacks** ground breaker (DC 28); **Str** 33, **Dex** 9, **Con** 20; **CMB** +22 (+24 overrun and sunder); **CMD** 31 (33 vs. overrun and sunder); **Skills** Climb +15, Stealth +7 (+11 in snow).





# Giant, Rune

This giant's skin is black and pitted, like roughly cast iron, and etched with glowing red runes.

## MYTHIC RUNE GIANT

CR 22/MR 9

XP 614,400

Pathfinder Roleplaying Game Bestiary 2

LE Gargantuan humanoid (giant, mythic)

**Init** +0/−20, **dual initiative**<sup>MA</sup>; **Senses** low-light vision, true seeing;

Perception +29

**Aura** maddening runes<sup>MA</sup> (30 ft., DC 25)

## DEFENSE

**AC** 42, touch 6, flat-footed 42 (+12 armor, +24 natural, −4 size)

**hp** 362 (20d8+272)

**Fort** +16, **Ref** +6, **Will** +20

**Defensive Abilities** fortification<sup>MA</sup> (50%), second save<sup>MA</sup>, sword parry<sup>MA</sup>; **DR** 10/epic; **Immune** cold, electricity, fire; **SR** 37

## OFFENSE

**Speed** 35 ft. (50 ft. without armor); *air walk*

**Melee** +3 *adamantine longsword* +31/+26/+21 (4d6+37/17−20/x3) or 2 slams +28 (2d6+17)

**Ranged** mwk spear +12/+7/+2 (4d6+17/x3)

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

**Special Attacks** command giants<sup>MA</sup>, mythic power (9/day, surge +1d10), runes<sup>MA</sup> (DC 25), spark shower<sup>MA</sup> (DC 30)

**Spell-Like Abilities** (CL 20th; concentration +25)

Constant—*air walk*, *true seeing*

At will—*charm person* (DC 16), *suggestion* (DC 18)

3/day—*mass charm monster* (DC 23), *dominate person* (DC 20)

1/day—*demand* (DC 23)

## STATISTICS

**Str** 45, **Dex** 11, **Con** 30, **Int** 14, **Wis** 23, **Cha** 20

**Base Atk** +15; **CMB** +36; **CMD** 46

**Feats** Awesome Blow, Critical Focus<sup>MF</sup>, Improved Bull Rush, Improved Critical (longsword)<sup>MF</sup>, Improved Vital Strike, Iron Will<sup>MF</sup>, Power Attack<sup>MF</sup>, Quick Draw, Staggering Critical, Vital Strike<sup>MF</sup>

**Skills** Acrobatics +15 (+23 to jump without armor), Craft (any one) +25, Knowledge (history) +12, Knowledge (nobility) +12, Perception +29

**Languages** Common, Giant, Terran

## ECOLOGY

**Environment** cold mountains

**Organization** solitary, or company (13–30 rune giants, and 2–4 rune giant fighters or rogues of 2nd–4th level, 1 rune giant oracle or sorcerer of 5th–8th level, 1 mythic rune giant ranger or monk commander of 5th–6th level, 10–20 yetis, 1–4 cloud giants, 8–12 frost giants, 10–16 stone giants, 4–8 lamia matriarchs, and 1–2 adult blue dragons)

**Treasure** double (+3 *adamantine longsword*, +3 *full plate armor*, 3 masterwork spears, other treasure)

## SPECIAL ABILITIES

**Command Giant (Su)** A mythic rune giant gains a +6 racial bonus on the save DC of charm or compulsion effects used against giants. Additionally, a mythic rune giant can expend one use of mythic power as a free action to force a giant to make two saves to resist one of its charm or compulsion effects and use the lower roll.

**Maddening Runes (Su)** The runes covering a mythic rune giant's body seem to flicker, shift, and undulate in a subtle, yet maddening, geometry-defying display. All creatures that begin their turn within 30 feet of a mythic rune giant that can see the giant must succeed on a DC 25 Will save each round or take one point of Wisdom damage and become sickened for as long as they remain within 30 feet of the mythic rune giant, plus one round. This is a mind-affecting effect and the save DC is Charisma-based. A mythic rune giant can grant a creature within 60 feet immunity to this effect (or terminate the immunity) as a swift action.

**Runes (Su)** As a free action, whenever a mythic rune giant uses its spark shower or spell-like abilities, it can cause the runes on its body to flash with light. All creatures within 10 feet of the mythic rune giant must succeed on a DC 25 Fortitude save or be permanently blinded. Creatures that succeed on the save are only dazzled for one round. The saving throw is Charisma-based.

**Spark Shower (Su)** As a standard action, a mythic rune giant can cause a shower of sparks to erupt out of one of the runes on its body. These sparks function as a breath weapon (30-ft. cone; 12d6 fire and 12d6 electricity damage; Reflex DC 30 half; usable once every 1d4 rounds). The save DC is Constitution-based.

**Sword Parry (Ex)** Once per round as a free action, when a mythic rune giant is hit by a melee or ranged attack and it has a longsword in hand, the mythic rune giant can attempt a melee attack with the longsword using its full base attack bonus. If the mythic rune giant's attack roll exceeds the attack roll made against it, the mythic rune giant is unaffected by the attack (as if the attack had missed), and the giant can expend one use of mythic power as a free action to attempt a sunder combat maneuver against the weapon it just blocked. When using this ability, the giant is treated as if it had the Improved Sunder feat.

## GIANT MYTHIC RUNE GIANT CR 23/MR 9

XP 819,200

With the giant simple template, a mythic rune giant's stats are as follows: **CR** 23/MR 9; **XP** 819,200; **Size** Colossal; **Init** −1/−21; **AC** 40, touch 1, flat-footed 40; **hp** 402 (20d8+312); **Fort** +18, **Ref** +5;

**SR** 38; **Melee** +3 *adamantine longsword* +29/+24/+19 (4d8+41/17−20/x3) or 2 slams +26 (2d8+19); **Ranged** mwk spear +7/+2/−3 (4d8+19/x3); **Space** 30 ft., **Reach** 30 ft.; **Str** 49, **Dex** 9, **Con** 34; **CMB** +42; **CMD** 51; **Skills** Acrobatics +14 (+22 jump).





# Giant, Stone

*This giant has chiseled, muscular features and a flat, forward-sloping head, looking almost as if it were carved of stone, with strange tattoos graven into its skin.*

## MYTHIC STONE GIANT ELDER

CR 11/MR 4

XP 12,800

Pathfinder Roleplaying Game Bestiary

N Large humanoid (giant, mythic)

Init +2; Senses darkvision 60 ft., low-light vision; Perception +12

## DEFENSE

AC 26, touch 11, flat-footed 24 (+2 Dex, +15 natural, -1 size)

hp 134 (12d8+80)

Fort +12, Ref +6, Will +7

Defensive Abilities fortification (50%)<sup>MA</sup>, improved rock catching, rock root<sup>MA</sup>; DR 10/epic

## OFFENSE

Speed 40 ft.

Melee greatclub +18/+13 (2d8+15) or 2 slams +18 (1d8+10)

Ranged rock +11/+6 (1d8+15)

Space 10 ft.; Reach 10 ft.

Special Attacks mythic power (4/day, surge +1d8), rock throwing (180 ft.), unstoppable shot<sup>MA</sup>

Spell-Like Abilities (CL 10th)

1/day—stone shape, stone tell, transmute mud to rock or transmute rock to mud (DC 17)

## STATISTICS

Str 31, Dex 15, Con 19, Int 10, Wis 12, Cha 15

Base Atk +9; CMB +20; CMD 32

Feats Iron Will<sup>MF</sup>, Martial Weapon Proficiency (greatclub), Point-Blank Shot, Power Attack<sup>MF</sup>, Precise Shot, Quick Draw

Skills Climb +14, Intimidate +14, Perception +12, Stealth +4 (+12 in rocky terrain); Racial Modifiers +8 Stealth in rocky terrain

Languages Common, Giant

SQ earth bond<sup>MA</sup>, stone titan<sup>MA</sup>

## ECOLOGY

Environment temperate mountains

Organization solitary, gang (1 mythic stone giant and 2–5 stone giants), band (2 mythic stone giants and 2–6 stone giants), hunting party (9–12 plus 1 mythic elder stone giant), or tribe (13–30 stone giants plus 35% noncombatants, 1–3 mythic elder stone giants, and 4–6 dire bears)

Treasure standard (greatclub, other treasure)

## SPECIAL ABILITIES

**Earth Bond (Ex)** A mythic stone giant gains a +2 bonus on attack rolls, weapon damage rolls, and saves while touching the ground (including a stone or earthen floor in a building). As a standard action, a mythic stone giant touching the ground can expend one use of mythic power to rejuvenate itself, gaining the benefits of *cure critical wounds* and *restoration*.

**Improved Rock Catching (Ex)** A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock with rock catching. This ability otherwise works like the rock catching ability.

**Rock Root (Su)** A mythic stone giant adds its rank to its CMD, or twice its rank if it is touching the ground (including a stone or earthen floor in a building), whenever an enemy attempts a bull rush, drag, reposition, or trip combat maneuver check against it. If the check is successful, a mythic stone giant can expend one use of mythic power as an immediate action to cause it to fail instead.

**Stone Titan (Su)** A mythic stone giant can cause itself to grow in size, becoming a terrifying sight to behold. As a move action, a mythic stone giant can expend one use of mythic power to increase its size to one size category larger. This grants a +4 size bonus to Strength and Constitution, imposes a -2 penalty to Dexterity, grants a +2 natural armor bonus, increases its natural reach by 5 feet, and increases its weapon damage based on the new size of its weapons. This size increase lasts a number of rounds equal to the mythic stone giant's rank, and doesn't stack with any other spell or ability that alters its size.

**Unstoppable Shot (Ex)** A mythic stone giant can hurl a rock with a single powerful throw that shoots through all creatures in a line. As a standard action, the mythic stone giant makes a single ranged attack roll and resolves the attack against all targets in a straight line up to the maximum range of its rock throwing (180 ft. normally), stopping at any barrier the attack couldn't penetrate. Damage is rolled once and applied to each creature hit by the attack. Before making the attack roll, the mythic stone giant can expend one use of mythic power to bend the path of the attack up to two times as it strikes targets or objects. Each deflection can alter the line of the attack up to 90 degrees, allowing it to shoot around corners or cover.





# Giant, Storm

*This giant is a towering, muscular human of heroic proportions, with bronze skin, dark hair, and sparkling green eyes.*

GIANT MYTHIC STORM GIANT

CR 17/MR 6

XP 102,400

Pathfinder Roleplaying Game Bestiary

CG Gargantuan humanoid (giant, mythic)

Init +5; Senses low-light vision; Perception +27

## DEFENSE

AC 35, touch 7, flat-footed 34 (+7 armor, +1 Dex, +21 natural, -4 size)  
hp 304 (19d8+219)

Fort +15, Ref +7, Will +18

Defensive Abilities rock catching, thunderhead<sup>MA</sup>; DR 10/epic;

Immune electricity, sonic

## OFFENSE

Speed 50 ft., swim 40 ft.

Melee +1 adamantite greatsword +29/+24/+19 (6d6+28/17-20)

Ranged +1 composite longbow +12/+7/+2 (4d6+19/x3)

Space 20 ft.; Reach 20 ft.

Special Attacks mythic power (6/day, surge 1d8), ride the lightning<sup>MA</sup>, storm striker<sup>MA</sup>, stormvoice<sup>MA</sup>, thunderbolt<sup>MA</sup>

Spell-Like Abilities (CL 15th; concentration +17)

Constant—freedom of movement

2/day—control weather, levitate

1/day—call lightning (DC 15), chain lightning (DC 18), ride the lightning (DC 21)

## STATISTICS

Str 47, Dex 12, Con 29, Int 16, Wis 20, Cha 15

Base Atk +14; CMB +36 (+40 sunder); CMD 49 (51 vs. sunder)

Feats Breaching Leap<sup>MF</sup>, Cleave<sup>MF</sup>, Combat Reflexes, Greater Sunder, Improved Critical (greatsword), Improved Initiative, Improved Sunder, Improved Vital Strike, Iron Will, Power Attack, Vital Strike<sup>MF</sup>

Skills Acrobatics +18 (+26 when jumping), Climb +20, Craft (any one) +13, Handle Animal +15, Intimidate +20, Perception +27, Perform (sing) +12, Sense Motive +15, Swim +28

Languages Auran, Common, Draconic, Giant

SQ armor training<sup>MA</sup>, change shape<sup>MA</sup> (eagle, giant eagle, roc, or thunderbird; beast shape IV), militant, water breathing

## ECOLOGY

Environment any warm

Organization solitary or family (2-5 plus 1 sorcerer or cleric of 7th-10th level, 1-2 rocs, 2-6 griffons, and 2-8 sharks)

Treasure standard (+1 breastplate, +1 adamantite greatsword, +1 composite longbow (+14 Str) with 20 arrows, other treasure)

## SPECIAL ABILITIES

**Armor Training (Ex)** A mythic storm giant's speed is not reduced in medium armor, and its Armor Check penalty is reduced by 1 and maximum Dexterity bonus is increased by 1.

**Militant (Ex)** Storm giants are proficient with all simple and all martial weapons.

**Ride the Lightning (Sp)** A mythic storm giant can use *ride the lightning* once per day as a spell-like ability. The giant can use this ability more than once per day by expending one use of its mythic power for each use after the first.

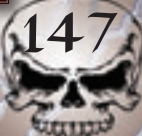
**Storm Striker (Su)** As a move action, a mythic storm giant can grant the shock or thundering property to any weapon it uses

for one minute. If the giant uses this ability again before its effect expires, it may choose to increase the remaining duration to 1 minute or to switch the weapon's power from shock to thundering (or vice versa). If the giant expends one use of its mythic power, it gains both of these properties, and if it expends two uses of its mythic power the weapon gains the shocking burst and thundering properties for one minute.

**Stormvoice (Ex)** A mythic storm giant's booming voice can be heard clearly up to five miles away, and the giant can use *shout* (DC 16) at will as a standard action. This functions as the spell but is not magical in nature. If the giant expends one use of its mythic power, it can use this ability as a swift action or can duplicate the effect of a *mythic shout*; if it expends two uses of its mythic power, it can use a *mythic shout* as a swift action.

**Thunderbolt (Su)** A mythic storm giant can expend mythic power to when it uses a spell-like ability related to lightning or weather in order to duplicate the mythic version (or augmented mythic version) of that spell. In addition, whenever a mythic storm giant creates an effect that deals electricity damage, it can choose to have that effect deal half its damage as sonic damage rather than electricity damage. When it does so, any creature that fails its saving throw against that effect is deafened for 1 minute in addition to any other effects. A creature that is already deafened that fails its save is staggered for 1 round, and a creature that is already staggered is stunned for 1 round on a failed save.

**Thunderhead (Ex)** Mythic storm giants are inured to the roar of the storm and are immune to sonic damage and to sound-based effects that would cause them to become deafened or stunned.





# Gibbering Mouter

*This horrid mass of eyes, mouths, and formless flesh stares in all directions, its countless maws jammering ceaselessly.*

## MYTHIC GIBBERING MOUTHER

CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary

N Medium aberration (mythic, mythos)

Init +4; Senses all-around vision, darkvision 60 ft.; Perception +12

## DEFENSE

AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)

hp 62 (4d8+44)

Fort +8, Ref +5, Will +5

Defensive Abilities amorphous; DR 5/bludgeoning and epic;

Immune critical hits, precision damage

## OFFENSE

Speed 10 ft., swim 20 ft.

Melee 6 bites +8 (1d4+4 plus grab)

Special Attacks beckoning gibber<sup>MA</sup>, blood drain, caustic spittle<sup>MA</sup> (+7 ranged touch), enduring insanity<sup>MA</sup>, engulf (6d4+6 damage plus 2 Con damage, AC 14, hp 6), gibbering, ground manipulation, mythic power (2/day, surge +1d6)

## STATISTICS

Str 10, Dex 19, Con 24, Int 4, Wis 13, Cha 12

Base Atk +3; CMB +3 (+7 grapple); CMD 17 (can't be tripped)

Feats Weapon Finesse<sup>MF</sup>, Weapon Focus (bite)

Skills Perception +12, Swim +8; Racial Modifiers +4 Perception

Language Aklo

## ECOLOGY

Environment any underground

Organization solitary

Treasure standard

## SPECIAL ABILITIES

**All-Around Vision (Ex):** A mythic gibbering mouter sees in all directions at once. It cannot be flanked.

**Amorphous (Ex):** A mythic gibbering mouter's body is malleable and shapeless. It is immune to precision damage (like sneak attacks) and critical hits, and can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

**Beckoning Gibber (Su):** Creatures beginning their turn within 120 feet of a mythic gibbering mouter while it is gibbering are must succeed on a DC 13 Will save each round or be compelled to spend a move action moving toward it. Confused creatures that are compelled to take no action or to attack themselves automatically fail their save against this effect during that round.

**Blood Drain (Ex):** On a successful grapple check after grabbing, several of the creature's mouths attach to its target. Each round it maintains its grapple, its mouths automatically deal 1d4+4 points of bite damage and 1 point of Constitution damage as it drains its victim's blood.

**Caustic Spittle (Ex)** Each round as a free action, a mythic gibbering mouter can emit a stream of acidic spittle at one target within 30 feet. On a successful attack, the target is blinded for 1d4 rounds unless he succeeds on a DC 19 Fortitude save and takes 1d6 acid damage this round and the next round. The save DC is Constitution-based. This ability replaces the spittle ability of a normal gibbering mouter.

**Enduring Insanity (Su):** When a creature is confused by a mythic gibbering mouter's gibbering ability, the mouter may expend one use of its mythic power to extend the duration of that creature's confusion to 1 minute instead of 1 round. A creature targeted with this ability cannot be affected by this ability more than once per day by the same mythic gibbering mouter.

**Engulf (Ex):** This ability functions as swallow whole, except for the following changes. An engulfed creature is trapped in the gibbering mouter's body, where several of its mouths continue to feed and drain blood. A gibbering mouter can engulf only one foe of its size or smaller at a time. If an engulfed creature cuts its way free (the mouter's damage reduction still applies to those inside), the mouter simply flows together again and can still use its engulf attack.

**Gibbering (Su):** As a free action, a gibbering mouter can emit a cacophony of maddening sound. All creatures other than gibbering mouters within 60 feet must succeed on a DC 13 Will save or be confused for 1 round. This is a mind-affecting compulsion insanity effect. A creature that saves cannot be affected by the same mouter's gibbering for 24 hours. The save DC is Charisma-based.

**Ground Manipulation (Su):** At will as a standard action, a gibbering mouter can cause stone and earth under its body to grow soft and muddy. The ground remains muddy for 1 minute after the mouter moves off of the location. A gibbering mouter can move through these areas with ease, but other creatures treat them as difficult terrain.





# Golem, Iron

*This iron automaton stands twice as tall as a normal human. Its heavy footfalls shake the ground with bone-jarring force.*

## MYTHIC IRON GOLEM

CR 16/MR 6

XP 76,800

Pathfinder Roleplaying Game Bestiary

N Large construct (mythic)

**Init** -1; **Senses** darkvision 60 ft., low-light vision, *mistsight*<sup>MA</sup>;

Perception +18

## DEFENSE

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

**hp** 189 (18d10+90)

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

**Defensive Abilities** invincible guardian<sup>MA</sup>; **DR** 15/adamantine and epic; **Immune** construct traits, magic

## OFFENSE

**Speed** 20 ft.

**Melee** 2 slams +31 (2d10+21/17-20/x3)

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

**Special Attacks** breath weapon<sup>MA</sup>, destroyer<sup>MA</sup>, *mythic power* (6/day, surge +1d8), powerful blows, sweeping strike<sup>MA</sup>

## STATISTICS

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

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

**Feats** Critical Focus<sup>MF</sup>, Greater Sunder, Improved Critical (slam)<sup>MF</sup>, Improved Sunder, Power Attack<sup>MF</sup>, Sundering Strike, Staggering Critical, Stunning Critical

**Skills** Perception +18

**Languages** Common (cannot speak)

SQ awakened construct<sup>MA</sup>, statue<sup>MA</sup>

## ECOLOGY

**Environment** any

**Organization** solitary or gang (2-4)

**Treasure** none

## SPECIAL ABILITIES

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

**Breath Weapon (Su)** As a free action once every 1d3 rounds, a mythic iron golem can exhale poisonous gas in a 20-foot-radius spread, 40-foot cone, or 60-foot line. This gas functions as *cloudkill* (DC 21), or as *mythic cloudkill* if the golem expends one use of mythic power, or augmented *mythic cloudkill* if it expends two uses. The gas lasts only 1 round. The save DC is Constitution-based and includes a +2 racial bonus.

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

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

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

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

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

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

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

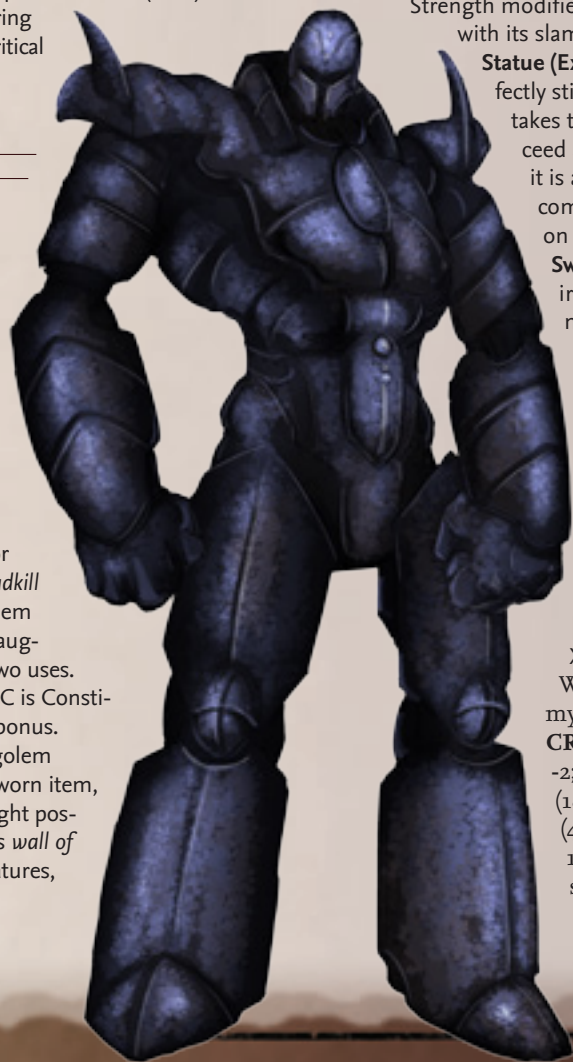
**Statue (Ex)** A mythic iron golem can stand perfectly still, emulating a statue. An observer who takes time to examine the golem must succeed at a DC 20 Perception check to notice it is alive. If a mythic iron golem initiates combat from this pose, it gains a +6 bonus on its initiative check.

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

## GIANT MYTHIC IRON GOLEM CR 17/MR 6

XP 102,400

With the giant simple template, a mythic iron golem's stats are as follows: **CR** 16/MR ; **XP** 102,400; **Size** Huge; **Init** -2; **AC** 35, touch 6, flat-footed 35; **hp** 199 (18d10+100); **Ref** +4; **Melee** 2 slams +32 (4d8+24/17-20/x3); **Space** 15 ft., **Reach** 15 ft.; **Str** 42, **Dex** 7; **CMB** +36 (+40 sunder); **CMD** 44 (46 vs. sunder).





## Gug

*This towering menace has a horrible, vertically aligned mouth and arms that split at the elbows into twin clawed hands.*

**MYTHIC GUG** **CR 12/MR 5**

XP 19,200

*Pathfinder Roleplaying Game Bestiary 2*

CE Large aberration (mythic, mythos)

**Init** +1; **Senses** darkvision 60 ft.; **Perception** +27

### DEFENSE

**AC** 29, touch 10, flat-footed 28 (+1 Dex, +19 natural, –1 size)

**hp** 182 (15d8+115)

**Fort** +10, **Ref** +6, **Will** +12

**DR** 10/epic, **fortification** (50%)<sup>MA</sup>; **Immune** disease, poison

### OFFENSE

**Speed** 40 ft., climb 20 ft.

**Melee** bite +18 (1d8+8), 4 claws +18 (1d6+8)

**Space** 10 ft.; **Reach** 15 ft.

**Special Attacks** entangling evisceration<sup>MA</sup>, eviscerating rend<sup>MA</sup> (2 claws, 1d6+10), **mythic power** (5/day, surge +1d8), sneak attack<sup>MA</sup> +4d6

### STATISTICS

**Str** 27, **Dex** 12, **Con** 20, **Int** 11, **Wis** 16, **Cha** 11

**Base Atk** +11; **CMB** +20 (+24 bull rush); **CMD** 31 (33 vs. bull rush)

**Feats** Awesome Blow, Blind-Fight<sup>MF</sup>, Combat Reflexes<sup>MF</sup>, Greater Bull Rush, Improved Bull Rush, Lunge, Power Attack<sup>M</sup>, Skill Focus (Perception)

**Skills** Climb +16, Escape Artist +19, Knowledge (dungeoneering) +13, Perception +27, Stealth +9, Survival +21; **Racial Modifiers** +8 Climb, +4 Escape Artist

**Languages** Undercommon

**SQ** compression, earth glide<sup>MA</sup>

### ECOLOGY

**Environment** any underground

**Organization** solitary, pair, or camp (1 mythic gug plus 2–12 non-mythic gugs)

**Treasure** standard

### SPECIAL ABILITIES

**Earth Glide (Su)** A mythic gug can expend one use of mythic power as a swift action to gain the **earth glide** special ability for one minute.

**Eviscerating Rend (Ex)** When a mythic gug deals rend damage, it can expend one use of mythic power as a swift action to deal 1d6 points of Constitution damage and cause the target to become staggered for 1d6 rounds as their body is brutally ripped open and their insides scooped out in a bloody flourish. A DC 25 Fortitude save reduces Constitution damage to 1 point and staggering to 1 round. The save DC is Strength based.

**Entangling Evisceration (Ex)** When a mythic gug uses its eviscerating rend ability and deals Constitution damage to a living creature, the gug can expend one use of mythic power as a free action to give its victim the **entangled** condition as intestines and other internal organs spill out and dangle about the victim's legs and feet. The entangled condition lasts for one minute or until the victim receives at least 20 hit points of magical healing. Additionally, each round the victim remains entangled the victim must succeed on a DC 25 Fortitude save or take 1 point of Strength, Dexterity, and Constitution damage. The save DC is Strength based.

## MYTHIC GUG SAVANT (CR 13/MR 5)

Certain mythic gugs are blessed with mystic powers by their alien patrons. Its statistics are identical to a standard mythic gug's, but it loses the fortification mythic ability and gains the following spell-like abilities and mythic ability:

**Spell-Like Abilities** (CL 13th; concentration +17)

At will—*invisibility*, *levitate*

3/day—*spike stones* (DC 18), *transmute rock to mud* (DC 19), *unholy blight* (DC 18)

**Warp Spell (Su)** A mythic gug savant's deep connection with the Dreamlands allows it to subtly twist the fabric of reality and form a buffer against magical attacks. A mythic gug receives a +4 bonus on saving throws made to resist spells and spell-like effects. Additionally, when a mythic gug savant is targeted by a spell or spell-like ability and succeeds on its save, it can expend one use of mythic power as an immediate action to turn that effect upon its source, as if using *spell turning*.





# Hag, Annis

*This repulsive, hunchbacked crone has skin the color of a fresh bruise. Despite her hunch, she looms taller than a human.*

## MYTHIC ANNIS HAG

CR 7/MR 3

XP 3,200

Pathfinder Roleplaying Game Bestiary 3

CE Large monstrous humanoid (mythic)

Init +1; Senses darkvision 60 ft.; Perception +13

## DEFENSE

AC 23, touch 10, flat-footed 22 (+1 Dex, +13 natural, -1 size)  
hp 96 (7d10+58)

Fort +8, Ref +6, Will +6

Defensive Abilities steelskin<sup>MA</sup>; DR 5/bludgeoning and epic; SR 20

## OFFENSE

Speed 40 ft.

Melee bite +14 (1d6+8), 2 claws +14 (1d6+8 plus grab)

Space 10 ft.; Reach 10 ft.

Special Attacks fearful strength<sup>MA</sup>, grisly grappler<sup>MA</sup>, iron grip<sup>MA</sup>,  
mythic power (3/day, surge +1d6), rend (2 claws, 2d6+12)

Spell-Like Abilities (CL 7th; concentration +7)  
3/day—alter self, fog cloud

## STATISTICS

Str 27, Dex 12, Con 18, Int 13, Wis 13, Cha 10

Base Atk +7; CMB +16 (+20 grapple); CMD 27

Feats Alertness, Blind-Fight<sup>MF</sup>, Great Fortitude<sup>MF</sup>, Intimidating  
Prowess

Skills Bluff +7, Diplomacy +7, Intimidate +18, Perception +13, Sense  
Motive +3, Stealth +7

Languages Common, Giant

## ECOLOGY

Environment cold marshes

Organization solitary or coven (1 mythic annis hag plus 2 hags of  
any kind)

Treasure standard

## SPECIAL ABILITIES

**Fearful Strength (Ex)** The iron grip and bloodthirsty ferocity of a mythic annis hag belie her lanky build. Whenever a mythic annis hag confirms a critical hit with a natural weapon or successfully grapples or rends a target, she can make an Intimidate check to demoralize that creature as a swift action. If she expends one use of her mythic power, she can demoralize the target as a free action and if the Intimidate check succeeds the target is frightened instead of shaken.

**Grisly Grapppler (Ex)** When a mythic annis hag succeeds on a combat maneuver check to grapple a target, she can deal her rend damage to that creature as a swift action even if she hits with only one claw. In addition, if she bites a target she has grappled she gains a +4 bonus on her attack roll and deals 1d6 points of bleed damage on a successful hit, or 1d3 points of Constitution bleed on a critical hit.

**Iron grip (Ex)** When a mythic annis hag successfully grapples a creature, she can maintain her grapple in subsequent rounds as a move action. Alternatively, she may spend one use of her mythic power to maintain a grapple as a swift action; if this check succeeds, she gains a +4 bonus on attack rolls or combat maneuver checks she makes against her grappled target until the end of her turn.

**Steelskin (Ex)** The skin of a mythic annis hag is as hard as enchanted steel, and blades that strike her become notched and dull. Any weapon striking her takes 3d6 points of damage, reduced by the hardness of the weapon. Weapons that take damage in excess of their hardness gain the broken quality. The penalties for the broken condition are applied before resolving the attack against the hag; if the attack roll penalty from the broken condition would cause the attack to miss her AC, the attack deals no damage. A weapon that is destroyed by this damage likewise deals no damage. Piercing or slashing weapons lose 1 point of hardness each time they hit the hag (DC 17 Fortitude negates). Lost hardness can be repaired by *make whole*, but *mending* has no effect. The save DC is Constitution-based.





# Hag, Green

*Knots of dark, moldering hair spill over the features of this sickly, thin, green-skinned crone.*

## MYTHIC GREEN HAG

CR 7/ MR 3

XP 3,200

Pathfinder Roleplaying Game Bestiary

CE Medium monstrous humanoid (mythic)

Init +1; Senses darkvision 90 ft., insatiable stalker<sup>MA</sup>; Perception +19

## DEFENSE

AC 22, touch 11, flat-footed 21 (+1 Dex, +11 natural)

hp 88 (9d10+39)

Fort +6, Ref +7, Will +7

DR 5/epic; SR 19

## OFFENSE

Speed 30 ft., swim 30 ft.

Melee 2 claws +13 (1d4+4 plus weakness<sup>MA</sup>)

Special Attacks grisly gobble<sup>MA</sup>, mythic coven magic<sup>MA</sup>, mythic power (3/day, surge +1d6)

Spell-Like Abilities (CL 9th, concentration +12)

Constant—*pass without trace, tongues, water breathing*

At will—*alter self, dancing lights, ghost sound (DC 13), invisibility, pyrotechnics (DC 15), tree shape, whispering wind*

## STATISTICS

Str 19, Dex 12, Con 12, Int 15, Wis 13, Cha 16

Base Atk +9; CMB +13; CMD 24

Feats Alertness<sup>MF</sup>, Blind-Fight, Combat Casting, Deceitful, Great Fortitude<sup>MF</sup>

Skills Bluff +14, Disguise +14, Knowledge (arcana) +11, Perception +19 (+27 when following tracks), Sense Motive +9, Stealth +13, Swim +18;

Racial Modifiers +4 Perception

Languages Aklo, Common, Giant

SQ insatiable stalker<sup>MA</sup>, mimicry

## ECOLOGY

Environment temperate marshes

Organization solitary or coven (3 hags of any kind)

Treasure double standard

## SPECIAL ABILITIES

**Grisly Gobble (Su)** As a full-round action that provokes attacks of opportunity, a mythic green 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 18 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 green hag can expend 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 17 Will negates). This is a visual mind-affecting fear effect and the save DC is Charisma-based. The save DC for the grisly gobble itself is Strength-based.

**Insatiable Stalker (Ex)** A mythic green hag gains the scent special quality, and its keen sense of smell grants it a +4 racial bonus on Perception Checks. A mythic greenhag can move at full speed when tracking a creature by scent, with a +8 racial bonus to follow tracks by scent. In addition, as a full-round action she can cast her senses forward along the creature's scent trail to determine the creature's location as if using *locate creature* (caster level 9th), although this effect is not magical in nature. It can use this ability to follow the creature's scent even if the trail crosses running water, enters a vehicle or building, or the creature flies or teleports, as long as it remains within range.

As a full-round action while tracking a creature, a mythic greenhag can spend one use of her mythic power to increase her speed by 30 feet for one hour. This is an enhancement bonus. If the hag catches up to her prey while this ability is in effect, she can spend a swift action to gain the effects of *bull's strength* and *haste* for 3 rounds. She must have line of sight to her quarry to use this latter ability, and these effects end immediately if the hag's quarry is slain.

**Mimicry (Ex)** A mythic green hag can imitate the sounds of almost any animal found near its lair.

**Mythic Coven Magic (Su)** A hag coven containing a mythic green hag may cooperatively cast the mythic spell version of any available coven spells. The mythic green 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 6) as

its mythic tier for the purpose of qualifying to use augmented versions of mythic spells.

**Weakness (Su)** A mythic green hag's claws sap strength from those she strikes. Each time a mythic green hag hits a foe with her claw attack, the victim takes 2 points of Strength bleed unless the victim resists the weakness with a DC 17 Fortitude save. Alternatively, a mythic green hag can attempt to inflict even greater weakness on a foe by making a touch attack as a standard action. The opponent touched must succeed on a DC 17 Fortitude save or take 2d4 points of Strength damage plus 2 points of Strength bleed. The save DC is Charisma-based.





# Hag, Night

*Grisly fetishes and the rags of once fine clothes hang off the corpse-thin frame of this horrifying, sharp-fanged crone.*

MYTHIC NIGHT HAG

CR 11/MR 4

XP 12,800

Pathfinder Roleplaying Game Bestiary

NE Medium outsider (evil, extraplanar, mythic)

Init +4; Senses darkvision 60 ft.; Perception +14

## DEFENSE

AC 29, touch 14, flat-footed 25 (+4 Dex, +15 natural)

hp 132 (8d10+88)

Fort +14, Ref +8, Will +11

DR 10/cold iron, epic, and magic; Immune charm, cold, fear, fire, sleep; SR 28

## OFFENSE

Speed 30 ft.

Melee 2 claws +14 (1d4+6), bite +14 (2d6+6 plus disease)

Special Attacks cursed claws<sup>MA</sup>, dream haunting, hellrider<sup>MA</sup>, in your dreams<sup>MA</sup>, maggot mouth<sup>MA</sup>

Spell-Like Abilities (CL 8th; concentration +12)

Constant—detect chaos, detect evil, detect good, detect law, detect magic

At will—deep slumber (DC 17), invisibility, quickened lullaby (DC 14), magic missile, ray of enfeeblement (DC 15)

At will (with heartstone)—etherealness, soul bind  
3/day—empowered ray of enfeeblement (DC 15)

## STATISTICS

Str 23, Dex 19, Con 22, Int 18, Wis 16, Cha 19

Base Atk +8; CMB +14; CMD 28

Feats Combat Casting, Deceitful<sup>MF</sup>, Empower Spell-Like Ability (ray of enfeeblement), Mounted Combat<sup>MF</sup>

Skills Bluff +19, Diplomacy +12, Disguise +19, Intimidate +15, Knowledge (arcana) +15, Knowledge (planes) +15, Perception +14, Ride +15, Sense Motive +14, Spellcraft +12

Languages Abyssal, Celestial, Common, Infernal

SQ change shape (any humanoid; alter self), heartstone

## ECOLOGY

Environment any evil-aligned plane

Organization solitary, mounted (1 and 1 nightmare), or coven (3 hags of any type)

Treasure standard

## SPECIAL ABILITIES

**Cursed Claws (Su)** If a mythic night hag strikes a creature with both claws in the same round, the target is affected as a cursed wound hex. If the hag expends one use of its mythic power, the curse becomes permanent and the DC to remove the curse or to affect the target with conjuration (healing) spells and similar healing effects is increased by 4.

**Disease (Su)** *Demon Fever*: Bite—injury; save Fort DC 20; onset immediate; frequency 1/day; effect 1d6 Con damage (target must save a 2nd time or 1 point of the damage is drain instead); cure 2 consecutive saves. The save DC is Constitution-based.

**Dream Haunting (Su)** A night hag can visit the dreams of chaotic or evil targets by using a special periapt known as a heartstone to become ethereal, then hovering over the creature. Once it does so, it rides on the victim's back until dawn. The sleeper suffers tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another ethereal being can stop these nocturnal intrusions by confronting and defeating the night hag.

**Heartstone (Su)** All night hags carry a heartstone—a special gemstone worth at least 1,800 gp that is worn as a periapt. A heartstone's magic is fueled by the hag's spirit and proximity—once separated from its owner (or upon the hag's death), a heartstone retains its magic for only 24 hours before becoming a nonmagical gem again. The heartstone instantly cures any disease contracted by the holder. In addition, a heartstone provides a +2 resistance bonus on all saving throws (this bonus is included in the statistics block above). A night hag that loses this charm can no longer use *etherealness* or *soul bind* until it finds a replacement gemstone.

**Hellrider (Sp)** A mythic night hag can summon a nightmare once per day as a standard action. The nightmare serves it for up to 8 hours and then disappears. If the hag expends one use of its mythic power when summoning the nightmare, it may summon a mythic nightmare or may summon a nightmare with the agile or savage simple mythic template. A mythic night hag can see and breathe normally through a nightmare's smoke, and it can summon the nightmare directly under itself, so it is already mounted as soon as the nightmare arrives. All squares within and adjacent to the nightmare's space when it arrives are automatically filled with the nightmare's smoke for 1 round.





**In Your Dreams (Su)** When a mythic night hag is about to die or be permanently incapacitated, it can expend one use of its mythic power to send its spirit into the subconscious mind of the creature that kills or vanquishes it. This functions similarly to *magic jar* (DC 19), but the mythic night hag does not immediately gain control of the target's body. Instead, the target is affected each time it sleeps as *nightmare* (DC 19), and on a failed save also gains 1 negative level. If the target fails its save three nights in a row, the mythic night hag can attempt to assert control as normal for *magic jar*. The target gains one additional negative level each day or fraction thereof that the mythic night hag remains in control. The target's body takes no penalties from these negative levels as long as the hag is in control; if the hag is driven out, however, all penalties return. If the target is carrying that mythic night hag's heartstone, even in an extradimensional space, it takes a -4 penalty on saving throws against this ability and gains 2 negative levels for each failed save and for each day the hag remains in control. Once the target's negative levels equal its Hit Dice, the target's spirit is bound by the hag (as if it had successfully used *soul bind* on the target) and its body shrivels and withers into the blackened form of a mythic night hag. Non-mythic effects that end or suppress possession have no effect unless the creator of the effect succeeds at a DC 26 caster level check. A mythic creature can add its mythic tier as a bonus on this check. The save DC is Charisma-based.

**Maggot Mouth (Ex)** A mythic night hag's mouth is filled with vile, squirming maggots. Any creature she bites must succeed on a DC 20 Reflex save or become infested with rot grubs, taking 1d4 points of Constitution damage per round as the rot grubs burrow through and consume its flesh for 1d6 rounds. These fiendish rot grubs share the hag's immunity to cold and fire, but any other energy-based attack (including damage from negative energy) that deals at least 5 points of damage to the victim automatically destroys all of the rot grubs infesting it, ending the effect prematurely. Additionally, any effect that removes disease instantly ends a rot grub infestation. Immunity to disease offers no defense.

In addition, once per day as a full-round action, a mythic night hag can vomit up a **rot grub swarm** which shares the hag's immunity to cold and fire. The swarm does not harm the mythic night hag or any creature on which she is mounted but otherwise moves 10 feet per round in a straight line until it reaches targets it can attack. The mythic night hag can mentally direct the rot grub swarm as a move action to change direction or attack specific creatures. The swarm remains for up to 1 minute or until destroyed. After vomiting up a rot grub swarm, a mythic night hag's maggot mouth ability is suppressed for 1 minute. The save DC is Constitution-based.

**Nightmare Lullaby (Sp or Su)** A mythic night hag can use quickened *lullaby* at will as a spell-like ability and may also use a *slumber* hex (DC 18) at will. In addition, it may expend mythic power when using its *deep slumber*, *lullaby*, and *ray of enfeeblement* spell-like abilities to duplicate the mythic versions of those spells instead.





# Hag, Sea

*Hair like rotting seaweed drapes this ancient witch. Loose, algae-colored skin sags off her starved frame.*

## MYTHIC SEA HAG

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary

CE Medium monstrous humanoid (aquatic, mythic)

Init +3; Senses darkvision 60 ft.; Perception +11

Aura horrific appearance (60 ft., DC 14)

## DEFENSE

AC 18, touch 13, flat-footed 15 (+3 Dex, +5 natural)

hp 58 (4d10+36)

Fort +5, Ref +7, Will +5

SR 16

## OFFENSE

Speed 30 ft., swim 40 ft.

Melee 2 claws +8 (1d6+4) or harpoon +9 (1d8+7/x3)

Ranged harpoon +8 (1d8+5/x3)

Special Attacks evil eye, hexed harpoon<sup>MA</sup>, mythic power (4/day, surge 1d6), salt wife<sup>MA</sup>

Spell-Like Abilities (CL 4th; concentration +7)  
1/day—aqueous orb (DC 16), control water, old salt's curse (DC 18), water breathing

## STATISTICS

Str 19, Dex 16, Con 18, Int 12, Wis 13, Cha 17

Base Atk +4; CMB +8; CMD 21

Feats Extra Mythic Power<sup>MF</sup>, Skill Focus (Perception), Skill Focus (Bluff)

Skills Bluff +10, Knowledge (any one) +5, Perception +11, Stealth +10, Swim +19

Languages Common, Giant

SQ amphibious, water witch<sup>MA</sup>

## ECOLOGY

Environment any aquatic

Organization solitary, family (1 hag and 1d3 freshwater merrow), or coven (3 hags of any kind)

Treasure standard

## SPECIAL ABILITIES

**Evil Eye (Su)** Three times per day, a sea hag can cast her dire gaze upon any single creature within 30 feet. The target must succeed on a DC 15 Will save or be staggered as strange nebulous distress and a gnawing sense of impending doom plagues the victim. If a sea hag uses her evil eye on someone already afflicted by this curse, the victim must make a DC 14 Fortitude save or be overwhelmed with fright and collapse into a comatose state for 3 days. Each day that passes, the comatose victim must make a DC 15 Fortitude save or perish (see the salt wife ability). The evil eye is a mind-affecting fear effect. The save DCs are Charisma-based.

Evil Eye Curse: Gaze—failed save; save Will DC 14; frequency 1/day; effect staggered (or fall comatose if already under the effects of the evil eye).

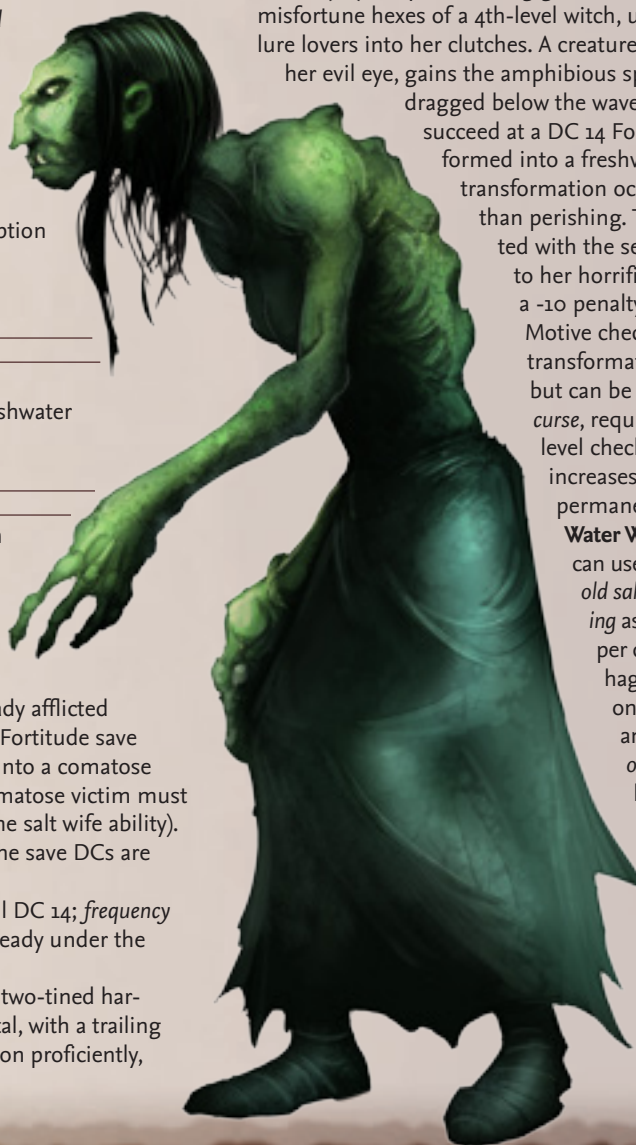
**Hexed Harpoon (Su)** A mythic sea hag carries a two-tined harpoon of dripping bone, coral, and rusted metal, with a trailing rope of braided kelp. She can wield this weapon proficiently,

and in her hands it functions as a +1 *returning harpoon*. In addition, any creature she strikes with the hexed harpoon is stricken with doubt and ill luck, causing the target to take a -2 penalty to one of the following (hag's choice): AC, ability checks, attack rolls, saving throws, or skill checks. This is a mind-affecting curse effect that lasts for 4 rounds; a DC 15 Will save reduces the duration to 1 round. The weapon has no magical properties and gains the fragile weapon quality in the hands of others. A creature carrying a hexed harpoon for more than 1 round must save be afflicted with a -2 penalty to all of the categories listed above for as long as the hexed harpoon is carried and for 24 hours thereafter. A mythic sea hag can expend one use of her mythic power to resolve attacks with her hexed harpoon as melee touch or ranged touch attacks until the end of her next turn. If her hexed harpoon is lost or destroyed, she can make another in a ritual requiring 8 hours.

**Horrific Appearance (Su)** The sight of a sea hag is so revolting that anyone within 60 feet (other than another hag) who sets eyes upon one must succeed on a DC 15 Fortitude save or instantly be weakened, taking 1d6 points of Strength damage. Creatures that are affected by this power or that successfully save against it cannot be affected again by the same hag's horrific appearance for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

**Salt Wife (Su)** A mythic sea hag gains the charm, disguise, and misfortune hexes of a 4th-level witch, using these abilities to lure lovers into her clutches. A creature rendered comatose by her evil eye, gains the amphibious special quality and are dragged below the waves and each day must succeed at a DC 14 Fortitude save or be transformed into a freshwater merrow (even if the transformation occurs in salt water) rather than perishing. These merrow are besotted with the sea hag, gaining immunity to her horrific appearance but taking a -10 penalty on Will saves and Sense Motive checks against her. This transformation cannot be dispelled but can be reversed with *remove curse*, requiring a DC 19 caster level check. The DC of this check increases by 1 each day, becoming permanent after seven days.

**Water Witch (Sp)** A mythic sea hag can use *aqueous orb*, *control water*, *old salt's curse*, and *water breathing* as spell-like abilities once per day each. If a mythic sea hag is killed, she can expend one use of mythic power as an immediate action to cast *old salt's curse* upon her killer, even if she had already used that ability that day. If she has no mythic power remaining or if she was already unable to take actions prior to being slain, she cannot use this ability.





# Hag, Winter

*This woman has frostbitten skin, white hair, and staff of ice decorated with bones and gems.*

## MYTHIC WINTER HAG

CR 8/MR 3

XP 4,800

Pathfinder Role Playing Game Bestiary 4

CE Medium monstrous humanoid (cold, mythic)

**Init** +1; **Senses** darkvision 60 ft., *see invisibility*, *snow vision*; **Perception** +18

## DEFENSE

**AC** 23, touch 11, flat-footed 22 (+1 Dex, +12 natural)

**hp** 115 (10d10+60)

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

**DR** 10/epic and magic; **Immune** cold; **SR** 21

**Weaknesses** vulnerable to fire

## OFFENSE

**Speed** 30 ft.

**Melee** +2 *frost quarterstaff* +15/+10 (1d6+6 plus 1d6 cold) or 2 claws +13 (1d4+3)

**Special Attacks** breath weapon (30-ft. cone, 6d6 cold and blinded, Reflex DC 18 partial, usable every 1d4 rounds)<sup>MA</sup>, icy vengeance<sup>MA</sup>, mythic coven magic<sup>MA</sup>, *mythic power* (5/day, surge +1d6), mythic spell-like abilities (3/day)<sup>MA</sup>

**Spell-Like Abilities** (CL 10th; concentration +15)

Constant—*pass without trace*, *see invisibility*

At will—*chill metal* (DC 17), *detect magic*, *fog cloud*, *frostbite*, *whispering wind*

3/day—*alter self*, *charm monster* (DC 19), *invisibility* (self only), *major image* (DC 18)

1/day—*cone of cold* (DC 20; *see ice staff*), *control weather* (windy or cold weather only), *wall of ice* (DC 19), *waves of fatigue*

## STATISTICS

**Str** 17, **Dex** 13, **Con** 16, **Int** 16, **Wis** 13, **Cha** 20

**Base Atk** +10; **CMB** +13; **CMD** 24

**Feats** Alertness, Blind-Fight, Combat Casting, Deceitful, Extra Mythic Power, Great Fortitude<sup>MF</sup>

**Skills** Bluff +19, Craft (alchemy) +11, Diplomacy +10, Disguise +12, Intimidate +18, Knowledge (arcana) +8, Perception +18, Ride +9, Sense Motive +8, Spellcraft +8, Stealth +9 (+13 in snow); **Racial Modifiers** +4 Stealth in snow

**Languages** Aklo, Common, Giant

**SQ** ice staff, icewalking

## ECOLOGY

**Environment** cold forests or plains

**Organization** solitary, patrol (1 mythic winter hag and 1 winter wolf), or coven (3 hags of any type)

**Treasure** double

## SPECIAL ABILITIES

**Breath Weapon (Su)** A non-mythic creature that fails to save against a mythic winter hag's breath weapon takes full damage and is permanently blinded, while a successful save reduces the damage by half and reduces the blindness to 1d4 rounds. A mythic creature that fails to save against a mythic winter hag's breath weapon takes full damage and is blinded for 1 round, while a successful save reduces the damage by half and only dazzles the victim for 1d4 rounds. Additionally, a mythic winter hag can expend one use of mythic power as a swift action to force an opponent to make two Reflex saves and keep the lower roll.

**Ice Staff (Su)** Once per week, a winter hag can perform an hour-long ritual to create a staff made of black ice that is as hard as steel and functions as a +2 *frost quarterstaff*. A winter hag holding her ice staff can use *cone of cold* once per day as a spell-like ability. The staff melts after 1 week.

**Icwalking (Ex)** This ability works like the *spider climb* spell, but the surfaces the winter hag climbs must be icy. The winter hag can move across icy surfaces without penalty and doesn't need to make Acrobatics checks to run or charge on ice.

**Icy Vengeance (Su)** Once per minute, when a mythic winter hag takes damage from a melee attack, the hag can expend one use of mythic power as an immediate action to discharge a blast of supernatural cold. All creatures within 30 feet of the hag suffer effects identical to the mythic winter hag's breath weapon attack.

**Mythic Coven Magic (Su)** A hag coven containing a mythic winter hag may cooperatively cast the mythic spell version of any available coven spells. The mythic winter 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 8) as its mythic tier for the purpose of qualifying to use augmented versions of mythic spells.





# Hippogriff

This large, brown, horse-like creature has a hawk's wings, talons, and hooked beak.

MYTHIC ADVANCED HIPPOGRIFF CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 2

N Large magical beast (mythic)

Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +11

## DEFENSE

AC 21, touch 16, flat-footed 14 (+4 Dex, +2 dodge, +5 natural, -1 size)  
hp 48 (4d10+26)

Fort +8, Ref +9, Will +4

## OFFENSE

Speed 40 ft., fly 100 ft. (average)

Melee bite +7 (1d6+4), 2 claws +7 (1d4+4)

Space 10 ft.; Reach 5 ft.

Special Attacks mythic power (1/day, surge 1d6), piercing screech<sup>MA</sup>

## STATISTICS

Str 19, Dex 20, Con 18, Int 2, Wis 16, Cha 13

Base Atk +4; CMB +9; CMD 25 (29 vs. trip)

Feats Dodge<sup>MF</sup>, Wingover

Skills Fly +9, Perception +11; Racial Modifiers +4 Perception

SQ aerial aid<sup>MA</sup>

## ECOLOGY

Environment temperate hills or plains

Organization solitary, pair, or flight (7-12)

Treasure none

## SPECIAL ABILITIES

**Piercing Screech (Ex)** Once per minute as a standard action, a mythic hippogriff can emit a powerful screech that deafens all non-hippogriffs within a 30-foot radius spread for one minute (DC 16 Fortitude negates). Creatures adjacent to the hippogriff are stunned for 1 round on a failed save and deafened for 1 round even on a successful save. A mythic hippogriff can use this ability as a swift action during a surprise round. A mythic hippogriff's rider gains a +2 circumstance bonus to this saving throw if it takes preparations to protect its ears. The save DC is Constitution-based.



# Hippocampus

This creature has the foreparts of a horse and the hindquarters of a fish. Its forelegs end in splayed fins rather than hooves.

MYTHIC ADVANCED HIPPOCAMPUS CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 2

N Large magical beast (aquatic, mythic)

Init +1; Senses darkvision 60 ft., low-light vision, scent; Perception +8

## DEFENSE

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size)  
hp 41 (3d10+25)

Fort +7, Ref +4, Will +4

## OFFENSE

Speed 5 ft., swim 60 ft.

Melee bite +7 (1d4+5), tail slap +2 (1d4+2)

Space 10 ft.; Reach 5 ft.

Special Attacks mythic power (1/day, surge 1d6), splash<sup>MA</sup>

## STATISTICS

Str 20, Dex 13, Con 19, Int 2, Wis 16, Cha 15

Base Atk +3; CMB +9; CMD 20

Feats Share Breath<sup>MF</sup>, Skill Focus (Swim), Toughness

Skills Perception +8, Swim +16

SQ sea stallion<sup>MA</sup>, water dependency

## ECOLOGY

Environment any water

Organization solitary, pair, or school (3-16)

Treasure none

## SPECIAL ABILITIES

**Sea Stallion (Su)** A creature riding a mythic hippocampus takes no penalties when fighting underwater, as if using *freedom of movement* (but gains no other benefits of the spell), and gains a +4 bonus on Ride checks and to its CMD against maneuvers that would dismount it. The hippocampus can expend one use of mythic power to grant the benefits of this ability and its Share Breath feat to all allies within 10 feet for 10 minutes.

**Splash (Ex)** A mythic hippocampus can smash its tail against the water as a standard action, creating a 10-foot cone-shaped burst of water that extinguishes nonmagical fires and acts as a bull rush maneuver against creatures in the area. If it expends one use of mythic power, it creates a 20-foot cone and creatures it bull rushes also fall prone.

**Water Dependency (Ex)** A mythic hippocampus can survive out of the water for 1 minute per point of Constitution. Beyond this limit, a mythic hippocampus runs the risk of suffocation, as if it were drowning.





# Homunculus

*This vaguely humanoid creature is about the size of a cat but looks more like a toothy, winged devil.*

## MYTHIC HOMUNCULUS

CR 2/MR 1

XP 600

Pathfinder Roleplaying Game Bestiary

Any alignment (same as creator) Tiny construct

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

## DEFENSE

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

hp 21 (2d10+10)

Fort +0, Ref +4, Will +1

**Defensive Abilities** construct traits, evasion<sup>MA</sup>

## OFFENSE

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

**Melee** 1 bite +3 (1d4+1 plus poison)

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

## STATISTICS

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

Base Atk +2; CMB +2; CMD 11

**Feats** Lightning Reflexes<sup>MF</sup>

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

**Languages** Common (cannot speak); telepathic link

**SQ** spell storer<sup>MA</sup>

## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** none

## SPECIAL ABILITIES

**Evasion (Ex)** A mythic homunculus gains the evasion ability. In addition, it can expend one use of its mythic power as a swift or immediate action to gain improved evasion for 1 minute.

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

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

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

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

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

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

## CONSTRUCTION

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

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

## MYTHIC HOMUNCULUS

CL 7th; Price 2,050 gp

## CONSTRUCTION

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





# Horse

*This proud horse thunders across the grassy plain with fluid grace, wind tugging at its mane.*

**MYTHIC HORSE, ADVANCED HEAVY WARHORSE** **CR 6/MR 2**

**XP 2,400**

*Pathfinder Roleplaying Game Bestiary* (horse)

N Large animal (mythic)

**Init** +4; **Senses** low-light vision, scent; Perception +9

## DEFENSE

**AC** 17, touch 13, flat-footed 13 (+4 Dex, +4 natural, –1 size)

**hp** 81 (6d8+54)

**Fort** +12, **Ref** +9, **Will** +5

**DR** 5/epic

## OFFENSE

**Speed** 50 ft.

**Melee** 2 hooves +8 (1d6+5), bite +8 (1d4+5)

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

**Special Attacks** kickback<sup>MA</sup>, **mythic power** (2/day, surge 1d6)

## STATISTICS

**Str** 20, **Dex** 18, **Con** 21, **Int** 3, **Wis** 17, **Cha** 11

**Base Atk** +4; **CMB** +10; **CMD** 24 (28 vs. trip)

**Feats** Diehard<sup>B</sup>, Endurance, Great Fortitude, Heavy Armor Proficiency<sup>B</sup>, Light Armor Proficiency<sup>B</sup>, Medium Armor Proficiency<sup>B</sup>, Run<sup>B</sup>, Toughness<sup>MF</sup>

**Skills** Acrobatics +8 (+16 when jumping), Perception +9, Swim +9

**Languages** Common (can't speak)

**SQ** armored steed<sup>MA</sup>, to the last breath<sup>MA</sup>, tricks (attack, come, defend, down, guard, and heel)

## ECOLOGY

**Environment** temperate plains

**Organization** solitary or pair

**Treasure** none

## SPECIAL ABILITIES

**Armored Steed (Ex)** An advanced mythic heavy warhorse is proficient in all types of armor, and it reduces the armor check penalty for any armor it wears by 3. In addition, its movement is not slowed when wearing medium or heavy armor.

**Kickback (Ex)** Whenever a mythic heavy warhorse is attacked by a creature that is flanking it, that attack provokes a hoof attack from the warhorse that is resolved prior to the flanking attack. If the attack of opportunity hits, the mythic heavy warhorse can make an immediate bull rush combat maneuver against the target. If the maneuver succeeds and the target is pushed farther away from the warhorse than its reach, its attack is ruined.

**To the Last Breath (Su)** A mythic heavy warhorse gains Diehard as a bonus feat. In addition, when a mythic heavy warhorse is knocked below 0 hit points, it can spend one use of its mythic power as an immediate action to gain fast healing 2 and a +2 morale bonus on attack rolls, saving throws, and ability checks for one minute.

**MYTHIC HORSE, ADVANCED LIGHT HORSE** **CR 2/MR 1**

**XP 600**

*Pathfinder Roleplaying Game Bestiary* (horse)

N Large animal (mythic)

**Init** +4; **Senses** low-light vision, scent; Perception +8

## DEFENSE

**AC** 16, touch 13, flat-footed 12 (+4 Dex, +3 natural, –1 size)

**hp** 46 (4d8+28)

**Fort** +9, **Ref** +10, **Will** +4

**Defensive Abilities** evasion<sup>MA</sup>

## OFFENSE

**Speed** 80 ft.

**Melee** 2 hooves +2 (1d4+2)

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

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

## STATISTICS

**Str** 20, **Dex** 18, **Con** 21, **Int** 2, **Wis** 17, **Cha** 11

**Base Atk** +3; **CMB** +9; **CMD** 23 (27 vs. trip)

**Feats** Endurance, Lightning Reflexes<sup>MF</sup>, Run<sup>B</sup>

**Skills** Acrobatics +8 (+16 when jumping), Perception +8, Swim +9

**SQ** docile, run like the wind<sup>MA</sup>

## ECOLOGY

**Environment** temperate plains

**Organization** solitary, pair, or herd (3–30)

**Treasure** none

## SPECIAL ABILITIES

**Docile (Ex)** Unless specifically trained for combat (see the Handle Animal skill), a mythic light horse's hooves are treated as secondary attacks.

**Run Like the Wind (Ex)** A mythic light horse has a speed of 80 feet, and when it uses the charge, double move, run, or withdraw action, it gains improved evasion and total concealment (50% miss chance) until the beginning of its next turn. This concealment and evasion apply only to the horse, not its rider. When using one of these actions, the horse can also spend one use of its mythic power to double its speed until the beginning of its next turn.





## MYTHIC HORSE, ADVANCED PONY

CR 2/MR 1

XP 600

*Pathfinder Roleplaying Game Bestiary* (horse, pony)

N Medium animal (mythic)

**Init** +4; **Senses** low-light vision, scent; **Perception** +7

### DEFENSE

**AC** 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)

**hp** 42 (4d8+24)

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

### OFFENSE

**Speed** 50 ft.

**Melee** 2 hooves +1 (1d3+1)

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

Statistics

**Str** 17, **Dex** 18, **Con** 18, **Int** 2, **Wis** 15, **Cha** 8

**Base Atk** +3; **CMB** +6; **CMD** 20 (24 vs. trip)

**Feats** Endurance, Iron Will<sup>MF</sup>, Run<sup>B</sup>

**Skills** Acrobatics +9 (+17 when jumping), **Perception** +7

**SQ** *beast of burden*<sup>MA</sup>, *docile*, *inexplicable survival*<sup>MA</sup>

### ECOLOGY

**Environment** temperate plains

**Organization** solitary, pair, or herd (3–30)

**Treasure** none

### SPECIAL ABILITIES

**Beast of Burden (Ex)** A mythic pony has a speed of 50 feet and its carrying capacity is tripled, allowing it to bear heavy burdens without complaint. It is also immune to effects that cause fatigue; effects that would cause it to become exhausted cause it to become fatigued instead.

**Docile (Ex)** Unless specifically trained for combat (see the Handle Animal skill), a mythic pony's hooves are treated as secondary attacks.

**Inexplicable Survival (Su)** A mythic pony has a supernatural knack for surviving situations that should have killed it. Whenever a mythic pony is about to be killed or permanently incapacitated, it can spend one use of its mythic power to miraculously recover and escape, reappearing 1d6 hours later fully healed, rested, and none the worse for wear. If at the GM's discretion its master or rider abuses or mistreats the mythic pony, such as sending it into excessively dangerous or near-suicidal situations, the pony uses this ability upon its death but never returns, and horses and ponies become hostile to the pony's master as the *nature's exile* spell for 1 month. *Remove curse* or *break enchantment* can negate this curse with a DC 14 caster level check.





# Hound of Tindalos

*This gaunt, long-limbed quadruped has huge, soulless eyes and a toothy maw. The lean creature moves with a predatory grace.*

MYTHIC HOUND OF TINDALOS

CR 9/MR 3

XP 6,400

Pathfinder Roleplaying Game Bestiary 2

NE Medium outsider (evil, extraplanar, mythic)

Init +10, bilocation<sup>MA</sup>; Senses darkvision 120 ft.; Perception +18

## DEFENSE

AC 24, touch 16, flat-footed 18 (+6 Dex, +8 natural)

hp 115 (10d10+60)

Fort +10, Ref +13, Will +8

DR 10/epic and magic; Immune mind-affecting effects, poison

## OFFENSE

Speed 40 ft.

Melee bite +16 (2d6+6), 2 claws +16 (1d8+6)

Special Attacks probability shift<sup>MA</sup>, mythic power (3/day, surge +1d6), ripping gaze, temporal retribution<sup>MA</sup>

Spell-Like Abilities (CL 10th; concentration +13)

Constant—air walk

At will—fog cloud, invisibility, locate creature

3/day—dimensional anchor, discern location, greater scrying (DC 20), haste, slow (DC 16)

## STATISTICS

Str 17, Dex 23, Con 16, Int 16, Wis 21, Cha 16

Base Atk +10; CMB +13; CMD 29 (33 vs. trip)

Feats Blind-Fight, Combat Reflexes<sup>MF</sup>, Improved Initiative, Vital Strike, Weapon Finesse<sup>MF</sup>

Skills Acrobatics +19 (+23 when jumping), Intimidate +16, Knowledge (arcana) +16, Knowledge (geography) +13, Knowledge (planes) +16, Perception +18, Sense Motive +18, Stealth +19, Survival +18; Racial Modifiers +4 Acrobatics when jumping

Languages Aklo

SQ angled entry<sup>MA</sup>, bilocation<sup>MA</sup>, otherworldly mind

## ECOLOGY

Environment any

Organization solitary or alphas (2–5)

Treasure none

## SPECIAL ABILITIES

**Angled Entry (Su)** Hounds of Tindalos move through impossible transdimensional geometries and may use *greater teleport* (self only) once per round as a swift action and *plane shift* (self only) 3/day as a standard action (caster level 10th), but its arrival point must be adjacent to a permanent angle such as a corner between walls or architectural features; temporary angles of cloth, flesh, or small items are not sufficient. A mythic hound of Tindalos using *plane shift* can arrive as close to its intended destination as it wishes, as long as an angle is present. A mythic hound of Tindalos using this ability deforms reality around itself, gaining the effect of *entropic shield* until the beginning of its next turn or until it moves more than 10 feet from the place it arrived. If the mythic hound of Tindalos expends one use of its mythic power when arriving, this effect duplicates mythic *entropic shield* and lasts 3 rounds.

**Bilocation (Su)** A mythic hound of Tindalos can expend one use of mythic power to bring an iteration of itself from seconds in the future into the present, allowing it to function as one creature in two places simultaneously. This functions as similarly to dual ini-

tiative, with the future hound acting first and the present self acting on initiative count –20. The two hounds act independently but share hit points and uses of mythic power and special abilities. Damage applied to one affects both hounds. Each hound makes separate attacks (including attacks of opportunity) and saves, and they can provide flanking to each other. At the start of the hound's next turn, the original hound vanishes as it merges back into its future self. If a mythic hound of Tindalos is killed while using bilocation, a paradox wave dazes all creatures (except hounds of Tindalos) within 30 feet for 1d4 rounds (DC 18 Will negates). This is a mind-affecting effect. The save DC is Charisma-based.

**Otherworldly Mind (Ex)** Any non-outsider attempting to read the thoughts of a hound of Tindalos or communicate with it telepathically takes 5d6 points of nonlethal damage and must make a DC 18 Will save or become confused for 2d4 rounds. This is a mind-affecting effect. The save DC is Charisma-based.

**Probability Shift (Su)** As a swift action, a mythic hound of Tindalos can expend one use of its mythic power in order to alter the laws of probability surrounding one creature within 30 feet for 1 round (DC 18 Will negates). If the save is failed, the target must roll twice for all ability checks, attack rolls, saving throws, or skill checks, taking the worse result. If the hound spends two uses of its mythic power, it can affect all enemies (and exclude its allies) within a 30-foot radius. The save DC is Charisma-based.

**Ripping Gaze (Su)** 5d6 slashing damage, 30 feet, Fortitude DC 18 negates. A creature that succeeds on its save is immune to that hound's gaze for 24 hours. Damage caused by a ripping gaze bypasses all damage reduction except DR/epic. The save DC is Charisma-based.

**Temporal Retribution (Su)** If a mythic hound of Tindalos is attacked by a creature that it has damaged since the beginning of its last turn, the hound may expend one use of mythic power as an immediate action to momentarily loop the timestream, causing that creature to take the same damage as it did from the prior round's attack(s) or ripping gaze (DC 18 Will half). This damage occurs before the attacker resolves its attack against the hound, and if incapacitated by this damage the creature's attack is negated and a surge or paradox confuses all creatures within 30 feet for 1 round (DC 18 Will negates). Hounds of Tindalos are immune to this ability. The save DC is Charisma-based.





# Howler

*This vile predator has a hide as thick and tough as leather. Wicked ebony quills run from its head, tail, and back.*

## MYTHIC HOWLER

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary 2

CE Large outsider (chaotic, evil, extraplanar, mythic)

Init +7<sup>M</sup>; Senses darkvision 60 ft.; Perception+13

## DEFENSE

AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size)

hp 47 (5d10+20)

Fort +6, Ref +6, Will +3

Defensive Abilities quill defense; DR 5/epic

## OFFENSE

Speed 60 ft.

Melee bite +8 (1d8+4), quills +3 (1d4+2 plus pain)

Space 10 ft.; Reach 5 ft.

Special Attacks howl (DC 14), maddening quills<sup>MA</sup> (DC 14), pain (DC 14), sanity vampire<sup>MA</sup>

## STATISTICS

Str 18, Dex 15, Con 15, Int 6, Wis 14, Cha 11

Base Atk +5; CMB +10; CMD 22

Feats Combat Reflexes, Improved Initiative<sup>MF</sup>, Skill Focus (Perception)

Skills Acrobatics +10 (+22 jump), Climb +12, Perception +13, Stealth +6

Languages Abyssal

## ECOLOGY

Environment any (Abyss)

Organization solitary or pack (1 mythic howler, 2-4 howlers)

Treasure incidental

## SPECIAL ABILITIES

**Howl (Su)** A mythic howler's constant howling is a grating, exhausting baying that can drive listeners insane. All beings other than outsiders within 120 feet of a howling mythic howler must succeed on a DC 14 Will save or become cursed by the creature's howl. Once a creature becomes cursed in this way, she takes no additional penalty for being exposed to additional howlers' howls until the current howler curse is lifted. This is a sonic mind-affecting effect. The save DC is Charisma-based and includes a +2 racial bonus.

Howler Howl: Curse—howl; save Will DC 14 negates; frequency 1/hour; effect 1 Wis damage; cure 1 save.

**Maddening Quills (Su)** Each round a mythic howler's quill remains inside a victim, the victim must succeed on a DC 14 Will save or take 2 points of Wisdom damage. A victim impaled by multiple quills must make a separate save for each quill. This is a mind-affecting insanity effect. The save DC is Charisma-based and includes a +2 racial bonus.

**Pain (Ex)** Whenever a creature takes damage from a mythic howler's quill attack or its quill defense, that creature must make a successful DC 14 Reflex save or one quill breaks off in its flesh, causing the target to become sickened until all embedded quills are removed. Removing one quill requires a DC 15 Heal check made as a full-round action. For every 5 by which the check is exceeded, one additional quill can be removed. On a failed check, a quill is still removed, but the process deals 1d4+1 points of damage to the victim. The save DC is Dexterity-based.

**Quill Defense (Ex)** Any creature that strikes a mythic howler with a non-reach melee weapon, unarmed strike, or natural weapon takes 1d4+1 points of piercing damage from the mythic howler's quills and suffers from the mythic howler's pain attack.

**Sanity Vampire (Su)** A mythic howler gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) for each point of Wisdom damage its opponents take from either its howl or maddening quills special attacks. Additionally, when a mythic howler gains temporary hit points in this fashion, it can spend 1 use of mythic power as a free action to gain the effects of a *haste* spell for 10 rounds.





# Inevitable, Arbiter

A sphere of bronze and copper set with a single eye, this winged creature has two clawed hands, one of which clutches a knife.

## MYTHIC ARBITER

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 2

LN Tiny outsider (extraplanar, inevitable, lawful, mythic)

Init +3; Senses darkvision 60 ft., detect chaos, low-light vision;

Perception +5

## DEFENSE

AC 17, touch 15, flat-footed 14 (+3 Dex, +2 natural, +2 size)

hp 25 (2d10+14); regeneration 2 (chaotic)

Fort +5, Ref +3, Will +3

Defensive Abilities constant vigilance, constructed; SR 14

## OFFENSE

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

Melee short sword +7 (1d3/19–20)

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

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

Spell-Like Abilities (CL 2nd; concentration +4)

Constant—detect chaos

3/day—command (DC 13), make whole, protection from chaos

1/week—commune (CL 12th, 6 questions)

## STATISTICS

Str 11, Dex 16, Con 14, Int 11, Wis 11, Cha 14

Base Atk +2; CMB +3; CMD 13

Feats Duck and Cover<sup>B</sup>, Extra Mythic Power<sup>MF</sup>, Flyby

Attack, Weapon Finesse<sup>B</sup>

Skills Diplomacy +7, Fly +12, Knowledge (planes) +5,

Perception +5, Sense Motive +5, Stealth +16

Languages truespeech

SQ gift of law<sup>MA</sup>, locate inevitable, tactical analysis<sup>MA</sup>

## ECOLOGY

Environment any

Organization solitary, pair, or flock (3–14)

Treasure none

## SPECIAL ABILITIES

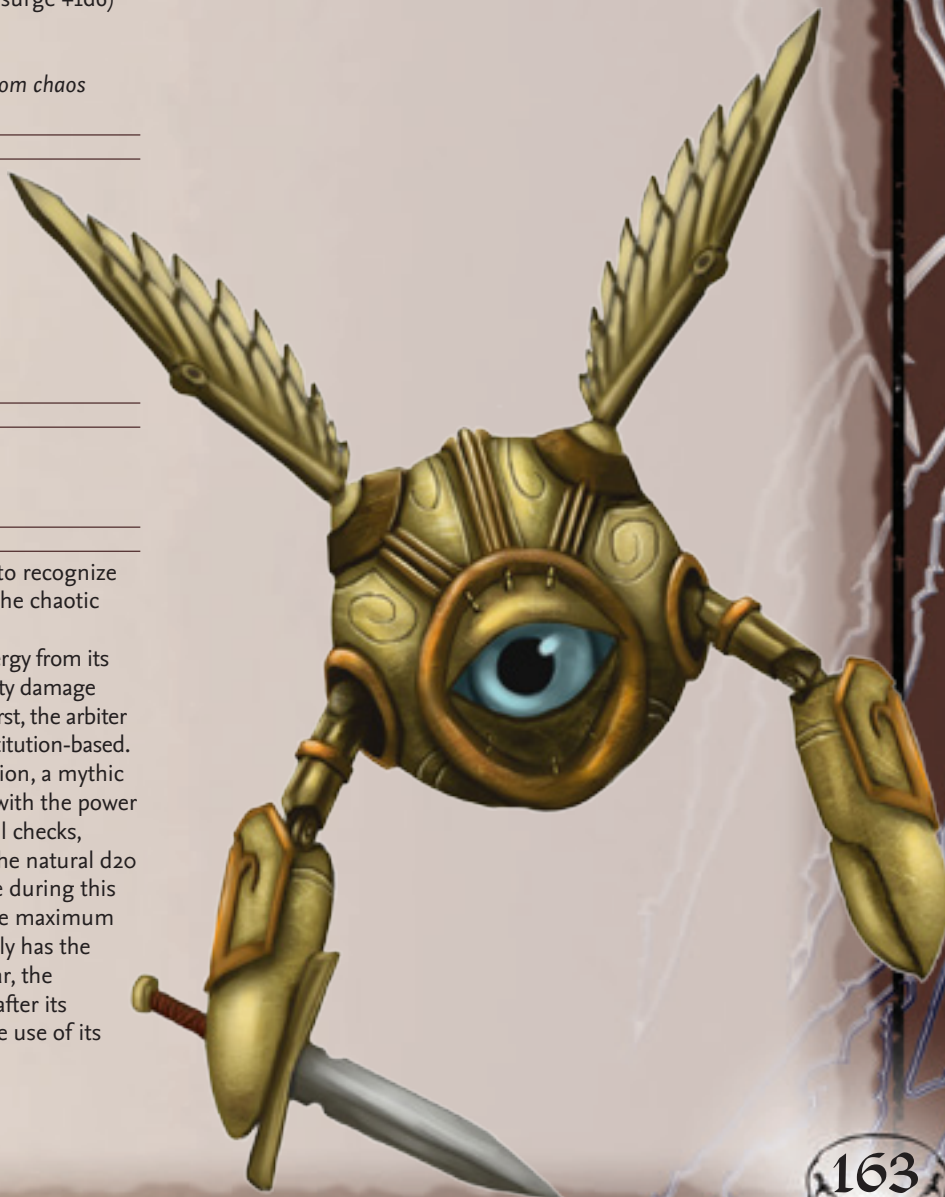
**Constant Vigilance (Su)** An arbiter gains a +4 bonus to recognize and disbelieve illusions created by creatures with the chaotic subtype or possessing the chaotic descriptor.

**Electrical Burst (Ex)** An arbiter can release electrical energy from its body in a 10-foot-radius burst that deals 3d6 electricity damage (DC 13 Reflex half). Immediately following such a burst, the arbiter becomes stunned for 24 hours. The save DC is Constitution-based.

**Gift of Law (Sp)** Three times per day as a standard action, a mythic arbiter can infuse a willing creature within 10 feet with the power of divine order. The target treats all attack rolls, skill checks, ability checks, and saving throws for 1 round as if the natural d20 roll resulted in an 11. If the ally uses a mythic surge during this time, the result of the surge is equal to one-half the maximum result on the surge die, plus one. If the adjacent ally has the lawful subtype or is the master of an arbiter familiar, the arbiter can use this ability as an immediate action after its ally or master has made a die roll by expending one use of its mythic power.

**Locate Inevitable (Su)** An arbiter can always sense the direction of the nearest non-arbiter inevitable on the plane, the better to help it report back to its superiors. It cannot sense the range to this inevitable.

**Tactical Analysis (Ex)** A mythic arbiter gains one teamwork feat as a bonus feat. In addition, all other inevitables (and the arbiter's master, if it is a familiar) are treated as if they also had this teamwork feat for the purpose of the arbiter gaining the benefits of the feat. Other inevitables do not gain the benefit of the feat unless they actually possess it, though the arbiter can expend one use of its mythic power to grant the benefits of its teamwork feat to another inevitable (or to its master, if it is a familiar) for 1 hour. A mythic arbiter can spend 1 hour and one use of its mythic power to exchange its bonus teamwork feat for a different teamwork feat for which it qualifies.





# Inevitable, Marut

*This humanoid is mostly hidden behind plates of elaborate golden armor, the spaces in between revealing flesh of black stone.*

## MYTHIC MARUT

CR 18/MR 7

XP 153,600

Pathfinder Roleplaying Game Bestiary 2

LN Large outsider (extraplanar, inevitable, lawful, mythic)

**Init** +3; **Senses** darkvision 60 ft., low-light vision, *true seeing*; **Perception** +26

## DEFENSE

**AC** 36, touch 12, flat-footed 32 (+3 Dex, +24 natural, -1 size)

**hp** 284 (16d10+196); regeneration 10 (chaotic)

**Fort** +16, **Ref** +8, **Will** +13; **mythic saving throws**<sup>MA</sup>, **second save**<sup>MA</sup>

**Defensive Abilities** *block attacks*<sup>MA</sup>, constructed, *fortification*<sup>MA</sup>; **DR** 15/chaotic and epic; **SR** 33

## OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +27 (2d6+12 plus thunderstorm fists<sup>MA</sup>)

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

**Special Attacks** *mythic power* (7/day, surge +1d10)

**Spell-Like Abilities** (CL 18th; concentration +28)

Constant—*air walk*, *true seeing*

At will—*dimension door*, *fear* (DC 24), *greater command* (DC 25), *greater dispel magic*, *mass inflict light wounds* (DC 25), *locate creature*

3/day—*circle of death* (DC 28), *quicken dimension door*, *finger of death* (DC 29)

1/day—*chain lightning* (DC 26), *mark of justice*, *power word kill*, *symbol of death* (DC 30), *wall of force*

1/week—*earthquake* (DC 28), *geas/quest*, *plane shift* (DC 25)

## STATISTICS

**Str** 35, **Dex** 16, **Con** 23, **Int** 12, **Wis** 17, **Cha** 30

**Base Atk** +16; **CMB** +29 (+31 bull rush); **CMD** 43 (45 vs. bull rush)

**Feats** *Awesome Blow*<sup>MF</sup>, *Combat Casting*, *Greater Vital Strike*, *Improved Bull Rush*, *Improved Vital Strike*, *Power Attack*<sup>MF</sup>, *Quick Awesome Blow*<sup>MF</sup>, *Quicken Spell-Like Ability* (*dimension door*), *Vital Strike*<sup>MF</sup>

**Skills** *Diplomacy* +29, *Intimidate* +29, *Knowledge* (planes, religion) +20, *Perception* +26, *Sense Motive* +22, *Survival* +22; **Racial Modifiers** +4 *Perception*

**Languages** *truespeech*

**SQ** *deathbringer*<sup>MMA</sup>, *mythic spell-like abilities*<sup>MA</sup>

## ECOLOGY

**Environment** any

**Organization** solitary, pair, or patrol (3–5)

**Treasure** none

## SPECIAL ABILITIES

**Deathbringer (Ex)** A mythic marut is a master of death magic. It adds *circle of death*, *finger of death*, *power word kill*, and *symbol of death* to its spell-like abilities. In addition, it adds a +2 racial bonus to the save DC of its spell-like abilities with the death descriptor.

**Mythic Spell-Like Abilities (Su)** Three times per day a mythic marut may use the mythic spell version of any of its corresponding spell-like abilities. A mythic marut 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.

**Thunderstorm Fists (Su)** A mythic marut's fists strike with the power of a thunderstorm. Each successful slam attack deals an additional 4d6 points of electricity or sonic damage (or half damage of each type), and the target must succeed on a DC 26 Fortitude save or be blinded and deafened for 2d6 rounds. If the marut expends one use of its mythic power, all attacks with its fists until the beginning of its next turn deal 4d6 points of electricity and 4d6 points of sonic damage, and creatures failing their Fortitude save are blinded and deafened permanently. Even on a successful save, the target is dazzled and deafened for 1d6 rounds. The save DC is Constitution-based and includes a +2 racial bonus.





# Intellect Devourer

Devoid of a head, or any features at all save for four short, clawed legs, this creature's body looks like a large, glistening brain.

## MYTHIC INTELLECT DEVOURER

CR 10/ MR 4

XP 9,600

Pathfinder Roleplaying Game Bestiary

CE Small aberration (alien, mythic)

**Init** +15/−5, **dual initiative**; **Senses** blindsight 60 ft., *detect magic*; Perception +19

## DEFENSE

**AC** 27, touch 18, flat-footed 20 (+7 Dex, +9 natural, +1 size)

**hp** 116 (8d8+80)

**Fort** +7, **Ref** +9, **Will** +8

**Defensive Abilities** extraordinary agility<sup>MA</sup>; **DR** 10/adamantine, epic, and magic; **Immune** fire, mind-affecting effects; **Resist** cold 20, electricity 20, sonic 20; **SR** 27

**Weaknesses** vulnerability to *protection from evil*

## OFFENSE

**Speed** 40 ft.

**Melee** 4 claws +14 (1d4+8)

**Special Attacks** body thief<sup>MA</sup>, id stimulation<sup>MA</sup> (DC 19), *mythic power* (4/day, surge +1d8), *mythic spell-like abilities*<sup>MA</sup>, sneak attack +3d6

**Spell-Lilke Abilities** (CL 8th; concentration +12)

Constant—*detect magic*

At will—*confusion* (DC 18, single target only), *daze monster* (DC 16, no HD limit), *inflict serious wounds* (DC 17), *invisibility*, *reduce person* (self only)

3/day—*cure moderate wounds*, *globe of invulnerability*

## STATISTICS

**Str** 12, **Dex** 25, **Con** 21, **Int** 16, **Wis** 10, **Cha** 19

**Base Atk** +6; **CMB** +6; **CMD** 23 (27 vs. trip)

**Feats** Improved Initiative<sup>MF</sup>, Iron Will, Toughness, Weapon Finesse<sup>MF</sup>

**Skills** Acrobatics +7, Bluff +20, Disguise +12, Knowledge (local) +14, Perception +19, Sense Motive +8, Stealth +30, Use Magic Device +11; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Stealth

**Languages** Undercommon (cannot speak); telepathy 100 ft.

## ECOLOGY

**Environment** any underground

**Organization** solitary, brood (1 mythic intellect devourer and 2–6 intellect devourers), or tribe (1 mythic intellect devourer and 7–17 intellect devourers)

**Treasure** triple

## SPECIAL ABILITIES

**Body Thief (Su)** As a full-round action that provokes an attack of opportunity, a mythic intellect devourer can reduce its size, crawl into the mouth of a helpless or dead creature, and burrow into the victim's skull to devour its brain. This is a coup de grace attempt that inflicts 8d4+3d6+32 points of damage. If the victim is slain (or already dead), the mythic intellect devourer usurps control of the body and may use it as its own, as if it controlled the target via a *dominate monster* spell. The mythic intellect devourer has full access to all of the host's defensive and offensive abilities save for spellcasting and spell-like abilities (although the mythic intellect devourer can still use its own spell-like abilities). A host body may not have been dead for longer than 1 day for this ability to function, and even successfully inhabited bodies de-

cay to uselessness in 7 days (unless this time is extended via *gentle repose*). As long as the mythic intellect devourer occupies the body, it knows (and can speak) the languages known by the victim, has detailed information about the victim's identity and personality, and has access to all of the victim's specific memories and knowledge. This allows the mythic intellect devourer to make Knowledge skill checks based on its victim's Knowledge skills, even if the mythic intellect devourer does not have that particular skill. Damage done to a host body does not harm the mythic intellect devourer, and if the host body is slain, the mythic intellect devourer emerges and is staggered for 1 round. *Raise dead* cannot restore a victim of body theft, but *resurrection* or more powerful magic can. A mythic intellect devourer can expend one use of mythic power as a swift action to unerringly teleport onto the head of a helpless or dead creature it can see within 100 feet, then using its body thief ability as above.

**Extraordinary Agility (Ex)** A mythic intellect devourer can expend one use of mythic power as a swift action to gain evasion and a +8 dodge bonus to AC and on Acrobatics checks until the start of its next turn.

**Id Stimulation (Su)** Once per minute, a mythic intellect devourer can expend one use of mythic power to over stimulate the pleasure and pain receptors of a creature within 100 feet. The target is stunned (if non-mythic) or staggered (if mythic) for 1d4+1 rounds; a successful DC 18 Will save reduces the duration to 1 round. dazed for 1 round (stunned if a non-mythic creature). This is a mind-affecting effect. The save DC is Charisma-based.

**Vulnerable to Protection from Evil (Ex)** An intellect devourer is treated as a summoned creature for the purpose of determining how it is affected by a *protection from evil* spell.

## MYTHIC PSIONIC INTELLECT DEVOURER

A mythic psionic intellect devourer has identical statistics in most respects, but gains the psionic subtype, its spell resistance becomes power resistance, and it gains Wild Talent as a bonus feat. In addition, it replaces a standard intellect devourer's spell-like abilities with the following psi-like abilities:

**Psi-Lilke Abilities** (ML 8th; concentration +12)

Constant—*detect psionics*

At will—*cloud mind* (three creatures,

DC 19), *compression* (two size

categories), *ego whip* (2d4,

DC 18\*), *empty mind*

(+5 on Will saves\*),

*id insinuation* (three

targets, DC 18\*)

3/day—*body*

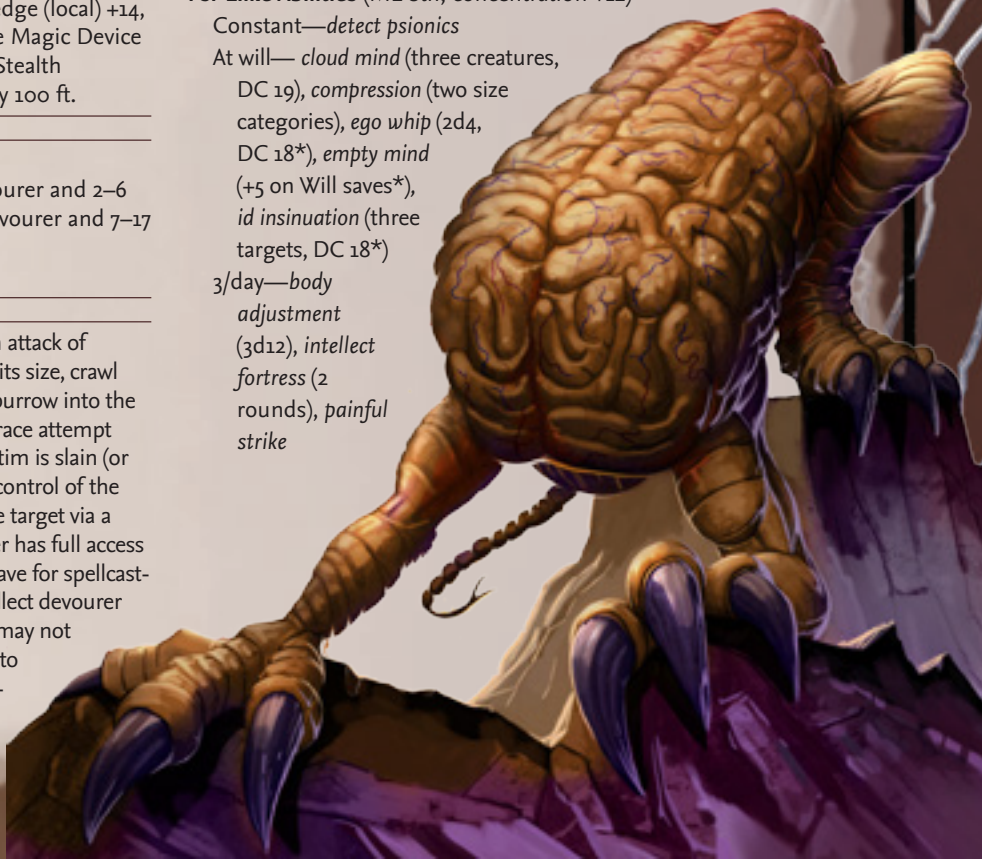
*adjustment*

(3d12), *intellect*

*fortress* (2

rounds), *painful*

*strike*





# Invisible Stalker

*No true form can be detected, yet a sense of force and hulking malevolence is undeniable in this creature's presence.*

**MYTHIC INVISIBLE STALKER**

**CR 9/MR 3**

XP 4,800

*Pathfinder Roleplaying Game Bestiary*

N Medium outsider (air, elemental, extraplanar, mythic)

**Init** +9; **Senses** darkvision 60 ft.; Perception +12

## DEFENSE

**AC** 24, touch 15, flat-footed 19 (+5 Dex, +9 natural)

**hp** 110 (7d10+72)

**Fort** +11, **Ref** +12, **Will** +4

**Defensive Abilities** natural invisibility; **DR** 5/epic; **Immune** elemental traits

## OFFENSE

**Speed** 30 ft., fly 30 (perfect)

**Melee** 2 slams +12 (2d6+4)

**Special Attacks** death attack<sup>MA</sup>, mythic power (3/day, surge +1d6+1), sneak attack +4d6<sup>MA</sup>

## STATISTICS

**Str** 18, **Dex** 21, **Con** 22, **Int** 14, **Wis** 15, **Cha** 11

**Base Atk** +7; **CMB** +11; **CMD** 26

**Feats** Combat Reflexes, Improved Initiative, Lightning Reflexes<sup>MF</sup>, Potent Surge<sup>MF</sup>, Weapon Focus (slam)

**Skills** Acrobatics +15, Bluff +10, Fly +23, Knowledge (planes) +12, Perception +12, Sense Motive +12, Stealth +15, Survival +12

**Languages** Auran, Common

**SQ** electrostatic field<sup>MA</sup>, inertial block<sup>MA</sup>, mythic tracking<sup>MA</sup>

## ECOLOGY

**Environment** any (Plane of Air)

**Organization** solitary

**Treasure** standard

## SPECIAL ABILITIES

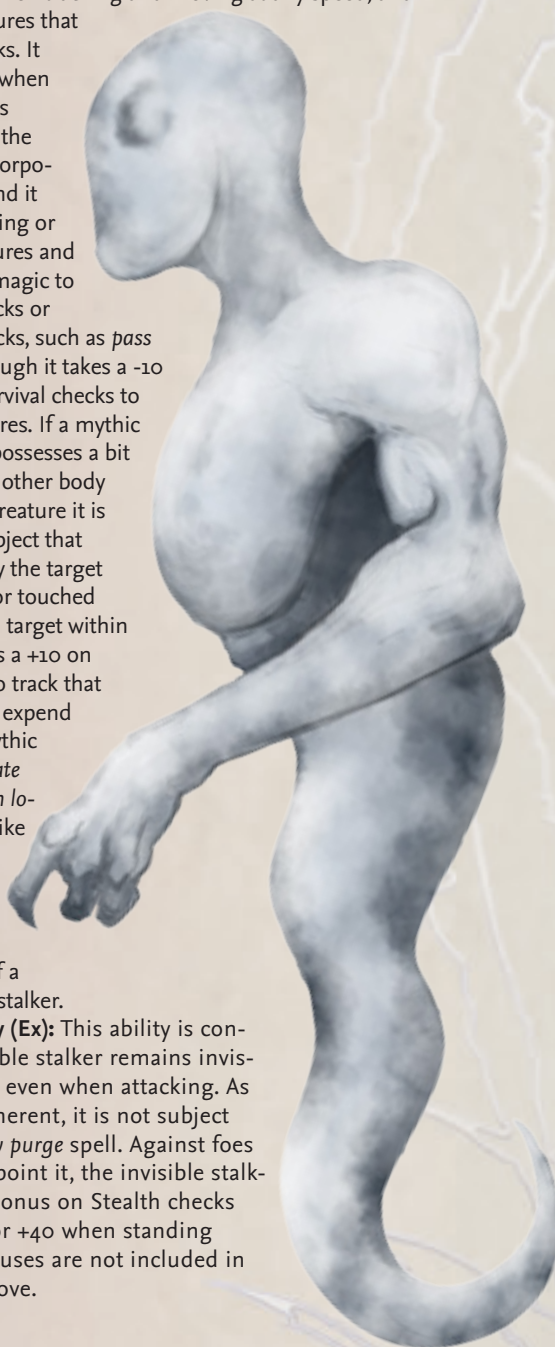
**Death Attack (Ex):** A mythic invisible stalker has the death attack ability of a member of the assassin class, treating its Hit Dice as its class level.

**Electric Field (Su):** A mythic invisible stalker may activate or deactivate a pervasive electric field at will as a standard action. The electric field charges all metal items within a 30-foot radius with electricity for one round. Each turn the objects deal electricity damage to their wearers or bearers as follows: Creatures wearing heavy armor or wielding a heavy shield or two-handed weapon take 3d6 points of electricity damage. Creatures wearing medium armor or wielding a light shield or one-handed weapon take 2d6 points of electricity damage. Creatures wearing light armor or wielding a buckler or light weapon take 1d6 points of electricity damage. A creature that falls into more than one category takes damage based on the highest category that applies. A creature carrying or in contact with an equivalent mass of metal to the above categories takes an equivalent amount of damage. In addition to damage, the lingering static charge accumulated by creatures and objects allows the mythic invisible stalker to perceive all affected objects and creatures as if it had blindsight for 1 minute, even if they move after taking damage from the electricity field. While the electricity field is active, the mythic invisible stalker's location is revealed by a crackling aura of static electricity, though it still has total concealment against creatures that are not able to see invisible creatures.

A mythic invisible stalker can spend one use of its mythic power to energize its electric field, either doubling its damage (to 6d6, 4d6, or 2d6) or doubling its radius to 60 feet, or by spending 3 uses of its mythic power it can triple both damage and radius. The damage dealt by its field when so energized ignores all non-mythic forms of resistance or immunity to electricity. The effects of this energized field last only one round, and during this round a mythic invisible stalker becomes clearly visible to all forms of vision.

**Mythic Tracking (Ex)** A mythic invisible stalker takes no penalty to Survival checks when tracking and moving at any speed, and it can track creatures that do not leave tracks. It takes no penalty when tracking creatures moving through the air (including incorporeal creatures), and it can track burrowing or swimming creatures and creatures using magic to avoid leaving tracks or obscure their tracks, such as *pass without trace*, though it takes a -10 penalty on its Survival checks to track such creatures. If a mythic invisible stalker possesses a bit of hair, blood, or other body tissue from the creature it is tracking, or an object that has been worn by the target within 24 hours or touched in any way by the target within one hour, it gains a +10 on Survival checks to track that creature and can expend one use of its mythic power to use *locate creature* or *discern location* as a spell-like ability to locate its quarry. This ability replaces the improved tracking ability of a normal invisible stalker.

**Natural Invisibility (Ex):** This ability is constant—an invisible stalker remains invisible at all times, even when attacking. As this ability is inherent, it is not subject to the *invisibility purge* spell. Against foes that cannot pinpoint it, the invisible stalker gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are not included in the statistics above.





# Jabberwock

This dragon has a long neck and terrible claws. The beast shrieks and babbles, thrashing its tail and wings in a violent manner.

MYTHIC JABBERWOCK

CR 28/MR 10

XP 4,915,200

Pathfinder Roleplaying Game Bestiary 2

CE Huge dragon (air, fire, mythic)

**Init** +5; **Senses** blindsight 120 ft., darkvision 120 ft., low-light vision, scent, *true seeing*; **Perception** +38

**Aura** manxome foe<sup>MA</sup> (120 ft., DC 35)

## DEFENSE

**AC** 50, touch 14, flat-footed 44 (+5 Dex, +1 dodge, +36 natural, –2 size)

**hp** 575 (26d12+406); fast healing 15

**Fort** +26, **Ref** +20, **Will** +24

**DR** 15/epic and vorpal; **Immune** fire, paralysis, sleep; **Resist** acid 30, electricity 30, sonic 30; **SR** 36

**Weaknesses** fear of vorpal weapons, vulnerable to cold

## OFFENSE

**Speed** 40 ft., fly 80 ft. (poor)

**Melee** bite +40 (4d8+24/19–20/x3), 2 claws +40 (3d6+16/19–20 plus grab), tail slap +35 (2d8+24), 2 wings +35 (1d8+8)

**Ranged** 2 eye rays +29 touch (20d6 fire/19–20 plus burn)

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

**Special Attacks** burble<sup>MMA</sup>, burn (8d6, DC 34), eyes of flame<sup>MA</sup>, flensing claws<sup>MMA</sup>, *mythic power* (10/day, surge +1d12), *mythic spell-like abilities*<sup>MA</sup>, tail sweep<sup>MA</sup> (2d8+36), whiffling<sup>MA</sup>

**Spell-Like Abilities**<sup>MMA</sup> (CL 26th; concentration +36)

Constant—*true seeing*

At will—*commune with nature*, *confusion* (DC 24), *control winds*, *fireball* (DC 23), *plane shift* (willing targets to fey realm only), *shout* (DC 24)

3/day—*contagious flame*, *feeblemind* (DC 25), *insanity* (DC 27), *power word stun*, *sonic thrust* (DC 25)

1/day—*greater shout* (DC 28), *whirlwind* (DC 28), *winds of vengeance*

## STATISTICS

**Str** 43, **Dex** 20, **Con** 33, **Int** 12, **Wis** 29, **Cha** 30

**Base Atk** +26; **CMB** +44 (+48 grapple); **CMD** 60

**Feats** Awesome Blow,

Bleeding Critical<sup>MF</sup>, Critical

Focus<sup>MF</sup>, Dodge, Flyby Attack,

Improved Bull Rush, Improved Critical (bite, claws, eye rays), Mobility, Power Attack<sup>MF</sup>, Spring Attack<sup>MF</sup>, Vital Strike<sup>MF</sup>

**Skills** Acrobatics +31 (+35 jump), Escape

Artist +31, Fly +26, Intimidate +39,

Knowledge (nature) +30, Perception +38, Sense Motive +38

**Languages** Aklo, Common, Draconic, Gnome, Sylvan

**SQ** planar acclimation

## ECOLOGY

**Environment** any forests

**Organization** solitary

**Treasure** triple

## SPECIAL ABILITIES

**Burble (Su)** A mythic jabberwock can burble once every 1d4 rounds as a standard action. This blast of strange noises and shouted nonsense in the various languages known to the mythic jabberwock (and invariably some languages it doesn't know) affects all creatures within a 60-foot radius spread as *mythic confusion*, or augmented *mythic confusion* if the mythic jabberwock spends one use of its mythic power (DC 35 Will negates), lasting 1d4+1 rounds. Alternatively, the mythic jabberwock can focus its burble into a devastating shock-wave filling a 60-foot cone-shaped burst. Creatures in the area take 25d6 points of sonic damage and are stunned for 1 round and deafened for 4d6 rounds. A DC 35 Reflex save negates stunning and halves both damage and the duration of deafness. The confusion effect is mind-affecting; both are sonic effects. The save DC is Charisma-based and includes a +2 racial bonus.





A mythic jabberwock can spend one use of its mythic power to use its burble ability again without waiting for 1d4 rounds have elapsed, or to affect any silence effects in the area of the burble as *greater dispel magic* (caster level 26th); it can spend two uses of mythic power to use both as part of the same burble.

**Damage Reduction (Ex)** A jabberwock's damage reduction can be bypassed only by epic weapons that possess the vorpal weapon enhancement. Abilities that allow a creature to bypass damage reduction, such as a paladin's smite evil or a mythic champion's fleet charge, do not apply against a mythic jabberwock unless the attacker is wielding a vorpal weapon (including a non-epic vorpal weapon).

**Eyes of Flame (Su)** As a standard action, a mythic jabberwock can project rays of fire from its eyes as a ranged touch attack with a range increment of 60 feet. It projects two rays, and can target different creatures with these rays if it wishes as long as both targets are within 30 feet of each other. A creature that takes damage from an eye ray suffers burn damage. If a mythic jabberwock spends one use of mythic power with the attack, each ray also overcomes any non-mythic fire resistance (but not immunity) that a target possesses.

**Fear of Epic Vorpal Weapons (Ex)** A mythic jabberwock knows that an epic vorpal weapon can kill it swiftly. When it takes damage from an epic vorpal weapon, a mythic jabberwock becomes shaken for 1 round. If that hit is a critical threat (regardless of whether it is confirmed), the mythic jabberwock is staggered for 1 round. Multiple hits or threats extend the duration of this effect but do not increase its severity.

**Flensing Claws (Ex)** Whenever a mythic jabberwock hits a creature with both claws and successfully grapples that creature, the target takes an additional 6d6+24 points of damage and is skinned alive (DC 39 Fortitude negates skinning but not damage), becoming permanently staggered taking 1 point of Constitution bleed; this is considered ability drain, not ability damage. *Regenerate* or *heal* removes the staggered condition and halts this bleed, but *cure wounds* spells, channeled energy, fast healing, and similar lesser healing effects do not. A creature with regeneration can attempt a new saving throw each round at the end of its turn to end the staggered condition and bleed. The save DC is Strength-based.

**Manxome Foe (Ex)** The very presence of a mythic jabberwock is terrifying to its enemies. Whenever a mythic jabberwock makes an attack or charge action, or otherwise activates this ability with a free action, opponents within 120 feet who witness the action must succeed at a DC 35 Will save or become staggered for 2d4 rounds and sickened for 5d6 rounds. Creatures with 4 HD or fewer are instead sickened and panicked for 5d6 rounds. Creatures succeeding on their saving throw are immune to that mythic jabberwock's manxome foe aura for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based and includes a +2 racial bonus.

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

**Tail Sweep (Ex)** As a standard action, a mythic jabberwock can sweep with its tail, affecting a half-circle with a radius of 20 feet, extending from an intersection on the edge of the monster's space in any direction. Creatures in this swept smaller than the mythic jabberwock take 2d8+36 points of damage and are knocked prone. A DC 39 Reflex save halves damage and negates being knocked prone. A mythic jabberwock can spend one use of its mythic power to perform a tail sweep as a move action. The save DC is Strength-based.

**Whiffing (Ex)** A mythic jabberwock's wings and violent motions create a significant amount of wind whenever it uses the full attack action, fights defensively, or takes the total defense action, surrounding the creature with a 30-foot-radius spread of **severe winds** that moves with it. If a mythic jabberwock spends one use of its mythic power as a free action, the winds created by its whiffing intensify for 1 minute, creating a windstorm centered on itself in a 30-foot-radius spread, surrounded by an area of severe winds in a 60-foot-radius spread. While its whiffing is intensified in this way, a mythic jabberwock can spend one use of mythic power as a swift action to create **tornado-force wind** in a 30-foot radius spread centered on itself, lasting until the beginning of its next turn. Creatures on the ground are staggered and knocked prone by these winds (DC 39 Reflex negates). Flying creatures are instead checked (if Large) or blown away (if Medium or smaller); Huge or larger flying creatures are unaffected. Wind effects are described in the Environment chapter of the *Pathfinder RPG Core Rulebook*. The save DC is Strength-based.





# Jigsaw Man

*This humanoid's dismembered limbs and head float independently from its emaciated, rotting body. It fingers a cruel, sawblade while surveying you with empty eye sockets oozing bright scarlet tears.*

**JIGSAW MAN** CR 12/ MR 5

XP 19,200

NE Medium undead (mythic)

**Init** +15<sup>MF</sup>; **Senses** darkvision 60 ft.; Perception +16

**Aura** frightful presence (30 ft., DC 22, 5d6 rounds)

## DEFENSE

**AC** 31, touch 20, flat-footed 24 (+6 Dex, +1 dodge, +15 natural)

**hp** 182 (15d8+115)

**Fort** +10, **Ref** +11, **Will** +12

**Defensive Abilities** channel resistance +5, fortification (50%), quartered anatomy<sup>MA</sup>; **DR** 10/epic and magic; **Immune** undead traits; **SR** 23

## OFFENSE

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

**Melee** jigsaw +20/+15/+10 (1d10+8/15-20/x3 plus 1d6 bleed)

**Special Attacks** jigsaw<sup>MA</sup>, mythic power (5/day, surge +1d8), severing strike<sup>MA</sup> (DC 23)

## STATISTICS

**Str** 17, **Dex** 23, **Con** —, **Int** 11, **Wis** 16, **Cha** 20

**Base Atk** +11; **CMB** +14; **CMD** 30

**Feats** Dodge, Improved Critical (jigsaw)<sup>MF</sup>, Improved Initiative<sup>MF</sup>, Mobility, Skill Focus (Stealth), Stealthy, Step Up, Weapon Finesse<sup>MF</sup>, Weapon Focus (jigsaw)

**Skills** Acrobatics +17, Escape Artist +21, Fly +19, Intimidate +23, Perception +16, Stealth +30

**Languages** Common

**SQ** disassemble<sup>MA</sup>

## ECOLOGY

**Environment** any land

**Organization** solitary

**Treasure** double standard

## SPECIAL ABILITIES

**Disassemble (Su)** As a full-round action, a jigsaw man can disassemble its body into a 5-foot-square swarm of Diminutive carrion resembling bloody puzzle pieces. It gains the swarm subtype, a swarm attack dealing 3d6 points of damage, and can pass through openings an inch wide. When disassembled, its jigsaw incorporates and merges with its, reforming when the jigsaw man spends a full-round action to resume its normal form.

**Jigsaw (Ex)** A jigsaw man's rusty, gore-stained sawblade functions as a +2 *elven curve blade*, and in its hands it deals 1d6 bleed damage on each hit and is considered an epic weapon. The jigsaw has hardness 14 and 30 hit points, and if destroyed the jigsaw man is stunned for 1 round. If the jigsaw man is destroyed, the jigsaw crumbles to dust. A jigsaw man can spend 1 hour and one use of mythic power to create a new jigsaw, destroying the old one.

**Quartered Anatomy (Su)** A jigsaw man can rearrange its floating anatomy as an immediate action to negate a single attack requiring an attack roll. It must be aware of the attack. It can expend one use of mythic power to use this ability as a free action.

**Severing Strike (Ex)** When a jigsaw man rolls a critical threat against a humanoid target, it can expend one use of mythic power as a free action deal an additional 1d6 points of bleed damage and stun the target for 1d2 rounds (DC 23 Fortitude negates stunning but not bleed). The save is Dexterity-based.

When a talented, unrepentant serial killer is executed by quartering, the murderer can sometimes animate its own shredded remains through sheer force of will and rise as an undead monstrosity bent on continuing its homicidal existence. A jigsaw man stands just under 7 feet tall and weighs 120 pounds.

## ECOLOGY

When a jigsaw man first rises, it seeks out any victims it was prevented from killing before it was executed before turning its wrath on those responsible for its capture and execution. Thereafter, the jigsaw man establishes a lair and begins stalking new victims. A jigsaw man is compelled to decorate its lair with the dismembered corpses of its victims, which it does to both intimidate would-be avengers and as a twisted form of artistic expression.

Though its dismembered body is emaciated and gaunt, a jigsaw man's face appears much as it did in life. It's eyes however betray it as an undead monster, as they are open bloody sockets that constantly weep long trails of fresh blood

## HABITAT AND SOCIETY

A jigsaw man is a solitary creature, pursuing its former murderous passion with an undying obsession. In rare cases, a jigsaw man with a flair for the dramatic may trick or intimidate others into assisting it, often to construct elaborate and sadistic deathtraps or to kidnap individuals who know and love its intended victims, in order to force them to watch its macabre theater of death.





# Jorganth

*This hulking serpentine eel is a mass of feelers, tentacles, segmented coils, and slashing scythe-like claws along its underbelly. Its maw is a mass of bristling fangs, and everywhere its dark, slimy scales and chitinous plates spark and hum with crackling current.*

**JORGANTH** CR 8/MR 3

XP 4,800

CE Large aberration (aquatic, mythic)

**Init** +6; **Senses** darkvision 60 ft., keen scent, tremorsense 60 ft.; Perception +14

**Aura** frightful presence (60 ft., DC 15)

## DEFENSE

**AC** 24, touch 12, flat-footed 21 (+2 Dex, +1 dodge, +12 natural, -1 size)

**hp** 100 (9d8+60)

**Fort** +7, **Ref** +5, **Will** +8

**DR** 5/epic; **Immune** electricity, pressure damage from deep water; **Resist** cold 10

## OFFENSE

**Speed** 10 ft., swim 60 ft.

**Melee** bite +11 (2d6+6/x3 plus 1d6 electricity), 2 tentacle +11 (1d6+6 plus 1d6 electricity and grab), tail slap +6 (1d8+3 plus 1d6 electricity)

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

**Special Attacks** electric field<sup>MA</sup>, electric shock, hyper beam<sup>MA</sup>, mythic power (3/day, surge 1d6), rake (2 claws +6 (1d6+3 plus 1d6 electricity)), reflexive lash<sup>MA</sup>, will-o'-the-deep

**Spell-Like Abilities** (CL 9th; concentration +10)

At will—dancing lights

## STATISTICS

**Str** 22, **Dex** 15, **Con** 19, **Int** 11, **Wis** 14, **Cha** 13

**Base Atk** +6; **CMB** +13 (+17 grapple); **CMD** 26 (can't be tripped)

**Feats** Blind-Fight<sup>MF</sup>, Dodge, Improved Initiative, Power Attack<sup>MF</sup>, Wind Stance

**Skills** Acrobatics +10, Knowledge (dungeoneering) +5, Perception +14, Stealth +10, Survival +10, Swim +20

**Languages** Aklo, Aquan

**SQ** deep diver, feed on fear, wispling spawner<sup>MA</sup>

## ECOLOGY

**Environment** any oceans (or rarely in coastal saltmarshes)

**Organization** solitary, pair, or nest (3-6)

**Treasure** standard

## SPECIAL ABILITIES

**Deep Diver (Ex)** Jorganth take no pressure damage from immersion in deep water.

**Electric Field (Su)** A mythic jorganth may activate or deactivate a pervasive electric field at will as a standard action. The electric field charges all metal items within a 30-foot radius with electricity for one round. Each turn the objects deal electricity damage to their wearers or bearers as follows: Creatures wearing heavy armor or wielding a heavy shield or two-handed weapon take 3d6 points of electricity damage. Creatures wearing medium armor or wielding a light shield or one-handed weapon take 2d6 points of electricity damage. Creatures wearing light armor or wielding a buckler or light weapon take 1d6 points of electricity damage. A creature that falls into more than one category takes damage based on the highest category that applies. A creature carrying or in contact with an equivalent mass of metal

to the above categories takes an equivalent amount of damage. In addition to damage, the lingering static charge accumulated by creatures and objects allows the mythic jorganth to perceive all affected objects and creatures as if it had blindsight for 1 minute, even if they move after taking damage from the electricity field. While the electricity field is active, the mythic jorganth's location is revealed by a crackling aura of static electricity, though it still has total concealment against creatures that are not able to see invisible creatures.

A mythic jorganth can spend one use of its mythic power to energize its electric field, either doubling its damage (to 6d6, 4d6, or 2d6) or doubling its radius to 60 feet, or by spending 3 uses of its mythic power it can triple both damage and radius. The damage dealt by its field when so energized ignores all non-mythic forms of resistance or immunity to electricity. The effects of this energized field last only one round, and during this round a mythic jorganth becomes clearly visible to all forms of vision even if previously hidden or invisible.

**Electric Shock (Ex)** A jorganth produces a constant electrical charge from its body. Any creature it strikes with its natural weapons takes 1d6 points of electrical damage, as does any creature that strikes it with a natural weapon, unarmed strike, or melee touch attack. In addition, when a jorganth confirms a critical hit with one of its natural weapons, it delivers an intense shock that stuns the target for 1d4 rounds (DC 18 Fortitude negates). The save DC is Constitution-based.

**Feed on Fear (Su)** Any time a jorganth is within 15 feet of a dying creature or creature subject to a fear effect, it gains fast healing 5.

**Hyper Beam (Su)** As a standard action, a mythic jorganth can concentrate its electrical energies in a focused ray with a range of 120 feet, dealing 9d6 points of electricity damage with a successful ranged touch attack. This beam is highly destructive to inanimate objects, ignoring one-half of an item's hardness and dealing full damage instead of half damage. On a critical hit with this beam, the target is stunned for 1d4 rounds (DC 18 Fortitude negates). After using this ability, its electric shock ability is suppressed until the end of its next turn. If the mythic jorganth expends one use of its mythic power, this beam deals 9d10 points of damage and ignores the electricity resistance or immunity of non-mythic creatures.

**Reflexive Lash (Ex)** As an immediate action when struck by a melee attack made by a creature it threatens, a mythic jorganth can make a tentacle or tail slap attack against the creature that attacked it. This attack occurs simultaneously with the attack that triggered it.

**Will-o'-the-Deep (Sp)** Once per hour as a full-round action, a jorganth can coalesce and vomit forth its electrical energies in the form of a will-o'-the-deep, a variant will-o'-wisp with the water subtype rather than the air subtype and a swim speed of 50 feet in place of a fly speed. Its statistics are otherwise identical. The will-o'-the-deep is considered a summoned creature and is under the jorganth's telepathic command. A will-o'-the-deep remains present for 1 minute or until destroyed. After using this ability, the jorganth's electric shock ability is suppressed for 1 minute.

**Wispling Spawner (Sp)** A mythic jorganth can use dancing lights as a spell-like ability at will. In addition, if it spends one use of its mythic power when summoning a will-o'-the-deep, its electric shock ability is not suppressed. It may also spend one use of its mythic power to grant the will-o'-the-deep the agile or savage simple mythic template, as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*.







Jorganth are otherworldly eel-serpents, invaders from beyond into the deepest and darkest reaches of the oceans on the homeworld of the player characters. At first glance they appear basically reptilian, though they combine wormlike and piscine features with insectile appendages and sensory organs. They are fierce predators and cunning hunters, able to track down their prey wherever they hide. An adult jorganth is nearly 20 feet long and weighs 1 ton.

### **ECOLOGY**

Jorganth are famed and feared by fey and mortals alike, particularly aquatic races but also those living in coastlands that lie near deep ocean trenches and basins where jorganth congregate in numbers. Their hunger and savagery are unearthly in the extreme, but it is not only for flesh and blood that they hunger. Jorganth are also psychic parasites, scavenging the naked terror of the creatures it hunts with an avid glee and tormenting it with hit-and-run attacks, disappearing in the gloom and lurking just out of sight, only to rush in again bringing agony and panic in its wake. Their alien psychophysiology appears to require the consumption of this psychic fodder as well as physical provender in order for them to grow, and jorganth are certainly not above preying on their own kind. In fact, jorganth learn well the meaning of fear trying to survive their larval stages, as most are devoured by their kin before reaching adulthood. This cannibalistic terrorism is perhaps why the species has never risen beyond the level of lurking terror in the depths to become a true threat to the civilized races above.

### **HABITAT AND SOCIETY**

The jorganth is an otherworldly abomination of uncertain origins. They are found in numbers in the darker corners of the faerie oceans, and some contend these beasts were first spawned in the chaotic seas of the fey realms, darkling prowlers from the benighted depths where the joyous revels of aquatic faeries are never seen. There they feed upon the weaker inhabitants of the boundless reefs and pelagic abysses, as common camouflage and the glimmers of the fey and their fey-touched pets are of no use against its hyperacute senses.

However, many believe their origins do not lie in the fey realms, but rather that they were first birthed in the material plane but on some far distant planet, and that they arrived in their realms by a chance transpatial thinness or rupture. This rupture happened so deep in the lightless depths of the faerie seas that it went unnoticed for many long years, time enough for the jorganth to proliferate in the deep waters, such that once the rulers of the fey realms realized they danger they were never able to locate and eradicate the nests of these alien predators.

At one point, the rulers of the fey sought to lure the enemy out of their own waters by enticing them into richer hunting grounds in the material world through planar vortices. Some of the jorganth took the bait but not all, and thus their threat not eradicated from the faerie oceans but instead now spread into the deep trenches of the mortal seafloor, there to once more seed their nests with their terrifying progeny.

### **SALTmarsh JORGANTH**

It is rare but not unheard of for jorganth to abandon the deep waters and crawl up onto the continental shelf and coastal reef waters, and thence even into tidewaters, bays, saltwater sloughs, and similar coastal wetlands. These jorganth are much like their deep-dwelling kin, but they are able to give birth to standard flying will-o'-wisps rather than will-o'-the-deeps.





# Kakuen-Taka

*Within a towering structure of bone and rotting flesh lurk hundreds of fluttering fiends.*

MYTHIC KAKUEN-TAKA

CR 18/MR 7

XP 153,600

d2opfsrd.com<sup>15B</sup>

CE Huge outsider (chaotic, evil, extraplanar, mythic, swarm)

Init +17<sup>MF</sup>; Senses darkvision 60 ft.; Perception +31

Aura maddening oculuxation<sup>MA</sup> (30 ft., DC 21)

## DEFENSE

AC 24, touch 16, flat-footed 16 (+6 Dex, +2 dodge, +8 natural, -2 size)

hp 353 (21d10+238)

Fort +20, Ref +20, Will +10

Defensive Abilities fleshy shield; swarm traits; DR 10/epic; Immune poison; Resist acid 10, cold 10, electricity 10, fire 10; SR 29

## OFFENSE

Speed 30 ft.

Melee swarm (5d6 plus dimensional snare and distraction), 2 slams +19 (5d6)

Ranged 1d6 soul splinters +25 (2d6 plus sickened)

Space 15 ft.; Reach 0 ft. (10 ft. with slams)

Special Attacks blinding blight<sup>MA</sup>, consume flesh, create carrionstorm, dimensional snare, mythic power (7/day, surge 1d10), soul splinters<sup>MA</sup>, trample (5d6, DC 20), unleash the feast hounds<sup>MA</sup>, wildwrack<sup>MA</sup>

## STATISTICS

Str 10, Dex 23, Con 22, Int 6, Wis 13, Cha 13

Base Atk +21; CMB +23; CMD 40 (can't be tripped)

Feats Ability Focus (consume flesh), Dodge<sup>MF</sup>, Great Fortitude<sup>MF</sup>, Improved Initiative<sup>MF</sup>, Improved Iron Will, Iron Will, Lightning Reflexes, Point-Blank Shot, Skill Focus (Perception), Step Up, Toughness<sup>MF</sup>

Skills Acrobatics +30, Intimidate +25, Perception +31, Stealth +12, Survival +11

Languages Abyssal

SQ carrion cloud<sup>MA</sup>, flesh mansion, scorched earth<sup>MA</sup>, shambling mansions<sup>MA</sup>

## ECOLOGY

Environment any (the Wounded Demonlands)

Organization solitary, patrol (1 swarm with 1 flesh mansion, 1d4 carrionstorms, and 1d4+1 patal-kan), or gang (1d3 patrols)

Treasure incidental

## SPECIAL ABILITIES

**Blinding Blight (Su)** The mere sight of the kakuen-taka brings a maddening blight to the eyes of those that behold it, causing their eyes to physically rot and decay. This functions as a gaze attack in a 30-foot radius, though a mythic kakuen-taka can spend one use of its mythic power as a swift or immediate action to increase this radius to 60 feet for 1 minute. Any creature within this radius with line of sight to a mythic kakuen-taka is instantly dazzled and contracts blinding sickness. A successful DC 26 Fortitude save reduces the duration of the dazzled effect to 1 minute and prevents blinding sickness. Repeated saves are not required for continued exposure to the sight of a mythic kakuen-taka, though if more than one is present a save is required for each one. This is a disease effect. The save DC is Constitution-based.

**Carrion Cloud (Ex)** When a mythic kakuen-taka uses its create carrionstorm ability, it can spend one additional use of its mythic power to add the agile or savage mythic simple template to each carrionstorm. In addition, each carrionstorm constantly molts decaying feathers that fill its space and all adjacent squares with moldering chaff that obscures vision as *obscuring mist*. The carrionstorm and the kakuen-taka can see through this chaff without difficulty.

**Consume Flesh (Su)** Once per round, when a mythic kakuen-taka kills or reduces a creature to negative hit points with its swarm attack, it automatically attempts to consume the target's flesh as a free action (Fortitude DC 24 negates). If the target fails its save, its body is destroyed and the mythic kakuen-taka gains the benefits of a *death knell* spell. This is a death attack.

**Create Carrionstorm (Ex)** As a full-round action at sunrise, a mythic kakuen-taka (a bhoga swarm with a flesh mansion) can create 1d4 carrionstorms. These carrionstorms have a blinding poison in addition to their swarm attack. The carrionstorms are not under the control of the mythic kakuen-taka but instinctively follow it, attacking minor foes while the mythic kakuen-taka destroys greater threats. If the flesh mansion is destroyed and the mythic kakuen-taka does not create another one within 24 hours, the carrionstorms are destroyed. Any carrionstorms in excess of four wander away from the mythic kakuen-taka and are automatically destroyed 24 hours later. These carrionstorms are immune to the mythic kakuen-taka's blinding blight and maddening oculuxation abilities.

**Carrionstorm Poison (Ex)** Swarm—injury; save Fort DC 12, frequency 1/round for 6 rounds, effect permanent blindness, cure 2 consecutive saves. The save DC is Constitution-based (using the carrionstorm's Constitution).

**Dimensional Snare (Su)** Any creature affected by the mythic kakuen-taka's swarm attack must succeed at a DC 21 Will save or be affected by *dimensional anchor* for 1 round. This save is Charisma-based.

**Flesh Mansion (Ex)** A mythic kakuen-taka's bhoga swarm normally inhabits a hollowed-out reconfigured corpse called a flesh mansion, which it uses as a shelter, vehicle, and war machine. When the swarm wears a flesh mansion, it uses the above stat block (unlike a normal swarm, the flesh mansion's slam attacks have reach and threaten squares within its reach). As a standard action, the swarm can abandon its flesh mansion (which falls inert in its square), inhabit an empty flesh mansion, hide within its flesh mansion (gaining cover against all opponents but still being able to use its swarm attack), or stop hiding within the flesh mansion. If the flesh mansion is destroyed, the swarm can create another by performing a ritual that requires 1 hour and the corpse of a Huge creature. The flesh mansion is not a separate creature, nor is it undead; it is merely a corpse the swarm manipulates. Without a flesh mansion, the bhoga swarm's statistics are CE Diminutive outsider (chaotic, evil, extraplanar, swarm); AC 22, touch 21, flat-footed 15; Defensive Abilities swarm traits; Melee swarm (5d6 plus dimensional snare and distraction); Reach 0 ft.; Str 1; CMB —; CMD — (can't be tripped); Stealth +32.

**Fleshy Shield (Ex)** A newly created flesh mansion has 150 hit points. The swarm takes only half damage from all attacks that deal hit point damage, with the remainder taken by the flesh mansion. Because a swarm of Diminutive creatures is immune





to all weapon damage, apply half of all weapon damage to the fleshy shield and ignore the half that would be applied to the swarm. When the flesh mansion reaches 0 hit points, it is destroyed and the swarm functions like a normal swarm (see *Flesh Mansion* above). A mythic kakuen-taka can repair a damaged flesh mansion by spending a full-round action grafting a corpse into it (restoring 5 hit points for a Small corpse, 10 for Medium, 20 for Large, 50 for Huge).

**Maddened Oculuxation (Su)** Creatures drawing near to a mythic kakuen-taka may be overcome by its mind-bending awfulness, madly clawing at their own eyes to expunge the awful visage of the kakuen-taka from their sight and memory. Creatures that have averted or closed their eyes are nevertheless deluged with disturbing hallucinations of the kakuen-taka, though they gain a +2 circumstance bonus on their saving throw, while blind creatures are immune to this ability. Each round a creature is within 30 feet of a mythic kakuen-taka at any point during its turn, it is affected as *confusion* (DC 21 Will negates) until the beginning of its next turn. Creatures that deal damage to themselves while confused take 1 point of bleed damage (this bleed damage stacks with itself and other sources of bleed damage) and are permanently blinded (DC 21 Fortitude negates blinding but not bleed damage) as they claw their own eyes out. If a mythic kakuen-taka spends one use of its mythic power, this ability affects creatures that fail their save as *mythic confusion* rather than *confusion* for 1 minute. This is a mind-affecting insanity effect. The save DC is Charisma-based.

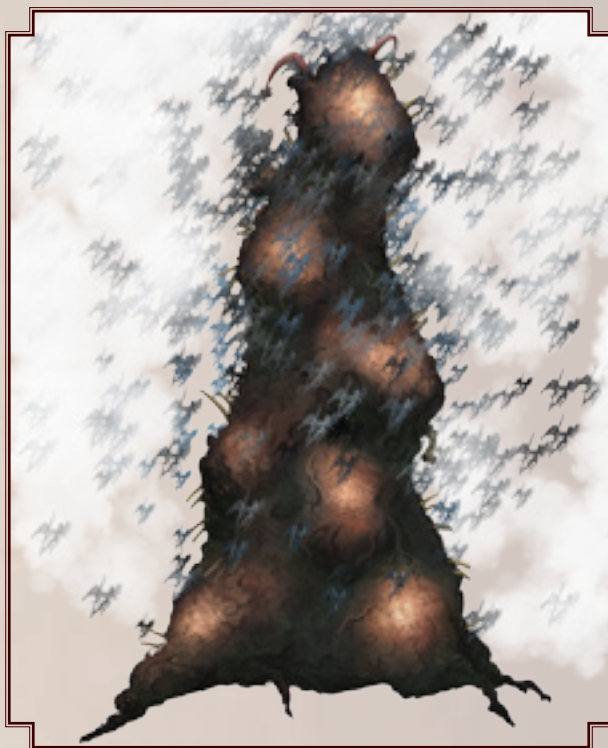
**Scorched Earth (Su/Sp)** The passage of a mythic kakuen-taka devastates the landscape in a manner similar to *diminish plants* in any square through which it passes. Any non-mythic plant-based spells have no effect within its space and are immediately suppressed and dispelled within any space it occupies as soon as a mythic kakuen-taka moves into the area, without impeding its movement. By spending one use of its mythic power, a mythic kakuen-taka can use *blight* and *diminish plants* as spell-like abilities (caster level 21st), and it can spend additional uses of its mythic power to use the mythic version of these effects, treating its mythic rank as its mythic tier.

**Shambling Mansions (Sp)** In addition to animating a Huge corpse into its own fleshy mansion, a mythic kakuen-taka can animate other flesh piles into quivering, shambling engines of destruction. This functions as *animate objects* (caster level 21st), but it affects only objects of flesh and bone. Using this ability requires a mythic kakuen-taka to spend one minute and one use of its mythic power. In addition, it can spend additional uses of its mythic power to enhance the spell's effects as *mythic animate objects*, treating its mythic rank as its mythic tier.

**Soul Splinters (Su)** The bhogas that make up a mythic kakuen-taka wield tiny ectoplasmic tridents made of magical force. Its swarm attack deals full damage to incorporeal creatures, creatures on the Ethereal plane, and creatures using *blink* or similar effects. In addition, as a standard action at the beginning of a mythic kakuen-taka's turn, some of its bhogas can hurl their soul splinters in pricking volleys. This reduces the damage from the mythic kakuen-taka's swarm attack to 4d6 until the bhogas can create new soul splinters, which the kakuen-taka can do as a swift action. Hurling these soul splinters allows the kakuen-taka to make 1d6 ranged attacks with a range increment of 10 feet. These ranged attacks do not provoke attacks of opportunity. Each attack that hits deals 2d6 points of force damage and sickens the target for 1 round. A DC 26 Fortitude negates the sickened effect but not the damage, and if a creature fails multiple saves the duration of the sickened effect stacks. This is a disease effect. The save DC is Constitution-based.

**Unleash the Feast Hounds (Sp)** If a mythic kakuen-taka successfully uses its consume flesh ability to devour a single Large or larger creature (or at least 5 Medium creatures), it can spend two uses of its mythic power and 1 minute gestating and disgorging a pack of 1d4+1 eyeless hounds called patal-kan. These hounds are identical to either advanced hell hounds orretch hounds but are CE in alignment and are blind but have blindsight out to a range of 30 feet. If the mythic kakuen-taka spends three uses of its mythic power, it can impart either the agile or savage mythic simple template on the patal-kan. The patal-kan can communicate telepathically with the mythic kakuen-taka at a range of up to 1 mile and they are deadly trackers by scent, gaining a +7 profane bonus to Survival checks made to follow tracks and being able to move at full speed with no penalty on Stealth and Survival checks. The patal-kan are under the complete control of the kakuen-taka that created them and cannot be compelled to attack it by any mind-affecting effect (though they may be forced to attack other kakuen-taka). The patal-kan remain in existence for 24 hours or until slain, after which they collapse into piles of tangled and bloated flesh, organs, and bone. If a kakuen-taka creates a new pack of patal-kan, any remaining members of the previous pack are instantly killed, regardless of their distance from their creator. This is a conjuration (creation) effect and is equivalent to a 7th-level spell.

**Wildwrack (Su)** A kakuen-taka represents the demonic corruption of nature, and the weapons of nature are weakened as their powers wither and are twisted by its malign influence. Any animal, Fey, or plant beginning its turn within a mythic kakuen-taka swarm gains a negative level (DC 26 Fortitude save to remove after 24 hours). The save DC is Constitution-based.





# Kraken

*This tremendous leviathan resembles a vast squid, yet the markings on its body are strangely unsettling to look upon.*

MYTHIC KRAKEN

CR 22/MR 9

XP 614,400

Pathfinder Roleplaying Game Bestiary

NE Gargantuan magical beast (aquatic, mythic)

**Init** +13/-7<sup>MF</sup>, **dual initiative**<sup>MA</sup>; **Senses** darkvision 60 ft., low-light vision, eyes of the deep<sup>MA</sup>; **Perception** +28

## DEFENSE

**AC** 41, touch 6, flat-footed 41 (+35 natural, -4 size)

**hp** 420 (20d10+310)

**Fort** +23, **Ref** +12, **Will** +11; **second save**<sup>MA</sup>

**DR** 10/epic; **Immune** cold, mind-affecting effects, poison

## OFFENSE

**Speed** 10 ft., swim 40 ft., jet 280 ft.

**Melee** 2 arms +28 (2d6+12/19-20 plus grab), 8 tentacles +26 (1d8+6/19-20 plus grab), bite +28 (2d8+12)

**Space** 20 ft.; **Reach** 20 ft. (40 ft. with tentacles, 60 ft. with arms)

**Special Attacks** constrict (1d8+18), fling<sup>MA</sup>, ink cloud, lord of the lightless depths<sup>MA</sup>, master of the waves<sup>MA</sup>, **mythic power** (9/day, surge 1d10), rend<sup>MA</sup> (2 tentacles, 1d8+18), rend ship, sea of blood<sup>MA</sup>, swallow whole<sup>MA</sup> (6d6 slashing damage plus 6d6 acid damage, AC 27, 42 hp)

**Spell-Like Abilities** (CL 15th; concentration +20)

1/day—*control weather*, *control water*, *control winds*, *dominate monster* (DC 24; animal only), *resist energy*, *seamantle*, *tsunami* (DC 24), *whirlwind* (DC 23)

## STATISTICS

**Str** 34, **Dex** 10, **Con** 33, **Int** 21, **Wis** 20, **Cha** 21

**Base Atk** +20; **CMB** +36 (+40 grapple, +38 trip); **CMD** 48 (can't be tripped)

**Feats** Arms of the Deep<sup>MF</sup>, Bleeding Critical<sup>MF</sup>, Blind-Fight, Combat Expertise, Critical Focus, Improved Critical (arms), Improved Critical (tentacles), Improved Initiative<sup>MF</sup>, Improved Trip, Inescapable Grasp<sup>MF</sup>, Multiattack, Power Attack<sup>MF</sup>

**Skills** Intimidate +25, Knowledge (geography) +25, Knowledge (nature) +25, Perception +28, Stealth +11, Swim +43, Use Magic Device +25

**Languages** Aquan, Common

**SQ** clouds of darkness<sup>MA</sup>, tenacious grapple

## ECOLOGY

**Environment** any ocean

**Organization** solitary

**Treasure** triple

## SPECIAL ABILITIES

**Clouds of Darkness (Ex)** If a kraken's ink cloud touches the water's surface, it creates a murky black *fog cloud* 20 feet high above the ink cloud. It can expend one use of mythic power to increase the cloud's height to 40 feet and make it as dark as *deeper darkness*.

**Eyes of the Deep (Ex)** A mythic kraken gains blindsight to a range of 120 feet underwater and within its clouds of darkness; this blindsight does not otherwise extend out of the water.

**Ink Cloud (Ex)** A kraken can emit a cloud of black, venomous ink in an 80-foot spread once per minute as a free action while underwater. This cloud provides total concealment, which the kraken can use to escape a fight that is going badly. Creatures within the cloud are considered to be in darkness. In addition, the ink is

toxic, functioning as contact poison against all creatures caught within it. The ink cloud persists for 1 minute before dispersing. The save DC against the poison effect is Constitution-based.

**Kraken Ink:** Ink cloud—contact; *save* Fort DC 31; *frequency* 1/round for 10 rounds; *effect* 1 Str damage plus nausea; *cure* 2 consecutive saves.

**Jet (Ex)** A kraken can jet backward as a full-round action, at a speed of 280 feet. It must move in a straight line, but does not provoke attacks of opportunity while jetting.

**Lord of the Lightless Depths (Su)** A mythic kraken may expend one use of its mythic power to make the waters filling its space and adjacent squares as dark, chilly, and pressurized as those a thousand fathoms below for 1 minute. The waters offer total concealment (or concealment against creatures with darkvision), and creatures beginning their turn in the area take 6d6 points of pressure damage and 1d6 points of cold damage and becomes fatigued from hypothermia; a DC 31 Fortitude save halves damage and negates fatigue.

**Master of the Waves (Sp)** A mythic kraken gains *control water*, *seamantle*, *tsunami*, and *whirlwind* as spell-like abilities and may expend mythic power to duplicate the mythic and augmented versions of these spells.

**Rend Ship (Ex)** As a full-round action, a kraken can attempt to use four of its tentacles to grapple a ship of its size or smaller. It makes a CMB check opposed by the ship's captain's Profession (sailor) check, but the kraken gets a cumulative +4 bonus on the check for each size category smaller than Gargantuan the ship is. If the kraken grapples the ship, it holds the ship motionless; it can attack targets anywhere on or within the ship with its tentacles, but can only attack foes on deck with its free arms and can't attack foes at all with its beak. Each round it maintains its hold on the ship, it automatically inflicts bite damage on the ship's hull.

**Sea of Blood (Su)** A mythic kraken can expend one use of mythic power to transform its ink cloud into turgid, clinging blood. Creatures other than the mythic kraken within the blood take 1d6 points of bleed damage per round and become sickened and nauseated for as long as they remain in the sea of blood and for 1 minute thereafter; a DC 31 Fortitude save makes the damage nonlethal and negates the nauseated condition.





# Kyton

*Wickedly barbed chains adorn this lean figure, and gaps in the bindings reveal deathly pale flesh etched with jagged scars.*

## MYTHIC KYTON

CR 7/MR 3

XP 3,200

Pathfinder Roleplaying Game Bestiary

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

Init +10<sup>MF</sup>; Senses darkvision 60 ft.; Perception +14

## DEFENSE

AC 24, touch 13, flat-footed 21 (+4 armor, +3 Dex, +7 natural)

hp 90 (8d10+46); regeneration 2 (good weapons and spells, silver weapons)

Fort +8, Ref +9, Will +3

Defensive Abilities block attacks<sup>MA</sup>; DR 5/epic and silver or good; Immune cold; SR 20

## OFFENSE

Speed 30 ft.

Melee 4 chains +13 (2d4+3 plus entrap)

Space 5 ft; Reach 5 ft. (10 ft. with chains)

Special Attacks chain swing<sup>MA</sup>, dancing chains, entrap<sup>MA</sup> (DC 16, 1d6 minutes, hardness 10, hp 20), mythic power (3/day, surge +1d6), pull<sup>MA</sup> (chains, 5 feet), unnerving gaze

## STATISTICS

Str 17, Dex 17, Con 14, Int 11, Wis 12, Cha 12

Base Atk +8; CMB +11; CMD 24

Feats Blind-Fight, Combat Reflexes, Improved Initiative<sup>MF</sup>, Weapon Focus<sup>MF</sup> (chain)

Skills Acrobatics +14, Climb +14, Craft (blacksmithing) +11, Escape Artist +14, Intimidate +12, Perception +12

Languages Common, Infernal

SQ chain armor

## ECOLOGY

Environment any

Organization solitary, pair, link (3–6), or chain (7–20)

Treasure standard

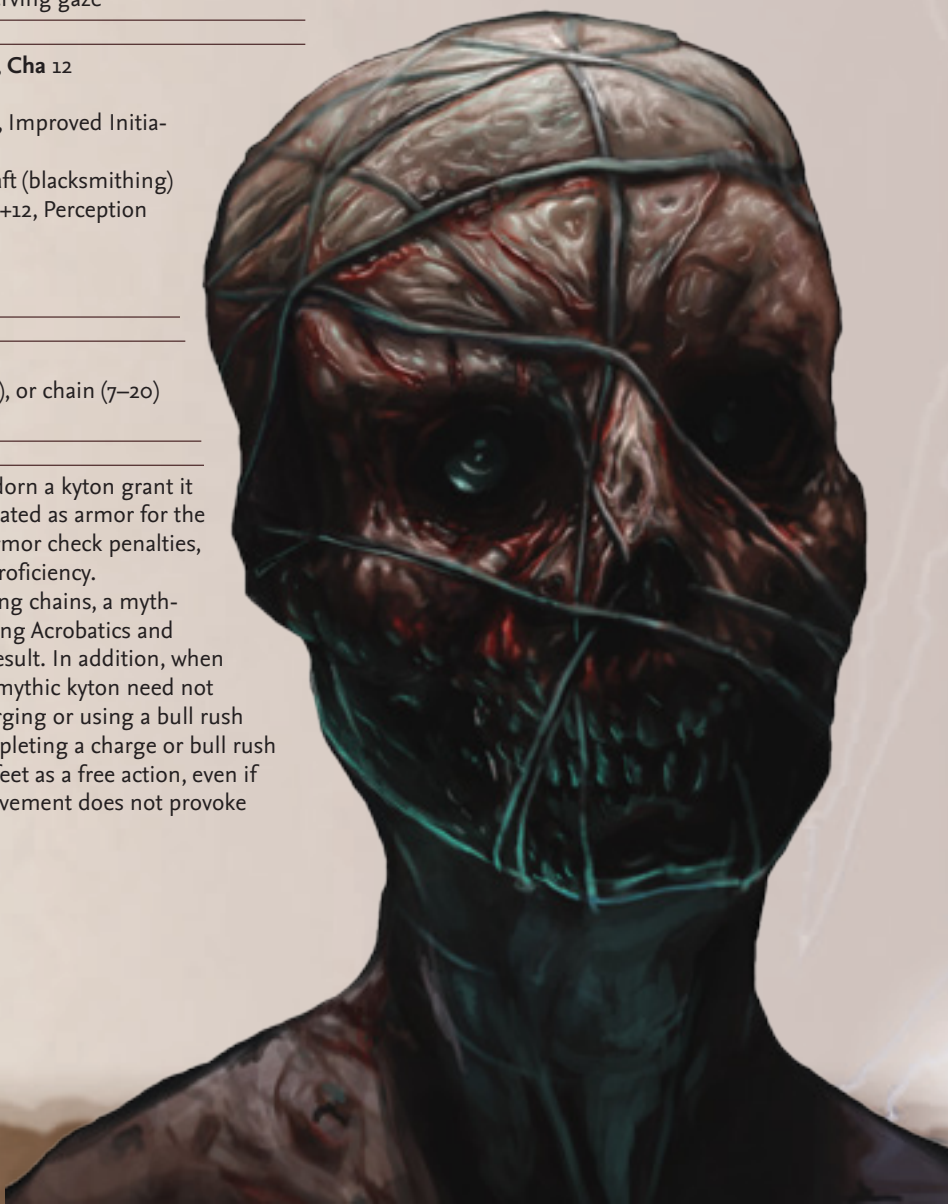
## SPECIAL ABILITIES

**Chain Armor (Ex)** The chains that adorn a kyton grant it a +4 armor bonus, but are not treated as armor for the purpose of arcane spell failure, armor check penalties, maximum Dexterity, weight, or proficiency.

**Chain Swing (Ex)** When moving along chains, a mythic kyton can roll twice when making Acrobatics and Climb checks, taking the better result. In addition, when there are chains within 20 feet a mythic kyton need not move in a straight line when charging or using a bull rush combat maneuver, and after completing a charge or bull rush the kyton can move 5 additional feet as a free action, even if the charge ends its turn. This movement does not provoke attacks of opportunity.

**Dancing Chains (Su)** A kyton can control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. In addition, a kyton can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the kyton itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the kyton's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession. A kyton can climb chains it controls at its normal speed without making Climb checks. The save DC is Charisma-based.

**Unnerving Gaze (Su)** Range 30 ft., Will DC 15 negates. A kyton can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves become shaken for 1d3 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.





# Liminal Hound

*Built sleek and low to the ground, this dog-like creature has an air of artifice about it as if designed rather than evolved. The creature's silver skin is comprised of hexagonal scales glowing a soft blue at the joints.*

**LIMINAL HOUND** **CR 10/MR 4**

XP 4,800

N Medium outsider (extraplanar, mythic)

**Init** +3; **Senses** darkvision 60 ft; Perception +13

## DEFENSE

**AC** 25, touch 13, flat-footed 22 (+3 Dex, +12 natural)

**hp** 165 (10d10+110)

**Fort** +8, **Ref** +10, **Will** +8

**DR** 5/epic, **Immune** constructed, fortification<sup>MA</sup>, mind-affecting effects

## OFFENSE

**Speed** 40 ft.; fly 40 ft. (zero-gravity environments only)

**Melee** bite +17 (1d8+7 plus grab), 2 claws +12 (1d6+7)

**Special Attacks** **mythic power** (4/day, surge +1d8), pounce, rake (2 claws +17, 1d6+7)

## STATISTICS

**Str** 24, **Dex** 17, **Con** 20, **Int** 5, **Wis** 12, **Cha** 10

**Base Atk** +10; **CMB** +14; **CMD** 27

**Feats** Alertness<sup>MF</sup>, Combat Reflexes<sup>MF</sup>, Improved Natural Attack (bite, claws), Stand Still

**Skills** Acrobatics +6, Climb +7, Perception +13, Sense Motive

+8, Stealth +8, Survival

+9 (+19 while tracking planar

travelers); **Racial**

**Modifiers** Survival

+10 while tracking

planar travelers

**Languages** Common (can't speak)

**SQ** inexorable tracker<sup>MA</sup>, no breath, par-

asitic planeshift<sup>MA</sup>, planar instincts<sup>MA</sup>,

planar transitivity<sup>MA</sup>

## ECOLOGY

**Environment** any (Inner Planes)

**Organization** solitary

**Treasure** none

## SPECIAL ABILITIES

**Constructed (Ex)** Although liminal hounds are living outsiders, their bodies are constructed of physical components, and in many ways they function as constructs. For the purposes of effects targeting creatures by type (such as a ranger's favored enemy and bane weapons), liminal hounds count as both outsiders and constructs. They are immune to death effects, disease, mind-affecting effects, necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Liminal hounds are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. They are not at risk of death from massive damage. They have bonus hit points as Medium constructs.

**Inexorable Tracker (Su)** A mythic liminal hound can sense the location of the last creature it damaged with its bite attack as if using *locate creature* (caster level 10th). It can spend one use of its mythic power to locate the creature as if using *discern location*.

**Parasitic Planeshift (Su)** A mythic liminal hound can choose to travel with a grappled creature that travels between planes, such as by using a teleportation effect, to its destination. This does not count against the limits on additional creatures that the travel might normally impose. A mythic liminal hound may expend one use of its mythic power to follow an adjacent creature that travels between planes even if it is not grappled.

**Planar Instincts (Ex)** A liminal hound always knows the location of every planar portal within 100 miles of its location, and it can expend one use of its mythic power to gain the effects of *planar adaptation* for 24 hours. If there are more than 10 permanent portals within 10 miles, a liminal hound becomes disoriented and shaken until it moves to a less busy location. A liminal hound is never surprised or flat-footed against creatures that have used a teleportation effect within the previous round. In addition, whenever a creature within 30 feet uses a teleportation effect, a liminal hound can spend one use of its mythic power as an immediate action to move up to its speed and attack that creature; if its path to that creature is unobstructed, it may charge that creature instead.

**Planar Transitivity (Ex)** A liminal hound can see and attack astral, ethereal, and incorporeal creatures without hindrance and ignores concealment and miss chance from effects that involve shifting planes, such as *blink*.

**Weightless Flight (Ex)** A mythic liminal hound can fly with perfect maneuverability in zero-gravity environments such as outer space and the ethereal plane. A liminal hound can survive in the void of outer space and can fly 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 liminal hound knows the way to its destination.





Liminal hounds are patient and cunning hunters who stalk the planes seeking to devour creatures that regularly cross planar boundaries. The hounds unerringly seek out those who have traveled the planes most frequently, leading scholars to posit that they can detect some sort of residual planar energy. Once a pack of hounds has picked out a target they can be quite persistent, tracking the target across many planes until they have a chance to strike. Liminal hounds look like sleek silver canines with hexagonal scales. The skin between the scales glows blue, as does the creature's eyes. The hounds are built low to the ground with powerful legs that end in sharp claws, and their mouths contain serrated teeth dominated by jagged canines. Liminal hounds stand 3 feet high at the shoulder and weigh 200 pounds.

### ECOLOGY

Liminal hounds are primarily carnivorous, though they gain a minimum level of sustenance from the energies present near planar portals. They are opportunistic hunters and will track prey for long periods throughout numerous planes once they have marked them. Among their unnatural abilities is the ability to maneuver in zero gravity environments without aid, making them deadly opponents on the ethereal plane, outer space and other environments where most creatures are left floundering. However they came to be they have now spread far and wide across the planes, with no apparent agenda but their insatiable hunger. They are sometimes hunted by enterprising planar artificers for their tough and flexible hide, which can be used to fashion *liminal plate*.

### HABITAT AND SOCIETY

Liminal hounds tend to stalk well-traveled planar crossings, though they shy away from nodes where several crossings are placed close together as they find the profusion of planar energy disorienting. They occasionally hunt in small packs, but it is more common to find lone liminal hounds roaming the planar backwaters. Once a hound has picked its quarry it is implacable and will follow the traveler as long as it takes to bring it down. Planar settlements that host planar travelers but have few portals often feel it necessary to patrol their borders to keep liminal hounds from scenting their guests, as once a hound is on the hunt it can find a way through even the most concerted defenses.

Liminal hounds share some immunities with constructs and though they are clearly living beings a persistent theory is that they were designed by some powerful entity to limit planar travel, perhaps the same entities that created the inevitables. However, the liminal hounds absorbed too much of their creators' divine energies and proved more headstrong, solitary, and impulsive than their creators intended. When efforts to train and control them proved fruitless, they were relegated to the Inner Planes to pursue their programmed purpose while their masters began their designs anew, creating the more tractable and obedient inevitables.

### LIMINAL PLATE

**Aura** moderate **transmutation**; **CL** 9th **Weight** 50 lbs.; **Price** 7,600 gp

#### DESCRIPTION

This +2 *full plate armor* is made from the hide of a liminal hound. It gives its wearer a +2 insight bonus on all Survival checks made to track (+4 to track outsiders). In addition, once the *liminal plate* has been worn for at least 24 hours, the wearer can use *know direction* at will, but rather than detecting the direction of true north it reveals the direction to any planar portal within 100 feet.

#### CONSTRUCTION REQUIREMENTS

Craft Magic Arms and Armor, *bloodhound*; **Cost** 4,625 gp





# Linnorm, Midgard Serpent

*This titanic sea serpent is impossibly long, with endless coils covered in fins and spines. Its enormous head seems almost to blot out the sun as it rises above to strike.*

## MIDGARD SERPENT

CR 30/MR 10

XP 9,830,400

N Colossal dragon (aquatic, kaiju, mythic)

**Init** +3/−17, dual initiative<sup>MA</sup>; **Senses** blindsight 60 ft., darkvision 600 ft., **keen scent**, low-light vision, **mistsight**<sup>MA</sup>, **scent**, **true seeing**; Perception +50

**Aura** frightful presence (300 ft., DC 35, 10 rounds)

## DEFENSE

**AC** 47, touch 6, flat-footed 43 (+3 Dex, +1 dodge, +41 natural, −8 size)

**hp** 884 (32d12+676); fast healing 30

**Fort** +36, **Ref** +23, **Will** +25

**Defensive Abilities** eater of magic<sup>MA</sup>, ferocity, *freedom of movement*;

**DR** 20/epic; **Immune** ability damage, ability drain, acid, cold, death effects, disease, energy drain, fear, paralysis, poison, and sleep, kaiju traits; **Resist** electricity 30, fire 30, negative energy 30, sonic 30; **SR** 46

## OFFENSE

**Speed** swim 100 ft.

**Melee** bite +40 (8d6+16/19−20 plus grab and poison), tail slap +35 (6d6+24/19−20 plus constricting coils)

**Space** 60 ft.; **Reach** 60 ft. (120 ft. with tail slap)

**Special Attacks** breath weapon (60-ft. cone, 10d8 acid damage and 10d8 cold damage plus poison, Reflex DC 44 for half, usable every 1d4 rounds), **capsize**, constrict (tail, 8d6+28), constricting coils, crushing coils, death curse, fast swallow, feast of minnows<sup>MA</sup>, god-eater<sup>MA</sup>, hurl foe, **lingering breath**<sup>MA</sup> (4d6 acid and 4d6 cold, 10 rounds), shipwrecker, stormy seas<sup>MA</sup>, swallow whole (8d6+16 plus 3d6 acid damage, 3d6 cold damage, and poison, AC 30, 88 hp), tail sweep, twilight of doom<sup>MA</sup>, **virulent venom**<sup>MA</sup>

**Spell-Like Abilities** (CL 30th; concentration +34)

Constant—*freedom of movement*, *true seeing*

1/hour—*control water*, *solid fog*

1/day—*earthquake*, *tsunami*

## STATISTICS

**Str** 43, **Dex** 16, **Con** 46, **Int** 3, **Wis** 24, **Cha** 29

**Base Atk** +32; **CMB** +58 (+62 grapple); **CMD** 71 (can't be tripped)

**Feats** Blinding Critical, Cleave<sup>MF</sup>, Combat Reflexes<sup>MF</sup>, Critical Focus, Dodge, Great Cleave, Greater Vital Strike, Improved Critical (bite), Improved Critical (tail slap), Improved Vital Strike, Inescapable Grasp<sup>MF</sup>, Lightning Reflexes, Mobility, Power Attack<sup>MF</sup>, Sickening Critical, Swim-By Attack, Vital Strike<sup>MF</sup>

**Skills** Perception +50, Stealth +21, Swim +28; **Racial Modifiers** +8 Perception

**Languages** Aquan, Giant (can't speak)

**SQ** elusive, massive, noxious breath<sup>MA</sup>, **poisonous blood**<sup>MA</sup>, recovery

## ECOLOGY

**Environment** cold aquatic

**Organization** solitary

**Treasure** triple

## SPECIAL ABILITIES

**Crushing Coils (Ex)** The Midgard Serpent can entwine and crush as many Huge or smaller creatures as can fit within its space. Creatures can take attacks of opportunity against the Midgard Serpent

as it moves into their in the affected area are pinned (DC 44 Reflex negates), taking 8d6+24 points of bludgeoning damage during the next round unless the Midgard Serpent moves off them.

If the Midgard Serpent chooses to maintain the pin, it must succeed at a combat maneuver check as normal. Pinned foes take damage from the crush each round if they don't escape.

**Constricting Coils (Ex)** The Midgard Serpent can duplicate the effects of the Snatch feat when attacking with its tail slap. If it grapples a creature with this ability, it does not gain the grappled condition and does not need to succeed at a grapple combat maneuver check to move while maintaining its grapple.

If the Midgard Serpent makes a tail sweep attack, it can attempt a grapple combat maneuver as a free action against any one creature that failed its saving throw against the tail sweep. If the check succeeds, the target is grappled as above and takes automatic damage equal to the Midgard Serpent's tail slap damage each round that it remains grappled. The Midgard Serpent can grapple any number of creatures simultaneously.

**Death Curse (Su)** When a creature slays the Midgard Serpent, all creatures that have harmed the Midgard Serpent within the previous minute are affected by the curse of doom.

*Curse of Doom:* save Will DC 35; *effect* creature is affected as *prediction of failure*<sup>JM</sup> and can no longer be affected by healing spells nor heal damage naturally from rest. The save DC is Charisma-based.

**Eater of Magic (Su)** When the Midgard Serpent 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 Midgard Serpent 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.

**Feast of Minnows (Ex)** Unlike most kaiju, the Midgard Serpent can make attacks of opportunity against Medium or larger creatures, and its natural weapons are considered area attacks for the purpose of attacking swarms. When the Midgard Serpent uses its bite attack, it can expend one use of its mythic power to attack all Medium or smaller creatures in a 10-foot cube rather than a single creature. If it uses a mythic surge to increase its attack roll, the bonus applies to all targets of this area-effect bite attack. Creatures struck by this area bite are not exposed to the Midgard Serpent's poison, but it can attempt a combat maneuver check with a −10 penalty to grapple and immediately swallow all creatures it hits with this bite attack, making a single check and applying it against the CMD of all targets. Swallowed creatures are exposed to its poison.

**God-Eater (Ex)** The Midgard Serpent despises all deities and their mortal and immortal servants. It can detect outsiders, extraplanar creatures, and divine spellcasters (as well as any creature called or summoned by outsiders, extraplanar creatures, or divine spellcasters) by scent at 10 times the normal range, and can always pinpoint their location when they are within 50 feet. Against such creatures, the save DCs of its abilities are increased by 2, its critical threat range is doubled, and its critical multiplier increased by 1. Its poison ignores the poison immunity of such creatures.





**Noxious Breath (Su)** Creatures damaged by the Midgard Serpent's breath weapon (including its lingering breath) are also exposed to its poison, though the diffusion of its poison in its breath reduces the save DC by 10 (or by 20 for creatures that do not need to breathe). Creatures swallowed by the Midgard Serpent are also exposed to its poison each round they remain within its gullet.

**Poison (Ex)** Bite—injury; *save* Fort DC 44; *frequency* 1/round for 10 rounds; *effect* 3d6 acid damage and 3d6 cold damage and 2d4 Con drain; *cure* 3 consecutive saves.

**Shipwrecker (Ex)** The Midgard Serpent deals double damage to inanimate objects with its attacks.

**Stormy Seas (Sp/Su)** The Midgard Serpent is surrounded by foul weather at all times. Wind speeds within 1 mile are increased by two steps, and the DC of Profession (sailor) and Swim checks are increased by 10. Once every 1d6 rounds, a 5-foot-wide vertical bolt of lightning strikes a random creature within 1 mile of the Midgard Serpent, dealing 10d8 points of electricity damage (DC 20 Reflex half). Once per hour, the Midgard Serpent can use *control water* and *solid fog* as a spell-like abilities, and once per day can use *earthquake* and *tsunami*. It can expend its mythic power to use the mythic or augmented mythic versions of these spell-like abilities.

**Tail Sweep (Ex)** The Midgard Serpent can sweep with its tail as a standard action, affecting 60-foot-radius half-circle extending from an intersection on the edge of its space. Large or smaller creatures and objects in the area take 6d6+24 points of damage (DC 44 Reflex half). The save DC is Constitution-based.

**Twilight of Doom (Su)** Within 300 feet of the Midgard Serpent, lighting conditions are reduced by one step and magic is suppressed. Spellcasters take a –10 penalty on concentration checks and a –5 penalty on caster level checks. A spellcaster failing either check is affected as *crushing despair* (DC 30) for 1 minute. A spellcaster already affected by *crushing despair* is instead affected as *bestow curse* (Will DC 30); determine the specific effect of this *bestow curse* randomly. A creature rolling a natural 1 on any d20 roll when attacking or attacked by the Midgard Serpent is also affected by this curse. This is a curse effect. The save DC is Charisma-based.

The Midgard Serpent is the greatest of linnorms, the unbounded spawn of a treacherous godling and his monstrous bride. Cast into the sea by the when it and its monstrous siblings were discovered, this beast is fated to one day devour the mightiest of the gods. Also called Jormungandr, the Midgard Serpent is over 500 feet long and weighs over 20,000 tons.

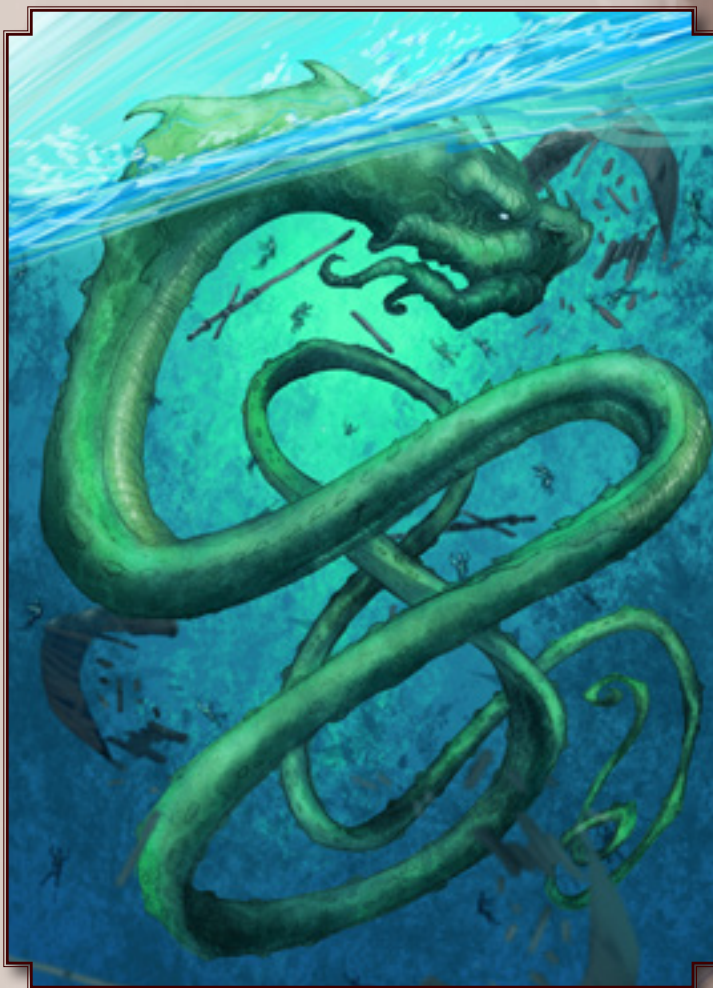
## ECOLOGY

The Midgard Serpent is a solitary beast, tolerating no rivals in the deep waters where it swims. It preys upon ordinary aquatic animals like whales and squid, but also happily devours dragon turtles, krakens, and lesser linnorms, and can depopulate entire cities of aquatic races like sahuagin and merfolk. When it roams close to the surface, storms follow in its wake, and ships are shattered with ease beneath its coils as their crews are devoured. On rare occasions it ventures near to shore, usually when pursuing a ship fleeing before it, and may devastate coastal communities with its onslaught as the storm-tossed sea rises up around it, but it soon retreats to the deep oceans it favors.

The Midgard Serpent's appetite is endless, as it gorges itself for weeks at a time before descending into the deepest depths of the ocean to drift in the inky depths for years or decades at a time before rising once more to feast.

## HABITAT AND SOCIETY

The Midgard Serpent is a unique creature, though kin to other great monsters like Fenris Wolf sired by the same forbidden liaisons that gave birth to it. Cast into the sea by the gods long ago, the Midgard Serpent still holds great enmity toward them and their servants, and seeks out divine servants to devour with especial relish. If he chances upon shrines to the gods, he always takes the time to demolish, despoil, and pollute them, vomiting forth his vile and corrupted poisons into the ruins left behind. Jormungandr is not particular in his hatred of the gods, and is equally happy to destroy spaces both sacred and profane. He is a devourer of both magic as well as flesh, consuming the latent magical energies of the world and drawing in the life-giving essence of the universe with every breath. His presence disrupts natural weather and brings with it disastrous storms and a dimming of the light of the world. He is a creature of pure hate, looking always towards that far-off day when the world draws down to its bitter, frozen ending and he and the other great beasts of the world rise up and devour the gods who once cast them down.





# Linnorm, Tor

This gigantic, wingless, four-armed dragon has rivulets of bright red magma coursing through its serpentine body.

MYTHIC TOR LINNORM

CR 26/MR 10

XP 2,457,600

Pathfinder Roleplaying Game Bestiary 3

CE Colossal dragon (mythic)

Init +24/+4<sup>MF</sup>, dual initiative<sup>MA</sup>; Senses darkvision 60 ft., low-light vision, scent, true seeing; Perception +34

## DEFENSE

AC 47, touch 12, flat-footed 37 (+10 Dex, +35 natural, -8 size)

hp 592 (24d12+436); regeneration 20 (cold iron)

Fort +28, Ref +24, Will +21

Defensive Abilities bloodied recovery<sup>MA</sup>, fortification<sup>MA</sup> (50%), freedom of movement; DR 20/cold iron and epic; Immune fire, mind-affecting effects, curse effects, paralysis and sleep, dragon traits; SR 42

## OFFENSE

Speed 60 ft., climb 60 ft., fly 120 ft. (average), swim 80 ft.

Melee bite +36 (6d6+20/19-20 plus poison), 4 claws +36 (2d8+20/19-20), tail +31 (3d6+10 plus grab)

Space 30 ft.; Reach 30 ft.

Special Attacks breath weapon, burning boast<sup>MA</sup>, constrict (3d6+30 plus 8d6 fire), molten minion<sup>MA</sup>, mythic power (10/day, surge 1d12), pyroclastic barrier<sup>MA</sup>, rend<sup>MA</sup> (2 claws, 2d8+30), searing scales<sup>MA</sup>

Spell-Like Abilities (CL 24th; concentration +33)

At will—*blistering invective* (DC 21)

## STATISTICS

Str 50, Dex 30, Con 39, Int 7, Wis 25, Cha 28

Base Atk +24; CMB +52 (+56 grapple); CMD 72 (can't be tripped)

Feats Cleave<sup>MF</sup>, Combat Reflexes, Flyby Attack, Great Cleave,

Improved Critical (bite), Improved Critical (claws), Improved Initiative<sup>MF</sup>, Improved Natural Attack (bite), Intimidating Prowess, Negation Breath<sup>MF</sup>, Overwhelming Breath<sup>MF</sup>, Power Attack<sup>MF</sup>, Quicken Spell-Like Ability (*blistering invective*), Snatch

Skills Climb +32, Fly +25, Intimidate +56, Linguistics +2, Perception +34, Stealth +21, Survival +11, Swim +32

Languages Aklo, Common, Draconic, Sylvan

SQ death curse, death throes<sup>MA</sup>, primal heat<sup>MA</sup>, swift serpent<sup>MA</sup>

## ECOLOGY

Environment cold volcanic mountains

Organization solitary

Treasure triple

## SPECIAL ABILITIES

**Bloodied Recovery (Ex)** When a mythic tor linnorm is damaged by an effect that reduces it below one-half its normal hit points, or when an opponent confirms a critical hit against it, the linnorm gains fast healing 10 for 1 minute and can attempt a new saving throw to end any one ongoing effect that is affecting it. If the linnorm expends one use of its mythic power when this ability is triggered, it can attempt new saving throws against all ongoing effects affecting it, and if affected by any ongoing effect(s) that do not allow a saving throw or that apply even on a successful saving throw, it has a 50% chance to end each effect.





**Breath Weapon (Su)** Once every 1d4 rounds as a standard action, a tor linnorm can expel a 60-foot cone of flame and ash, dealing 24d8 points of fire damage to all creatures struck (Reflex DC 36 for half damage). One round after this breath weapon is used, the area affected by the attack becomes covered in a cloud of thick, scorching smoke that burns both the lungs and eyes, dealing an additional 8d8 points of fire damage to all creatures in the area. Each creature that begins its turn in the smoke-covered area and breathes must make a DC 36 (+1 per previous check) Fortitude save each round or spend that round choking and coughing. Creatures that keep their eyes open for more than 1 round while in the area of the smoke must make a DC 36 Fortitude save or go blind for 1d3 hours. The smoke dissipates after 2d4 rounds. This duration is halved in strong winds and quartered in more powerful winds. The save DC is Constitution-based.

**Burning Boast (Sp)** A mythic tor linnorm is a vain and boastful creature and can use *blistering invective* (caster level 24th, DC 21 Reflex partial) at will as a spell-like ability. It can also expend one use of its mythic power to use *mythic blistering invective*, or two uses to use the augmented version of the spell.

**Death Curse (Su)** Curse of Boiling Blood: *save* Will DC 31; *effect* creature gains vulnerability to fire and is permanently staggered from the pain of its boiling blood. The save DC is Charisma-based.

**Death Throes (Su)** A mythic tor linnorm can survive at negative hit points equal to its Constitution score times its mythic rank or tier (-390 hit points), and it remains conscious while at negative hit points as if it had the Diehard feat. In addition, when the linnorm dies it can take a full attack action immediately before death, though it cannot target any opponent with more than one attack. In addition, its body turns into stone at the moment of its death and then erupts in spectacular fashion 1 round later, affecting every creature within 50 feet as the linnorm's breath weapon.

**Lava Affinity (Ex)** A tor linnorm can breathe and swim while submerged in lava and magma.

**Molten Minion (Su)** Once per day as a full-round action, a mythic tor linnorm can disgorge an animate mass of magma equivalent in all respects to an *elder magma elemental* in place of its normal breath weapon. The elemental rapidly cools and decays, taking 1 point of damage per round. If it is reduced to 0 hit points, the molten minion collapses into a lava puddle that fills its space, as the creature's lava puddle special ability. If the linnorm expends one use of its mythic power as a free action when using this ability, it can apply the *invincible* or *savage mythic simple template* to the molten minion.

**Poison (Ex)** Bite—injury; *save* Fort DC 36; *frequency* 1/round for 10 rounds; *effect* 8d6 fire damage and 1d8 Con drain; *cure* 3 consecutive saves.

**Primal Heat (Ex)** Fire effects created or used by a mythic tor linnorm ignore 10 points of fire resistance from mythic and non-mythic creatures. The linnorm may expend one use of its mythic power as a free action when triggering any of its abilities that deal fire damage (including its death throes) to allow that effect to bypass fire resistance and fire immunity. If it uses this ability to apply to a continuous ability such as its searing scales, that ability bypasses fire resistance and fire immunity for 1 minute.

**Pyroclastic Barrier (Su)** A mythic tor linnorm can use its breath to create a *wall of lava* (caster level 24th) rather than the usual cone of flame and ash. Creatures within 10 feet of the *wall of lava* take 2d4 points fire damage and must succeed on a DC 36 Fortitude save or become nauseated by the noxious gases seeping from the fissures in the wall for as long as they remain within 10 feet of the wall and for 1d4 rounds thereafter. Creatures between 10 and 20 feet from the wall take 1d4 points of fire damage and must likewise save, though they gain a +4 bonus on the save and are nauseated only as long as they remain within 20 feet and for 1 round thereafter. This is a poison effect. The save DC is Constitution-based.

**Searing Scales (Su)** A mythic tor linnorm's scales are searing hot to the touch, weeping magma from every joint and crack. Creatures touching the linnorm with natural attacks, unarmed strikes, or melee touch attacks take 8d6 points of fire damage, as do creatures it grapples with its tail. Weapons striking the tor linnorm take this damage as well (DC 36 Fortitude negates), though cold iron weapons are immune to this effect. Weapons that are reduced to 0 hit points by this damage are destroyed and deal no damage to the linnorm. Weapons reduced below one-half their hit points gain the broken condition and take a -2 penalty on damage rolls, with a critical threat range of 20 and multiplier of x2 (these penalties are applied before determining if a hit against the linnorm is a critical hit and how much damage is dealt by it).

**Swift Serpent (Su)** A mythic linnorm's speed is increased by 20 feet for all movement types, and during any round when it moves more than 5 feet it gains evasion until the beginning of its next turn (or improved evasion if it uses the charge, run, or withdraw action).





# Lycanthrope

Lycanthropy is one of the most dreaded of all curses, turning allies and friends into ravening beasts. In a mythic campaign, you can use the standard lycanthrope template alongside class levels and mythic tiers, following the standard mythic paths. Alternatively, you can use the following mythic template, granting mythic ranks and the following abilities instead, based on the CR of the original lycanthrope (including the CR adjustment for the non-mythic lycanthrope, but not the adjusted CR based on the mythic ranks it gains from this template).

## CREATING A MYTHIC LYCANTHROPE

“Mythic lycanthrope” is an acquired template that can be added to any creature with the lycanthrope template (referred to hereafter as the base lycanthrope). A mythic lycanthrope uses the base lycanthrope’s stats and abilities except as noted here.

**Mythic Subtype:** A mythic lycanthrope gains the mythic subtype, with a rank equal to half the CR of the base lycanthrope. A mythic lycanthrope gains additional abilities depending on the base lycanthrope’s CR instead of the mythic abilities it would get for having a rank. The mythic lycanthrope gains all other benefits of having the mythic subtype: ability score bonuses, bonus hit points, mythic feats, mythic power, natural armor bonus, and spell resistance increase (if any).

**CR:** Adjust the base lycanthrope’s CR according to its mythic rank (this template doesn’t increase the base lycanthrope’s CR other than from the mythic rank). Note that a mythic lycanthrope’s abilities on Table 1 depend on the base lycanthrope’s CR, not the final CR of the mythic lycanthrope.

**Tier:** A lycanthrope with mythic tiers that becomes a mythic lycanthrope loses its tiers (and all abilities from those tiers) and gains abilities from the mythic lycanthrope template, according to the base lycanthrope’s CR.

**Bloodthirsty (Ex):** A mythic lycanthrope gains the blood rage universal monster ability, though once per day per mythic rank it may choose to suppress this rage (or any other rage effect) for 1 round as a free action. If the lycanthrope has the rage class feature, it does not gain the blood rage (or powerful rage or enhanced rage) abilities but instead adds mythic rank to its class level for all purposes relating to rage, including acquiring (and qualifying for) bonus rage powers or rage-related class features, such as greater rage and tireless rage. If this increases its effective level over 20th, it gains one additional rage power per 2 levels beyond 20th.

In addition to this blood rage, a mythic lycanthrope’s bite deals bleed damage equal to one-half its mythic rank (minimum 1) on a hit. This bleed damage stacks. On a critical hit with its bite, or if it expends one use of its mythic power on a normal hit, the target also takes 1 point of Constitution bleed.

**Curse of Lycanthropy (Su):** A mythic lycanthrope adds its mythic rank to the save DC to resist its curse of lycanthropy, or even notice its presence. The curse cannot be removed by non-mythic effects.

**Regeneration (Ex):** A mythic lycanthrope gains regeneration equal to its mythic tier. Its regeneration can be suppressed only by silver weapons.

**Skintalker (Su):** A mythic lycanthrope can converse with animals of its type as *speak with animals*, and adds its mythic rank to the bonus it gains on Diplomacy checks with such animals from its lycanthropic empathy.

**Bloodscent (Ex):** At 2nd rank, a mythic lycanthrope multiplies the distance at which it can detect a creature by scent by its mythic rank. It can pinpoint the location a creature taking bleed damage within 5 feet times its mythic rank. It also gains a bonus equal to twice its mythic rank on Survival checks to track a creature taking bleed damage by scent.

**Powerful Rage (Ex):** At 2nd rank, a mythic lycanthrope may select a barbarian rage power, which functions whenever its blood rage is active. It treats its mythic rank as its barbarian level for all purposes related to rage powers. It gains an additional rage power at 6th and 10th tier. These rage powers cannot be changed once chosen. A mythic lycanthrope may select the Extra Rage Power feat.

**Brotherhood of the Skin (Sp):** At 3rd rank, a mythic lycanthrope can summon animals (including dire animals) of its type once per hour, as if using *summon nature’s ally III*. A mythic lycanthrope can summon animals of its type not on the standard list, including swarms, treating them as the level of other animals with the same CR. A mythic lycanthrope also can add the advanced or giant simple template to these animals, treating them as one level higher, or both templates, treating them as two levels higher, or the young template, treating them as one level lower. These animals understand the lycanthrope as if using *speak with animals* and serve it for 1 hour or until slain. Once per day, it can double the number of animals summoned, or may summon the normal number of creatures with the **savage mythic simple template**. It can expend one use of its mythic power to perform this enhanced summons an additional time per day.

Each time a mythic lycanthrope gains a mythic rank, it increases the effective level of its *summon nature’s ally* ability. At 10th tier, all animals it summons gain the savage mythic simple template.

**Enhanced Rage (Ex):** At 4th rank, the bonuses to Strength and Constitution from the mythic lycanthrope’s blood rage improve to +4, and the lycanthrope may choose to reallocate up to 4 points of these bonuses to Dexterity instead. These bonuses improve to +6 at 8th rank, and may reallocate up to 6 points to Dexterity.

**Sovereign Skin (Ex):** At 4th rank, a mythic lycanthrope retains its DR/silver in its humanoid form. In animal or hybrid form, it gains fortification (25%); this fortification does not apply against critical hits or sneak attacks with silver weapons. This increases to fortification (50%) at 7th rank and fortification (75%) at 10th rank.





**Great Beast (Sp):** At 5th rank, a mythic lycanthrope in animal or hybrid form may increase its size at will as a standard action lasting 1 minute. This functions as *enlarge person*, but if the lycanthrope is in animal form and expends one use of its mythic power it functions as *animal growth*.

**Herald of the Skin (Su):** At 6th rank, as a standard action a mythic lycanthrope can see, hear, and speak through the body of an animal it has summoned. The mythic lycanthrope can use this ability indefinitely on one creature at a time, as long as it and the summoned creature remain on the same plane. A mythic lycanthrope using this ability can't move, but is still aware of its surroundings and can end this ability as a free action. In addition, when it summons animals it can designate one as its herald; this herald does not disappear after one hour but serves until death. As long as the herald lives, the number of creatures the lycanthrope summons is reduced by 1 each time it uses its *summon nature's ally* ability.

**Run with the Pack (Sp):** At 7th rank, a mythic lycanthrope can touch a creature and polymorph it into an animal or dire animal of its type, as *beast shape II*. A successful Fortitude save (DC 15 + the lycanthrope's Wisdom modifier) negates this transformation and grants immunity to this effect for 24 hours. A failed save forces the target into animal form for a number of minutes equal to the lycanthrope's mythic rank, at which point the target gains a second saving throw. If failed, the transformation lasts for an additional 24 hours, after which a third save is allowed. If failed, the transformation becomes permanent. This is a curse effect. The mythic lycanthrope can use this ability as a standard action a number of times per day equal to its mythic rank. It can expend two daily uses of this ability to use it as a swift action after hitting a creature with its bite.

**Create Mythic Lycanthrope (Su):** At 8th rank, a mythic lycanthrope can expend one use of mythic power when using a creature fails its saving throw against its curse of lycanthropy to cause the victim to transform into a lycanthrope the next night, rather than waiting until the next full moon. The mythic lycanthrope can expend two uses of mythic power when using a creature contracts its curse of lycanthropy to create a mythic lycanthrope.

**Impervious Skin (Ex):** At 9th rank, a mythic lycanthrope's DR/silver increases by 5, and its damage reduction cannot be overcome by weapons that are not silver or mithral, regardless of their enhancement bonus or abilities that normally bypass damage reduction, such as a paladin's smite evil or a mythic champion's fleet charge.

**Wild Hunt (Su):** At 10th rank, a mythic lycanthrope can expend one use of its mythic power to grant itself and a number of animals or lycanthropes of its type equal to its Hit Dice the ranger's quarry class feature for 24 hours, designating a single creature as the target of the hunt. As a full-round action, the lycanthrope may expend one use of its mythic power to grant all participants in the wild hunt the benefits of *longstrider*, *tireless pursuers*, and *air walk* (caster level equal to the lycanthrope's Hit Dice), or it may expend two uses of mythic power to grant all members of the hunt the **agile mythic simple template** for 1 hour.

#### MYTHIC LYCANTHROPE ABILITIES

BASE CREATURE CR	MYTHIC RANK	MYTHIC ABILITIES
1-3	1st	Bloodthirsty, curse of lycanthropy, regeneration, skintalker
4-5	2nd	Bloodscent, powerful rage
6-7	3rd	Brotherhood of the skin
8-9	4th	Enhanced rage, sovereign skin
10-11	5th	Great beast
12-13	6th	Herald of the skin
14-15	7th	Run with the pack
16-17	8th	Create mythic lycanthrope
18-19	9th	Impervious skin
20+	10th	Wild hunt



# Lycanthrope, Wererat

*This hunched creature looks like a human covered in matted brown fur. Its face is rat-like, and it has a long, naked tail.*

## MYTHIC WERERAT ROGUE 2 (HYBRID FORM)

CR 3/MR 1

XP 800

*Pathfinder Roleplaying Game Bestiary*

LE Medium humanoid (human, mythic, shapechanger)

Init +3; **Senses** low-light vision, scent; Perception +8

### DEFENSE

AC 21, touch 15, flat-footed 16 (+3 armor, +3 Dex, +2 dodge, +3 natural)

hp 28 (2d8+16); regeneration 1 (silver)

Fort +3, Ref +6, Will +3

**Defensive Abilities** evasion; DR 10/silver

### OFFENSE

Speed 30 ft.

**Melee** short sword +4 (1d6+2/19–20), bite –1 (1d4+1 plus bleed, disease, and curse of lycanthropy)

**Ranged** light crossbow +4 (1d8/19–20)

**Special Attacks** blood rage, bloodthirsty, curse of lycanthropy (DC 16), mythic power (1/day, surge +1d6), sneak attack +1d6

### STATISTICS

Str 15, Dex 17, Con 16, Int 10, Wis 16, Cha 6

Base Atk +1; CMB +3; CMD 17

**Feats** Dodge<sup>MF</sup>, Weapon Finesse

**Skills** Acrobatics +8, Bluff +3, Diplomacy +2 (+7 with rats), Climb +7, Intimidate +3, Knowledge (local) +5, Perception +8, Sense Motive +8, Stealth +8, Swim +6

**Languages** Common, skintalker

**SQ** change shape (human, hybrid, and dire rat; *polymorph*), rogue talents (fast stealth), lycanthropic empathy (rats and dire rats), trapfinding

### ECOLOGY

**Environment** any urban

**Organization** solitary, pair, pack (1–3 wererat fighters plus 5–10 wererat rogues), or guild (2–5 fighters, 11–30 rogues, plus 5–12 dire rats)

**Treasure** NPC gear (mwk breastplate, 2 +1 *shortswords*, mwk composite longbow (+2 Str) with 20 arrows, other treasure)

### SPECIAL ABILITIES

**Disease (Ex)** Filth Fever: Bite-injury; *save* Fort DC 14; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

## MYTHIC WERERAT FIGHTER 6 (HYBRID FORM)

CR 7/MR 3

XP 3,200

LE Medium humanoid (human, mythic, shapechanger)

Init +8; **Senses** bloodscent, low-light vision, scent; Perception +6

### DEFENSE

AC 26, touch 14, flat-footed 22 (+7 armor, +4 Dex, +5 natural)

hp 84 (6d10+48); regeneration 3 (silver)

Fort +8, Ref +8, Will +4; (+2 vs. fear)

DR 10/epic and silver

### OFFENSE

Speed 30 ft.

**Melee** +1 *shortsword* +13/+8 (1d6+8/19–20) or 2 +1 *shortswords* +11/+11/+6/+6 (1d6+8/19–20), and bite +6 (1d6+2 plus bleed, curse of lycanthropy, and disease)

**Ranged** mwk composite longbow +11/+6 (1d8+2/x3)

**Special Attacks** blood rage, bloodthirsty, brotherhood of the skin (*summon nature's ally III*), curse of lycanthropy (DC 18), mythic power (3/day, surge +1d6), powerful rage (quick reflexes)

### STATISTICS

Str 14, Dex 19, Con 16, Int 10, Wis 11, Cha 8

Base Atk +6; CMB +8; CMD 22

**Feats** Double Slice<sup>B</sup>, Improved Initiative, Improved Two-Weapon

Fighting<sup>B</sup>, Iron Will<sup>MF</sup>, Weapon Focus (shortsword)<sup>B</sup>, Weapon Specialization (shortsword)<sup>B</sup>, Two-Weapon Fighting, Weapon Finesse<sup>MF</sup>

**Skills** Climb +6, Diplomacy +3 (+10 with rats), Perception +6, Stealth +4, Swim +10

**Languages** Common, skintalker

**SQ** armor training I, bravery +2, change shape (human, hybrid and dire rat; *polymorph*), lycanthropic empathy (rats and dire rats), weapon training (light blades +1)





# Lycanthrope, Wereshark

*This muscular creature has a human body, but the head of a ravenous shark, complete with jet-black eyes and razor-like teeth.*

**MYTHIC WERESHARK FIGHTER 3 (HYBRID FORM) CR 4/MR 1**

XP 1,200

Pathfinder Roleplaying Game Bestiary 4

CE Medium humanoid (human, mythic, shapechanger)

**Init** +1; **Senses** blindsense 30 ft., low-light vision, keen scent;

Perception +3

## DEFENSE

**AC** 17, touch 11, flat-footed 16 (+1 Dex, +7 natural)

**hp** 46 (3d10+25); regeneration 1 (silver)

**Fort** +6, **Ref** +2, **Will** +3 (+1 vs. fear)

**Defensive Abilities** bravery +1; **DR** 10/silver

## OFFENSE

**Speed** 30 ft.

**Melee** mwk longspear +9 (1d8+6/x3), bite +2 (1d8+2 plus curse of lycanthropy)

**Ranged** trident +5 (1d8+4)

**Special Attacks** blood rage, bloodthirsty, curse of lycanthropy (DC 16), **mythic power** (1/day, surge +1d6)

## STATISTICS

**Str** 19, **Dex** 12, **Con** 16, **Int** 8, **Wis** 15, **Cha** 8

**Base Atk** +3; **CMB** +7; **CMD** 18

**Feats** Cleave<sup>MF</sup>, Furious Focus<sup>APG</sup>, Power Attack, Toughness, Weapon Focus (longspear)

**Skills** Diplomacy -1 (+4 with sharks), Perception +3, Survival +8, Swim +10

**Languages** Common, skintalker

**SQ** armor training 1, change shape (human, hybrid, and shark; polymorph), lycanthropic empathy (sharks and dire sharks)

## ECOLOGY

**Environment** any oceans or coastlines

**Organization** solitary, pair, or shiver (3–6)

**Treasure** NPC gear (masterwork longspear, 2 tridents, other treasure)

**WERESHARK CHIEFTAIN (HYBRID) CR 13/MR 5**

XP 25,600

Hobgoblin barbarian (scarred rager<sup>UC</sup>) 11

LE Large humanoid (goblinoid, mythic, shapechanger)

**Init** +3; **Senses** bloodscent, darkvision 60 ft., low-light vision, scent, keen scent; Perception +16

## DEFENSE

**AC** 34, touch 11, flat-footed 31 (+7 armor, +1 deflection, +3 Dex, +16 natural, -2 rage, -1 size)

**hp** 224 (11d12+147); regeneration 5 (silver)

**Fort** +15, **Ref** +7, **Will** +9; +6 vs. spells, spell-like abilities, and supernatural abilities, +7 vs. enchantments

**Defensive Abilities** fortification (25%), improved uncanny dodge, indomitable will, scarification 3, sovereign skin, tolerance, improved tolerance; **Immune** frightened, nauseated, shaken, sickened; **DR** 10/epic and silver and 3/—

## OFFENSE

**Speed** 20 ft., swim 40 ft.

**Melee** bite +20 (1d8+10/19–20 plus bleed and curse of lycanthropy), 2 claws +20 (2d6+10/19–20/x3) or lance +21/+16/+11 (2d6+16/x3)

**Ranged** spear +13 (2d6+10/x3)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with lance)

**Special Attacks** brotherhood of the skin (summon nature's ally V), curse of lycanthropy (DC 20), great beast, greater rage (38 rounds/day), mythic power (5/day, surge +1d8), rage powers (as barbarian 16, beast totem<sup>APG</sup>, fearless rage, ferocious mount<sup>APG</sup>, greater beast totem<sup>APG</sup>, greater ferocious mount<sup>APG</sup>, internal fortitude, lesser beast totem<sup>APG</sup>, reckless abandon<sup>APG</sup>, superstition +6, witch hunter<sup>APG</sup> +5)

## STATISTICS

**Str** 30, **Dex** 16, **Con** 24, **Int** 10, **Wis** 14, **Cha** 6

**Base Atk** +11; **CMB** +22; **CMD** 35

**Feats** Extra Rage Power (reckless abandon<sup>APG</sup>), Extra Rage Power (superstition), Mounted Combat<sup>MF</sup>, Power Attack<sup>MF</sup>, Ride-By Attack, Spirited Charge<sup>MF</sup>

**Skills** Climb +12, Diplomacy +7 (+16 with sharks), Intimidate +10 (+15 non-barbarian humanoids), Linguistics +1, Perception +16, Ride +14, Survival +6, Swim +19; **Racial Modifiers** +5 Intimidate non-barbarian humanoids, +4 Stealth

**Languages** Common, Goblin, Tribal, skintalker

**SQ** curse of lycanthropy, lycanthropic empathy (sharks), terrifying visage

**Combat Gear** potion of barkskin +4, potion of good hope, potion of greater magic fang +2, potion of haste, 3 spears; **Other Gear** +1 breastplate, ring of protection +1, +1 lance, cloak of resistance +1, amulet of mighty fists (keen), +2 belt of giant strength

**Base Statistics** When not raging, the barbarian's statistics are **AC** 36, touch 13, flat-footed 33; **hp** 131; **Immune** all immunities lost; **Melee** bite +17 (1d8+7/19–20) and lance +18/+13/+8 (2d6+11/x3); **Str** 24, **Con** 18; **CMB** +19, **CMD** 32; Climb +9, Swim +16





# Lycanthrope, Werewolf

*This muscular creature has a man's body but the snarling head and fur coat of a wolf.*

**MYTHIC WEREWOLF FIGHTER 2 (HYBRID FORM)**

**CR 3/MR 1**

XP 800

Pathfinder Roleplaying Game Bestiary

CE Medium humanoid (human, mythic, shapechanger)

Init +5; Senses low-light vision, scent; Perception +4

## DEFENSE

AC 24, touch 12, flat-footed 22 (+6 armor, +2 Dex, +5 natural, +1 shield)

hp 31 (2d10+16); regeneration 1 (silver)

Fort +6, Ref +2, Will +2 (+3 vs. fear)

Defensive Abilities bravery +1; DR 10/silver

## OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee longsword +6 (1d8+6/19–20), bite +1 (1d6+1 plus bleed, curse of lycanthropy, and trip)

Ranged composite longbow +4 (1d8+4/x3)

Special Attacks blood rage, bloodthirsty, curse of lycanthropy (DC 16), mythic power (1/day, surge +1d6)

## STATISTICS

Str 19, Dex 15, Con 17, Int 8, Wis 14, Cha 8

Base Atk +2; CMB +6; CMD 18

Feats Cleave<sup>MF</sup>, Combat Reflexes, Improved Initiative, Power Attack

Skills Climb +3, Diplomacy 1 (+4 with wolves), Intimidate +4, Perception +4

Languages Common, skintalker

SQ change shape (human, hybrid, and wolf; *polymorph*), lycanthropic empathy (wolves and dire wolves)

## ECOLOGY

Environment any land

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

Treasure NPC gear (buckler, chainmail, longsword, composite longbow with 20 arrows, other treasure)

**WEREWOLF RANGER 8 (HYBRID FORM)**

**CR 10/MR 4**

XP 6,400

Male human natural werewolf ranger 8

CE Medium humanoid (human, shapechanger)

Init +3 (+7 in forest); Senses bloodscent, low-light vision, scent; Perception +12 (+16 in forest)

## DEFENSE

AC 26, touch 13, flat-footed 23 (+5 armor, +3 Dex, +8 natural)

hp 136 (8d10+88); regeneration 4 (silver)

Fort +13, Ref +11, Will +7

Defensive Abilities fortification (25%), sovereign skin; DR 10/epic and silver

## OFFENSE

Speed 30 ft.

Melee +1 bastard sword +11/+6 (1d10+4/19–20), mwk dagger +10/+5

(1d4+3/19–20), bite +6 (1d6+1 plus bleed, curse of lycanthropy, and trip)

Ranged mwk composite longbow +12/+7 (1d8+3/x3)

Special Attacks blood rage, bloodthirsty, curse of lycanthropy (DC 19), favored enemy (humans +4, elves +2), mythic power (4/day, surge +1d8)

Ranger Spells Prepared (CL 5th; concentration +6)

2nd—*bear's endurance*

1st—*longstrider*, *magic fang*

## STATISTICS

Str 16, Dex 17, Con 21, Int 10, Wis 12, Cha 10

Base Atk +8; CMB +11; CMD 24

Feats Double Slice, Endurance<sup>B</sup>, Exotic Weapon Proficiency (bastard sword), Improved Two-Weapon Fighting, Iron Will<sup>MF</sup>, Power Attack<sup>MF</sup>, Two-Weapon Fighting, Weapon Focus (bastard sword)

Skills Climb +13, Diplomacy +0 (+8 with wolves), Intimidate +11, Knowledge (geography) +7 (+11 in forest), Knowledge (local) +4, Knowledge (nature) +7, Perception +12 (+16 in forest), Spellcraft +7, Stealth +13 (+17 in forest), Survival +12 (+16 in forest)

Languages Common, skintalker

SQ change shape (human, hybrid, and wolf; *polymorph*), favored terrain (forest +4, mountain +2), hunter's bond (companions), lycanthropic empathy (wolves and dire wolves), swift tracker, track +4, wild empathy +8, woodland stride

Combat Gear *potion of cure serious wounds*, *silversheen* (4); Other Gear +1 mithral chain shirt, +1 bastard sword, masterwork dagger, masterwork composite longbow (+3 Str) and 20 arrows, *cloak of resistance* +2, 163 gp.





# Magma Ooze

*This seething mass of bubbling molten rock churns and moves of its own hungry accord.*

MYTHIC MAGMA OOZE

CR 9/MR 3

XP 6,400

Pathfinder Roleplaying Game Bestiary 2

N Large ooze (fire, mythic)

Init -5; Senses blindsight 60 ft.; Perception -5

Aura burning aura<sup>MA</sup> (5 ft., DC 19)

## DEFENSE

AC 7, touch 4, flat-footed 7 (-5 Dex, +3 natural, -1 size)

hp 109 (9d8+69)

Fort +8, Ref -2, Will -2

Defensive Abilities split (cold and slashing, 8 hp); DR 5/epic; Immune fire, ooze traits

Weaknesses vulnerability to cold, vulnerability to water

## OFFENSE

Speed 10 ft., climb 10 ft.

Melee slam +15 (2d6+15 plus burn and grab)

Space 10 ft.; Reach 5 ft.

Special Attacks burn (2d10, DC 19), constrict (2d6+15 plus 2d6 fire plus burn), lava bomb<sup>MA</sup> (+0 ranged touch), mythic power (5/day, surge 1d6+1), searing heat<sup>MA</sup>

## STATISTICS

Str 30, Dex 1, Con 21, Int —, Wis 1, Cha 1

Base Atk +6; CMB +17 (+21 grapple); CMD 22 (can't be tripped)

Feats Extra Mythic Power<sup>MF</sup>, Potent Surge<sup>MF</sup>

Skills Climb +18

SQ lava body, pyroclastic fission<sup>MA</sup>

## ECOLOGY

Environment any volcano or underground

Organization solitary

Treasure none

## SPECIAL ABILITIES

**Burning Aura (Ex)** Any creature beginning its turn adjacent to a mythic magma ooze is affected by its burn ability.

**Lava Body (Ex)** The magma ooze is formed of molten rock. Whenever a creature strikes a magma ooze with a weapon, that weapon takes 4d6 points of fire damage unless the attacker succeeds on a DC 19 Fortitude save. Damage caused to weapons in this manner is not halved, but hardness does help prevent some of the damage dealt. The save DC is Constitution-based.

**Lava Bomb (Ex)** As a full-round action, a mythic magma ooze can expel a ball of hardened lava rock at a square within 60 feet. A creature in that square takes 6d6 points of bludgeoning damage from the impact of the lava bomb (DC 19 Reflex half). In addition, the target square and all surrounding squares are affected as per the ooze's burn attack. To hit the desired square, the mythic magma ooze must succeed on a ranged touch attack against AC 5; if the attack misses, the lava bomb lands 1d6 squares away in a random direction.

**Pyroclastic Fission (Ex)** When a magma ooze splits, its semisolid exterior ruptures in a 20-foot-radius burst of clinging magma. Every creature within this radius immediately takes damage as per the ooze's burn attack (DC 19 Reflex half). In addition, creatures failing their Reflex save are entangled by the magma for 1d4 rounds, taking 1d10 points of fire damage each round they remain entangled. This fire damage (though not the entangled condition) can be ended by total immersion in a large volume of water or by a cold effect dealing at least 10 points of damage to the target.

**Searing Heat (Ex)** A mythic magma ooze deals 2d10 points of fire damage with its burn attack. In addition, as a swift action the ooze can spend one use of its mythic power to allow its burn ability to bypass fire resistance for 1 minute or fire immunity for 1 round.

**Vulnerability to Water (Ex)** A significant amount of water, such as that created by a create water spell, the contents of a large bucket, or a blow from a water elemental, that strikes a magma ooze forces the creature to make a DC 20 Fortitude save to avoid being staggered for 2d4 rounds. A magma ooze that is immersed in water must make a DC 20 Fortitude save each round (this DC increases by +1 each subsequent round) or become petrified, reverting once the water is gone.





# Maldonado

*This transparent humanoid seems comprised of sloughing bluish mist with pale, anguished faces pressing to the surface in silent screams. It darts quickly from person to person, looming like a terrifying shadow.*

MALDONADO	CR 6/MR 2
XP 2,400	
NE Medium outsider (demon or devil, evil, extraplanar, incorporeal, mythic)	
Init +7 <sup>MF</sup> ; Senses darkvision 60 ft.; Perception +10	
DEFENSE	
AC 17, touch 17, flat-footed 15 (+5 deflection, +1 Dex, +1 dodge); mythic defense <sup>MA</sup>	
hp 71 (6d10+38)	
Fort +5, Ref +6, Will +8	
Defensive Abilities desperate survival <sup>MA</sup> , incorporeal; DR 5/epic	
Weaknesses body-dependent	
OFFENSE	
Speed fly 40 ft. (perfect)	
Melee incorporeal touch +7 (3d6 plus 1d2 Strength drain)	
Special Attacks improved malevolence <sup>MA</sup> , malevolence, mythic power (2/day, surge +1d6), strength drain	
Spell-Like Abilities (CL 6th; concentration +9)	
At will—seek thoughts (host only; DC 16)	
STATISTICS	
Str —, Dex 13, Con 16, Int 11, Wis 13, Cha 17	
Base Atk +6; CMB +7; CMD 23 (can't be tripped)	
Feats Dodge, Improved Initiative <sup>MF</sup> , Iron Will	
Skills Bluff +12, Intimidate +12, Fly +9, Knowledge (history) +6, Knowledge (local) +6, Knowledge (religion) +9, Perception +10, Perform (sing) +6, Sense Motive +7	
Languages Common plus Abyssal or Infernal	
SQ alter flesh, fiendish allegiance, incorporeal flight, pernicious possession <sup>MA</sup>	
ECOLOGY	
Environment any urban	
Organization solitary or cult (1 maldonado plus associated humanoids)	
Treasure none	
SPECIAL ABILITIES	
<b>Alter Flesh (Su)</b> A maldonado can change its host's face to the face of any creature it has ever possessed, as if using <i>alter self</i> . It can also turn its eyes an unsettling black and create words on its skin in Abyssal or Infernal (depending on which subtype it has from its fiendish allegiance ability). These changes immediately end if the maldonado leaves its host.	
<b>Body-Dependent (Ex)</b> A maldonado cannot survive long without a physical host body. At the start of each of its turns, if it is not possessing a host it gains 1 temporary negative level. One negative level is automatically removed after each 24 continuous hours spent in a physical body or bodies; they can otherwise be removed only through use of the maldonado's desperate survival ability.	
<b>Desperate Survival (Ex)</b> A maldonado can spend one use of its mythic power as a free action to remove all negative levels from its body-dependent ability.	
<b>Fiendish Allegiance (Ex)</b> A maldonado's essence is similar to that of a demon or devil, and each has either the demon or devil subtype (50% chance for either for a neutral evil maldonado, otherwise demon for chaotic maldonados and devil for lawful	

maldonados). A maldonado knows Abyssal or Infernal, depending on its subtype.

**Improved Malevolence (Su)** A maldonado can use its malevolence ability as a free, swift, move, or standard action. It can attempt to possess a target within 5 feet without first succeeding at a melee touch attack against its opponent. So long as a formerly-possessed target is within 5 feet of it, the maldonado can automatically possess it again (no saving throw allowed for non-mythic creatures). As a free action, it can expend one use of mythic power to force its target to reroll a successful Will save to resist malevolence and take the result of this second roll. This otherwise acts as malevolence.

**Incorporeal Flight (Ex)** A maldonado can only use its flight when in its incorporeal form. When possessing a host, it uses the host's movement abilities.

**Malevolence (Su)** As a swift, move, or standard action, a maldonado can attempt to possess a living humanoid creature. This ability is similar to a *magic jar* spell (caster level 10th or the maldonado's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the maldonado must succeed at a melee touch attack (whether in its own incorporeal form or while possessing another creature). The target can resist the attack with a successful DC 16 Will save; if the save fails, the maldonado leaves its current host (if any) and possesses the target. A creature that successfully saves is immune to that maldonado's malevolence for 24 hours. If a maldonado's host body is slain, the maldonado automatically leaves the host at the start of its next turn (see body-dependent). The save DC is Charisma-based.

**Mythic Defense (Ex)** The +2 natural armor increase from being a mythic creature increases the AC of a mythic maldonado's host; when not possessing a host, the maldonado's deflection bonus increases by +2 (included in the above totals).

**Pernicious Possession (Su)** A maldonado's can attempt a caster level check to ignore an effect that would normally block or suppress possession, such as *protection from evil*. If the effect is a non-mythic effect, the maldonado gains a +2 bonus on this check. While possessing a creature, a maldonado's malign essence is difficult to detect, as if it had permanent *nondetection* against divinations that would detect its presence. The DC to overcome this *nondetection* is increased by 2 against non-mythic divinations.

**Strength Drain (Su)** A maldonado's incorporeal touch drains 1d2 Strength from its target. When possessing a host, its melee touch attacks, natural attacks, and unarmed strike drain 1d2 Strength in addition to their normal effects.

A maldonado is formed from the broken soul of a fallen celestial that survives by inhabiting mortal bodies in succession. Ages ago, there was a war among the celestial planes over the role and fate of mortal souls, determining whether mortals were to be considered servants of the good outsiders. Those who wished mortals to be subservient lost the war, and these rebellious angels were cast down, transforming into demons, devils, and other fiends. Some of these rebels were so wounded by the war that they were permanently crippled, denying them the ability to form physical bodies. These first maldonados were fragile, but with their strength nearly spent, they discovered they could wear a humanoid's flesh like a piece of clothing, discarding it as needed when the mortal grew too old or outlived its usefulness.





Now these body-switching fiends dwell among mortals, using their powers to commit petty evil, corrupt innocents, ruin the names of good folk, and prepare the world for their stronger brethren in the Abyss and Hell.

In its natural state, a maldonado is a shadowy blue-gray shape in the air, its form writhing with the faces of the countless bodies it has used and abandoned. It can possess a victim in the manner of a ghost, becoming indistinguishable from the person whose life it has stolen. To confuse or intimidate other mortals, it can make its host's eyes appear to be bottomless black pits, alter its face to that of anyone it has ever possessed, or cause fiendish writing to appear or vanish on its borrowed skin.

It can jump from body to body, leapfrogging hosts in pursuit of choice prey or to escape from someone who knows its secret.

If expelled from a host (whether voluntarily, through the use of specific magic, or by the death of the possessed mortal), a maldonado is incredibly vulnerable, and it must quickly find a new host before it dissipates like smoke in a strong wind.

Because of this, it tries to avoid being alone, and even possessing one of two humanoids in a small area makes it nervous, for their deaths would force it to flee in the hopes of finding another body it could inhabit. This means a maldonado whose host body is confined to one space tends to be gregarious and talkative—despite its innate malice—as it hopes to draw potential hosts within touching range.

Driven by a hatred of mortals because of its loss in the ancient war, a maldonado enjoys tormenting humanoids in petty and cruel ways that its unusual powers make possible. A maldonado might start a fire in an inn, trap its host, jump into the rescuer trying to pull its host free, and leave in the rescuer's body, abandoning its previous host to die. It might possess a noble hero, engage in illicit and criminal behavior, then abandon the host to imprisonment or execution—and because the hero remembers nothing of being possessed, their protestations of innocence are genuine, and all the more tragic for it. If a particular target is able to resist a maldonado (and therefore become immune to its possession for 24 hours), the creature may choose to stalk that victim, taking over the bodies of family and friends, putting loved ones in danger, and spreading rumors about the resistant target until the person's life is ruined.

## ECOLOGY

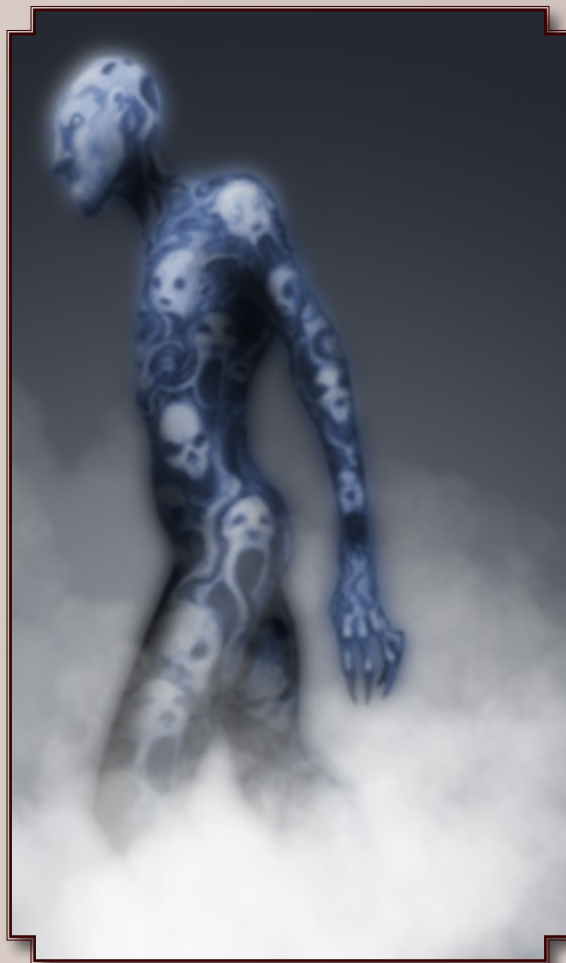
A maldonado's weakened incorporeal form is harmlessly sustained by its host's life energy. As an outsider, a maldonado does not need to sleep or actually eat, but it usually keeps up the pretense of doing so when in a host body long enough. However, if taking time to eat is inconvenient or if it wants to punish its host, it might avoid sustenance for days, and when the creature moves on the host awakens in its own body ravenous and sleep-deprived with no memory of the intervening days. Ageless and immortal, a maldonado might torment a particular person intermittently over the course of a mortal's life (ruining celebrations such as weddings and births), or even follow their descendants through generations, leading members of that family to believe they are cursed. Like a vampire, a maldonado has all the time in the world to work its evil, and can disappear for a decade only to turn up again when its prey least expects it. Maldonados are not known to reproduce in any conventional fashion. Powerful demons and devils can create new ones by

tearing away most of a lesser fiend's immortal essence until only the barest vestige remains. Some experts on necromancy speculate that a person conceived or gestated by a maldonado-possessed body may carry some of the creature's evil essence, and if killed might arise as a new maldonado.

## HABITAT AND SOCIETY

Most maldonados avoid their own kind, disliking the competition for host bodies, as only one can possess the same mortal at a time and that might leave one without a protective humanoid shell. They appear to instinctively be able to recognize each other when in a mortal host, and one quickly leaves once it realizes it is in another's territory. A handful may work together under the guidance of a more powerful fiend, using their abilities to enact plans more quickly than they could alone.

Some maldonados enjoy founding demonic or diabolic cults, riding different minions over the course of a day or week. The minions usually consider this a blessing from the fiendish planes and work hard to be worthy of this "honor." Depending on its own interests or those of its masters, a maldonado might allow such a cult to persist through generations of humanoids, or kill them all in short succession with a mass cult suicide or by encouraging them to throw away their lives against superior opponents. Most maldonados prefer to inhabit Medium humanoids, but some choose to corrupt giant races.





# Mantis, Deadly

*This terrifying monstrosity towers taller than the mightiest jungle trees, its forelimbs raised in a meditative, deadly stance.*

MYTHIC DEADLY MANTIS

CR 13/MR 5

XP 25,600

d20pfsrd.com<sup>15B</sup>

N Colossal vermin (mythic)

Init +8; Senses darkvision 60 ft.; Perception +4

## DEFENSE

AC 30, touch 6, flat-footed 26 (+4 Dex, +24 natural, -8 size)

hp 208 (16d8+136)

Fort +16, Ref +11, Will +5

Defensive Abilities deflective carapace<sup>MA</sup>, ferocity<sup>MA</sup>, quick healer<sup>MA</sup>;

DR 10/epic; Immune mind-affecting effects

## OFFENSE

Speed 60 ft.

Melee bite +19 (4d6+14/19-20/x3), 2 claws +18 (2d8+14 plus grab)

Space 30 ft.; Reach 30 ft. (10 ft. with bite)

Special Attacks destructive mandibles<sup>MA</sup>, fling, mythic power (5/day, surge +1d8), rending mandibles, spray of spurs<sup>MA</sup>

## STATISTICS

Str 38, Dex 18, Con 23, Int 1, Wis 11, Cha 5

Base Atk +12; CMB +34 (+38 grapple); CMD 48 (52 vs. trip)

Feats Bleeding Critical, Critical Focus<sup>MF</sup>, Improved Critical<sup>MF</sup> (bite), Improved Initiative, Improved Vital Strike, Lightning Reflexes, Vital Strike<sup>MF</sup>, Weapon Focus (bite)

Skills Acrobatics +12 (+24 when jumping), Climb +18, Perception +12; Racial Modifiers +4 Climb, +4 Perception

SQ cunning<sup>MA</sup>

## ECOLOGY

Environment tropical jungles

Organization solitary

Treasure none

## SPECIAL ABILITIES

**Cunning (Ex)** A mythic deadly mantis has a dim intellect that allows it to react to situations in a more animal-like manner. The mantis has an Intelligence score of 1, which grants it skill ranks and feats. It does not lose its immunity to mind-affecting effects.

**Deflective Carapace (Su)** A mythic deadly mantis has DR 20/epic against physical ranged attacks. Any such attacks that strike the mantis but fail to bypass or exceed its DR deflects in a direction the mantis chooses. If a target is within 30 feet of the mantis, it can make a new ranged attack roll (+8) against the target (using the original weapon's range increment, if it is less than 30 feet).

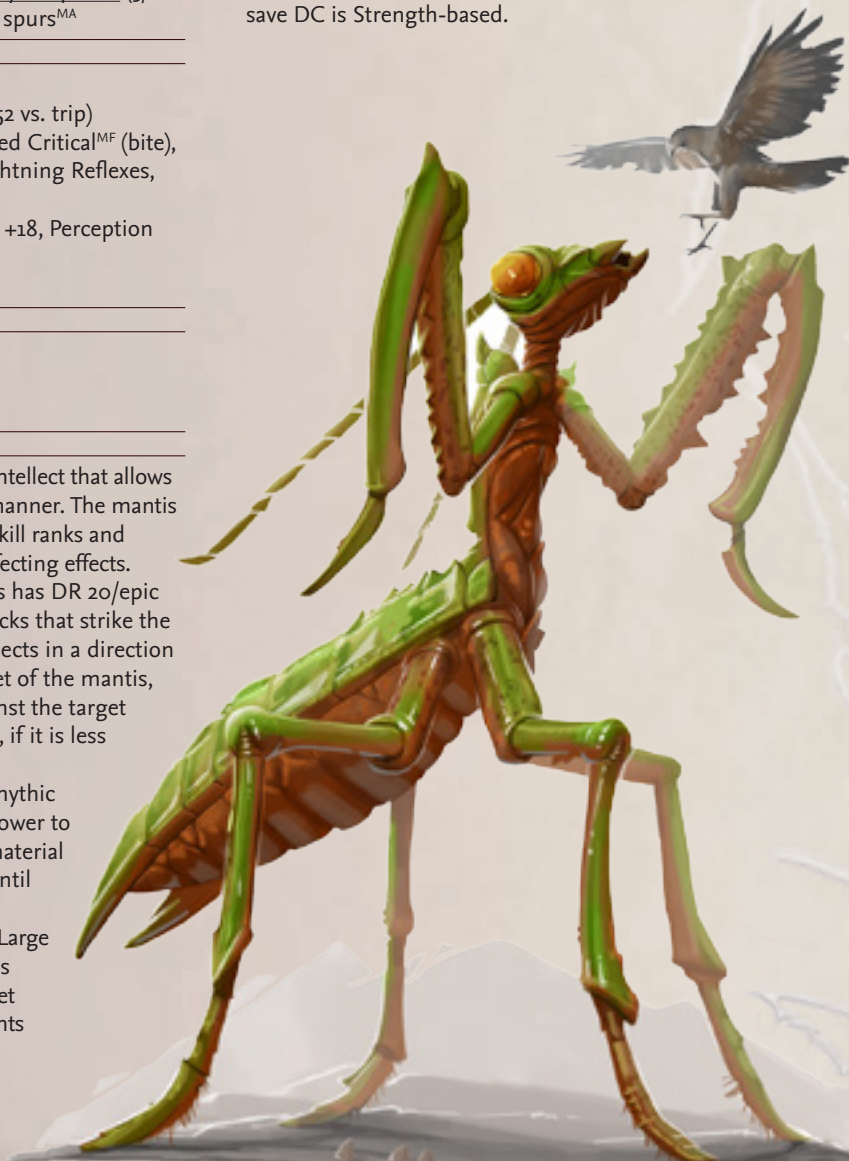
**Destructive Mandibles (Ex)** As a swift action, a mythic deadly mantis can spend one use of mythic power to allow it to bypass DR that requires a special material to bypass or hardness 10 with its bite attack until the end of its next turn.

**Fling (Ex)** If a deadly mantis begins its turn with a Large or smaller creature grabbed in its claws, it can, as a standard action, fling that creature up to 30 feet away. Creatures thrown in this way take 3d6 points of damage as if they had fallen from the same distance.

**Quick Healer (Ex)** As a swift action, a deadly mantis can expend one use of mythic power to grant itself fast healing 10 for 5 rounds.

**Rending Mandibles (Ex)** If a deadly mantis hits with both claws and successfully grabs a foe, it can make an immediate bite attack against that foe as a secondary attack. This bite attack has a +14 attack bonus and deals 4d6+7 points of damage with an 19-20 threat range and a x3 critical multiplier. In addition to dealing damage, the mantis can tear away the victim's armor as a free action by making a combat maneuver check. If the mantis is successful, the target's armor is ripped from its body. If the target fails a DC 32 Reflex save, the armor subjected to this attack loses half its hit points and gains the broken condition. The save DC is Strength-based.

**Spray of Spurs (Ex)** As a full round action, a mythic deadly mantis can break off several spurs from its forelimbs and fire them in a 30-foot cone. The spurs deal 6d6 piercing and slashing damage (DC 32 Reflex save for half). The mantis can only use this ability once per day, unless it uses its quick healer ability, which restores its broken spurs one round after it uses quick healer. The save DC is Strength-based.





# Merrow

*This giant has pale green, scaled skin and large, webbed hands and feet. On either side of its neck are slotted gills.*

**MYTHIC MERROW, FRESHWATER** CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary 2

NE Large humanoid (aquatic, giant, mythic)

Init +4; Senses low-light vision; Perception +5

## DEFENSE

AC 18, touch 13, flat-footed 14 (+4 Dex, +5 natural, -1 size)

hp 38 (4d8+20)

Fort +7, Ref +5, Will +3

## OFFENSE

Speed 40 ft., swim 40 ft.

Melee 2 claws +6 (1d6+4 plus grab)

Ranged harpoon +6 (2d6+4/x3)

Space 10 ft.; Reach 10 ft.

Special Attacks hooked harpoon<sup>MA</sup>, mythic power (1/day, surge 1d6), rend<sup>MA</sup> (2 claws, 1d6+6)

## STATISTICS

Str 19, Dex 18, Con 17, Int 6, Wis 10, Cha 7

Base Atk +3; CMB +8 (+12 grapple); CMD 22

Feats Iron Will<sup>MF</sup>, Power Attack

Skills Perception +5, Stealth +2 (+6 in water), Swim +12; Racial Modifiers +4 Stealth in water

Languages Giant

SQ amphibious

## ECOLOGY

Environment temperate lakes or rivers

Organization solitary, pair, gang (3-4), or family (5-16)

Treasure standard (2 harpoons, other treasure)

## SPECIAL ABILITIES

**Hooked Harpoon (Ex)** A mythic merrow is proficient with the harpoon, and it can make a grapple check against a Medium or smaller creature on any hit with its harpoon, rather than only on a critical hit. Whenever a merrow has a creature grappled with its harpoon, it can attempt a drag combat maneuver against that creature as a swift action. A mythic merrow can expend one use of its mythic power on any grapple or drag combat maneuver check to roll twice and select the better result.

**MYTHIC MERROW, SALTWATER** CR 7/MR 3

XP 3,200

Pathfinder Roleplaying Game Bestiary 2

NE Huge humanoid (aquatic, giant, mythic)

Init +3; Senses low-light vision; Perception +7

## DEFENSE

AC 22, touch 11, flat-footed 19 (+3 Dex, +11 natural, -2 size)

hp 97 (7d8+66)

Fort +11, Ref +5, Will +4

DR 5/epic

## OFFENSE

Speed 40 ft., swim 40 ft.

Melee 2 claws +10 (2d6+7 plus grab)

Ranged harpoon +6 (3d6+7/x3)

Space 15 ft.; Reach 15 ft.

Special Attacks hooked harpoon<sup>MA</sup>, hullcracker<sup>MA</sup>, mythic power (3/day, surge 1d6), rend<sup>MA</sup> (2 claws, 2d6+10), toss overboard<sup>MA</sup>

## STATISTICS

Str 25, Dex 16, Con 23, Int 6, Wis 10, Cha 7

Base Atk +5; CMB +14 (+18 grapple); CMD 27

Feats Improved Natural Attack (claw), Iron Will<sup>MF</sup>, Power Attack<sup>MF</sup>, Vital Strike

Skills Perception +7, Stealth -2 (+2 in water), Swim +15; Racial Modifiers +4 Stealth in water

Languages Giant

SQ amphibious

## ECOLOGY

Environment temperate lakes or rivers

Organization solitary, pair, gang (3-4), or family (5-16)

Treasure standard (2 harpoons, other treasure)

## SPECIAL ABILITIES

**Hooked Harpoon (Ex)** As mythic freshwater merrow.

**Hullcracker (Ex)** A mythic saltwater merrow ignores the hardness of wooden objects, and if it hits the same wooden object with both claws it can rend that object. Its rend deals double damage against wooden objects, and if using its Power Attack feat its bonus damage applies to its rend damage (and is then doubled) as well as to the damage dealt by its claw attacks.

**Toss Overboard (Ex)** When a mythic saltwater merrow successfully grapples a creature smaller than itself with one of its claw attacks, as a swift action it can fling the target 1d6 x 5 feet in any direction it 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. If it hits the target with both claws, it may rend the target and then use this ability.





## Mimic

*What appeared to be a chest filled with treasure comes to life as it grows long, glistening tentacles and a number of sharp teeth.*

**MYTHIC MIMIC**

**CR 5/MR 2**

XP 1,600

*Pathfinder Roleplaying Game Bestiary*

N Medium aberration (mythic, shapechanger)

**Init** +7/-13, **dual initiative**<sup>MA</sup>; **Senses** darkvision 60 ft.; **Perception** +11

### DEFENSE

**AC** 18, touch 11, flat-footed 17 (+1 Dex, +7 natural)

**hp** 68 (7d8+37)

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

**DR** 5/epic; **Immune** acid

### OFFENSE

**Speed** 10 ft.

**Melee** slam +11 (1d8+7 plus 1d6 acid and adhesive)

**Special Attacks** acidic adhesive<sup>MA</sup>, constrict (slam, 1d8+7 plus 1d6 acid), envelop<sup>MA</sup>, **mythic power** (2/day, surge +1d6)

### STATISTICS

**Str** 21, **Dex** 12, **Con** 17, **Int** 10, **Wis** 13, **Cha** 10

**Base Atk** +5; **CMB** +10; **CMD** 21 (can't be tripped)

**Feats** Improved Initiative<sup>MF</sup>, Lightning Reflexes, Skill Focus (Perception), Weapon Focus (slam)

**Skills** Climb +15, Disguise +10 (+30 when mimicking objects), Knowledge (dungeoneering) +10, Perception +14; **Racial Modifiers** +20 Disguise when mimicking objects

**Languages** Common

**SQ** mimic object

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** incidental

### SPECIAL ABILITIES

**Acidic Adhesive (Ex)** Each time a creature takes damage from a mythic mimic's slam or constrict attack, it takes an additional 1d6 points of acid damage. This acid only affects flesh and organic material, not metal or stone.

**Adhesive (Ex)** A mimic exudes a thick slime that acts as a powerful adhesive, holding fast any creatures or items that touch it. An adhesive-covered mimic automatically grapples any creature it hits with its slam attack. Opponents so grappled cannot get free while the mimic is alive without removing the adhesive first. A weapon that strikes an adhesive-coated mimic is stuck fast unless the wielder succeeds on a DC 18 Reflex save. A successful DC 18 Strength check is needed to pry off a stuck weapon. Strong alcohol or universal solvent dissolves the adhesive, but the mimic can still grapple normally. A mimic can dissolve its adhesive at will, and the substance breaks down 5 rounds after the creature dies. The save DC is Strength-based.

**Envelop (Ex)** If a mythic mimic begins the round grappling a Medium or smaller creature, it can make a CMB check to completely envelop the creature it is grappling. Enveloped opponents gain the pinned condition, suffer damage from the mythic mimic's constrict ability each round they remain enveloped, and are trapped inside the mythic mimic's body until they are no longer pinned. Each round, if the mythic mimic succeeds on the check to maintain the pin, the mythic mimic may make a slam attack against an adjacent creature (though it cannot grapple a second creature) while still enveloping an opponent. While a mythic mimic pins a Medium or Small opponent, any attacks striking the mythic mimic deal damage to both the mythic mimic and its victim; each receives half the damage before damage reduction, rounded down.

**Mimic Object (Ex)** A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +20 racial bonus on Disguise checks when imitating an object in this manner. Disguise is always a class skill for a mimic.





# Mohrg

*A thick tangle of discolored entrails clings to this lurching skeleton's torso and winds upward to loll from its jaw like a clawed tongue.*

**MYTHIC MOHRG**

**CR 10/MR 4**

XP 9,600

*Pathfinder Roleplaying Game Bestiary*

CE Medium undead (mythic)

**Init** +12<sup>MF</sup>; **Senses** darkvision 60 ft.; **Perception** +23

## DEFENSE

**AC** 28, touch 16, flat-footed 22 (+5 Dex, +1 dodge, +12 natural)

**hp** 123 (14d8+60)

**Fort** +6, **Ref** +11, **Will** +9

**DR** 10/epic; **Immune** undead traits

## OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +16 (2d8+6 plus grab), tongue +11 touch (paralysis)

**Special Attacks** create spawn<sup>MA</sup>, feed<sup>MA</sup>, mass murder<sup>MA</sup> (DC 18), mythic power (4/day, surge +1d8), paralysis (1d4 minutes, DC 21)

## STATISTICS

**Str** 23, **Dex** 21, **Con** —, **Int** 11, **Wis** 10, **Cha** 14

**Base Atk** +10; **CMB** +16 (+20 grapple); **CMD** 32

**Feats** Ability Focus (paralysis), Dodge, Improved Initiative<sup>MF</sup>, Lightning Reflexes, Mobility, Skill Focus (Perception), Spring Attack<sup>MF</sup>

**Skills** Climb +23, **Perception** +23, **Stealth** +22, **Swim** +20

**SQ** gifted murderer<sup>MA</sup>

## ECOLOGY

**Environment** any

**Organization** solitary, gang (1 mythic mohrg and 2–4 nonmythic mohrgs), or mob (1 mythic mohrg and 2–8 nonmythic mohrgs plus 2–5 advanced fast zombies and 5–20 fast zombies)

**Treasure** double

## SPECIAL ABILITIES

**Create Spawn (Su)** Humanoid creatures killed by a mythic mohrg rise immediately as advanced fast zombies under the mythic mohrg's control. The sudden bloom of unlife when a mythic mohrg's victim dies and becomes an advanced fast zombie causes a surge of negative energy to flow through the mythic mohrg. Whenever a mythic mohrg creates an advanced fast zombie in this manner, it is healed 1d6 hit points per HD possessed by the slain creature and acts as if hasted for 1d3 rounds immediately following the spawn's creation.

**Feed (Ex)** As a full-round action that provokes an attack of opportunity, a mythic mohrg can burrow its long tongue into an adjacent paralyzed, unconscious, or otherwise helpless humanoid and begin consuming the humanoid's internal organs. The humanoid takes 2d4 points of Constitution damage (DC 19 Fortitude save for half) and the mohrg is healed a number of hit points equal to twice the Constitution damage inflicted. The save DC is Charisma-based.

**Gifted Murderer (Ex)** When a mythic mohrg achieves a critical threat with a melee attack, it can expend one use of mythic power as a free action to automatically confirm the critical hit.

**Mass Murder (Sp)** Once per hour, a mythic mohrg can expend one use of mythic power to cast *mythic circle of death* (CL 14), which affects up to 18d6 Hit Dice worth of creatures (Fortitude DC 18 negates). Creatures that succeed on their Fortitude save are still staggered for 1d4 rounds. This is a death effect and the DC is Charisma-based.





## Morlock

*Skin pale as a slug's belly, eyes huge and bulging, this thing crawls down the wall like a spider, but its shape is hideously humanoid.*

MYTHIC MORLOCK

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary

CE Medium monstrous humanoid (mythic, mythos)

Init +8; Senses darkvision 120 ft.; Perception +2

### DEFENSE

AC 16, touch 14, flat-footed 12 (+4 Dex, +2 natural)

hp 32 (3d10+16)

Fort +3, Ref +9, Will +5

Immune disease, poison

Weaknesses light blindness

### OFFENSE

Speed 40 ft., climb 30 ft.

Melee greatclub +5 (1d10+3) or net +5 (— plus entangled), bite +0 (1d4+1)

Ranged net +7 (— plus entangled)

Special Attacks drag off<sup>MA</sup>, knockout blow<sup>MA</sup>, leap attack, mythic power (1/day, surge +1d6), sneak attack +1d6, swarming

### STATISTICS

Str 14, Dex 19, Con 15, Int 5, Wis 14, Cha 6

Base Atk +3; CMB +5; CMD 19

Feats Improved Initiative, Lightning Reflexes<sup>MF</sup>, Net Adept<sup>B</sup>

Skills Acrobatics +13 (+17 when jumping), Climb +22,

Stealth +8 (+12 in caverns); Racial Modifiers +8

Acrobatics, +16 Climb, +4 Stealth in caverns

Languages Undercommon

SQ expert climber

### ECOLOGY

Environment any underground

Organization solitary, pair, band (3–6), or tribe (7–18)

Treasure standard

### SPECIAL ABILITIES

**Drag Off (Ex)** A mythic morlock gains proficiency with nets and gains Net Adept as a bonus feat. In addition, a mythic morlock that hits with its net can expend one use of its mythic power as a swift action to deal 1d6 points of nonlethal damage and attempt a combat maneuver check to drag the target. This maneuver does not provoke attacks of opportunity, and the morlock gains a +2 circumstance bonus on the check when sharing its space with another morlock.

**Expert Climber (Ex)** A morlock can cling to cave walls and even ceilings as long as the surface has hand- and footholds. In effect, a morlock is treated as constantly being under a nonmagical version of the spell *spider climb*, save that it cannot cling to smooth surfaces. This ability doubles the normal +8 racial bonus to Climb checks normally afforded creatures with a climb speed to a +16 racial bonus.

**Knockout Blow (Ex)** A mythic morlock is proficient with greatclub, which it can use to kill or subdue, taking no penalty on attack rolls when choosing to deal nonlethal damage. If it confirms a critical hit with its greatclub, it can expend one use of its mythic power as a swift action to stagger the target for 1d4 rounds (DC 13 Fortitude negates). If the target is already staggered, it is knocked unconscious. The save DC is Strength-based.

**Leap Attack (Ex)** As a standard action, a morlock may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in mid-air. While jumping, a morlock does not provoke attacks of opportunity for leaving a threatened square.

**Swarming (Ex)** Morlocks dwell and fight in cramped quarters every day of their lives, and as such are quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.





# Mu Spore

*Tentacles and eyes cover this floating, fungoid monster, and its vast mouth opens like a toothy cavern.*

MYTHIC MU SPORE

CR 26/MR 10

XP 2,459,600

Pathfinder Roleplaying Game Bestiary 2

CN Colossal plant (mythic)

**Init** +13/-7<sup>MF</sup>, **dual initiative**<sup>MA</sup>; **Senses** blindsight 240 ft., low-light vision; **Perception** +43

## DEFENSE

**AC** 47, touch 1, flat-footed 47 (–1 Dex, +46 natural, –8 size)

**hp** 529 (31d8+390); fast healing 20<sup>MA</sup>

**Fort** +27, **Ref** +11, **Will** +19; **second save**<sup>MA</sup>

**DR** 20/epic; **Defensive Abilities** fungal slough<sup>MA</sup>, grasping tendrils, thermophilic fungus<sup>MA</sup>; **Immune** acid, plant traits; **Resist** cold 10, fire 10; **SR** 37<sup>MA</sup>

## OFFENSE

**Speed** 40 ft., fly 30 ft. (perfect)

**Melee** bite +35 (6d6+20/19–20 plus grab), 4 tentacles +34 (3d8+10/19–20 plus grab)

**Space** 30 ft.; **Reach** 30 ft. (60 ft. with tentacles)

**Special Attacks** constrict (3d8+30), engulf (DC 45, 4d8 acid and mold infusion)<sup>MA</sup>, fast swallow<sup>MA</sup>, mold infusion<sup>MA</sup>, **mythic power** (10/day, surge 1d12), spore cough, swallow whole (20d8 acid damage, AC 33, 52 hp)

## STATISTICS

**Str** 50, **Dex** 9, **Con** 31, **Int** 18, **Wis** 28, **Cha** 29

**Base Atk** +23; **CMB** +51 (+60 bull rush, +55 grapple); **CMD** 60 (67 vs. bull rush, can't be tripped)

**Feats** Awesome Blow<sup>MF</sup>, Critical Focus, Greater Bull Rush, Greater Vital Strike, Improved Bull Rush, Improved Critical (bite), Improved Critical (tentacles), Improved Initiative<sup>MF</sup>, Improved Vital Strike, Lightning Reflexes, Multiattack, Power Attack<sup>MF</sup>, Quick Awesome Blow<sup>MF</sup>, Staggering Critical, Stunning Critical, Vital Strike<sup>MF</sup>, Weapon Focus (tentacles)

**Skills** Fly +33, Knowledge (dungeoneering) +35, Knowledge (geography) +35, Knowledge (nature) +35, Perception +43, Sense Motive +40

**Languages** Aklo, Common, Terran, Undercommon; telepathy 30 miles (plants and plant creatures only)

**SQ** communion with the green<sup>MA</sup>, unstoppable titan<sup>MA</sup>

## ECOLOGY

**Environment** any

**Organization** solitary or pair

**Treasure** standard

## SPECIAL ABILITIES

**Communion with the Green (Sp)** A mythic mu spore can communicate with all plants and plant creatures within 30 miles telepathically, as if using continuous *speaking with plants* at that range. It may also spend one use of mythic power to use *commune with nature* as a spell-like ability, two uses for *plant shape III*, or three uses for *shambler* (caster level 31st). A mythic mu spore can expend mythic power to duplicate the mythic or augmented versions of these spells using its mythic rank as its tier.

**Fungal Slough (Ex)** Much of a mythic mu spore's mass is comprised of sheets and layers of mycelial mats that drape over the creature, hiding its actual body mass. As a result, any touch attack (includ-

ing ranged touch attacks), critical hit, or precision-based damage is 50% likely to be negated, striking these mats rather than the mythic mu spore itself. When a critical hit is confirmed against it, a mythic mu spore may spend one use of its mythic power as an immediate action to treat it as a normal hit.

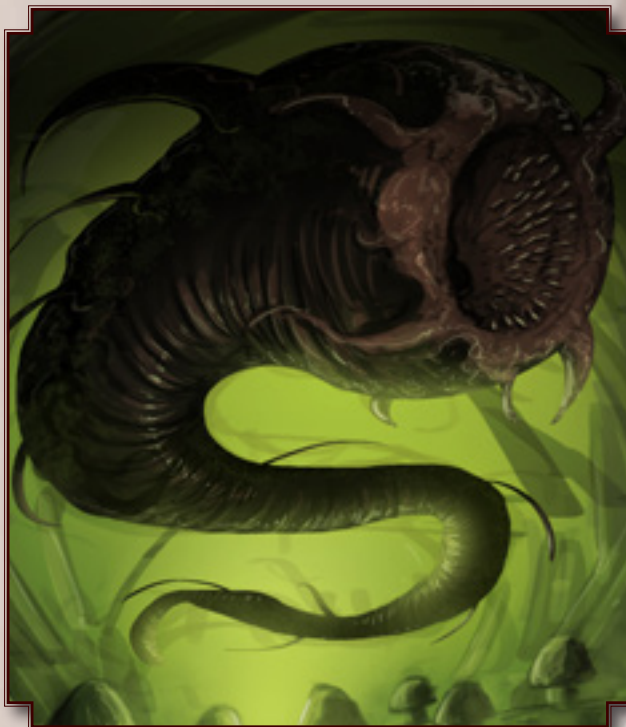
**Grasping Tendrils (Ex)** Sticky, arm-length tendrils cover a mu spore. A mu spore can use these tendrils to make a combat maneuver check as an immediate action to grapple an adjacent creature that hits the mu spore with a melee attack. As it is only using the tendrils (instead of conducting the grapple normally), it takes a –20 penalty to its CMB to make and maintain the grapple (+35 CMB with tendrils). The mu spore does not gain the grappled condition while grappling a creature with its tendrils.

**Mold Infusion (Ex)** Creatures engulfed, grappled, or swallowed by a mythic mu spore are exposed each round to mythic brown, russet, or yellow mold. The spore can select different molds for each target, and can alter its mold selections as a swift action.

**Spore Cough (Su)** Once every 1d4 rounds as a standard action, a mu spore can release a cloud of burrowing spores in a 100-foot cone. The burrowing spores deal 20d8 points of damage to all creatures and wooden structures in the area, or half damage to any creatures that make a DC 35 Reflex save. Plants and plant creatures are immune to this damage. The save DC is Constitution-based.

**Thermophilic Fungus (Ex)** Each time a mythic mu spore takes cold or fire damage that exceeds its energy resistance, its cold or fire resistance (as appropriate) increases by 10 for 1 hour. These increases stack each time it takes cold or fire damage.

**Unstoppable Titan (Ex)** A mythic mu spore can move through difficult terrain and the space of Huge or smaller creatures without hindrance, and Huge or smaller creatures can likewise move through its space without impediment (although such movement provokes an attack of opportunity). It cannot be flanked except by Huge or larger creatures. A mythic mu spore is immune to ability damage, ability drain, temporary ability penalties, and effects that would cause it to become entangled, exhausted, fatigued, or staggered.





# Myceloid

*This shambling fungus creature bears a strong resemblance to a rotund human, but with a mushroom cap for a head.*

MYTHIC MYCELOID

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary 3

NE Medium plant (mythic)

**Init** +6<sup>MF</sup>; **Senses** darkvision 60 ft., low-light vision, scent, taste emotion<sup>MA</sup>; **Perception** +6

## DEFENSE

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

**hp** 58 (5d8+36)

**Fort** +8, **Ref** +1, **Will** +4

**DR** 5/epic and slashing; **Immune** plant traits; **Resist** cold 10, fire 10, sonic 10

**Weaknesses** vulnerable to electricity

## OFFENSE

**Speed** 20 ft.

**Melee** 2 claws +6 (1d6+3 plus disease)

**Special Attacks** mythic power (2/day, surge 1d6), one of us<sup>MA</sup>, poison, spore cloud

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

1/day—spore domination (DC 14)

## STATISTICS

**Str** 17, **Dex** 11, **Con** 18, **Int** 9, **Wis** 12, **Cha** 10

**Base Atk** +3; **CMB** +6; **CMD** 16

**Feats** Improved Initiative<sup>MF</sup>, Iron Will, Skill Focus (Stealth)

**Skills** Perception +6, Sense Motive +5, Stealth +9, Survival +5; Racial Modifiers +4 Sense Motive, +4 Survival

**Languages** Undercommon; telepathy 60 ft. (myceloids, fungi, and purple pox sufferers only)

**SQ** fungal rapport<sup>MA</sup>

## ECOLOGY

**Environment** any underground

**Organization** solitary, pair, band (3–24), or colony (25–250)

**Treasure** standard

## SPECIAL ABILITIES

**Disease (Su)** *Purple Pox*: inhaled or injury; *save* Fort DC 16; *onset* 1 minute; *frequency* 1/day; *effect* 1d2 Wis and 1d2 Con damage; *cure* 2 consecutive saves. A creature that dies of the purple pox becomes bloated over the course of 24 hours, after which its body bursts open, releasing a fully grown myceloid. Additionally, as long as a creature takes at least 7 points of Wisdom damage from the purple pox, it must make a DC 16 Will save each day to avoid becoming affected by a *lesser geas* (no HD limit) that compels the afflicted character to seek out the nearest myceloid colony in order to offer itself up for spore domination. The save DCs are Constitution-based.

**Fungal Rapport (Su)** A mythic myceloid's telepathy allows it to communicate with all fungi and fungal creatures, as if using continuous *speaking with plants* but affecting only molds, slimes, and fungi. A mythic myceloid can spend one use of its mythic power to use *clairaudience/clairvoyance* (caster level 5th) on any location within range where mold, slime, or fungus is present.

**One of Us (Sp)** As a standard action, a mythic myceloid can polymorph a willing creature afflicted with purple pox into a myceloid, as if that creature had cast *plant shape I* (caster level 5th). If it spends one use of its mythic power, a mythic myceloid can use this ability on an unwilling creature that is not afflicted with purple pox (DC 16 Fortitude negates). If the target fails its saving throw, it becomes charmed by the mythic myceloid as long as it remains in myceloid form. The mythic myceloid can increase the duration of this effect to 5 hours by spending one use (or an additional use) of its mythic power. The save DC is Constitution-based.

**Spore Cloud (Ex)** Once per day as a standard action, a myceloid can expel a 10-foot-radius burst of spores centered on itself. This cloud persists for 1d3 rounds. Any creature caught in this cloud or that moves through it is exposed to the myceloid's purple pox disease—a creature need save only once against any one spore cloud, however, before becoming permanently immune to that particular spore cloud's effects. The spore cloud does not hamper vision.

**Spore Domination (Sp)** This spell-like ability functions as *charm monster*, but functions only against creatures currently infected with purple pox.

**Taste Emotion (Su)** Mythic myceloids detect the presence of creatures affected by fear effects, effects with the emotion descriptor, or effects that provide a morale bonus as if they had blindsense in a 30-foot radius and blindsight in a 5-foot radius. When a creature adjacent to a creature that gains a morale bonus from any effect,

a mythic myceloid can spend one use of its mythic power to gain the same morale bonus(es) for 1 minute.





# Neothelid

*Its slime-drenched length coiled upon itself in a shuddering mountain, this huge worm's tentacled head rises like a snake's.*

**GIANT MYTHIC NEOTHELID**

**CR 19/MR 7**

**XP 204,800**

*Pathfinder Roleplaying Game Bestiary*

CE Colossal aberration (mythic)

**Init** +8<sup>MF</sup> (+15 underground), **dual initiative**<sup>MA</sup>; **Senses** blindsight 100 ft., trace teleport 60 ft.; **Perception** +25 (+32 underground)

## DEFENSE

**AC** 39, touch -1, flat-footed 39 (+4 armor, -3 Dex, +36 natural, -8 size)

**hp** 326 (20d8+236)

**Fort** +17, **Ref** +3, **Will** +16

**Defensive Abilities** energy conversion<sup>MA</sup>, **DR** 10/cold iron and epic, plus slashing or piercing; **SR** 33

## OFFENSE

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

**Melee** 4 tongues +19 (3d8+12/19-20 plus 1d6 acid and grab)

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

**Special Attacks** breath weapon (50-ft. cone, 14d10 acid, Reflex DC 29 for half, usable every 1d4 rounds), caustic tongues<sup>MA</sup>, fast swallow<sup>MA</sup>, mind thrust, mind-melting effluent<sup>MA</sup>, **mythic power** (7/day, surge +1d10), psychic crush, swallow whole (2d8+12 plus 2d6 acid damage, AC 28, 32 hp)

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

Constant—fly, *mage armor*

At will—*detect thoughts* (DC 19), *charm monster* (DC 21), *clairvoyance/clairaudience*, *poison* (DC 21), *suggestion* (DC 20), *telekinesis* (DC 22), *teleport*

3/day—*confusion* (DC 21), *dispel magic*, quickened *suggestion* (DC 20)

1/day—*mind fog* (DC 22), *phantasmal killer* (DC 21)

## STATISTICS

**Str** 34, **Dex** 5, **Con** 28, **Int** 18, **Wis** 15, **Cha** 25

**Base Atk** +15; **CMB** +35 (+39 grapple); **CMD** 42 (can't be tripped)

**Feats** Cleave, Critical Focus<sup>MF</sup>, Great Cleave, Great Fortitude, Improved Critical<sup>MF</sup> (tongue), Improved Initiative<sup>MF</sup>, Iron Will, Power Attack<sup>MF</sup>, Quicken Spell-Like Ability (*suggestion*), Sickening Critical

**Skills** Bluff +25, Climb +16, Diplomacy +25, Fly +10, Intimidate +28, Knowledge (arcana) +25, Knowledge (dungeoneering, engineering) +20 (+27 underground), Perception +25 (+32 underground), Spellcraft +26, Use Magic Device +18

**Languages** Aklo, Terran, Undercommon; telepathy 100 ft.

**SQ** cystic sage<sup>MA</sup>, psicaster<sup>MA</sup>, seugathi spawner<sup>MA</sup>

## ECOLOGY

**Environment** any underground

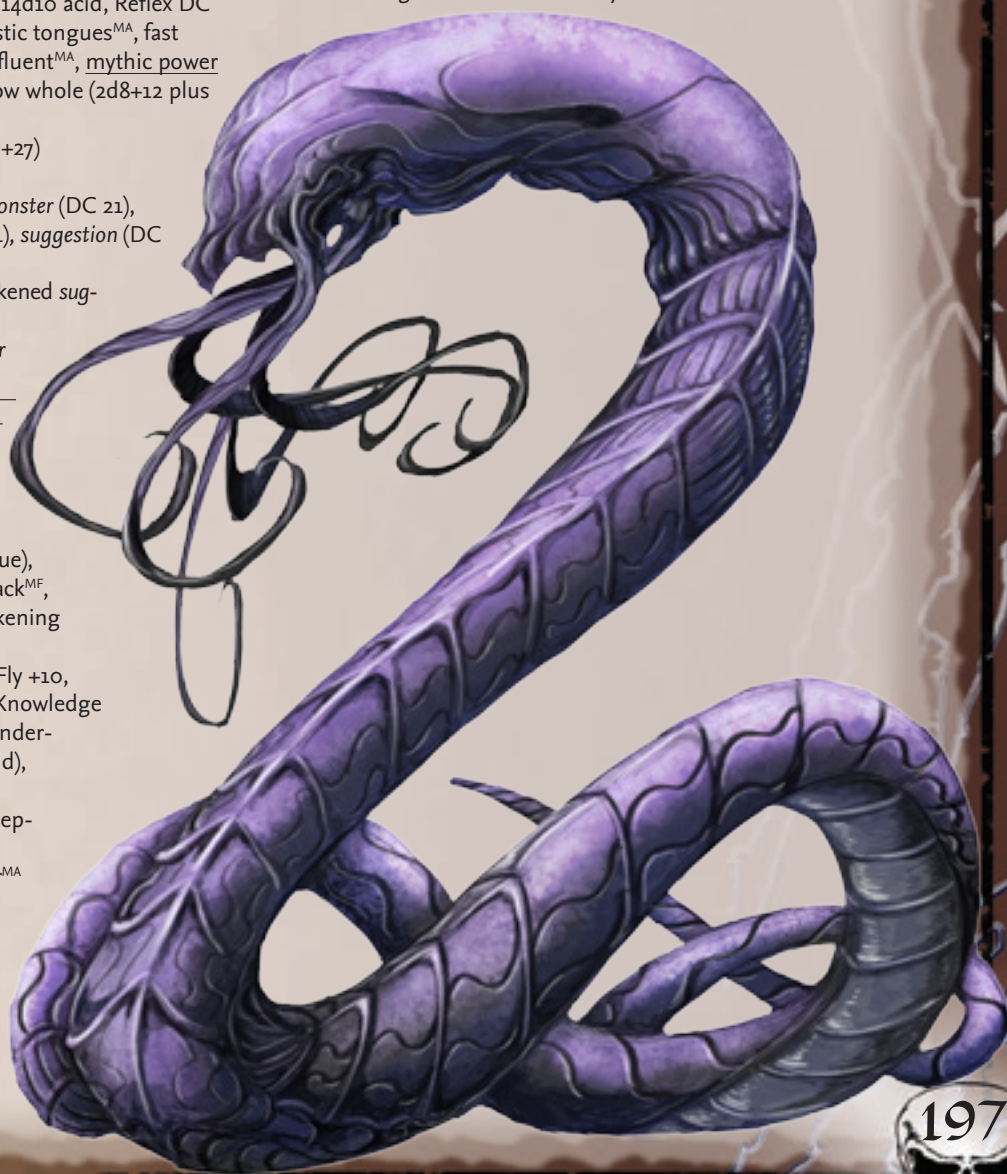
**Organization** solitary, pair, or cult (1 mythic neothelid plus 1-4 neothelids, 1-4 seugathi, and 4-12 charmed slaves of various races)

**Treasure** standard

## SPECIAL ABILITIES

**Caustic Tongues (Ex)** A mythic neothelid's tongues drip acid that deals an additional 1d6 points of damage on a successful hit. On a critical hit, this damage is increased to 3d6. If a mythic neothelid hits a creature with acid resistance or immunity with its tongues, it can expend one use of its mythic power to suppress that creature's resistance or immunity to acid for 1 minute.

**Cystic Sage (Ex)** A mythic neothelid is a savant of knowledge about the deep places below the ground. Knowledge (dungeoneering) and Knowledge (engineering) are class skills for a mythic neothelid, and it gains a bonus equal to its mythic rank on initiative checks and on Knowledge (dungeoneering), Knowledge (engineering), Perception, and Survival checks made underground. In addition, the caster level and save DC of any divination effect it uses underground is increased by 2





**Energy Conversion (Su)** When a mythic neothelid takes damage from an effect that deals acid, cold, electricity, fire, or sonic damage, it can expend one use of its mythic power as an immediate action to gain immunity to that form of energy for a number of minutes equal to its mythic rank or until it absorbs up to 200 points of damage of that type, whichever comes first. A mythic neothelid can discharge up to 50 points of this stored energy as a swift action, or up to 100 points as a standard action, as a ray of energy with a range of 120 feet. It can also discharge 10 points of stored energy per round as a free action, which causes its natural weapons to deal 1d6 points of energy damage of the discharged type (2d6 points of damage of that type on a critical hit). A mythic neothelid can use this ability to absorb and redirect multiple forms of energy simultaneously, spending one use of its mythic power for each type of energy.

**Mind Thrust (Su)** As a standard action up to three times a day, a neothelid can deliver a massive blast of mental energy at any one target within 60 feet, inflicting 15d10 points of damage. A successful DC 27 Will save negates the effect. This effect can only harm creatures with Intelligence scores. This is a mind-affecting effect. The save DC is Charisma-based.

**Mind-Melting Effluent (Ex)** A mythic neothelid's acidic saliva gives off psychotropic vapors, causing any creature that fails its saving throw against its breath weapon to contract mindfire (DC 27 Fortitude negates). A creature beginning its turn grappled by a neothelid must likewise save or contract mindfire, with a -4 penalty on the saving throw if swallowed whole. If a mythic neothelid expends one use of its mythic power, these vapors intensify for 1 minute. During this time, its mind-melting effluent has an instantaneous onset time on a failed save and can affect living creatures that are normally immune to disease.

**Psicaster (Ex)** Mythic neothelids are great students of arcane mysteries. They treat Use Magic Device as a class skill and can suppress the acidic secretions of one or more of their tongues in order to hold an item with that tongue. If the item creates a mind-affecting effect, the mythic neothelid gains a competence bonus equal to its mythic rank on the Use Magic Device check to activate it and uses its own Charisma score to set the save DC.

**Psychic Crush (Su)** As a standard action up to three times a day, a neothelid can attempt to crush the mind of a single creature within 60 feet. The target must make a DC 27 Will save or collapse, becoming unconscious and dying at -1 hit points. If the target succeeds on the save, it takes 6d6 points of damage and is sickened for 1 round. This is a mind-affecting effect. The save DC is Charisma-based.

**Seugathi Spawner (Ex or Sp)** A mythic neothelid shares the spell-like abilities and damage reduction of the seugathi they spawn. They are immune to the supernatural and spell-like abilities of seugathi, as well as to seugathi poison. As a full-round action, a mythic neothelid can expend one use of its mythic power to gestate and birth a seugathi. If the mythic neothelid expends two uses of its mythic power, it may spawn a mythic seugathi or may add the agile, invincible, or savage mythic simple template to an ordinary seugathi.

**Trace Teleport (Ex)** A neothelid telepathically and reflexively learns the mental coordinates of the destination, of all creatures that teleport within 60 feet of it, gaining an awareness of the location equivalent to "seen casually." This knowledge fades and is lost after 1 minute. This power does not grant any environmental information about the conditions of the destination.

## MYTHIC NEOTHELID

Without the giant simple template, a mythic neothelid's stats are as follows: **CR** 18/**MR** 7; **XP** 102,400; **Size** Gargantuan; **Init** +9 (+16 underground); **AC** 41, touch 4, flat-footed 41; **hp** 286; **Fort** +15, **Ref** +4; **Melee** 4 tongues +21 (3d6+10/19-20 plus 1d6 acid and grab); **Space** 20 ft., **Reach** 20 ft.; **Special Attacks** breath weapon (DC 27), swallow whole (2d6+10 bludgeoning damage damage, AC 26, 28 hp); **Str** 30, **Dex** 7, **Con** 24; **CMB** +29 (+33 grapple); **CMD** 37; **Skills** Climb +14.

## MYTHIC PSIONIC NEOTHELID

A mythic psionic neothelid has identical statistics in most respects, but gains the psionic subtype and replaces Knowledge (arcana), Quicken Spell-Like Ability, and spell resistance with Knowledge (psionics), Quicken Psi-Like Ability (*compelling voice*), and power resistance. It loses the mind thrust, psicaster, psychic crush, and all spell-like abilities, replacing them with the following.

**Psi-Like Abilities** (ML 20th; concentration +27)

Constant—*flight, inertial armor*

At will—*charm, clairvoyant sense, compelling voice, empathic tonnection, psychoport, read thoughts, telekinetic force*

3/day—*dispel psionics, mind thrust* (DC 27, 15d10), *psychic crush* (DC 27, 6d6 on successful save), quickened *compelling voice*

## SPECIAL ABILITIES

**Poison Touch (Su):** Mythic neothelids are able to excrete a poison to overcome their enemies. As a standard action, the mythic neothelid make a melee touch attack against a single creature. If the attack is successful, the creature is infected with a horrible poison that deals 1d3 Constitution damage per round for 6 rounds. Poisoned creatures can make a Fortitude save (DC 21) each round to negate the damage and end the affliction.

**Psionic Mastery (Ex)** Mythic neothelids are great students of psionic mysteries. They treat Use Magic Device as a class skill and can suppress the acidic secretions of one or more of their tongues in order to hold an item with that tongue. If the item creates a mind-affecting effect, the mythic neothelid gains a competence bonus equal to its mythic rank on the Use Magic Device check to activate it and uses its own Charisma score to set the save DC.





# Nightmare

*This eerie horse-like creature's skin is an inky blackness. Fire spurts from its hair and nostrils, and its hooves spray sparks.*

MYTHIC NIGHTMARE

CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary

NE Large outsider (evil, extraplanar, mythic)

Init +8<sup>MF</sup>; Senses darkvision 60 ft.; Perception +10

## DEFENSE

AC 21, touch 11, flat-footed 19 (+2 Dex, +10 natural, -1 size)

hp 77 (6d10+44)

Fort +9, Ref +7, Will +3

DR 5/epic

## OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee bite +9 (1d4+4), 2 hooves +7 (1d6+2 plus 1d4 fire)

Space 10 ft.; Reach 5 ft.

Special Attacks death's ride<sup>MA</sup>, dream smoke<sup>MA</sup>, mythic power (2/day, surge 1d6), smoke, trample<sup>MA</sup> (1d6+6 plus 2d4 fire, DC 17)

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

1/day—plane shift (self and rider only)

## STATISTICS

Str 18, Dex 15, Con 18, Int 13, Wis 13, Cha 12

Base Atk +6; CMB +11; CMD 23 (27 vs. trip)

Feats Improved Initiative<sup>MF</sup>, Multiattack, Run

Skills Fly +13, Intimidate +10, Knowledge (planes) +10, Perception +10, Sense Motive +10, Stealth +7, Survival +10

Languages Abyssal, Infernal

## ECOLOGY

Environment any (Abaddon)

Organization solitary

Treasure none

## SPECIAL ABILITIES

**Death's Ride (Su)** As a standard action, a mythic nightmare can spend one use of its mythic power to tempt a nonevil creature to climb onto its back to ride it. This is similar to a *suggestion* (DC 17 Will negates) but is not language-dependent and affects only Medium or smaller creatures that are physically suited to riding a horse-like creature. Upon mounting, the target becomes fascinated by the experience and in its euphoria does not notice when the mythic nightmare begins draining its life away. Every minute the target remains on the mythic nightmare's back, it must make a DC 17 Fortitude save or gain a negative level; the mythic nightmare gains 5 temporary hit points each time the save is failed. These temporary hit points stack, up to a maximum of 50. Each time the target gains a negative level, it can make a Sense Motive check opposed by the mythic nightmare's Intimidate check to realize what is happening and break the fascinate effect. Even if no longer fascinated, the rider is considered grappled by the mythic nightmare (though the nightmare is not considered grappled by its rider) and must break free of the grapple in order to dismount. The save DC is Constitution-based.

**Dream Smoke (Su)** By spending one use of its mythic power, a mythic nightmare can exhale a warm soporific mist rather than the acrid, choking smoke it usually exhales. Creatures within the dream smoke fall asleep for 1d6 rounds on a failed DC 17 Fortitude save rather than becoming sickened for 1d6 minutes. Creatures that fall asleep from the dream smoke are affected upon awakening as a *nightmare* spell (DC 17 Will negates). The save DC is Constitution-based.

**Smoke (Su)** In battle, a nightmare exhales smoke that chokes and blinds foes, filling a 15-foot cone each round as a free action. Anyone in the cone must succeed on a DC 17 Fortitude save or become sickened until 1d6 minutes after leaving the area. This smoke acts as *obscuring mist* for the purposes of concealment. The smoke persists for 1 round. The save DC is Constitution-based.





### MYTHIC NIGHTMARE CAUCHEMAR

CR 14/MR 5

XP 38,400

*Pathfinder Roleplaying Game Bestiary*

NE Huge outsider (evil, extraplanar, mythic)

Init +11<sup>MF</sup>; Senses darkvision 60 ft.; Perception +20

#### DEFENSE

AC 31, touch 10, flat-footed 29 (+2 Dex, +21 natural, –2 size)

hp 225 (14d10+148)

Fort +16, Ref +11, Will +7

DR 10/epic

#### OFFENSE

Speed 40 ft., fly 90 ft. (good)

Melee bite +22 (2d6+10), 2 hooves +20 (2d6+5 plus 1d6)

Space 15 ft.; Reach 10 ft.

Special Attacks death's ride<sup>MA</sup>, dream smoke<sup>MA</sup>, flaming hooves<sup>MA</sup>, hellfire<sup>MA</sup>, mythic power (5/day, surge 1d8), powerful trample<sup>MA</sup>, smoke, trample<sup>MA</sup> (2d6+15 plus 2d6 fire, DC 27)

Spell-Like Abilities (CL 15th; concentration +16)

1/hour—*ethereal jaunt*, *plane shift*

#### STATISTICS

Str 31, Dex 15, Con 25, Int 16, Wis 12, Cha 12

Base Atk +14; CMB +26 (+32 overrun); CMD 38 (42 vs. overrun, 42 vs. trip)

Feats Greater Overrun, Improved Initiative<sup>MF</sup>, Improved Overrun<sup>MF</sup>, Intimidating Prowess, Iron Will, Multiattack, Power Attack<sup>MF</sup>

Skills Acrobatics +19 (+23 when jumping), Bluff +18, Fly +19, Intimidate +28, Knowledge (arcana) +20, Knowledge (planes) +20, Perception +20, Sense Motive +20, Stealth +11

Languages Abyssal, Infernal

#### ECOLOGY

Environment any (Abaddon)

Organization solitary

Treasure none

#### SPECIAL ABILITIES

**Death's Ride (Su)** As a standard action, a mythic nightmare can spend one use of its mythic power to tempt a nonevil creature to climb onto its back to ride it. This is similar to a *suggestion* (DC 24 Will negates) but is not language-dependent and affects only Medium or smaller creatures that are physically suited to riding a horse-like creature. Upon mounting, the target becomes fascinated by the experience and in its euphoria does not notice when the mythic nightmare begins draining its life away. Every minute the target remains on the mythic nightmare's back, it must make a DC 24 Fortitude save or gain a negative level; the mythic nightmare gains 5 temporary hit points each time the save is failed. These temporary hit points stack, up to a maximum of 50. Each time the target gains a negative level, it can make a Sense Motive check opposed by the mythic nightmare's Intimidate check to realize what is happening and break the fascinate effect. Even if no longer fascinated, the rider is considered grappled by the mythic nightmare (though the nightmare is not considered grappled by its rider) and must break free of the grapple in order to dismount. The save DC is Constitution-based.

**Dream Smoke (Su)** By spending one use of its mythic power, a mythic nightmare can exhale a warm soporific mist rather than the acrid, choking smoke it usually exhales. Creatures within the dream smoke fall asleep for 1d6 rounds on a failed DC 24 Fortitude save rather than becoming sickened for 1d6 minutes. Creatures that fall asleep from the dream smoke are affected upon awakening as a *nightmare* spell (DC 24 Will negates). The save DC is Constitution-based.

**Flaming Hooves (Su)** A mythic nightmare cauchemar's hooves flare with sooty flame whenever it confirms a critical hit with any of its natural weapons, causing each of its hooves to deal an additional 1d10 points of fire damage until the end of its next turn. If it uses its trample attack during its next turn, it deals an additional 2d10 points of fire damage.

**Hellfire (Su)** All fire effects created by a mythic nightmare cauchemar deal one-half fire damage and one-half untyped unholy damage; this latter damage does not harm creatures with the evil subtype. A cauchemar can spend one use of its mythic power to convert all fire damage it deals into unholy damage for 1 minute.

**Powerful Trample (Ex)** When a creature in that path of a mythic nightmare cauchemar's trample fails (or forfeits) its saving throw, the cauchemar can make a combat maneuver check to overrun that target; if this check exceeds the target's CMD by 5 or more, the target is knocked prone. In addition, the cauchemar can combine its Power Attack feat with its trample special attack, increasing the damage its trample deals by 12 points but decreasing the trample save DC (and its combat maneuver bonus for overrun maneuvers during the trample) by 4. It can spend one use of its mythic power as a swift action to increase its trample damage in this way without incurring these penalties until the end of its next turn.

**Smoke (Su)** In battle, a nightmare exhales smoke that chokes and blinds foes, filling a 15-foot cone each round as a free action. Anyone in the cone must succeed on a DC 24 Fortitude save or become sickened until 1d6 minutes after leaving the area. This smoke acts as *obscuring mist* for the purposes of concealment. The smoke persists for 1 round. The save DC is Constitution-based.





# Otyugh

This three-legged freak is mostly mouth. Three tentacles, two tipped with barbs and one with eyes, extend from its sides.

## MYTHIC OTYUGH

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary

N Large aberration (mythic)

Init +0; Senses darkvision 60 ft., scent; Perception +10

Aura stench<sup>MA</sup> (DC 14, 10 rounds)

## DEFENSE

AC 19, touch 9, flat-footed 19 (+10 natural, -1 size)

hp 55 (6d8+28)

Fort +3, Ref +2, Will +6

Immune disease

## OFFENSE

Speed 20 ft.

Melee bite +8 (1d8+5 plus disease), 2 tentacles +6 (1d6+7 plus grab)

Space 10 ft.; Reach 10 ft. (15 ft. with tentacle)

Special Attacks constrict (tentacle, 1d6+7), garbage gullet<sup>MA</sup>, mythic power (2/day, surge +1d6)

## STATISTICS

Str 20, Dex 10, Con 13, Int 5, Wis 13, Cha 6

Base Atk +4; CMB +10 (+14 grapple); CMD 20 (22 vs. trip)

Feats Multiattack, Skill Focus (Perception), Toughness

Skills Perception +10, Stealth +2 (+10 in lair); Racial Modifiers +8 Stealth in lair

Languages Common

SQ powerful blows<sup>MA</sup> (tentacle)

## ECOLOGY

Environment any underground

Organization solitary, pair, or cluster (3–4)

Treasure standard

## SPECIAL ABILITIES

**Disease (Ex)** *Filth fever*: Bite—injury; save Fortitude DC 14; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

**Garbage Gullet (Ex)** A mythic otyugh's maw is a fetid pit of corruption and filth unimaginable, and it constantly absorbs and exudes putrescence from every pore. A creature constricted by a mythic otyugh or failing its save against the otyugh's bite attack becomes sickened for 1d4 rounds. On a critical hit, this effect lasts 1d4 minutes, and the onset of disease is immediate on a failed save.

In addition, a mythic otyugh can expend one use of its mythic power as a standard action to exhale a cloud of reeking vapor equivalent to *stinking cloud* (DC 14 Fortitude negates) in a 30-foot cone-shaped spread. This is a non-magical disease effect but is otherwise identical to the spell. The save DC is Constitution-based.





## Pegasus

*This magnificent horse has great bird-like wings upon its back and moves with a quiet and proud grace.*

### MYTHIC PEGASUS

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary

CG Large magical beast (mythic)

**Init** +2; **Senses** darkvision 60 ft., *detect evil*, *detect good*, low-light vision, scent; Perception +11

### DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 44 (4d10+22)

**Fort** +7, **Ref** +6, **Will** +4

Defensive Abilities aerobatics<sup>MA</sup>, unbridled glory<sup>MA</sup>

### OFFENSE

Speed 60 ft., fly 120 ft. (average)

Melee bite +7 (1d3+4), 2 hooves +2 (1d6+2)

Space 10 ft.; Reach 5 ft.

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

Spell-Like Abilities (CL 4th; concentration +5)

Constant—*detect evil* (60-ft. radius), *detect good* (60-ft. radius)

### STATISTICS

Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 13

Base Atk +4; CMB +9; CMD 21 (25 vs. trip)

Feats Flyby Attack, Iron Will<sup>MF</sup>

Skills Fly +5, Perception +11, Sense Motive +7; Racial Modifiers +4 Perception

Languages Common (can't speak)

### ECOLOGY

Environment temperate and warm plains

Organization solitary, pair, or herd (6-10)

Treasure none

### SPECIAL ABILITIES

**Unbridled Glory (Su)** When a mythic pegasus succeeds on a saving throw against a charm or compulsion effect or against any effect that would cause it to become entangled, grappled, paralyzed, or pinned, or when it escapes a grapple, pin, or entanglement, it unleashes a whinny of triumphant freedom. All non-evil, non-lawful creatures within 30 feet gain the benefit of a *bless* spell (caster level 4th); if the mythic pegasus spends one use of its mythic power, this acts as a mythic *bless* spell. The mythic pegasus itself gains double the normal bonus from this *bless* effect.

### MYTHIC PEGASUS CHAMPION

CR 9/MR 3

XP 6,400

Pathfinder Roleplaying Game Bestiary (variant pegasus)

CG Large magical beast (mythic)

**Init** +6; **Senses** darkvision 60 ft., *detect evil*, *detect good*, low-light vision, scent; Perception +19

### DEFENSE

AC 24, touch 16, flat-footed 17 (+6 Dex, +1 dodge, +8 natural, -1 size)

hp 124 (9d10+75)

**Fort** +11, **Ref** +12, **Will** +8; +4 vs. poison

DR 5/epic; **Immune** petrification; **Resist** fire 10

Defensive Abilities aerobatics<sup>MA</sup>, unbridled glory<sup>MA</sup>; DR 5/epic;

Immune petrification; Resist fire 10

### OFFENSE

Speed 60 ft., fly 120 ft. (perfect)

Melee bite +14 (1d3+6), 2 hooves +14 (1d6+6), 2 wing buffets +9 (1d4+3)

Space 10 ft.; Reach 5 ft.

Special Attacks *mythic power* (3/day, surge 1d6), titanic smite<sup>MA</sup>, whipping wings<sup>MA</sup>

Spell-Like Abilities (CL 9th; concentration +12)

Constant—*detect evil* (60-ft. radius), *detect good* (60-ft. radius)

### STATISTICS

Str 22, Dex 22, Con 20, Int 14, Wis 17, Cha 17

Base Atk +9; CMB +16; CMD 32 (36 vs. trip)

Feats Dodge, Flyby Attack, Iron Will<sup>MF</sup>, Mobility<sup>MF</sup>, Wind Stance

Skills Acrobatics +16 (+28 when jumping), Fly +22, Perception +19, Sense

Motive +10, Stealth +10, Swim +10; Racial Modifiers +4 Perception

Languages Auran, Celestial, Common

### ECOLOGY

Environment temperate and warm plains

Organization solitary or pair

Treasure none

### SPECIAL ABILITIES

**Battle-ready (Ex)** A mythic advanced pegasus's hooves are treated as primary natural weapons.

**Titanic Smite (Su)** As a free action, a mythic advanced pegasus can spend one use of its mythic power to smite a creature larger than itself, adding its Charisma modifier to attack rolls and as a deflection bonus to its Armor Class, and adding its Hit Dice as a bonus to damage. If the advanced mythic pegasus has a non-evil, non-lawful rider, it can spend an additional use of its mythic power to share the bonuses provided by its titanic smite with its rider for 1 minute.

**Unbridled Glory (Su)** As a mythic pegasus (caster level 8th).





# Peryton

*This creature has a stag's body, a hawk's wings and talons, and the head of a slaving wolf with a rack of sharp antlers on its brow.*

## MYTHIC PERYTON

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary 2

CE Medium magical beast (mythic)

Init +7; Senses darkvision 60 ft., low-light vision; Perception +10

## DEFENSE

AC 19, touch 13, flat-footed 14 (+3 Dex, +6 natural)

hp 62 (5d10+35)

Fort +7, Ref +7, Will +3

DR 5/epic and magic

## OFFENSE

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

Melee gore +10 (1d6+4/18–20 plus 1d4 bleed<sup>MA</sup>), bite +4 (1d6+2), 2 hooves +4 (1d4+2)

Special Attacks bloody biter<sup>MA</sup>, hearteater<sup>MA</sup>, horrific critical, mythic power (2/day, surge +1d6), shadow mark

## STATISTICS

Str 19, Dex 16, Con 17, Int 11, Wis 14, Cha 12

Base Atk +5; CMB +9; CMD 22 (26 vs. trip)

Feats Flyby Attack<sup>MF</sup>, Improved Initiative, Weapon Focus (gore)

Skills Fly +12, Perception +10, Stealth +9

Languages Common

## ECOLOGY

Environment any

Organization solitary, pair, or flock (3–9)

Treasure standard

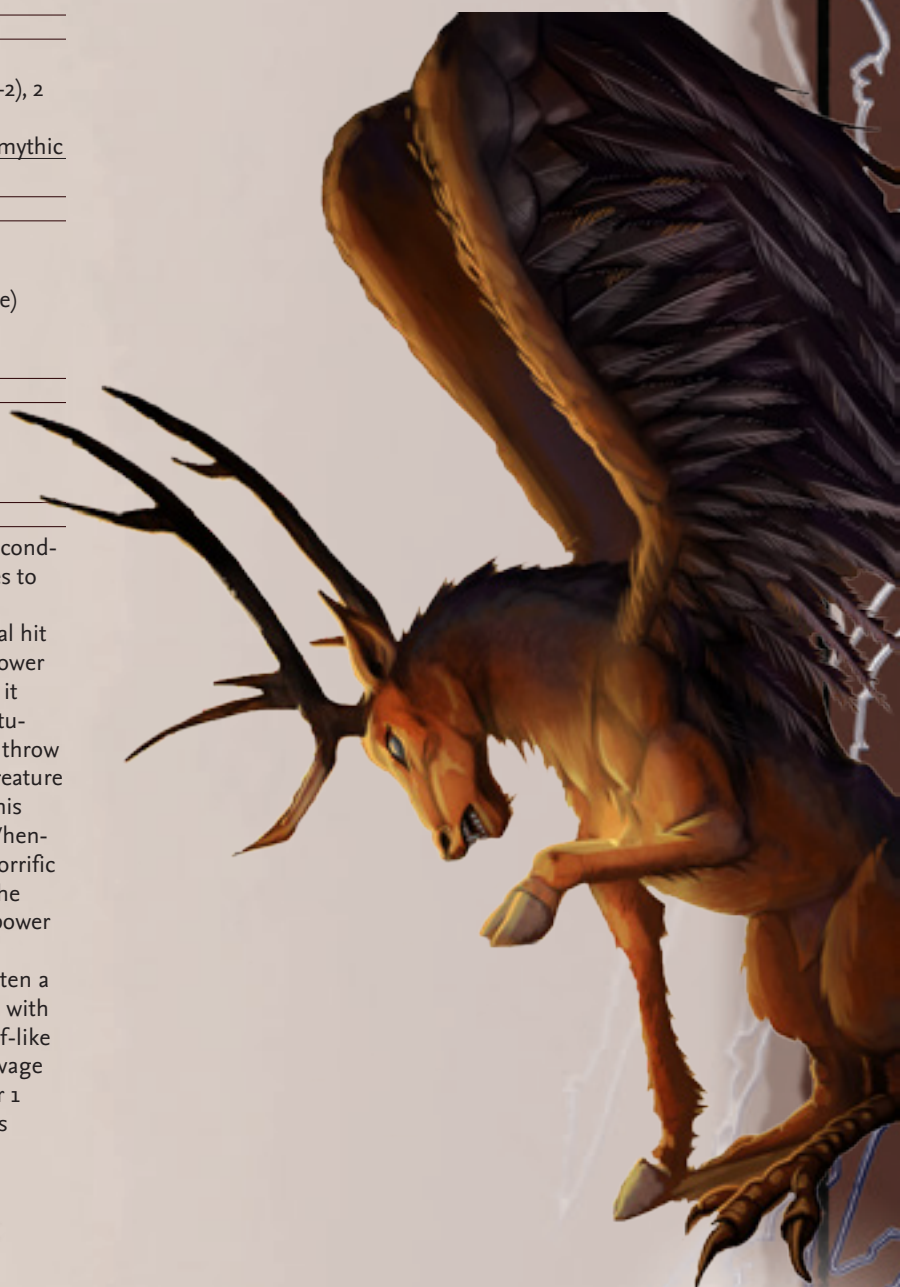
## SPECIAL ABILITIES

**Bloody Biter (Ex)** A mythic peryton gains a bite attack as a secondary natural weapon, and its horrifying critical ability applies to this attack as well as its gore.

**Hearteater (Ex)** Whenever a mythic peryton confirms a critical hit with its gore or 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 16 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 peryton successfully uses this ability or its horrific critical ability to tear out the victim's heart, it can devour the heart as a move action and expend one use of its mythic power to gain the benefits of death knell.

**Horrific Critical (Ex)** A peryton's bite and gore attacks threaten a critical hit on an 18–20. If a peryton kills a humanoid foe with a critical hit, it can tear out the victim's heart with its wolf-like teeth as a free action. Any creature that witnesses this savage event must make a DC 13 Fortitude save or be shaken for 1 round. This is a mind-affecting fear effect. The save DC is Charisma-based.

**Shadow Mark (Su)** As a free action, a peryton can make a ranged touch attack by flying over a humanoid target—the maximum range of this attack is 300 feet. If the peryton hits, its shadow transforms to match the shadow of the creature struck. Once a peryton has established this link, it gains a +2 morale bonus on attack rolls and damage rolls made against that target, and every time the peryton hits that target with an attack, the creature must make a DC 13 Will save or become frightened for 1 round. This is a mind-affecting fear effect. The save DC is Charisma-based.





# Phantasmagoria Wagon

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

## PHANTASMAGORIA WAGON

CR 10/MR 4

XP 9,600

NE Large construct (mythic)

Init +8<sup>MF</sup>; Senses darkvision 60 ft., low-light vision; Perception +1

## DEFENSE

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

hp 148 (12d10+82)

Fort +4, Ref +4, Will +5

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

## OFFENSE

Speed 40 ft.

Melee slam +17 (1d6+9)

Space 10 ft.; Reach 5 ft.

**Special Attacks** bedraggled bondage<sup>MA</sup>, grim coachman, mysterious music<sup>MA</sup> (bardic performance, 30 rounds, DC 22, counter-song, distraction, fascinate, suggestion, dirge of doom, inspire greatness), mythic power (4/day, surge 1d8), phantom zone<sup>MA</sup>, trample (1d6+9, DC 22)

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

Constant—*tongues*

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

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

## STATISTICS

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

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

**Feats** Combat Casting, Improved Initiative<sup>MF</sup>, Intimidating Prowess, Lingering Performance<sup>APG</sup>, Skill Focus (Intimidate), Toughness<sup>MF</sup>

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

**Languages** Common

SQ feed on fear, weird weather<sup>MA</sup>, world wheeler<sup>MA</sup>

## ECOLOGY

**Environment** any land

**Organization** solitary

**Treasure** standard

## SPECIAL ABILITIES

**Bedraggled Bondage (Su)** As a standard action, a phantasmagoria wagon can attempt to entice a creature to pull it. This functions as *charm monster* (DC 22 will negates), but quadrupedal animals and magical beasts take a -4 on their saving throw. If the save succeeds, it is immune to this ability for 24 hours. If the save is failed, the creature willingly takes up the wagon's traces and pulls it along wherever the wagon (through its grim coachman) commands. Once harnessed to the wagon, the creature gains great strength and speed, as if affected by simultaneous *ant haul* and *longstrider* spells, and the wagon can alter the creature's

appearance with its *veil* spell-like ability. If the creature's enhanced speed is greater than the phantasmagoria wagon's, it can move at that speed instead of its own. The bound creature is stricken with *crushing despair* (no save) as long as it remains bound, though it does not question the need to continue pulling the wagon. The creature gains the grappled condition while bound to the wagon, though its speed is not reduced. If the charm effect is broken, it can attempt to escape the grapple normally and the wagon must maintain the grapple to keep the creature bound. A creature taking an attack of opportunity against the phantasmagoria wagon when it is using its trample attack may choose to attack the wagon or the bound creature but not both. The save DC is Charisma-based.

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

**Grim Coachman (Su)** To help interact with mortals, a phantasmagoria wagon can create a grim coachman (or "groach"). This figure can have any humanoid appearance or clothing but is usually masked or hooded, and is generally believed to be the true fey menace and the wagon simply a magical conveyance. The groach is an illusion (shadow) effect that only appears to drive the cart and to converse with others, functioning like a *project image* spell (caster level 12th). The wagon's spell-like and supernatural abilities can originate from the wagon itself or the groach's location. The groach cannot be damaged, and if dispelled the wagon can create a new groach on the drover's board as a full-round action.

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

**Phantom Zone (Su)** A phantasmagoria wagon contains a bizarre pocket dimension of shifting landscapes and phantasmal beings of frightful aspect. This dimension can be accessed through any of the wagon's many doors, appearing as a vortex of light that seeps out like a vaporous ladder, beckoning passersby. The wagon uses its fascinate and *suggestion* abilities to lure creatures inside, trapping them as a *maze* spell. Each round a creature ends its turn in the phantom zone, it must save or become shaken (DC 22 Will negates), and subsequent failed saves increase the target's fear to frightened, then panicked, then cowering. A cowering creature takes 1 point of Wisdom drain for each further failed save. Creatures escaping the phantom zone can attempt a new save each round, reducing the severity of their fear by one step per successful save. Multiple creatures may be trapped within the phantom zone simultaneously, though they cannot perceive or interact with other trapped creatures.

A phantasmagoria wagon may suppress the psychedelia within the phantom zone to fortify its exits, adding its mythic rank to the Intelligence check DC to escape. When it does so, a mythic creature trapped within may add its own mythic rank or tier on checks made to escape the *maze*. The wagon can expend one use of mythic power to extend the *maze's* maximum duration to 1 hour, or two uses to extend it to 1 day; it may imprison creatures for multiple days by spending mythic power each day.





**Weird Weather (Sp)** A phantasmagoria wagon gains *control weather*, *control winds*, and *obscuring mist* as spell-like abilities and can expend uses of its mythic power to use mythic and augmented versions of these spells, using its mythic rank as its tier. Animals become shaken (DC 22 Will negates) and their initial attitude is worsened by one step within the area of a weather effect created by the wagon and for 1 hour thereafter. As a standard action, the wagon can cause all shaken animals within 30 feet to also become confused for 1 minute (DC 22 Will negates). A successful save grants immunity to this effect for 24 hours.

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

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

## ECOLOGY

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

## HABITAT AND SOCIETY

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

Phantasmagoria wagons are usually sent by their fey masters to remind mortals that some nights are times to fear the wild things in the world beyond, while at the same time tempting the daring or curious to look where others dread and thus find those whose fortitude or foolishness might pique their interest for a visit in the flesh. Phantasmagoria wagons can be ambassadors between mortal and fey, practicing a discordian diplomacy that confounds mortal rationality but slakes the impulses of faerie passions.

Phantasmagoria wagons acting independently may act similarly, spiriting captives off to the Fey Realms out of sheer whimsy or to barter the lives and freedom with denizens of that plane. Some phantasmagoria wagons are entirely nomadic, while others maintain a regular schedule of travels, returning often enough that their advent fills the locals with dread as they barricade themselves inside, huddling in fear. Some localities hold lotteries, chaining the unfortunate loser in the wagon's path as an offering in the hope that the groach and his wagon will accept their sacrifice and depart, while a rare few volunteer as tribute to exempt their families from future lotteries. Whatever their motivation, few that go unto the wagon are ever seen again.





# Phase Spider

*This large spider-like monster has an eerie, humanoid face surrounded by a shaggy mane of fur.*

## MYTHIC PHASE SPIDER

CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary

N Large magical beast (mythic)

Init +9<sup>MF</sup>; Senses darkvision 60 ft., low-light vision; Perception +6

## DEFENSE

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size)

hp 77 (6d10+44)

Fort +9, Ref +8, Will +3

Defensive Abilities ethereal jaunt; DR 5/epic

## OFFENSE

Speed 40 ft., climb 20 ft.

Melee bite +10 (2d6+7 plus poison and grab)

Space 10 ft.; Reach 5 ft.

Special Attacks dimensional breach<sup>MA</sup>, ethereal ambush, ethereal stranding<sup>MA</sup> (+8 ranged touch, DC 17, 6 hp), mythic power (2/day, +1d6), virulent venom<sup>MA</sup>

## STATISTICS

Str 20, Dex 17, Con 18, Int 7, Wis 13, Cha 10

Base Atk +6; CMB +12 (+16 grapple); CMD 25 (37 vs. trip)

Feats Ability Focus (poison), Improved Initiative<sup>MF</sup>, Skill Focus (Stealth)

Skills Climb +18, Perception +6, Stealth +7

Languages Aklo

## ECOLOGY

Environment warm hills

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

Treasure none

## SPECIAL ABILITIES

**Dimensional Breach (Su)** If a mythic phase spider expends one use of its mythic power, it can ignore non-mythic effects that usually block interplanar travel, such as *dimensional anchor*, *dimension lock*, *forbiddance*, and *antimagic field*.

**Ethereal Ambush (Ex)** A phase spider that attacks foes on the Material Plane in a surprise round can take a full round of actions if it begins the combat by phasing into the Material Plane from the Ethereal Plane.

**Ethereal Jaunt (Su)** A phase spider can shift from the Ethereal Plane to the Material Plane as a free action, and shift back again as a move action (or as part of a move action). The ability is otherwise identical to *ethereal jaunt* (CL 15th).

**Ethereal Stranding (Su)** Mythic phase spiders can spin threads of spun ether that function like the *web* special attack; however, its webs extend into both the Ethereal and Material Plane and affect creatures equally in both planes. Even incorporeal creatures can be trapped by its webs, though they gain a +5 bonus on Escape Artist checks to escape and are incapable of bursting the webs. If a mythic phase spider expends one use of its mythic power, a creature on the Material Plane entangled by its ethereal stranding is pulled into the Ethereal Plane (or vice versa) and is trapped there for as long as it remains entangled. Once it escapes or breaks free, a creature pulled into the Ethereal Plane can attempt a Fortitude save each round as a swift action to return to the Material Plane; the creature returns automatically after 1 minute. A creature made Ethereal in this way can move within the Ethereal Plane before returning to the Material Plane but cannot travel to other planes.

**Poison (Ex)** Bite—injury; save Fort DC 20; frequency 1/round for 9 rounds; effect 1d2 Constitution damage; cure 2 consecutive saves. The save DC is Constitution-based.

**Virulent Venom (Ex)** A mythic phase spider 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.





# Phrenic Scourge

*Tendrils formed into the shape of hands and feet writhe as a pressure forms inside your mind. The creature before you whispers unintelligible noises as the willingness to fight seems to fade from your mind.*

## PHRENIC SCOURGE

CR 10 / MR 4

9,600 XP

Psionics Unleashed

LE Medium aberration (mythic, psionic)

Init +4; Senses telepathy 100 ft., unnatural vision

## DEFENSE

AC 21, 14 touch, 17 flat-footed (+4 Dex, +7 natural)

hp 76 (8d8+40)

Fort +3, Ref +6, Will +9; second save<sup>MA</sup>

Defensive Abilities fortification (50%)<sup>MA</sup>; DR 5/epic and bludgeoning or slashing, PR 29

## OFFENSE

Speed 30 ft.; burrow 15 ft., climb 30 ft.

Melee 2 tendril clusters +9 melee (1d8 plus implant and 1d4 Wisdom drain)

Special Attacks bypass mental defenses<sup>MA</sup>, implant, mythic power (4/day, surge +1d8), psi-like abilities, rapid spawn<sup>MA</sup>, sap will (5 mythic abilities), split form<sup>MA</sup>, Wisdom drain<sup>MA</sup>

Psi-Like Abilities (ML 9th; concentration +14)

At will—*empathic connection* (affects animal, fey, giant, magical beast, monstrous humanoid, aberration, dragon, elemental and outsider types, duration 9 days, DC 20), *aversion* (duration 13 hours, DC 20), *read thoughts* (DC 17), *mind control* (duration 9 hours, 5 targets, DC 17), *psychoport*

## STATISTICS

Str 10, Dex 18, Con 12, Int 21, Wis 17, Cha 15

Base Atk +6; CMB +6; CMD 20

Feats Ability Focus (implant), Ability Focus<sup>MF</sup> (sap will), Alertness, Ascendant Psionics<sup>MF</sup>, Weapon Finesse

Skills Autohypnosis +6, Bluff +10, Climb +8, Diplomacy +10, Disguise +8 (+10 acting), Intimidate +7, Knowledge (psionics) +16, Perception +16 (+22 if unclothed), Sense Motive +10, Spellcraft +16, Stealth +15

## ECOLOGY

Environment Underground or temperate plains

Organization solitary, pair, brood (3–5), or horde (3–5 plus servants, in any combination of duergar, gnolls, troglodytes, or similar humanoids)

Treasure double standard

## SPECIAL ABILITIES

**Bypass Mental Defenses (Su)** When using a psi-like ability with the mind-affecting descriptor, the mythic phrenic scourge can expend one use of mythic power to affect creatures immune to mind-affecting effects and ignore abilities that apply their benefit only against mind-affecting effects, such as barred mind, as long as the creature being targeted is not mindless.

**Compress (Ex)** Although they normally stand as humanoid, phrenic scourges are not bound to that form. By shifting and relaxing their tendrils, they can thin themselves out, or flatten themselves into a mass of writhing limbs no thicker than a snake. As a full-round action, a phrenic scourge can move up to its speed through a space as narrow as two or three inches in one dimension, as long as it is at least a foot or more in the other dimension. For instance, a scourge could fit through a hole that was two inches by fourteen inches, but not one two inches by four inches.

**Implant (Ex)** The tips of a phrenic scourge's tendrils constantly die and regrow, much like a human's fingernails. In any round in which the scourge successfully strikes the same victim with both tendril attacks, the tip of a tendril breaks off in the flesh and begins to burrow, unless the victim succeeds on a DC

17 Fortitude save. The larva burrows through the host, following its nervous system until it reaches the brain. This takes 1d4+1 rounds, causing 2d4 points of damage per round. When the larva reaches the brain, the subject dies instantly. At any point in this process, the larva can be destroyed with remove disease or heal.





This ability does not function against constructs, elementals, oozes, plants, or undead, and is not instantly fatal to foes with multiple heads. Any creature with natural regeneration or fast healing resists the effects of the implanted larva. The larva is not expelled, but neither can it proceed to the brain. It does continue to cause damage every round, however, as it tries to burrow (assuming the damage it causes exceeds the fast healing or regeneration, of course). This continues until the larva is destroyed, as above, or until 2d10+1 rounds have passed, at which point it dies on its own. The save DC is Constitution-based.

**Dispassionate Insight (Ex)** Despite having emotions, phrenic scourges don't interact with the world through them, but through cold, piercing logic; thus, all psi-like and supernatural abilities a phrenic scourge has use its Intelligence instead of its Charisma for all purposes.

**Rapid Spawn (Su)** A mythic phrenic scourge is capable of causing implanted larvae to rapidly grow by releasing its mythic power. As a standard action, the mythic phrenic scourge can expend one use of mythic power to cause one currently active larva within 30 feet to burst out of its host and create a phrenic larva swarm (*Psionic Bestiary* 79). This violent process deals an additional 2d4 points of damage to the creature whose body the larva is currently in.

**Sap Will (Su)** As a standard action, a phrenic scourge can use this psionic attack to manifest a 20-ft.-radius sphere, which the scourge can center anywhere within 30 ft. (a common tactic is to center the ability on itself, as a scourge is immune to its own sap will ability). Anyone caught in this sphere must succeed on a DC 20 Will save or lose the will to act for 3d4 rounds, during which they are stunned. Once used, this ability can't be used again for 2 rounds. Phrenic scourges often use this ability to take out groups of enemies at once, or to hunt for victims they can make into slaves or breeding vessels.

**Unnatural Vision (Ex)** A phrenic scourge sees and hears through its entire body; this gives it a +6 racial bonus to Perception checks, and makes it impossible to derive any benefit from flanking it. When a scourge is disguised as a humanoid, and thus wearing clothes, these benefits are lost.

**Wisdom Drain (Su)** A mythic phrenic scourge drains 1d4 points of Wisdom each time it hits with its tendril melee attack. (Unlike with other kinds of ability drain attacks, a phrenic scourge does not heal any damage when it uses its Wisdom drain.) Mythic phrenic scourges try to use this power early in an encounter to make foes more susceptible to mind control and sap will.

**Skills:** Phrenic scourges have a +8 racial bonus on Climb checks and can always choose to take 10 on Climb checks, even if rushed or threatened.

A mythic phrenic scourge is a master of overcoming mental resistances and subjugating others to its will. It has learned not only to enhance its natural psionic ability, but also to use its mythic power to draw forth spawn to aid it during critical moments. Most phrenic scourges take to wearing humanoid robes, which easily hide their alien features for the casual observer, allowing them to disorient potential attackers and often giving them the upper hand. As combat is joined, they often slither away from these robes to reveal their true natures: writhing coils of tendrils and tentacles, like some madman's dream had leapt from his mind and taken physical form.

A phrenic scourge is a cunning foe who will turn friend against friend, playing on weaker minds with the use of powerful suggestions, aversions, and charms that make almost any creature regard the scourge as their erstwhile friend. Ideally, this reaches the point where the scourge implants their "true friends" with larvae, dooming them to painful deaths as the breeding grounds for more of their ilk.

Phrenic scourges prefer to hang back out of melee, battering foes with their psionic abilities or sending thralls to fight in their stead. When facing weaker or lone foes, however, they close and attempt to lash the victim with their tendrils, in hopes of implanting him with larvae and breeding a new scourge.





# Pixie

*This tiny, whimsical-looking humanoid darts about swiftly on wildly colored gossamer wings.*

## MYTHIC PIXIE

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary

NG Small fey (mythic)

Init +5; Senses low-light vision; Perception +9

## DEFENSE

AC 20, touch 17, flat-footed 14 (+5 Dex, +1 dodge, +3 natural, +1 size)  
hp 30 (4d6+16)

Fort +2, Ref +9, Will +6

Defensive Abilities invisibility; DR 10/cold iron; SR 16

## OFFENSE

Speed 20 ft., fly 60 ft. (good)

Melee short sword +8 (1d4+5/19–20)

Ranged longbow +8 (1d6–2/x3)

Special Attacks mythic power (2/day, surge +1d6), special arrows<sup>MA</sup>

Spell-Like Abilities (CL 8th)

Constant—*detect chaos*, *detect evil*, *detect good*, *detect law*

1/day—*dancing lights*, *detect thoughts* (DC 16), *dispel magic*,  
*entangle* (DC 15), *lesser confusion* (DC 15), *permanent image* (DC  
20; visual and auditory elements only), *shield*

## STATISTICS

Str 7, Dex 21, Con 12, Int 16, Wis 15, Cha 18

Base Atk +2; CMB –1; CMD 15

Feats Dodge, Weapon Finesse<sup>MF</sup>

Skills Acrobatics +12, Bluff +11, Escape Artist +12, Fly +18, Knowl-  
edge (nature) +10, Perception +9, Sense Motive +9, Stealth +16,  
Use Magic Device +11

Languages Common, Sylvan

SQ flying dust<sup>MA</sup>, whimsical decoy<sup>MA</sup>

## ECOLOGY

Environment temperate forests

Organization solitary, gang (1 mythic pixies and 2–4 pixies), band  
(1 mythic pixie and 6–11 pixies), or tribe (2–4 mythic pixies and  
20–80 pixies)

Treasure standard

## SPECIAL ABILITIES

**Flying Dust (Su)** A mythic pixie can expend one use of its mythic power (and one use of its pixie dust) to grant a creature the ability to fly, as *overland flight* (caster level 8th), save that a creature's maneuverability is determined by its alignment: good creatures gain good maneuverability, neutral creatures average maneuverability, and evil creatures poor maneuverability.

**Invisibility (Su)** A pixie remains invisible even when it attacks. This ability is constant, but the pixie can suppress or resume it as a free action.

**Special Arrows (Su)** When a pixie fires an arrow from any bow, it can decide to apply magical pixie dust to the arrow as a free action. A pixie can generate a number of uses of dust equal to its Charisma score each day (18 uses per day for most mythic pixies)—the dust is useless to another creature unless the pixie gives the dust freely. In this case, the pixie chooses what effect the dust will have on an arrow when it is applied, and it takes a standard action to apply the dust to the arrow. Once pixie dust is applied to an arrow, the pixie's chosen effect persists on the

arrow for 1 round. As long as an arrow is altered in this way, it does not inflict damage when it hits—it only causes its new effect. A pixie can choose any one of the following three effects when dusting an arrow. Save DCs are Charisma-based.

**Charm:** The target must succeed on a DC 16 Will save or be affected as though by a charm monster spell for 10 minutes

**Float:** The target must succeed on a DC 16 Will save or begin to levitate against its will. The creature rises 10 ft. into the air each round, beginning on its first round after failing the save. At the end of the third round, the creature ceases to levitate and falls to the ground, taking falling damage as appropriate. The target suffers penalties on its attack rolls as per the spell *levitate*, and cannot move laterally while floating unless it has some solid object to clamber along (such as a cliff face or ceiling) in which case it may move at half its base speed. Flying creatures are immune to this effect.

**Memory Loss:** The target must succeed on a DC 16 Will save or be affected by a modify memory spell (this effect can only eliminate the previous 5 minutes of memory—a pixie typically uses this ability to make the target forget it encountered the pixie so it won't chase the pixie when he flees).

**Sleep:** The target must succeed on a DC 16 Will save or fall asleep for 5 minutes.

**Whimsical Decoy (Su)** As a standard action, a mythic pixie can expend one use of its mythic power and one use of its pixie dust to create an illusory duplicate of itself, as *mislead* (DC 16 Will disbelief). If the decoy is touched by another creature (including by a melee attack), it explodes in a shower of pixie dust, subjecting that creature to the effects of one of the pixie's special arrows, chosen when the whimsical duplicate was created.





# Plasma Ooze

*This amorphous blob of violet energy ripples like a globe of floating liquid. It periodically lashes out with tendrils of blue light.*

MYTHIC PLASMA OOZE

CR 20/MR 8

XP 307,200

Pathfinder Roleplaying Game Bestiary 3 (plasma ooze)

N Gargantuan ooze (alien, mythic)

Init +2; Senses blindsight 60 ft., x-ray vision<sup>MA</sup>; Perception -5

## DEFENSE

AC 16, touch 8, flat-footed 14 (+2 Dex, +8 natural, -4 size)

hp 347 (21d8+253)

Fort +15, Ref +9, Will +2

Defensive Abilities split (slashing or sonic, 46 hp); DR 20/-<sup>MA</sup>; Immune acid, electricity, bludgeoning and piercing damage, ooze traits; Resist cold 30

## OFFENSE

Speed fly 30 ft. (perfect)

Melee slam +25 (4d6+21 plus 4d6 electricity, 4d6 fire, and grab)

Ranged 1d4 plasma rays +13 (4d6 electricity plus 4d6 fire/19-20/x3<sup>MA</sup>)

Space 20 ft.; Reach 20 ft.

Special Attacks constrict (4d6+21 plus 4d6 electricity and 4d6 fire), engulf (DC 34, 4d6 electricity and 4d6 fire), focus beam<sup>MA</sup>, magnetic pulse, magnetic repulsion<sup>MA</sup>, mythic power (10/day, surge 1d10+1), plasma furnace<sup>MA</sup>, power surge<sup>MA</sup>

## STATISTICS

Str 38, Dex 15, Con 26, Int —, Wis 1, Cha 1

Base Atk +15; CMB +33 (+37 grapple); CMD 45

Feats Critical Focus<sup>MA, MF</sup>, Extra Mythic Power<sup>MF</sup>, Potent Surge<sup>MF</sup>, Toughness<sup>MA, MF</sup>

Skills Fly +4

SQ no breath

## ECOLOGY

Environment any

Organization solitary

Treasure none

## SPECIAL ABILITIES

**Augmented Critical (Ex)** A mythic plasma ooze's plasma rays have a critical threat range of 19-20 and deal x3 damage on a critical hit.

**Damage Reduction (Ex)** A mythic plasma ooze gains DR 20/- instead of DR 10/epic.

**Focus Beam (Su)** As a full-round action, a mythic plasma ooze can combine its plasma rays into a single discharge. It gains a +5 competence bonus to its attack roll with this focus beam, dealing 8d6 points of electricity and 8d6 points of fire damage on a hit, with a critical threat range of 18-20. A mythic plasma ooze can also spend two uses of its mythic power when using its focus beam to increase its competence bonus to the attack roll to +10, increase damage to 8d10 points of electricity and fire damage, and increase its critical threat range to 15-20 for that attack.

**Magnetic Pulse (Su)** A plasma ooze is surrounded by an aura of magnetism that allows it to attract metallic objects and creatures. At the start of the ooze's turn as a free action, the ooze makes a combat maneuver check against all metallic creatures, all creatures wearing metal armor, and all creatures wielding metal weapons within 30 feet. If it beats the CMD of a metal or armored creature with this check, that creature is pulled 10 feet closer to the ooze and cannot move away from the ooze for 1

round. If this causes the creature to move into a square occupied by the plasma ooze, the ooze can attempt to engulf that creature as a free action. If it beats the CMD of a creature wielding a metal weapon, that weapon is disarmed and pulled 10 feet closer to the ooze. Unattended metal objects of size Large or smaller are automatically pulled toward a plasma ooze. This magnetism is supernatural in nature and affects all metal objects.

**Magnetic Repulsion (Su)** At the start of a mythic plasma ooze's turn as a free action, it can invert the polarity of its magnetic pulse ability, allowing it to push metal or metal-armored creatures or objects away rather than pulling it towards themselves. Metal or partially metal projectiles, including arrows, bolts, and sling bullets, are harmlessly deflected, and metal or metal-armored creatures trying to move towards the ooze are affected as repulsion (DC 28 Will negates). This effect lasts until the beginning of the ooze's next turn.

**Mindless Critical Focus (Ex)** A mythic plasma ooze gains Critical Focus as a bonus feat, even though it is mindless.

**Mindless Toughness (Ex)** A mythic plasma ooze gains Toughness as a bonus feat, even though it is mindless.

**Plasma Furnace (Ex)** When a mythic plasma ooze constricts or engulfs one or more creatures or objects, it can spend one use of its mythic power to increase the electricity and fire damage it deals with this attack to 4d10 rather than 4d6 for 1 minute. This electricity and fire damage ignores energy resistance or immunity as well as the hardness of objects.

**Plasma Ray (Su)** As a standard action, a plasma ooze can fire 1d4 plasma rays at up to 4 separate targets within 60 feet (no more than one ray can attack a single creature). Each ray deals 4d6 points of electricity damage and 4d6 points of fire damage on a hit.

**Power Surge (Ex)** When a mythic plasma ooze attacks a creature that has immunity or resistance to electricity or fire damage, it can spend one use of its mythic power to ignore that creature's resistance for 1 minute or their immunity for 1 round.





# Protean, Keketar

The terrain shudders and shifts from forest to ocean to arid desert in quick succession as a thirty-foot-long serpentine humanoid slithers forward, appearing to simply jump between points rather than actually moving and carrying the fabric of the Maelstrom along with it. Its scales slowly shift in color and pattern, iridescent on a glossy black surface. The only constant features are its smoldering violet eyes and a crown-like cloud of symbols that swirls about its head.

## MYTHIC KEKETAR

CR 21/MR 8

XP 409,600

Pathfinder Roleplaying Game Bestiary 2

CN Large outsider (chaotic, extraplanar, protean, mythic, shapechanger)

**Init** +13/-7<sup>MF</sup>, **dual initiative**<sup>MA</sup>; **Senses** blindsense 60 ft., darkvision 60 ft., **detect law**; **Perception** +33

**Aura** spatial riptide (30 ft.)

## DEFENSE

**AC** 40, touch 14, flat-footed 35 (+5 Dex, +26 natural, -1 size; +2 deflection vs. law)

**hp** 413 (23d10+287); fast healing 10

**Fort** +24, **Ref** +14, **Will** +22; +2 resistance vs. law, **second save**<sup>MA</sup>

**Defensive Abilities** amorphous anatomy, entropic sphere<sup>MMA</sup>, **freedom of movement**; **DR** 15/epic and lawful; **Immune** acid, polymorph; **Resist** electricity 10, sonic 10; **SR** 36

## OFFENSE

**Speed** 40 ft., fly 40 ft. (perfect), swim 40 ft.

**Melee** bite +31 (4d8+9 plus warpwave), 2 claws +31 (2d6+9 plus warpwave), tail slap +31 (2d8+9 plus grab)

**Space** 10 ft.; **Reach** 10 ft. (15 ft. with tail slap)

**Special Attacks** constrict 1d8+9, **mythic power** (8/day, surge +1d10), **mythic spell-like abilities**<sup>MA</sup>, **supraspatial serpent**<sup>MA</sup>, **unraveling rupture**<sup>MMA</sup>

**Spell-Like Abilities** (CL 17th; concentration +26)

Constant—**detect law**, **magic circle against law**, **tongues**

At will—**chaos hammer** (DC 23), **fabricate**, **greater dispel magic**, **greater teleport** (self plus 50 lbs. of objects only), **major creation**, **make whole**, **move earth**, **shatter** (DC 21), **stone shape**

3/day—**quicken confusion** (DC 23), **dispel law** (DC 24), **empowered chaos hammer** (DC 23), **polymorph any object** (DC 27), **teleport object**

1/day—**disintegrate** (DC 25), **prismatic spray** (DC 26), **prismatic sphere** (DC 28), **reshape reality**

## STATISTICS

**Str** 29, **Dex** 21, **Con** 28, **Int** 20, **Wis** 25, **Cha** 28

**Base Atk** +23; **CMB** +33 (+37 grapple); **CMD** 48 (can't be tripped)

**Feats** Combat Reflexes, Craft Wondrous Item, Empower Spell-Like Ability (**chaos hammer**), Flyby Attack, Great Fortitude, Improved Initiative<sup>MF</sup>, Iron Will, Lightning Reflexes, Mythic Crafter<sup>MF</sup>, Power Attack<sup>MF</sup>, Quicken Spell-Like Ability (**confusion**), Spell Penetration<sup>MF</sup>, Vital Strike

**Skills** Acrobatics +31, Bluff +35, Craft (any one) +28, Diplomacy +35, Fly +11, Intimidate +35, Knowledge (arcana, planes) +31, Knowledge (any one) +28,

Perception +33, Spellcraft +27, Stealth +27, Swim +21

**Languages** Abyssal, Protean; telepathy 100 ft.

**SQ** change shape (**greater polymorph**), **transpatial**<sup>MA</sup>

## ECOLOGY

**Environment** any (Limbo)

**Organization** solitary or chorus (2–4)

**Treasure** standard

## SPECIAL ABILITIES

**Entropic Sphere (Su)** A mythic keketar is surrounded by a *magic circle against law* within which reality slips and bends strangely. Creatures lacking *freedom of movement* are entangled as long as they remain within the entropic sphere, and ranged attacks requiring an attack roll have a 20% miss chance if they pass through the entropic sphere. If the mythic keketar is affected by *dimensional anchor* or is within an area that blocks extraplanar travel, such as *dimensional lock* or *forbiddance*, this ability is suppressed, though in either case the keketar can expend one use of its mythic power as a free action to allow its entropic sphere to function normally for 1 minute.





The distortion of reality within the entropic sphere causes creatures beginning their turn within it to take 2 points of ability damage to a random ability score (DC 30 Fortitude half). Creatures with the lawful subtype take ability drain rather than ability damage, while creatures with the chaotic subtype are immune. The save DC is Constitution-based.

**Reshape Reality (Sp)** This ability functions as the spell *mirage arcana* heightened to a 9th-level spell, except the changes created are quasi-real, like those created by shadow conjuration. A creature that interacts with reshaped reality may make a DC 28 Will save to see through the semi-real illusion. Terrain can provide concealment, and against foes who do not make the Will save to see through the facade, reshaped reality can provide cover. For disbelievers, quasi-real objects and terrain have only 20% normal hardness and hit points, and break DCs are 10 lower than normal. Dangerous terrain cannot exceed 5d6 points of damage per round (1d6 per round against disbelievers). This ability cannot damage existing structures, nor does it function in areas where planar travel is prohibited.

**Song of Creation (Su)** A mythic keketar is not bound to natural laws and processes of knowledge, and its inchoate songs tap into the residual flow of all knowledge of the secrets of creation. A mythic keketar gains *fabricate*, *make whole*, *stone shape*, and *teleport object* as spell-like abilities, and can expend mythic power to augment the effects of these abilities (as well as *major creation* and *polymorph any object*) as a mythic spell caster with 8 mythic tiers. A mythic keketar can also expend one use of its mythic power and spend one hour singing its song of creation in order to exchange any one item creation feat or Craft skill it knows for a different one for which it qualifies.

**Spatial Riptide (Su)** Any non-protean teleporting into or out of the protean's aura must make a DC 30 Fortitude save or enter a state of suspended animation (identical to *temporal stasis*) for 1d3 rounds; success means the creature is merely nauseated for 1 round. The save DC is Constitution-based.

**Supraspatial Serpent (Su)** A mythic protean's serpentine coils swell, stretch, and squeeze with unnatural and unpredictable flexibility. Its tail slap is considered a primary natural weapon, and its reach is increased by 5 feet when attacking with its tail. A mythic protean does not gain the grappled condition while grappling a Medium or smaller creature with its tail, though it cannot use its tail slap to make attacks of opportunity while grappling a creature with it. If a creature struck by a mythic protean's tail slap is using non-mythic *freedom of movement* or a similar effect, the protean may expend one use of its mythic power to suppress that effect for 3 rounds. If the target attempts to use a teleportation effect to escape its grapple (including contingent effects or effects triggered as immediate actions when the protean strikes the target), it must make a caster level check against the mythic protean's SR or the effect fails. If the target is a mythic creature, it may add its mythic rank or tier to this caster level check. This functions even against supernatural effects, for which the target treats its Hit Dice as its caster level.

**Transpatial (Ex)** A mythic keketar exists in all coterminous planes simultaneously and can perceive and affect creatures in coterminous planes like the Astral, Ethereal, and Shadow planes without impediment. It likewise can perceive and affect incorporeal creatures, and effects it creates deal full damage against incorporeal creatures.

**Unraveling Rupture (Su)** As a standard action, a mythic keketar can expend one use of its mythic power to unravel the fibers of reality and then ride along the subspatial shockwave created as they 'snap back' into congruence with reality. This functions as *dimension door* (caster level 23rd), but also creates a mass of animate strands of reality at the mythic keketar's original location that function as *black tentacles* (caster level 23rd). Non-mythic creatures grappled by these *black tentacles* take 2 points of ability damage to a random ability score (DC 30 Fortitude half) each round at the end of their turn. Creatures with the lawful subtype take ability drain rather than ability damage, while creatures with the chaotic subtype are immune.

The mythic keketar's arrival at its destination creates an inversion shockwave as reality rebounds, affecting all creatures within 20 feet of the mythic keketar as an awesome blow combat maneuver, forcing them away from the keketar if the maneuver succeeds. Non-chaotic creatures within 20 feet of the keketar when it arrives are also confused (if lawful) or staggered (if neutral) for 1d4 rounds (DC 30 Will negates). The save DC is Constitution-based.

**Warpwave (Su)** A creature struck by a keketar's claw or bite must make a DC 30 Fortitude save or be affected by a warpwave. The save DC is Constitution-based.

**Table: Warpwave Effects**

D20	WARPWAVE EFFECT
1	Target takes 2 Strength damage.
2	Target takes 2 Dexterity damage.
3	Target takes 2 Constitution damage.
4	Target takes 2 Intelligence damage.
5	Target takes 2 Wisdom damage.
6	Target takes 2 Charisma damage.
7	Target gains 1 negative level.
8	Target is blinded or deafened for 1d4 rounds.
9	Target is confused for 1d4 rounds.
10	Target is entangled by filaments of energy for 1d4 rounds.
11	Target becomes fatigued (or exhausted if already fatigued).
12	Target becomes nauseated for 1d4 rounds.
13	Target is stunned for 1d4 rounds.
14	Target is sickened for 1d4 rounds.
15	Target is staggered for 1d4 rounds.
16	Target gains 4d6 temporary hit points.
17	Target is affected by a heal spell (CL = protean's CR).
18	Target is turned to stone.
19	Target is affected by baleful polymorph (CL = protean's CR).
20	Portions of target's body burst with energy of a random type (choose between acid, cold, electricity, or fire), dealing 4d6 points of damage of the appropriate type to the target.





# Protean, Voidworm

*This tiny, iridescent serpent slithers through empty space, the air around it distorting as if from heat.*

## MYTHIC VOIDWORM

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 2

CN Tiny outsider (chaotic, extraplanar, mythic, protean, shapechanger)

**Init** +3; **Senses** blindsense 30 ft., darkvision 30 ft., *detect law*; Perception +8

## DEFENSE

**AC** 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

**hp** 26 (3d10+10); fast healing 2

**Fort** +1, **Ref** +6, **Will** +2

**Defensive Abilities** amorphous anatomy, *freedom of movement*; **Immune** acid; **Resist** electricity 10, sonic 10

## OFFENSE

**Speed** 20 ft., fly 50 ft. (perfect)

**Melee** bite +8 (1d3+3), tail slap +3 (1d3+3 plus confusion)

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

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

Constant—*detect law*

At will—*dancing lights*, *ghost sound* (DC 11), *prestidigitation*

3/day—*blur* (self only), *obscuring mist*

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

## STATISTICS

**Str** 7, **Dex** 17, **Con** 10, **Int** 8, **Wis** 8, **Cha** 13

**Base Atk** +3; **CMB** +4; **CMD** 12 (can't be tripped)

**Feats** Skill Focus (Perception), Weapon Finesse<sup>MF</sup>

**Skills** Acrobatics +9 (+5 jump), Bluff +7, Escape Artist +7, Fly +19, Knowledge (arcana) +5, Perception +8, Stealth +15

**Languages** Common, Protean

**SQ** change shape (2 forms, both of which must be Tiny animals; *beast shape II*), mythic master<sup>MA</sup>, spatial slither<sup>MA</sup>

## ECOLOGY

**Environment** any (Limbo)

**Organization** solitary, pair, or school (3–18)

**Treasure** none

## SPECIAL ABILITIES

**Confusion (Su)** A creature struck by a voidworm's tail slap must make a DC 12 Will save or become confused for 1 round. This is a mind-affecting effect. The save DC is Charisma-based.

**Mythic Master (Su)** A chaotic neutral spellcaster with the mythic Improved Familiar feat can call a mythic voidworm as a familiar. A mythic voidworm's master gains Mythic Spell Lore as a bonus feat as long as the mythic voidworm is adjacent. However, the spells its master selects with this feat must have the chaotic descriptor or the illusion (pattern) subschool. Spells which can have multiple descriptors, such as *summon monster* and *planar binding*, can be selected with this feat but can be cast as mythic spells only when cast with the chaotic descriptor. Its master also gains 1 additional use of mythic

power per day, but this use can only be used to augment a spell with the chaotic descriptor or that causes madness or confusion.

At the GM's option, instead of the voidworm's master selecting any spells it wishes with the chaotic descriptor or the illusion (pattern) subschool, its master can instead choose the spells it gains from this Mythic Spell Lore feat from the bloodline spells of the Protean sorcerer bloodline and/or the domain spells of the Chaos cleric domain or the Entropy or Protean subdomain.

**Spatial Slither (Su)** Mythic voidworms can burrow into the metafibrous substrate of reality, violating basic rules of physical geometry. As a swift action, a mythic voidworm can extend its reach into an adjacent square until the end of its turn. Alternatively, while moving it can use a swift action to exit its square and emerge into a non-adjacent square up to 10 feet away in any direction. This distance does not count against its movement for the round, and it can continue moving after this teleportation. If a voidworm uses this ability while not moving or attacking, it simply slips in and out of reality within its square, as *blink*. If an attack would reduce a mythic voidworm below 0 hit points, it can expend one use of its mythic power as an immediate action to replace itself with an illusory duplicate and teleport to any open square within 10 feet of its current position. It takes no damage from a targeted attack (and no damage if it is able to move completely out of an area effect), which instead destroys its illusory duplicate (similar to *mirror image*). Using this ability requires a line of effect to the teleportation target square.





# Pseudodragon

*This housecat-sized miniature dragon has fine scales, sharp horns, wicked little teeth, and a tail tipped with a barbed stinger.*

**MYTHIC PSEUDODRAGON**

**CR 2/MR 1**

**XP 600**

*Pathfinder Roleplaying Game Bestiary*

NG Tiny dragon (mythic)

**Init** +2; **Senses** blindsense 60 ft., darkvision 60 ft., low-light vision; Perception +6

## DEFENSE

**AC** 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size)

**hp** 25 (2d12+12)

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

**Immune** paralysis and sleep, dragon traits; **SR** 12

## OFFENSE

**Speed** 15 ft., fly 60 ft. (good)

**Melee** bite +6 (1d2+2), sting +6 (1d3+2 plus poison)

**Space** 2 1/2 ft.; **Reach** 0 ft. (5 feet ft. with sting)

**Special Attacks** dragon lore<sup>MA</sup>, **mythic power** (1/day, surge 1d6)

## STATISTICS

**Str** 7, **Dex** 15, **Con** 13, **Int** 10, **Wis** 12, **Cha** 10

**Base Atk** +2; **CMB** +2; **CMD** 10 (14 vs. trip)

**Feats** Weapon Finesse<sup>MF</sup>

**Skills** Diplomacy +5, Fly +15, Perception +6, Sense Motive +6, Stealth +19 (+23 in forests), Survival +6;

**Racial Modifiers** +4 Stealth (+8 in forests)

**Languages** Draconic; telepathy 60 ft.

**SQ** secret keeper<sup>MA</sup>

## ECOLOGY

**Environment** temperate forests

**Organization** solitary or pair

**Treasure** standard

## SPECIAL ABILITIES

**Dragon Lore (Ex)** A mythic pseudodragon's knowledge of other dragons allows it to treat them as if they were its favored enemy, as the ranger class feature, granting the mythic pseudodragon a +2 bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks and on attack and damage rolls against creatures of the dragon type. If the mythic pseudodragon is a familiar, its master gains this ability whenever the mythic pseudodragon is within arm's reach and may also apply this bonus on caster level checks made against a dragon.

**Poison (Ex)** Sting—injury; *save* Fort DC 14; *frequency* 1/minute for 10 minutes; *effect* sleep for 1 minute; *cure* 1 save. The save DC is Constitution-based and includes a +2 racial bonus.

**Secret Keeper (Ex)** A mythic pseudodragon is able to tap into the collective unconscious of dragonkind and vast wells of lore long forgotten by sages. A mythic pseudodragon can make untrained Knowledge skill checks with a bonus equal to its mythic rank (or its master's mythic tier, if it is a familiar). If it has ranks in a Knowledge skill, it can always take 10 with that Knowledge skill and once per day can take 20 as a full-round action. It can spend one use of its mythic power to cast *legend lore* (caster level equal to its Hit Dice plus its mythic tier (or its master's mythic rank, if it is a familiar)).

A mythic pseudodragon can be obtained as a familiar by a good-aligned spellcaster with the mythic Improved Familiar feat.





# Pudding

*This black, amorphous blob piles up on itself, a quivering mound of midnight sludge that glistens darkly before surging forward.*

MYTHIC BLACK PUDDING

CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary

N Huge ooze (mythic)

Init -5; Senses blindsight 60 ft.; Perception -5

## DEFENSE

AC 6, touch 3, flat-footed 6 (-5 Dex, +3 natural, -2 size)

hp 129 (10d8+84)

Fort +9, Ref -2, Will -2

Defensive Abilities split (piercing and slashing, 10 hp); DR 5/epic;

Immune ooze traits; Resist fire 10

## OFFENSE

Speed 20 ft., climb 20 ft.

Melee slam +9 (2d6+6 plus 2d10 acid plus grab) or 2 slams +9/+9 (2d4+4 plus 2d10 acid plus grab)

Space 15 ft.; Reach 10 ft. (5 ft. with 2 slams; see amorphous attacks)

Special Attacks amorphous attacks<sup>MA</sup>, concentrated acid<sup>MA</sup>, constrict (2d6+6 plus 2d10 acid), corrosion, engulf<sup>MA</sup> (DC 19, 2d10 acid), mythic power (5/day, surge 1d6+1)

## STATISTICS

Str 18, Dex 1, Con 22, Int —, Wis 1, Cha 1

Base Atk +7; CMB +13 (+17 grapple); CMD 18 (28 vs. bull rush, drag, or reposition, can't be tripped)

Feats Extra Mythic Power, Potent Surge

Skills Climb +12

SQ oil slick<sup>MA</sup>, split, suction

## ECOLOGY

Environment any underground

Organization solitary

Treasure none

## SPECIAL ABILITIES

**Acid (Ex)** A black pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a black pudding's acid, its clothing and armor take the same amount of damage from the acid. A DC 21 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a black pudding takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 21 Reflex save. If a black pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 21 points of acid damage (no save) to the object. The save DCs are Constitution-based.

**Amorphous Attacks (Ex)** A mythic black pudding can deform and extrude its amorphous substance in a variety of ways when attacking. By decreasing its reach to 5 feet it can make two slam attacks per round rather than one. Finally, a mythic black pudding is not considered grappled when it is grappling an opponent (including creatures pinned by its engulf ability).

**Concentrated Acid (Ex)** A mythic black pudding's acid deals 2d10 points of damage, and this damage is doubled on a critical hit.

**Corrosion (Ex)** An opponent that is being constricted by a black pudding takes a -4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

**Oil Slick (Ex)** A mythic black pudding's primordial colloid is resistant to flames, granting it resist fire 10. However, its body constantly exudes a denatured residue that is highly flammable. If the pudding takes fire damage, it bursts into flames for 1 round for every 10 points of fire damage the attack dealt (minimum 1 round). Each round the pudding burns, any creature adjacent to it must make a DC 15 Reflex save or catch on fire; a creature grappled by the pudding automatically catches on fire. In addition, when the pudding moves it leaves a flammable oil slick behind it that persists for 1 minute after the pudding has passed. This slick is as slippery as a grease spell, and if fire damage is dealt to any portion of the oil slick it spreads to the entirety of the area covered by it, dealing 1d6 points of fire damage and forcing creatures to save or catch on fire as described above.





*A glistening white sheet of snow and ice moves across the area.*

### MYTHIC WHITE PUDDING

CR 7/MR 3

XP 3,200

*Pathfinder Roleplaying Game Bestiary* (black pudding variant), *Tome of Horrors Complete* (white pudding)

N Huge ooze (mythic)

**Init** –5; **Senses** blindsight 60 ft.; **Perception** –5

### DEFENSE

**AC** 6, touch 3, flat-footed 6 (–5 Dex, +3 natural, –2 size)

**hp** 129 (10d8+84)

**Fort** +9, **Ref** –2, **Will** –2

**Defensive Abilities** split (piercing and slashing, 10 hp); **DR** 5/epic; **Immune** ooze traits; **Resist** cold 5

### OFFENSE

**Speed** 20 ft., burrow 20 ft. (snow and ice only), climb 20 ft.

**Melee** slam +9 (2d6+6 plus 1d6 acid and 1d6 cold plus grab) or 2 slams +9/+9 (2d6+4 plus 1d6 acid and 1d6 cold plus grab)

**Space** 15 ft.; **Reach** 10 ft. (5 ft. with 2 slams; see amorphous attacks)

**Special Attacks** amorphous attacks<sup>MA</sup>, avalanche<sup>MA</sup>, caustic chill, constrict (2d6+6 plus 1d6 acid and 1d6 cold), corrosion, engulf<sup>MA</sup> (DC 19, 2d6+9 plus 1d6 acid and 1d6 cold), **mythic power** (5/day, surge +1d6+1)

### STATISTICS

**Str** 18, **Dex** 1, **Con** 22, **Int** —, **Wis** 1, **Cha** 1

**Base Atk** +7; **CMB** +13 (+17 grapple); **CMD** 18 (28 vs. bull rush, drag, and reposition; can't be tripped)

**Feats** Extra Mythic Power<sup>MF</sup>, Potent Surge<sup>MF</sup>

**SQ** camouflage, flocculent fountain<sup>MA</sup>, suction

### ECOLOGY

**Environment** any cold

**Organization** solitary

**Treasure** none

### SPECIAL ABILITIES

**Acid (Ex)** A white pudding secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a white pudding's acid, its clothing and armor take the same amount of damage from the acid. A DC 21 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a white pudding takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 21 Reflex save. If a white pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 21 points of acid damage (no save) to the object. The save DCs are Constitution-based.

**Amorphous Attacks (Ex)** A mythic white pudding can deform and extrude its amorphous substance in a variety of ways when attacking. By decreasing its reach to 5 feet it can make two slam attacks per round rather than one. Finally, a mythic white pudding is not considered grappled when it is grappling an opponent (including creatures pinned by its engulf ability).

**Avalanche (Ex)** A mythic white pudding gains a burrow speed of 20 ft. through snow and ice only. In addition, a mythic white pudding disrupts the structure of the snow and ice around it when it uses its engulf attack. Creatures in its path that succeed on their Reflex save to avoid being engulfed must succeed at a second saving throw against the same DC to avoid being buried in deep snow. Buried creatures are pinned and take 1d6 points of nonlethal crushing damage and 1d6 points of nonlethal cold damage per minute, and must make a DC 15 Constitution check at the end of each minute or this damage becomes lethal from that point forward. A buried creature can dig itself out with a DC 20 Strength check or can be dug out by an ally with 3d6 rounds minute of work (halved with a tool such as a pick or shovel). If the pudding attacks a pinned creature, it disrupts the snow around the target making it easier to dig out (DC 15 Strength check); the buried creature is treated as entangled rather than pinned after the attack is resolved. When a mythic white pudding uses this ability, any squares through which it moves are treated as deep snow (requiring 4 squares of movement) for 24 hours.

**Camouflage (Ex)** Since a white pudding looks like normal ice and snow when at rest, a DC 20 Perception check is required to notice it before it attacks. Creatures with ranks in Survival or Knowledge (nature) can use one of those skills instead of Perception to notice the white pudding. Dwarves can use stonecunning to notice a subterranean-dwelling white pudding. A creature that fails to notice a mythic white pudding's and moves into its space is automatically engulfed.

**Caustic Chill (Ex)** A white pudding secretes a chilling enzyme that simultaneously freezes and dissolves organic material and metal quickly, but does not affect stone. Each time a creature takes damage from a white pudding's acid, its clothing and armor take the same amount of damage from this enzyme. A DC 20 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a white pudding takes 1d6 points of acid damage and 1d6 points of cold damage unless the weapon's wielder succeeds on a DC 20 Reflex save. If a white pudding remains in contact with a wooden or metal object for 1 full round, it inflicts 10 points of acid damage and 10 points of cold damage (no save) to the object. In all cases, the acid and cold damage from this ability should be combined before applying hardness. The save DCs are Constitution-based. This ability modifies and replaces a normal white pudding's acid ability.

**Corrosion (Ex)** As mythic black pudding.

**Flocculent Fountain (Ex)** When a mythic white pudding splits, a portion of its oozy substance bursts upwards in fountain of icy white foam that floats gently downward. All creatures adjacent to the pudding when it splits take 1d6 points of acid damage and 1d6 points of cold damage, and a 20-foot radius area centered on the pudding is shrouded in *obscuring mist* until the end of the pudding's next turn. In addition, when the ooze splits each new smaller ooze can take a move action as an immediate action. This movement provokes attacks of opportunity if adjacent creatures can see the pudding, but creatures must make new DC 20 Perception checks against the camouflage ability of both split puddings.

**Suction (Ex)** As mythic black pudding.





# Purple Worm

*This enormous worm is covered with dark purple plates of chitinous armor. Its giant, tooth-filled mouth yawns like the mouth of a cave.*

## GIANT MYTHIC PURPLE WORM

CR 16/MR 6

XP 76,800

Pathfinder Roleplaying Game Bestiary

N Colossal magical beast (mythic)

**Init** -3; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +17

## DEFENSE

**AC** 30, touch -1, flat-footed 30 (-3 Dex, +31 natural, -8 size)

**hp** 308 (16d10+220)

**Fort** +20, **Ref** +7, **Will** +4

**Defensive Abilities** mindless instinct<sup>MA</sup>, rubbery flesh<sup>MA</sup>, **DR** 10/epic

## OFFENSE

**Speed** 20 ft., burrow 20 ft., swim 10 ft.

**Melee** bite +25 (8d6+16/19-20 plus grab), sting +24 (4d6+16 plus poison)

**Space** 30 ft.; **Reach** 20 ft.

**Special Attacks** crawling crush<sup>MA</sup>, fast swallow<sup>MA</sup>, mythic power (6/day, surge +1d8), poison (DC 31), swallow whole (8d6+24 bludgeoning damage, AC 25, 30 hp), trample<sup>MA</sup> (4d8+24, DC 34), tunnel worm<sup>MA</sup>, virulent venom<sup>MA</sup>

## STATISTICS

**Str** 43, **Dex** 4, **Con** 31, **Int** 1, **Wis** 8, **Cha** 8

**Base Atk** +16; **CMB** +40 (+42 bull rush, +44 grapple); **CMD** 47 (49 vs. bull rush, can't be tripped)

**Feats** Awesome Blow, Critical Focus, Improved Bull Rush, Improved Critical (bite), Inescapable Grasp<sup>MF</sup>, Power Attack<sup>MF</sup>, Staggering Critical, Vital Strike<sup>MF</sup>, Weapon Focus (bite)

**Skills** Climb +20, Perception +17, Swim +24

## ECOLOGY

**Environment** any underground

**Organization** solitary

**Treasure** incidental

## SPECIAL ABILITIES

**Crawling Crush (Ex)** When a mythic purple worm tramples smaller creatures, it can crush and pin Large or smaller creatures that share its space when its movement ends. It can crush as many creatures as fit in its space, pinning them (DC 28 Reflex negates). Pinned creatures take 4d6+24 points of bludgeoning damage at the end of their turn each round that they do not escape. The worm must make a combat maneuver check each round to maintain the grapple, applying the result of its check against the CMD of all creatures it has pinned. A mythic purple worm still threatens with its sting even while maintaining this pin. The save DC is Constitution-based.

**Mindless Instinct (Ex)** A mythic purple worm is immune to mind-affecting effects.

**Poison (Ex)** Sting-injury; *save* Fort DC 31; *frequency* 1/round for 9 rounds; *effect* 1d4 Str; *cure* 3 consecutive saves.

**Rubbery Flesh (Ex)** Any bludgeoning or piercing damage taken by a mythic purple worm is halved, and it has a 50% chance to negate a critical hit with a bludgeoning or piercing weapon, resolving that attack instead as a normal hit.

**Tunnel Worm (Ex)** When burrowing, a mythic purple worm can take a move action and a standard action at any point during its movement. It cannot use that standard action to take another move action. If it uses that standard action to perform an Awesome Blow, it can pull a creature along with it during its movement after it attacks, rather than pushing the target away from it. If the mythic purple worm pulls a creature 5 or more feet below ground level, the character is treated as if in the slide zone of a cave-in, as described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*, taking 3d6 points of bludgeoning damage and becoming buried (DC 15 Reflex negates).

**Virulent Venom (Ex)** A mythic purple worm adds one-half its mythic rank to the DC and duration of its poison. In addition, if it stings 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.

## MYTHIC PURPLE WORM

Without the giant simple template, a mythic purple worm's stats are as follows: **CR** 15/**MR** 6; **XP** 51,200; **Size** Gargantuan; **Init** -2; **AC** 32, touch 4, flat-footed 32; **hp** 276; **Fort** +18, **Ref** +8; **Melee** bite +27 (4d8+14/19-20 plus grab), sting +26 (2d8+14 plus poison); **Space** 20 ft., **Reach** 15 ft.; **Special Attacks** poison (DC 29), swallow whole (4d8+21 bludgeoning damage, AC 24, 27 hp), trample<sup>MA</sup> (4d6+21, DC 32); **Str** 39, **Dex** 6, **Con** 27; **CMB** +34 (+36 bull rush, +38 grapple); **CMD** 42 (44 vs. bull rush); **Skills** Climb +16, Swim +20.





# Qlippoth, Cythnigot

*This six-legged horror has a spider's face and a fibrous stalk growing out of its back—a stalk ending in a snapping mouth.*

MYTHIC CYTHNIGOT

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 2

CE Tiny outsider (chaotic, evil, extraplanar, mythic, qlippoth)

**Init** +1; **Senses** darkvision 60 ft., *detect law*, *detect magic*; **Perception** +5

## DEFENSE

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

**hp** 26 (3d10+10)

**Fort** +1, **Ref** +6, **Will** +2

**DR** 5/cold iron or lawful; **Immune** cold, mind-affecting effects, poison; **Resist** acid 10, electricity 10, fire 10

## OFFENSE

**Speed** 40 ft., fly 60 ft. (good)

**Melee** bite +6 (1d6+1 plus 1d3 bleed<sup>MA</sup> and entrapping spores<sup>MA</sup>)

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

**Special Attacks** horrific appearance (10 feet, DC 9), mythic power (3/day, surge +1d6)

**Spell-Like Abilities** (CL 6th, concentration +4)

Constant—*detect law*, *detect magic*, fly

1/day—*soften earth and stone*, *warp wood*

1/week—*commune* (six questions)

## STATISTICS

**Str** 12, **Dex** 12, **Con** 11, **Int** 11, **Wis** 8, **Cha** 7

**Base Atk** +3; **CMB** +2; **CMD** 13 (21 vs. trip)

**Feats** Extra Mythic Power<sup>MF</sup>, Lightning Reflexes, Weapon Finesse

**Skills** Acrobatics +7 (+11 jump), Fly +15, Knowledge (nature) +6, Knowledge (planes) +6, Perception +5, Stealth +15

**Languages** Abyssal; telepathy (touch)

## ECOLOGY

**Environment** any (Abyss)

**Organization** solitary or bloom (1 mythic cythnigot and 2–12 cythnigots)

**Treasure** standard

## SPECIAL ABILITIES

**Horrific Appearance (Su)** Creatures that succumb to a cythnigot's horrific appearance become sickened for 1 round—a cythnigot's horrific appearance only functions to a range of 10 feet. Once a creature makes a saving throw against a particular cythnigot's horrific appearance, that creature is immune to the horrific appearance of all cythnigots for 24 hours. A spellcaster that has a cythnigot as a familiar is immune to the horrific appearance of all cythnigots, and also gains a +4 bonus on saving throws made against any qlippoth's horrific appearance.

**Entrapping Spores (Su)** Any creature bitten by a mythic cythnigot must make a DC 13 Fortitude save or become infested by the creature's otherworldly spores. These spores cause twitching spikes and hideous pallid growths of hair-like fibers to erupt from the bite wound and to writhe and wrap around the target's limbs. A creature suffering from these spores is entangled, and can attempt a new DC 13 Fortitude save each round thereafter as a standard action to rip the tendrils free and escape the entangled condition. If a target is already entangled by entrapping spores, or if the mythic cythnigot expends one use of its mythic power as a swift action, the victim is entrapped (DC 13, d4+1 rounds, hardness 0, hp 5) instead of entangled. A target made helpless by this ability is conscious but can take no physical actions (except attempting to break free) until the fibers are removed. The target can use spells with only verbal components or spell-like abilities if it can succeed at a DC 20 concentration check. An entangled creature can attempt a DC 13 Strength check as a full-round action to break free; the DC is 18 for a helpless creature. Destroying the entrapping material frees the creature. Plant creatures take a –4 penalty on saves against this effect. This is a disease effect. The save DC is Constitution-based and includes a +2 racial bonus.





# Qlippoth, Ylyrgoi

*This huge, hydra-like monster has four stinger-like heads on long necks and hundreds of shrieking, fanged maws and blinking eyes, each a color of the rainbow, covering its pale-blue, serpentine body.*

## YLYRGOI

CR 16/MR 6

XP 76,800

CE Huge outsider (chaotic, evil, extraplanar, mythic, qlippoth)

**Init** +7; **Senses** all-around vision, darkvision 60 ft., tremorsense 60 ft.; **Perception** +25

**Aura** gestation (30 ft.)<sup>MA</sup>

## DEFENSE

**AC** 34, **touch** 11, **flat-footed** 31 (+3 **Dex**, -2 **size**, +23 **natural**)

**hp** 248 (13d10+177); **fast healing** 8

**Fort** +17, **Ref** +11, **Will** +9

**DR** 10/epic and lawful; **Immune** cold, mind-affecting effects, poison; **Resist** acid 10, electricity 10, fire 10

## OFFENSE

**Speed** 40 ft., **climb** 20 ft., **swim** 40 ft.

**Melee** 4 stings +20 (1d8+9/19-20/x3 plus implant), 4 tongues +15 **touch** (pull), **tail slap** +15 (2d6+4 plus grab)

**Space** 15 ft.; **Reach** 15 ft. (30 ft. with tongues)

**Special Attacks** constrict (2d6+9), draining maws, horrific appearance (DC 20), mythic power (6/day, surge +1d8), pounce<sup>MA</sup>, pull (tongue<sup>MA</sup>, 15 feet), stunning shriek<sup>MA</sup>

**Spell-Like Abilities** (CL 13th; concentration +17)

At will—*piercing shriek* (DC 16)

3/day—*dimensional anchor*, quickened *piercing shriek* (DC 16), *protection from law*

1/day—*dimension door*, *hold monster* (DC 19)

## STATISTICS

**Str** 28, **Dex** 16, **Con** 28, **Int** 11, **Wis** 20, **Cha** 18

**Base Atk** +13; **CMB** +24 (+28 grapple, +28 pull); **CMD** 37 (can't be tripped)

**Feats** Combat Reflexes, Critical Focus<sup>MF</sup>, Improved Critical (sting)<sup>MF</sup>, Improved Initiative, Power Attack<sup>MF</sup>, Quicken Spell-Like Ability (*piercing shriek*), Staggering Critical

**Skills** Acrobatics +19 (+23 jump), **Climb** +17, **Escape Artist** +19, **Intimidate** +20, **Perception** +25, **Stealth** +11, **Swim** +17, **Use Magic Device** +20

**Languages** Abyssal; telepathy 100 ft.

**SQ** demon hunter, regenerate sting<sup>MA</sup>, ylyrgoi traits<sup>MA</sup>

## ECOLOGY

**Environment** any (Abyss)

**Organization** solitary

**Treasure** standard

## SPECIAL ABILITIES

**Demon Hunter (Ex)** A mythic ylyrgoi gains a +10 racial bonus on caster level checks to penetrate the spell resistance of any demon. Its attacks are treated as cold iron, epic, and good against demons.

**Draining Maws (Ex)** The fanged maws that cover a mythic ylyrgoi's body automatically deal 2d4+4 points of damage plus 1d4 points of Constitution damage per round to any creature the mythic ylyrgoi constricts.

**Fast Healing (Ex)** A mythic ylyrgoi's fast healing ability is equal to twice its current number of stingers (minimum fast healing 8). This fast healing applies only to damage inflicted on the mythic ylyrgoi's body.

**Gestation Aura (Su)** A mythic ylyrgoi's aura accelerates diseases and biological infestations, including pregnancies. All such afflictions and conditions active within the mythic ylyrgoi's 30-foot aura have the onset time reduced to 1 round and the frequency reduced to 1/minute. Impregnated creatures inside this aura gestate completely in 2d4 minutes. As a swift action once per round, a mythic ylyrgoi can expend one use of mythic power to accelerate the frequency of all diseases and biological infestations, and the gestation period of impregnated creatures by 1 minute. If the affliction is still during its onset period, the onset period automatically ends, and the creature immediately suffers the affliction's effects. Saves made due to the mythic ylyrgoi's gestation aura ability do not count toward curing a creature's original affliction, nor do failures count when determining consecutive saves.

**Horrific Appearance (Su)** Creatures that succumb to a mythic ylyrgoi's horrific appearance become captivated for 1d4+1 rounds by the scintillating rainbow of colors that cascades across its form as hundreds of its eyes blink in an array of mind-bending patterns. A captivated creature takes no actions save to approach the mythic ylyrgoi, which it does not regard as a threat, via the most direct route possible and remain adjacent to it. If this path leads it 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. A victim that is attacked by the mythic ylyrgoi gets a new saving throw as a free action during each of the mythic ylyrgoi's attacks to overcome the effect. A captivated creature's ally may attempt to shake it free of the effect as a standard action, which provides the captivated creature another saving throw to end the effect.





**Implant (Ex)** A mythic ylyrgoi's stingers contain eggs that it can inject into Medium or larger creatures when it strikes with a sting attack. The target can resist being implanted with a successful DC 24 Fortitude save. If the save is unsuccessful, the egg gestates and becomes a fetal shoggti qliploth that begins consuming its host after the onset period. When the host is reduced to 0 Con, a shoggti bursts from the host's body in a shower of viscera and gore, as much a transformation of the host body as a destruction of it. Creatures killed in this fashion can only be restored to life by *miracle*, *wish*, or similar magic. The egg or fetal shoggti can be cut free of the host's body with a successful DC 25 Heal check, which takes 1 hour and deals 3d6 points of slashing damage to the host creature regardless of success or failure. *Remove disease* (or any similar effect; DC 24) also kills an implanted egg or fetal shoggti.

*Ylyrgoi Egg:* Infestation—injury; *save* Fort 24; *onset* 1 day; *frequency* 1/day; *effect* 1d4 Con damage until host dies, then a shoggti emerges. When the shoggti emerges from the host, it is stunned for 1 round. The *save* DC is Constitution-based.

**Regenerate Stinger (Ex)** When a mythic ylyrgoi's stinger is severed, two stingers regrow in 1d2 rounds. A mythic ylyrgoi cannot have more than twice its original number of stingers at any one time. To prevent new stingers from growing, at least 16 points of acid or fire damage must be dealt to the stump (a touch attack to hit) before they regrow. Attackers must overcome the mythic ylyrgoi's resistance to these types of energy to inflict this damage. Acid or fire damage from area attacks can affect stumps and the body simultaneously. A mythic ylyrgoi doesn't die from losing its stingers until all are cut off and the stumps seared by acid or fire. As an immediate action, a mythic ylyrgoi can expend one use of its mythic power to immediately regrow two stingers from a stump.

**Stunning Shriek (Su)** A mythic ylyrgoi can emit a stunning shriek in a 30-foot-radius burst centered on itself as a standard action. All creatures in the area, other than the mythic ylyrgoi, must succeed on a DC 24 Fortitude save to avoid being stunned by intense pain for 1 round and deafened for 1d6 rounds. A mythic ylyrgoi can expend one use of mythic power to emit a stunning shriek as a swift action. The *save* DC is Constitution-based.

**Tongues (Ex)** All of the maws that cover a mythic ylyrgoi's body can extend a thin, sticky tongue. These tongues are secondary attacks with reach equal to twice the mythic ylyrgoi's normal reach (30 feet for a huge mythic ylyrgoi). A tongue deals no damage on a hit, but can be used to pull Large or smaller creatures closer. While it has a tongue attached, a creature cannot move away from a mythic ylyrgoi. As a standard action, a creature can escape from a tongue with a successful DC 20 Strength check, DC 25 Escape Artist check, or by severing the tongue. A tongue has AC 21, 12 hp, and DR 10/epic, lawful, and slashing. At any one time, a mythic ylyrgoi can only use a number of its tongues equal to its current number of stings.

As a free action, a mythic ylyrgoi can chew through a tongue that has caught a creature. Severed from the mythic ylyrgoi's maw, the tongue wraps around the captured creature and attaches to the ground or other nearby hard surface or object (such as a wall, large rock, or tree). The creature is no longer subject to that tongue's pull attack but must succeed at a DC 24 Reflex save or be entangled for 1d6 rounds. Even with a successful save, the creature can move only at half speed. Huge or larger creatures are unaffected by this attack. A flying creature

is not immobilized, but it must succeed at a DC 24 Reflex save or be unable to fly (assuming it uses wings to fly) and fall to the ground. The *save* DC is Constitution-based. A mythic ylyrgoi regenerates a severed tongue over the course of 24 hours.

**Ylyrgoi Traits (Ex)** A mythic ylyrgoi can be killed by severing all of its stingers or slaying its body. Any attack that is not an attempt to sever a stinger affects the body, including area attacks or attacks that cause piercing or bludgeoning damage. To sever a stinger, an opponent must succeed at a sunder attempt with a slashing weapon. A stinger is considered a separate target with hardness 10 and hit points equal to the mythic ylyrgoi's HD; slashing weapons that are both epic and lawful ignore the stinger's hardness. To sever a stinger, an opponent must inflict enough damage to reduce the stinger's hit points to 0 or less. Severing a stinger deals damage to the mythic ylyrgoi's body equal to the mythic ylyrgoi's current HD. A mythic ylyrgoi can't attack with a severed stinger, but takes no other penalties. If a severed stinger remains within the gestation aura of a mythic ylyrgoi for 1 round, one of the eggs it contains gestates. The gestation period is 1 day; if the severed stinger remains within the aura for another round, however, it transforms into a shoggti in an explosion of ichor.

Ylyrgois are enormous, pale-blue, hydra-like worms that writhe up from the depths of the Abyss to slay demons and use demon corpses to spawn more qliploth. Their serpentine bodies are 30-feet long and riddled with hundreds of tiny, fanged jaws interspersed with blinking eyes, each a color of the rainbow. The shrieking maws covering their bodies begin devouring any creature caught in an ylyrgoi's coils even as it is still being crushed to death. Each of these mouths can also extend a thin, sticky blue-gray tongue that an ylyrgoi uses to pull its prey within range of the dripping black stingers that, instead of heads, top each of its 10-foot long necks. They weigh 2,000 pounds.

## ECOLOGY

The ylyrgoi's purpose on the Abyss is the extermination of the demonic scourge. They contribute to this goal not only by efficiently slaying most demons they encounter, but by infesting their opponents' bodies with eggs that swiftly gestate into fetal shoggtis. Typically, if the demon survives the encounter with the ylyrgoi, the fetal shoggti feeds on the demon for several days before finally emerging, shortly after its host dies, as a fully-grown shoggti. If the demon doesn't survive the encounter, the transformation from corpse to shoggti is swifter, occurring after around 2 days. The ylyrgoi is a disinterested mother; it doesn't care for the shoggtis, but nor does it consume them.

Advancing an ylyrgoi by increasing its Hit Dice also gives it one additional stinger and a +2 increase to its natural armor for each added HD, in addition to the standard increases to the ylyrgoi's statistics. An ylyrgoi's CR increases by +1 for each Hit Die it gains.

## HABITAT AND SOCIETY

Ylyrgois are solitary creatures, and typically remain in the deepest qliploth-held layers of the Abyss. Following their recent discovery, it is theorized that the fates of the poor souls enslaved by shoggtis in other realms and dragged back to the Abyss may be as offerings to the shoggtis' ylyrgoi progenitors.





# Qomok

*A slight tremor in the man's face heralds the arrival of a ghastly horror. What was a man moments ago suddenly rips itself apart: its flesh bursts open, blood and viscera spray in all directions, and its internal organs liquefy and ooze to the floor. As the man-thing contorts and expands in impossible directions, great multi-jointed insectoid legs and a sickening array of clawed limbs, oily tentacles, and sucking mouths sprout from its ruined torso and its face ruptures to form an awful split-faced maw of jagged teeth.*

## QOMOK

CR 14/MR 5

XP 38,400

CE Large aberration (alien, mythic, shapechanger)

**Init** +11; **Senses** all-around vision, blindsight 60 ft., scent; Perception +23

**Aura** frightful presence (30 ft., DC 22), unnatural aura (30 ft.)

## DEFENSE

**AC** 25, touch 11, flat-footed 23 (+2 Dex, +14 natural, -1 size)

**hp** 264 (16d8+152); regeneration 10 (acid, electricity, or fire; ceases during hibernation)

**Fort** +19, **Ref** +14, **Will** +18

**Defensive Abilities** hard to kill<sup>MA</sup>, split (acid, electricity, or fire; 10 hp); **DR** 10/epic; **Immune** ability damage, ability drain, bleed, cold, death effects, disease, mind-affecting effects, ooze traits, petrification, sonic attacks

**Weaknesses** vulnerable to acid, electricity, and fire

## OFFENSE

**Speed** 40 ft.

**Melee** 2 extremities +20 (1d8+7/19-20/x3 plus grab), bite +19 (2d6+10) or feeding tendril +14 (1d3 plus attach, blood drain, and infection)

**Space** 10 ft.; **Reach** 10 ft. (20 ft. with feeding tendril)

**Special Attacks** blood drain (1d3 Con), infection<sup>MA</sup> (DC 25), mythic power (5/day, surge +1d8)

## STATISTICS

**Str** 25, **Dex** 14, **Con** 24, **Int** 24, **Wis** 18, **Cha** 18

**Base Atk** +12; **CMB** +20; **CMD** 32 (can't be tripped)

**Feats** Cleave<sup>MF</sup>, Great Fortitude, Improved Critical (extremities)<sup>MF</sup>, Improved Initiative<sup>MF</sup>, Lightning Reflexes, Power Attack, Weapon Focus (extremities)

**Skills** Acrobatics +21, Bluff +28, Climb +17, Diplomacy +20, Disguise +28, Intimidate +23, Knowledge (dungeoneering) +31, Knowledge (nature) +31, Perception +23, Sense Motive +20, Stealth +29, Swim +26; **Racial Modifiers** +8 Bluff, +8 Disguise, +8 Stealth, +16 all Knowledge skills

**Languages** Elder Thing (can't speak); *telepathy* (only with other qomoks, 100 ft.)

**SQ** alter shape<sup>MA</sup>, assimilate<sup>MA</sup>, assimilated knowledge, compression, hibernation, no breath

## ECOLOGY

**Environment** warm and temperate land

**Organization** solitary or invasion (2–5)

**Treasure** none

## SPECIAL ABILITIES

**Alter Shape (Ex)** When a qomok attacks, its body bursts open to display a variety of strange and terrifying body parts and portions of anatomy—claws, tentacles, insectoid limbs, eyes, teeth, horns, partially- or fully-formed animal heads, humanoid faces—from creatures it has assimilated and replicated. This

ghastly transformation immediately triggers its frightful presence ability. A qomok can alter its shape in the following ways:

As a full-round action, during which it is completely helpless, a qomok can perfectly mimic the last creature it assimilated. A qomok can use this ability to assume the appearance of specific individuals, much like a doppelganger's perfect copy ability. None of the qomok's ability scores are adjusted when it mimics a victim's form. While it mimics a victim's form, a qomok knows (and can speak) the languages known by the victim, and gains the use of all of the victim's defensive and offensive abilities, but not feats, traits, supernatural abilities, spellcasting, spell-like abilities, or extraordinary abilities, and cannot gain immunity or resistance to acid, electricity, or fire through this ability. A qomok uses its victim's bonuses and DCs when it uses an ability it does not already possess. A qomok also gains any weaknesses, such as light blindness or light sensitivity, and vulnerabilities of the creature for as long as it continues to mimic it. A qomok also replicates the appearance of any physical wounds (though it does not suffer damage itself), illnesses or diseases possessed by a victim (though it does not suffer any ill effects), as well as any physical deformities, such as missing eyes or limbs. A qomok can only replicate living, organic material.

As a swift action, a qomok can extend the reach of one of its extremities' or its bite attack by 10 feet until the beginning of its next turn. A qomok can also expend one use of mythic power as a swift action to extend all of its melee attacks by 10 feet until the beginning of its next turn.

As a move action, a qomok can generate body parts that provide it with one of the following additional forms of movement: burrow 20 ft., climb 40 ft., fly 60 ft. (poor), or swim 40 ft. It can only maintain body parts for one of these four forms of movement at a time.

As a swift action, a qomok can gain one of the following special attack forms: attach (bite), constrict (1d8+7), distraction (DC 25), engulf (DC 25, 1d6 acid), fast swallow (1d6 acid, AC 17, 26 hp), grab, pounce, pull (feeding tendril or tentacle, 10 ft.), push (slam, 10 feet), rake (2 claws +20, 1d8+7), rend (2 natural attacks, 1d8+10), smother, stench (DC 25, 2d6 rounds), strangle, trample (1d8+10, DC 25), trip.

A qomok can maintain up to 6 of these replicated special attack forms at one time, and it can end any number of them as a free action. Additionally, if any of the special attacks require a saving throw, a qomok can expend one use of mythic power as a free action to force its target to roll two saves and keep the lower result.

**Assimilate (Ex)** When a qomok slays a Small, Medium, Large, or Huge living creature (excluding non-native outsiders, oozes, plants, and creatures that do not have blood) with its blood drain attack, it reduces its victim to a gelatinous sludge that the qomok can absorb as a full-round action to assimilate that creature. An assimilated creature does not contract the qomok's alien infection (see below) and transform into a qomok. Instead, an assimilated creature's body is completely annihilated and can only be restored to life using *miracle*, *true resurrection*, or *wish*. However, if a qomok kills a creature with its feeding tendril and is prevented from—or chooses not to—assimilate its victim's body, the victim's remains automatically contract the qomok's alien infection. After it assimilates a creature, a qomok has detailed information about the victim's identity and personality and has access to all of the victim's memories. A qomok does not gain access to a victim's abilities unless it uses its alter shape ability to mimic its victim's form.





**Assimilated Knowledge (Ex)** A qomok absorbs an incredible amount of knowledge from its assimilated victims over its long existence. It adds its HD on all Knowledge checks and can make all Knowledge checks untrained.

**Extremities (Ex)** When a qomok attacks, it generates various extremities that end in claws, pincers, bludgeoning protrusions, spikes, tentacles, or talons as a free action. Regardless of which attack form a qomok generates or what size a qomok assumes, the base damage for its extremities natural attack is 1d8.

**Feeding Tendril (Ex)** A qomok generates a long, ropey feeding tendril that it uses to drain blood and assimilate other creatures by pumping them full of the qomok's alien genetic material. A feeding tendril has a reach of 20 feet, strikes as a melee attack, and uses the qomok's Dexterity modifier on its attack roll instead of its Strength modifier. A qomok's feeding tendril attack automatically succeeds if the qomok successfully pins its target or its target is paralyzed, stunned, or otherwise helpless. A feeding tendril has 10 hit points, DR 5/slashing, a Break DC of 18, an effective Strength of 13, CMB +13, and CMD 25. If a feeding tendril is destroyed, a qomok can generate a replacement as a swift action.

**Frightful Presence (Ex)** A qomok's frightful presence ability is triggered when it uses its alter shape ability to adopt a strange and terrifying form.

**Hard to Kill (Ex)** A qomok does not age, nor does it need to eat, breathe, or sleep. Only violence can bring about the death of one of these creatures. A qomok is incredibly hard to kill, for each individual cell is effectively a separate living organism, and if the creature is not killed by acid, electricity, or fire damage it will eventually fully heal. A qomok reduced to negative hit points by acid, electricity, or fire damage does not gain the dying condition but enters a state of hibernation (as described below). A qomok is only truly destroyed when its hit points are reduced to its negative Constitution score times its mythic tier ( $-24 \times 5 = -120$  hp) by acid, electricity, or fire damage.

**Hibernation (Ex)** If a qomok is reduced to negative hit points by acid, electricity, or fire, or if it becomes trapped in an extremely cold environment (trapped under solid ice, sub-freezing liquid, or ejected into the vacuum of deep space) for more than 5 minutes, it enters a state of involuntary hibernation. While in this state, it can take no actions, is helpless, and its regeneration ability ceases to function. The qomok also appears dead to most observers, though a successful DC 44 Heal check detects faint signs of life. A qomok forced into hibernation after taking acid, electricity, or fire damage awakens in 4d6 hours (after its charred remains cool). A qomok forced into hibernation due to extreme cold remains in hibernation until it enters a warmer environment, whereupon it awakens in 1d4 days. Once a qomok awakens its regeneration ability begins functioning again.

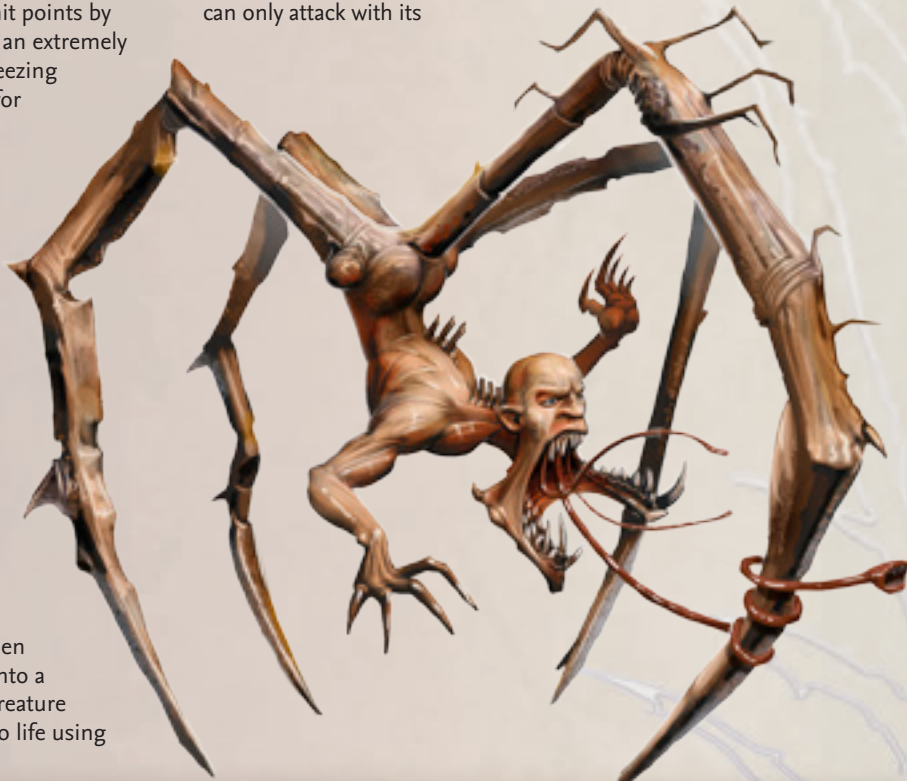
**Infection (Ex)** When a creature takes Con damage from a qomok's blood drain attack (and does not die) or a creature makes a successful bite attack against a qomok, it must succeed on a DC 25 Fortitude save or contract an exceptionally virulent alien infection that eventually transforms the creature into a qomok. This is a disease effect. After an infected creature transforms into a qomok, it can only be restored to life using

*miracle*, *true resurrection*, or *wish*. A qomok can also expend two uses of mythic power as a free action to expose a creature to its alien infection with a mere touch (delivered either as part of a natural attack, as a separate melee attack using the qomok's highest base attack bonus, or as an out-of-combat action to touch an unsuspecting creature).

**Alien Infection:** Blood drain, successful bite attack against the qomok, or qomok's touch—injury or contact; *save* Fortitude DC 25; *onset* immediate; *frequency* 1/minute; *effect* victim transforms into a qomok after failing 3 Fortitude saves; *cure* 3 consecutive saves. The save DC is Constitution-based.

The alien infection works insidiously, with the victim often feeling and showing no signs of discomfort. Anyone who examines the victim and succeeds on a DC 44 Heal check identifies the alien infection. When the infection transforms a creature into a qomok, the transformation is extremely subtle as well. Creatures observing the victim as he or she transforms must succeed on a DC 30 Sense Motive check to notice something is amiss. Infected creatures that die before transforming into a qomok rise as a qomok 1d6 minutes after death. Creatures killed and reduced to sludge by a qomok's blood drain attack—even those normally immune to diseases—are automatically infected and transform into a qomok 2d6 rounds after death if the qomok does not assimilate the creature's body before that time elapses.

**Split (Ex)** A qomok splits into two identical copies of itself when it suffers acid, electricity, or fire damage that reduces it to less than half of its current hit points. If a qomok is taking continuous acid or fire damage when it splits only one of the copies continues to suffer the continuous damage. Each copy has half of the original's remaining hit points (rounded down) and each time a qomok splits it decreases one size category, though it cannot decrease below Diminutive. This decrease in size changes the qomok's statistics as the *reduce person* spell. A Tiny or Diminutive qomok's Intelligence score drops to 2, and it can only attack with its





feeding tendril. A Tiny or Diminutive qomok becomes focused on self-preservation and generally avoids combat unless it can attack without endangering itself. A qomok reduced to less than 10 hit points cannot split itself further. Two or more copies of the same qomok can merge as a move action, and the copies that merge combine their total remaining hit points. A qomok increases one size category for each copy that merges.

The remote reaches of the universe are home to bizarre phenomena and horrific alien life forms beyond normal comprehension, most of which pale in comparison to the unspeakable and utterly alien horror epitomized by the qomok. Known by many names throughout the universe, but most often as “Things,” qomoks are shape-shifting parasitic organisms with the ability to absorb, assimilate, and then perfectly mimic the bodies of other living creatures. A qomok’s original form resembles a fleshy mass of oozing viscera, covered with rope-like tendrils and undulating sucker-mouths that slithers and shambles with surprising agility. In this form, a qomok is roughly 12 feet in diameter and weighs 2,000 pounds. However, most qomoks haven’t assumed this shape since the first qomok left its distant homeworld billions of years ago, for the creatures are driven by an irresistible drive to absorb and assume their victims’ forms.

Extremely paranoid, and with an unrivaled instinct for self-preservation and survival, qomoks prefer to attack lone targets so they do not needlessly endanger themselves. When attacking, a qomok shifts its body asunder in a spectacle of gore and violence, generating various extremities and toothy maws, in an attempt to surprise its prey. It then ensnares its victim with its feeding tendril so it can be absorbed and assimilated. When a qomok’s true nature is exposed, the creature will react depending on its current size, health, and the nature of the threat. Smaller copies of a qomok will usually attempt to flee, whereas a full-sized and healthy qomok will often attack multiple creatures head on in an attempt to quickly overwhelm and neutralize them. However, true to its self-preserving nature, a qomok will almost always prefer to flee if its cover is not completely lost.

## ECOLOGY

A qomok has only assimilation and self-preservation in mind. It will selfishly save itself or even attack other qomoks or other copies of itself in order to avert attention and suspicion. A qomok’s level of intelligence is determined by its size. Larger qomoks are extremely intelligent; it is theorized that full-sized qomoks have the combined intelligences of all the organisms they have ever assimilated. Smaller copies are much less intelligent, and often show little creativity or goals other than survival.

Qomoks have little regard for organic life, seeing living creatures merely as prey and conveniences by which they can gain newer, more versatile forms. They care nothing for emotions, and have no need for personal relationships, religion, or mercy. Due to their intense paranoia and overriding instinct for self-preservation, as well as their callous indifference for “lesser” life forms, qomoks rarely communicate with sentient prey. When they do converse, they do so only to maintain their cover, avert attention away from themselves, or confuse their prey. Qomoks have only slightly more regard for their own kind, including their own infection-spawned offspring.

Although they will cooperate with one another when they share a common enemy or goal, qomoks only do so if the association serves their personal need for assimilation and survival.

Though highly intelligent and able to use most technology and magic items, qomoks are not adept at spellcasting. Whether due to their alien physiology or some other psychological barrier, qomoks cannot cast spells or mimic the supernatural or spell-like abilities of other beings. While their natural forms are decidedly alien, they can spontaneously generate limbs and other body parts that allow them to use tools and magical items as easily as a humanoid. Though they are able to wield weapons with as much skill as an assimilated creature, qomoks prefer to use their natural weapons in combat.

## HABITAT AND SOCIETY

Qomoks originated on a tiny, swamp-covered moon orbiting a gas giant world in a remote corner of the universe. They began as microscopic clusters of semi-sentient cells that took a bizarre turn on the evolutionary path and developed the ability to assimilate and mimic other organic cells. After a few billion years, the qomoks grew prodigiously and became the dominant species on their homeworld. The immortal qomoks then spent eons slithering about their muddy little world, occasionally absorbing and assimilating one another. Though highly intelligent, these qomoks were unfathomably savage; they formed no society, no religion, and were content to focus their attentions on the swampy surface of their world, remaining completely unaware of the stars above and any worlds beyond their own.

That changed when an elder thing explorer happened upon the qomok homeworld. Having visited scores of inhabited worlds in its own long lifetime, the elder thing immediately recognized the qomoks’ physical resemblance to the bio-engineered shoggoths—a powerful slave race created by the elder things. Insatiably curious, the elder thing began a long-term study of the qomoks with the goal of eventually collecting a live specimen and weaponizing it. Unfortunately for the elder thing, and for many future denizens of the universe, this ill-planned scheme was a disaster. One day, after several years of safely studying the qomoks from the air, the elder thing landed on an outcropping of rock that was too close to one of the creatures. The qomok ensnared the elder thing with its feeding tendril and swiftly absorbed and assimilated the overmatched explorer.

In that instant, as the qomok absorbed the elder thing’s body and mind, its own consciousness expanded a millionfold. The qomok’s thoughts flooded with the memories, knowledge, and experiences of the elder thing, and it suddenly became cognizant of the existence of other living creatures and other worlds. Led by an insatiable drive to assimilate other life forms, the qomok assumed the elder thing’s winged form and immediately launched itself into the sky. Mimicking the elder thing’s ability to travel between the stars, the qomok hurled itself through interstellar space and slipped into hibernation. Eventually, untold eons later, the sleeping qomok fell to the surface of an inhabited world. Since that time, this single qomok has seeded its kind on many worlds as it slowly and inexorably spreads its race across the universe.





# Quicksilver Ooze

A slithering globule of shining silvery metal slides with uncanny speed, flowing almost gracefully across floor and walls. The reflections in its mirror-like surface ripple and distort as it swells and undulates, and its smooth lines and undulant pseudopods morph fluidly into rows of perfectly smooth blades and spines of deadly sharpness.

## QUICKSILVER OOZE

CR 12/MR 5

XP 19,200

N Large ooze (mythic)

Init +5; Senses Perception +0

## DEFENSE

AC 29, touch 15, flat-footed 23 (+5 Dex, +1 dodge, +14 natural, -1 size)

hp 187 (14d8+124)

Fort +10, Ref +11, Will +4

Defensive Abilities block attacks<sup>MA</sup>, improved evasion; DR 10/epic;

Immune electricity, fire, ooze traits

Weaknesses torpor

## OFFENSE

Speed 60 ft., climb 30 ft.

Melee 2 slams +15 (3d6+6/19-20/x3 plus mercuric poison)

Space 10 ft.; Reach 10 ft.

Special Attacks augmented critical<sup>MA</sup>, fluid acceleration<sup>MA</sup>, melt metal, metallic malleability, mythic power (5/day, surge +1d8+1), mercuric poison

## STATISTICS

Str 23, Dex 21, Con 22, Int —, Wis 10, Cha 1

Base Atk +10; CMB +17; CMD 33 (can't be tripped)

Feats Extra Mythic Power<sup>MF</sup>, Lightning Reflexes<sup>MF, B</sup>, Potent Surge<sup>MF</sup>

Skills Climb +14

SQ compression, mimetic magic<sup>MA</sup>, thermoelectric diffusion<sup>MA</sup>

## ECOLOGY

Environment any land

Organization solitary

Treasure incidental

## SPECIAL ABILITIES

**Augmented Critical (Ex)** A quicksilver ooze's blows slip through cracks in defenses and shift constantly from crushing bludgeons to cruel spikes and serrations, increasing the critical threat range of its slam attacks to 19-20 and its critical multiplier to x3.

**Block Attacks (Ex)** As described in the new Universal Monster Rules in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*.

**Fluid Acceleration (Ex)** Once per minute as a swift action, a quicksilver ooze can accelerate its movement and attacks as if using *haste*. This effect lasts until the end of its next turn. A quicksilver ooze can spend one use of mythic power while activating this ability to duplicate the effect of mythic *haste*, or two uses of its mythic power to duplicate the effect of augmented mythic *haste*. This is a non-magical effect.

**Melt Metal (Ex)** A quicksilver ooze's slam attack melds with and liquefies metal armor and shields, passing through them as if they did not exist and leaving gaps and rents where its blows cause the liquefied metal to fall away. Any metal armor or shield worn by the target of its attack loses 1 point of hardness and takes 1d6 points of damage (bypassing hardness) and has the Armor Class bonus it grants reduced by 1 each time the quicksilver ooze hits with an attack (DC 23 Reflex negates). This has no effect on armor or shields made of wood, stone, bone, leather, cloth, or other materials.

Metal weapons that strike a quicksilver ooze likewise lose 1 point of hardness and take 1d6 points of damage (bypassing hardness) with each attack that strikes the ooze's touch Armor Class (DC 23 Reflex negates), even if they do not hit its normal Armor Class or do not overcome its damage reduction. This ability has no effect on artifacts, epic magic items, or items made of gold, silver, or Elysian bronze, but constructs made of metal are affected as if they were objects. The save DC is Constitution-based.

**Mercuric Poison (Ex)** Slam-injury; save Fort DC 23; frequency 1/round for 6 rounds; effect 1d4 Dex and sickened for 1 minute; cure 2 consecutive saves.

**Metallic Malleability (Ex)** A quicksilver ooze's natural attacks deal bludgeoning, piercing, and slashing damage and are considered adamantine, cold iron, epic, and silver for the purpose of overcoming damage reduction.





**Mimetic Magic (Su)** When a quicksilver ooze is hit with a magical weapon, it duplicates that weapon's enhancement bonus for 1 minute. If struck by a weapon with a higher enhancement bonus, it duplicates that bonus for 1 minute. If struck by a weapon with the same enhancement bonus, it resets the duration of this absorption to 1 minute from the most recent hit. If struck by a weapon with a lower enhancement bonus, this ability has no effect. If the weapon has any special abilities, such as flaming, keen, speed, or brilliant energy, a quicksilver ooze can spend one use of its mythic power to duplicate a random special ability from that weapon for 1 minute. A quicksilver ooze can duplicate multiple special abilities simultaneously if struck by a weapon (or several weapons) with multiple abilities. It cannot absorb weapon properties that apply only to ranged weapons.

**Mindless Lightning Reflexes (Ex)** A quicksilver ooze gains Lightning Reflexes as a bonus feat even though it is mindless.

**Thermoelectric Diffusion (Ex)** If a quicksilver ooze is struck by an effect that deals electricity or fire damage, it conducts and diffuses that damage to nearby creatures. Any creature adjacent to the quicksilver ooze takes half damage from the effect (and may make a saving throw or apply spell resistance to the effect, if the electricity or fire effect allows it). If the effect affects an area, creatures already within the area do not take additional damage from being adjacent to the ooze.

**Torpor (Ex)** Whenever a quicksilver ooze takes cold or sonic damage, it becomes staggered for 1 round for every 20 points of damage it takes. If the ooze is struck by an effect that deals electricity or fire damage, this cancels one round of torpor for every 10 points of damage the effect would have dealt.

Quicksilver oozes originally came into being in the slag-heaps of divine foundries, formed from the congealed toxic effluent of magical manufactories and the enchanted residue that dripped from the forge-fires of the gods as they hammered out the weapons they would gift to their mightiest heroes. The inventors of the divinely wrought alloy now known as Elysian bronze are said to have developed its lethal properties by quenching their metalwork in mercury rather than water before rinsing them in the blood of slain beasts of legend. The eldritch energies of incandescent heat, shattering thunderbolts, and raw mythic power slowly leached into the contents of these quenching vats, giving a queer sort of life, if not sentience or purpose, to the mystical medium left behind. These unwanted residues were dumped into the tailings of the divine forges, filtering down over the ages into the mortal world.

## ECOLOGY

Quicksilver oozes move much faster than typical oozes, slipping along walls and flowing through small cracks, shifting and flexing their form rapidly and evading attacks at the last moment. However, they are known to lie dormant for long periods in stone basins or containers, again out of some vague instinctual compulsion to store themselves in such vessels. More than one greedy explorer has disturbed such a silvery pool thinking it some kind of planar portal or even just a pool of wealth to steal, only to learn their deadly error too late. Their lethal strikes and destructive tendencies make them much-feared adversaries of adventurers, but some mythic alchemists, artificers, and smiths attempt to capture them and distill their essence and their substance to empower their mightiest works of creation.

## HABITAT AND SOCIETY

Quicksilver oozes are mindless creatures, knowing little but the urge to seek out metal and melt it down, refining and purifying it, destroying whatever it regards as impurities. Its constant exposure to the smithcraft of the planes has imprinted untold variations of weapons into the neuromimetic memory of its cells, allowing it to duplicate the form and function of any number of weapons and magical weapon enhancements. Absorbing the imprint of mortal metals and their puerile enchantments is not as nourishing to it as the mythic creations that spawned its progenitors, but they nonetheless provide the ooze with life, health, and strength. Quicksilver oozes do not consume organic matter, though they have a deep-seated urge to drench themselves in blood. It does not nourish them, but some type of cellular memory yet retains the long-ago forging process and craves the commingling of blood and mercury in and on itself.



# Raven Swarm

A screeching cawing whirlwind of buffeting wings, clawing talons and pecking beaks.

MYTHIC MURDER OF CROWS

CR 4/MR 1

XP 1,200

d2opfsrd.com<sup>AP33</sup>

N Tiny animal (mythic, swarm)

Init +6; Senses low-light vision, scent; Perception +11

## DEFENSE

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size)  
hp 35 (6d8+8)

Fort +5, Ref +9, Will +4

Defensive Abilities disperse<sup>MA</sup>, half damage from slashing and piercing weapons; DR 5/epic; Immune swarm traits

## OFFENSE

Speed 5 ft., fly 40 ft. (average)

Melee swarm (2d6 plus eye rake)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 13), expand<sup>MA</sup>, mythic power (1/day, surge +1d6)

## STATISTICS

Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 6

Base Atk +4; CMB —; CMD —

Feats Improved Initiative, Lightning Reflexes<sup>MF</sup>, Skill Focus (Perception)

Skills Fly +12, Perception +11, Stealth +0

## ECOLOGY

Environment temperate forests

Organization solitary, pack (2–4), or murder (5–10)

Treasure none

## SPECIAL ABILITIES

**Disperse (Ex)** A mythic murder of crows may expend one use of mythic power as an immediate action to disperse any time it takes damage. The murder of crows takes half the damage it would have taken (rounded down) and cannot take any actions or damage until it reforms. The mythic murder of crows remains dispersed until its next turn at which time it reforms in the same location as a move action. While the murder of crows is dispersed, the individual birds fly around the area, invariably avoiding any interaction with foes.

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

**Eye-Rake (Ex)** Any living creature damaged by a murder of crows must succeed on a DC 13 Reflex save or be blinded as the swarm scratches and tears at the victim's eyes. The blindness lasts for 1d4 days or until healed with *remove blindness*. The save DC is Constitution-based.

Bits of feather and flesh buzz around this swarm of rotting ravens like flies, countless lifeless eyes staring out from the chaos.

MYTHIC CARRIONSTORM

CR 2/MR 1

XP 600

d2opfsrd.com<sup>AP2</sup>

NE Tiny undead (mythic, swarm)

Init +4; Senses darkvision 60 ft.; Perception +6

## DEFENSE

AC 13, touch 12, flat-footed 13 (+1 natural, +2 size)

hp 19 (2d8+10)

Fort +1, Ref +0, Will +5

Defensive Abilities swarm traits; Immune undead traits

Weaknesses vulnerable to channeled energy

## OFFENSE

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

Melee swarm (1d6 plus ghoul fever<sup>MA</sup>)

Space 10 ft.; Reach 0 ft.

Special Attacks distraction (DC 12), mythic power (1/day, surge +1d6)

## STATISTICS

Str 1, Dex 11, Con —, Int 2, Wis 14, Cha 13

Base Atk +1; CMB —; CMD —

Feats Improved Initiative, Lightning Reflexes

Skills Fly +12, Perception +6

SQ pallid bond, shield of wings<sup>MA</sup>

## ECOLOGY

Environment any

Organization solitary, flock (2–4 swarms), or murder (5–12 swarms)

Treasure none

## SPECIAL ABILITIES

**Disease (Su)** *Ghoul Fever*: Bite—injury; save Fort DC 14; onset 1 day; frequency 1/day; effect 1d3 Con and 1d3 Dex damage; cure 2 consecutive saves. The save DC is Charisma-based and includes a +2 racial bonus. A mythic carrionstorm that expends one use of its mythic power as a standard action forces all creature that are exposed to its disease until the start of its next turn to roll twice on their saving throw and take the lowest result.

**Pallid Bond (Ex)** A carrionstorm does not attack undead or creatures displaying the holy symbol of the goddess of the undead unless magically controlled, and deal only half damage to such creatures if compelled to attack.

**Shield of Wings (Ex)** When occupying the same space as an ally, a mythic carrionstorm grants that ally concealment. A mythic carrionstorm may expend one use of mythic power as an immediate action to take all damage dealt to a single ally within the swarm's space.

**Vulnerable to Channeled Energy (Ex)** A carrionstorm takes 150% as much damage as normal from channeled positive energy.





# Redcap

*Like some miniscule, wicked old man, this snarling little humanoid wears metal boots and a blood-red pointed cap.*

## MYTHIC REDCAP

CR 7/MR 3

XP 3,200

Pathfinder Roleplaying Game Bestiary 2

NE Small fey (mythic)

Init +8; Senses low-light vision; Perception +12

## DEFENSE

AC 23, touch 15, flat-footed 19 (+2 armor, +4 Dex, +6 natural, +1 size)  
hp 78 (8d6+50); fast healing 5

Fort +6, Ref +10, Will +7

DR 10/cold iron and epic

Weaknesses irreligious outrage<sup>MA</sup>

## OFFENSE

Speed 60 ft.

Melee +1 Medium scythe +12 (2d4+14/x4 plus 1d6 bleed<sup>MA</sup>), kick +5 (1d4+8 plus 1d6 bleed<sup>MA</sup>)

Special Attacks death to thieves<sup>MA</sup>, mythic power (3/day, surge +1d6)

## STATISTICS

Str 20, Dex 19, Con 18, Int 16, Wis 13, Cha 15

Base Atk +4; CMB +8; CMD 22

Feats Cleave<sup>MF</sup>, Improved Initiative, Power Attack<sup>MF</sup>,  
Weapon Focus (scythe)

Skills Acrobatics +15 (+27 jump), Bluff +13, Climb +16, Escape Artist +15, Intimidate +10, Knowledge (nature) +14, Perception +12, Sense Motive +12, Stealth +19

Languages Aklo, Common, Giant, Sylvan

SQ boot stomp, heavy weapons, mythic red cap<sup>MA</sup>

## ECOLOGY

Environment temperate forests, mountains, or underground

Organization solitary, pair, or gang (1 mythic red cap, 2–12 non-mythic redcaps)

Treasure NPC gear (leather armor, +1 Medium scythe, other treasure)

## SPECIAL ABILITIES

**Boot Stomp (Ex)** A redcap wears heavy iron boots with spiked soles that it uses to deadly effect in combat. These boots give the redcap a kick attack that it can make as a secondary attack, either as part of a full-attack action or as part of its movement just as if it had the Spring Attack feat.

**Death to Thieves (Ex)** A mythic redcap gains a +4 bonus on attacks of opportunity generated by attempts to disarm its scythe or steal its cap, and can make up to five such attacks of opportunity per round, including while flat-footed, as though it possessed the Combat Reflexes feat. If an attempt to disarm its scythe or steal its cap would not normally generate an attack of opportunity, a mythic redcap can take one by spending one use of mythic power as an immediate action. If a mythic redcap is affected by a magical effect that prevents it from taking such an attack of opportunity, and for which it received a saving throw, it may immediately make another saving throw to end the effect whenever such an attack of opportunity would be generated.

**Heavy Weapons (Ex)** A redcap can wield weapons sized for Medium creatures without penalty.

**Irreligious Outrage (Ex)** Bitter and blasphemous, mythic redcaps cannot stand the symbols of good-aligned religions. If a foe spends a standard action presenting such a holy symbol, any

mythic redcap that can see the creature must make a DC 15 Will save or become shaken for 1 minute. A redcap who successfully saves is enraged for 1 minute or until that foe is dead, whichever is shorter. An enraged mythic redcap focuses its attacks against the foe who presented the holy symbol whenever possible, and will continue attacking until that foe is dead. While enraged, a mythic redcap gains +2 Constitution and +2 Strength, but takes a –2 penalty to its AC. It cannot end its rage voluntarily.

**Mythic Red Cap (Su)** A mythic redcap wears a tiny, shapeless woolen hat, dyed over and over with the blood of its victims. While wearing this cap, a mythic redcap gains a +6 bonus on damage rolls (included in the above totals) and fast healing 5. If a mythic redcap begins a full attack action against a foe that is already suffering from a bleed effect, the mythic redcap immediately gains one additional attack against that foe. This attack is made using the mythic redcap's full base attack bonus, plus any modifiers appropriate to the situation. (This additional attack doesn't stack with similar means of gaining additional attacks, such as the *haste* spell or a *speed* weapon, nor does it actually grant an extra action.) These benefits are lost if the cap is removed or destroyed. Caps are not transferable, even between redcaps, mythic or otherwise. A mythic redcap can create a new cap to replace a lost cap with 10 minutes of work, although until the mythic redcap takes a standard action to dip the cap in the blood of a foe the mythic redcap helped to kill, the cap does not grant its bonuses.





## Remorhaz

*An immense centipede-like beast erupts from the snow, rows of chitinous plates on its back glowing red-hot.*

**GIANT MYTHIC REMORHAZ**

**CR 9/MR 3**

**XP 6,400**

*Pathfinder Roleplaying Game Bestiary*

N Gargantuan magical beast (mythic)

**Init** +0; **Senses** darkvision 60 ft., low-light vision, tremorsense 60 ft.; **Perception** +12

### DEFENSE

**AC** 23, touch 6, flat-footed 23 (+17 natural, -4 size)

**hp** 142 (9d10+93)

**Fort** +13, **Ref** +6, **Will** +4

**DR** 5/epic; **Immune** cold, fire

### OFFENSE

**Speed** 30 ft., burrow 20 ft.

**Melee** bite +14 (3d8+13 plus grab)

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

**Special Attacks** fast swallow<sup>MA</sup>, feral savagery (full attack)<sup>MA</sup>, furnace flare<sup>MA</sup>, mythic power (3/day, surge +1d6), swallow whole (2d8+9 plus 8d6 fire damage, AC 18, 14 hp), tunnel worm<sup>MA</sup>

### STATISTICS

**Str** 28, **Dex** 11, **Con** 25, **Int** 5, **Wis** 12, **Cha** 10

**Base Atk** +9; **CMB** +22 (+24 bull rush, +26 grapple); **CMD** 32 (34 vs. bull rush, can't be tripped)

**Feats** Awesome Blow, Cleave<sup>MF</sup>, Great Cleave, Improved Bull Rush, Power Attack<sup>MF</sup>

**Skills** Climb +13, **Perception** +12

**Languages** Giant (can't speak)

### ECOLOGY

**Environment** cold deserts and glaciers

**Organization** solitary

**Treasure** none

### SPECIAL ABILITIES

**Furnace Flare (Su)** When a mythic remorhaz confirms a critical hit, its internal heat flares in intensity, dealing 8d10 points of damage until the beginning of its next turn. In addition, a mythic remorhaz can expend one use of its mythic power to as a move action to increase the intensity of its heat for 3 rounds, allowing it to bypass fire resistance or immunity.

**Heat (Su)** An enraged remorhaz generates heat so intense that anything touching its body takes 8d6 points of fire damage. Creatures striking a remorhaz with natural attacks or unarmed strikes are subject to this damage, but creatures striking with melee weapons are not. The heat can melt or burn weapons; any weapon that strikes a remorhaz is allowed a DC 22 Fortitude save to avoid taking damage. The save DC is Constitution-based.

**Tunnel Worm (Ex)** When burrowing, a mythic remorhaz can take a move action and a standard action at any point during its movement. It cannot use that standard action to take another move action. If it uses that standard action to perform an Awesome Blow, it can pull a creature along with it during its movement after it attacks, rather than pushing the target away from it. If the mythic remorhaz pulls a creature 5 or more feet below ground level, the character is treated as if in the slide zone of a cave-in, as described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*, taking 3d6 points of bludgeoning damage and becoming buried (DC 15 Reflex negates).

### MYTHIC REMORHAZ

Without the giant simple template, a mythic remorhaz's stats are as follows: **CR** 8/**MR** 3; **XP** 4,800; **Size** Huge; **Init** +1; **AC** 26, touch 9, flat-footed 25; **hp** 124; **Fort** +11, **Ref** +7; **Melee** bite +14 (3d6+10 plus grab); **Space** 15 ft., **Reach** 15 ft.; **Special Attacks** heat (DC 20); **Str** 24, **Dex** 13, **Con** 21; **CMB** +18 (+20 bull rush, +22 grapple); **CMD** 29 (31 vs. bull rush); **Skills** Climb +12.





# Retriever

A spider the size of a bull elephant rears up on its back four legs in a violent challenge, eyes shimmering with magical energy.

## MYTHIC RETRIEVER

CR 13/MR 5

XP 25,600

Pathfinder Roleplaying Game Bestiary

CE Huge construct (extraplanar, mythic)

Init +12<sup>MF</sup>; Senses darkvision 60 ft., low-light vision, Perception +15

## DEFENSE

AC 30, touch 11, flat-footed 27 (+3 Dex, +19 natural, -2 size)

hp 187 (15d10+105); fast healing 5

Fort +7, Ref +10, Will +5

Defensive Abilities construct traits, *freedom of movement*; DR 10/epic; SR 24

## OFFENSE

Speed 50 ft.

Melee bite +21 (1d8+8 plus grab), 4 claws +21 (2d6+8/19-20/x3)

Space 15 ft.; Reach 15 ft.

Special Attacks eye rays<sup>MA</sup> (+16 ranged touch), mythic power (5/day, surge +1d8)

Spell-Like Abilities (CL 20th)

3/day—*greater teleport*

At will—*discern location*

## STATISTICS

Str 26, Dex 16, Con —, Int 3, Wis 11, Cha 1

Base Atk +15; CMB +25 (+27 bull rush, +29 grapple); CMD 38 (40 vs. bull rush, 42 vs. trip)

Feats Cleave, Improved Bull Rush, Great Fortitude, Improved Critical (claw)<sup>MF</sup>, Improved Initiative<sup>MF</sup>, Lightning Reflexes, Power Attack<sup>MF</sup>, Toughness

Skills Perception +15

Languages Abyssal (cannot speak)

SQ relentless<sup>MA</sup>

## ECOLOGY

Environment any (Abyss)

Organization solitary

Treasure none

## SPECIAL ABILITIES

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

*Acid:* Deals 15d6 acid damage (Reflex half)

*Cold:* Deals 15d6 cold damage (Reflex half)

*Dimensional Anchor:* Target is affected as per *dimensional anchor* for 15 minutes

*Electricity:* Deals 15d6 electricity damage (Reflex half)

*Fire:* Deals 15d6 fire damage (Reflex half)

*Petrification:* Target must succeed on a Fortitude save or turn to stone permanently

*Poison:* Frequency 1/round for 6 rounds; *initial effect* unconsciousness for 1d4 minutes; *secondary effect* death; *cure* 2 consecutive Fortitude saves  
*Sonic:* Deals 15d6 sonic damage (Reflex half).

**Relentless (Su)** A mythic retriever is constantly under the effects of *freedom of movement*, *spider climb* and *water walk*; these abilities cannot be dispelled.

**Trace Teleport (Su)** At will, a mythic retriever can sense the exact location within a 100-ft. radius at which any teleportation effects have been used during the last minute. If a mythic retriever uses this ability at the exact location a teleportation effect was used within the last minute, it knows the direction and distance the individuals traveled using the effect. It does not learn any information regarding the destination other than mental coordinates sufficient to teleport there itself.





## Robot, Annihilator

*This metallic creature has pincer-tipped arms and a single red eye—it flies with eerie grace via blasts of fire from its back.*

MYTHIC ANNIHILATOR

CR 20/MR 8

XP 307,200

d20pfsrd.com<sup>15B</sup>

N Gargantuan construct (mythic, robot)

**Init** +7-13, **dual initiative**<sup>MA</sup>; **Senses** darkvision 120 ft., low-light vision, tremorsense 60 ft.; **Perception** +24

### DEFENSE

**AC** 40, touch 10, flat-footed 36 (+3 Dex, +1 dodge, +30 natural, -4 size)  
**hp** 350 (20d10+140 plus 100 hp force field)

**Fort** +12, **Ref** +12, **Will** +11; **legendary**<sup>MA</sup>

**Defensive Abilities** field boost<sup>MA</sup>, **fortification** (50%)<sup>MA</sup>, **hardness** 10, unfettered<sup>MA</sup>; **DR** 10/epic; **Immune** cold, construct traits; **Resist** electricity 30, fire 30

**Weaknesses** vulnerable to critical hits, vulnerable to electricity

### OFFENSE

**Speed** 50 ft., climb 30 ft.; booster jets

**Melee** 2 adamantine claws +31 (2d6+15/19-20)

**Ranged** 2 integrated chain guns +21 (8d6/x4)

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

**Special Attacks** combined arms, keening<sup>MA</sup>, **mythic power** (8/day, surge +1d10), plasma lance, plasma overload<sup>MA</sup>, suppressing fire, targeting computer<sup>MA</sup>

### STATISTICS

**Str** 40, **Dex** 17, **Con** —, **Int** 14, **Wis** 13, **Cha** 1

**Base Atk** +20; **CMB** +39; **CMD** 57 (65 vs. trip)

**Feats** Combat Expertise<sup>MF</sup>, Combat Reflexes<sup>MF</sup>, Deadly Aim<sup>MF</sup>, Dodge, Great Fortitude, Improved Critical (claw), Improved Initiative, Mobility, Skill Focus (Acrobatics), Weapon Focus (chain gun)<sup>MF</sup>

**Skills** Acrobatics +29 (+37 when jumping), Climb +23, Intimidate +15, Perception +24, Sense Motive +24

**Languages** Common

**SQ** ascendant<sup>MA</sup>

### ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** none

### SPECIAL ABILITIES

**Ascendant (Ex)** As a free action during its turn, a mythic annihilator can expend one use of mythic power to increase the save DCs of all its special abilities by half its mythic tier for 1d4 rounds.

**Booster Jets (Ex)** By activating its jets as a swift action, an annihilator gains a fly speed of 60 feet (poor maneuverability) for 1 minute. It can use this ability 10 times per hour.

**Chain Guns (Ex)** The twin chain guns mounted beneath an annihilator's head never misfire, automatically reload as a free action, and have a range of 200 feet. Microfactories inside the annihilator process scrap into new ammunition, providing effectively unlimited ammunition.

**Combined Arms (Ex)** When taking a full-action action, an annihilator can attack with its melee attacks and its integrated ranged attacks simultaneously.

**Field Boost (Ex)** By expending one use of mythic power as an immediate action, a mythic annihilator can boost the power of its force field. For each use of mythic power expended, the force

field's hit points are increased by 2 times the mythic annihilator's CR. The force field's hit points cannot exceed 5 times the mythic annihilator's CR (100 hp for most mythic annihilators) at any one time through the use of this ability. Using this ability reactivates the force field if it has already collapsed.

**Keening (Ex)** As a move action, a mythic annihilator can strop its blades against each other, producing an ear-piercing shriek. The sound deafens, sickens, and staggers creatures within a 200-ft. spread for 1d4+1 rounds (Fortitude DC 22 negatives). The save DC is Intelligence-based.

**Legendary (Ex)** A mythic annihilator adds half its mythic tier to its saving throws.

**Plasma Lance (Ex)** An annihilator can fire a 120-foot line of plasma from a tail-mounted projector. All creatures and objects in the area take 20d6 of plasma damage (Reflex DC 22 halves). The save DC is Intelligence-based.

**Plasma Overload (Ex)** A mythic annihilator can expend one use of mythic power while firing its plasma lance to increase the effect to 20d10 points of plasma damage. Any creature that fails its Reflex save continues to take 20d10 damage each round for the next 1-3 rounds as the plasma clings to them. A successful Reflex save in a later round halves the damage and ends the effect. Immersion in water or taking at least 25 points of cold damage (before applying immunities, resistances, or vulnerability) extinguishes the clinging plasma. The annihilator cannot fire its plasma lance for 1d4+1 rounds after using this ability.

**Suppressing Fire (Ex)** As a standard action, an annihilator can saturate a 100-foot cone with chain gun fire. Each target in the area sustains a single chain gun attack, including targets the annihilator cannot see. The annihilator ignores miss chances from concealment when using suppressing fire.

**Targeting Computer (Ex)** If a mythic annihilator foregoes making melee attacks, it adds its mythic tier to its ranged attack rolls, halves the penalties for range and Deadly Aim, and automatically confirms critical hits. This includes attacks with suppressing fire.

**Unfettered (Ex)** By expending one use of mythic power as a swift action, a mythic annihilator automatically dispels all non-mythic spells and technological effects affecting it. Effects from the annihilator itself are unaffected. The annihilator remains immune to ongoing non-mythic spells and technological effects until the end of its next turn, although instantaneous effects affect it normally.





# Robot, Gearsman

*As this humanoid automaton levels his spear, energy courses down its length.*

## MYTHIC GEARSMAN

CR 5/MR 2

XP 1,600

d20pfsrd.com<sup>15B</sup>

N Medium construct (mythic, robot)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +8

## DEFENSE

**AC** 23, touch 12, flat-footed 21 (+2 Dex, +11 natural); +2 dodge against foes engaged with adaptive tactics

**hp** 62 (4d10+40)

**Fort** +1; **Ref** +3; **Will** +2

**Defensive Abilities** hardness 10; **Immune** construct traits

**Weaknesses** vulnerable to critical hits, vulnerable to electricity

## OFFENSE

**Speed** 20 ft.

**Melee** slam +9 (1d4+7) or mwk spear +10 (1d8+7/x3 plus 1d6 electricity)

**Ranged** mwk spear +7 (1d8+5/x3)

**Special Attacks** mythic power (2/day, surge +1d6)

## STATISTICS

**Str** 20, **Dex** 15, **Con** —; **Int** 10; **Wis** 13; **Cha** 1

**Base Atk** +4; **CMB** +9; **CMD** 21

**Feats** Combat Reflexes, Power Attack<sup>MF</sup>

**Skills** Craft (any one) +8, Disable Device +9, Perception +8, Profession (any one) +7, Sense Motive +8

**Languages** Common

**SQ** adaptive learning, adaptive tactics<sup>MA</sup>, charge weapon<sup>MF</sup>, self-repair<sup>MA</sup>

## ECOLOGY

**Environment** any

**Organization** solitary, pair, or squad (3-12)

**Treasure** standard (masterwork spear, other treasure)

## SPECIAL ABILITIES

**Adaptive Learning (Ex)** A gearsman receives skill points equal to 4 + its Int modifier per Hit Die, and treats Craft and Profession as class skills. In addition, each gearsman receives bonus skill ranks equal to its Hit Dice that can be allocated to any single skill. A gearsman may change this skill one time per day by concentrating for 1 minute, during which time it can take no other actions. Instead of receiving bonus skill ranks, a gearsman can instead gain proficiency in a single weapon. Gearsman are automatically proficient with simple weapons.

**Adaptive Tactics (Ex)** A mythic gearsman that has attacked or has been attacked by a creature with a melee or ranged attack since the end of its last turn gains a +2 competence bonus on attack and weapon damage rolls and its critical threat range is doubled against that creature, and a +2 dodge bonus to AC against attacks from that creature. The gearsman can receive these bonuses against any number of foes.

**Charge Weapon (Ex)** A gearsman charges any metal weapon (including wooden-hafted weapons) it holds with electricity, dealing +1d6 points of electricity damage on a hit. It can expend one use of its mythic power as a free action when it confirms a critical hit to deal additional electricity damage as if wielding a shocking burst weapon and also to suppress the electricity resistance (though not electricity immunity) of the target for

1d4 rounds. If the target's electricity resistance or immunity is the result of a non-mythic spell, the gearsman may roll 1d20+5, treating the result as a caster level check to dispel that effect.

**Self-Repair (Ex)** A damaged mythic gearsman heals damage equal to its hit dice every hour (typically 4 hit points per hour). Once per day as a full-round action, a mythic gearsman can use its nanites to heal any robot it touches of 4d6 points of damage. If used on itself, the mythic gearsman automatically heals the maximum amount (24 points of damage). A mythic gearsman can expend one use of mythic power to use its healing ability as a swift action, and this does not count against its single daily use. When using mythic power to heal, its healing touch also removes any conditions remedied by the *heal* spell.





## Robot, Myrmidon

*This metallic creature has pincer-tipped arms and a single red eye—it flies with eerie grace via blasts of fire from its back.*

MYTHIC MYRMIDON

CR 13/MR 5

XP 25,600

d20pfsrd.com<sup>15B</sup>

N Large construct (mythic, robot)

**Init** +7; **Senses** darkvision 60 ft., low-light vision, superior optics<sup>MA</sup>; Perception +20

### DEFENSE

**AC** 31, touch 12, flat-footed 28 (+3 Dex, +19 natural, -1 size)

**hp** 227 (15d10+80 plus 65 hp force field)

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

**Defensive Abilities** field boost<sup>MA</sup>, hardness 10, resilient; **DR** 10/epic; **Immune** cold, construct traits

**Weaknesses** vulnerable to critical hits, vulnerable to electricity

### OFFENSE

**Speed** 20 ft., fly 90 ft. (perfect)

**Melee** 2 claws +23 (1d6+9 plus grab), 2 quantum lashes +23 touch (1d10 force/17-20)

**Ranged** integrated laser rifle +17 touch (2d10 fire)

**Space** 10 ft.; **Reach** 5 ft. (20 ft. with quantum lash)

**Special Attacks** combined arms, constrict (1d6+9), entropic elimination<sup>MA</sup>, **mythic power** (5/day, surge +1d8), overload<sup>MA</sup>, quantum shift<sup>MA</sup>, rockets<sup>MA</sup>

**Spell-Like Abilities**<sup>MA</sup> (CL 15th; concentration +16)

At will  $\frac{3}{4}$  *dimension door* (self plus 50 lbs. of objects only)

### STATISTICS

**Str** 29, **Dex** 17, **Con** —; **Int** 12, **Wis** 14, **Cha** 1

**Base Atk** +15; **CMB** +25 (+29 grapple); **CMD** 38 (can't be tripped)

**Feats** Combat Reflexes<sup>MF</sup>, Flyby Attack, Great Fortitude<sup>MF</sup>, Improved Critical (quantum lash), Improved Initiative, Lightning Reflexes<sup>MF</sup>, Point Blank Shot, Precise Shot

**Skills** Fly +27, Knowledge (engineering) +19, Perception +20

**Languages** Common

**SQ** technological

### ECOLOGY

**Environment** Any

**Organization** solitary or unit (2-6)

**Treasure** none

### SPECIAL ABILITIES

**Combined Arms (Ex)** When taking a full-attack action, a myrmidon can attack with its melee attacks and its integrated ranged attacks simultaneously.

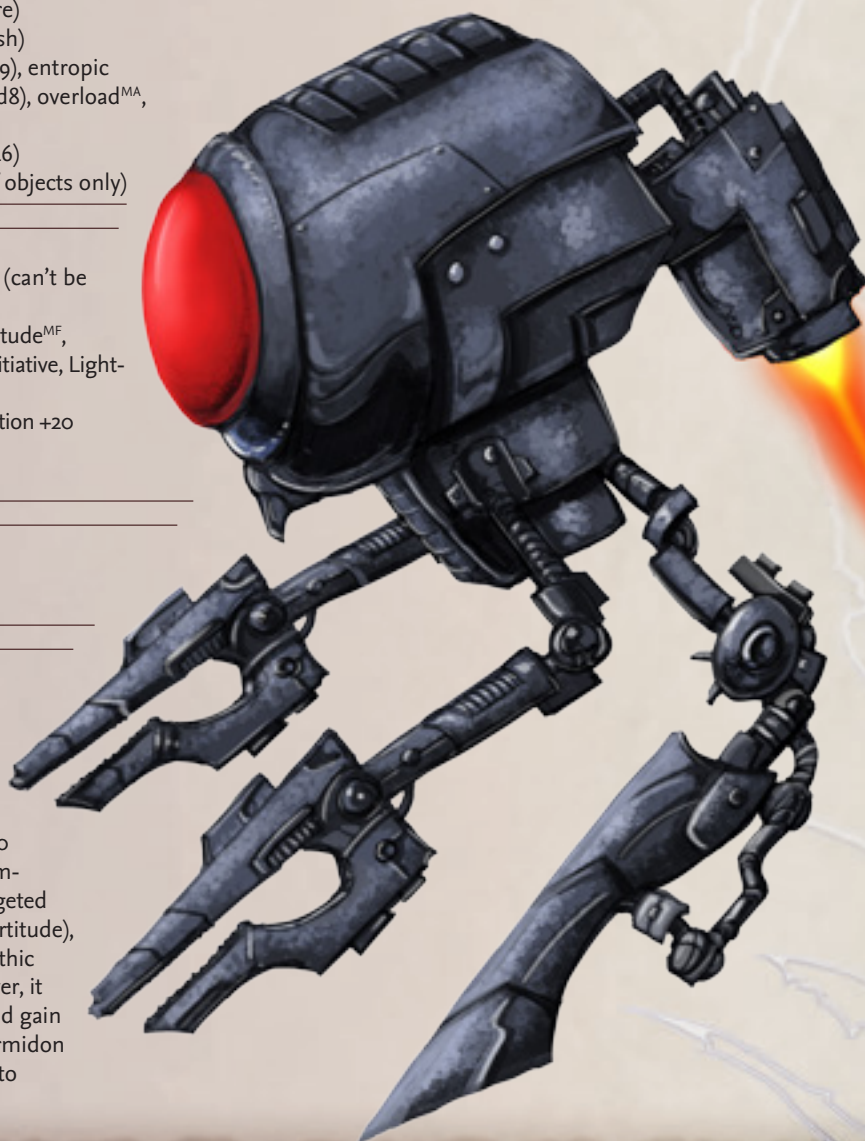
**Entropic Elimination (Ex)** Three times per day as a full-round action, a mythic myrmidon can make a ranged touch attack at a target 100 feet. On a hit, the target is enveloped in a shimmering violet field of energy that acts as a targeted *dispel magic* followed by *disintegrate* (DC 18 Fortitude), with an effective caster level of 10th. If the mythic myrmidon expends one use of its mythic power, it can increase its effective caster level to 15th and gain the effect of *greater dispel magic*. A mythic myrmidon also may expend one use of its mythic power to

increase the effect of either *dispel magic* (or *greater dispel magic*) or *disintegrate* to the mythic version of the spell. If the mythic myrmidon expends two additional uses of mythic power, both effects are treated as the mythic versions of the spells. The save DC is Intelligence-based.

**Field Boost (Ex)** As an immediate action, a mythic myrmidon can boost the power of its force field. For each use of mythic power expended, the force field's hit points are increased by 2 times the mythic myrmidon's CR. The force field's hit points cannot exceed 5 times the mythic myrmidon's CR (65 hp for most mythic myrmidons) at any one time through the use of this ability. Using this ability reactivates the force field if it has already collapsed.

**Laser Rifle (Ex)** A myrmidon's head-mounted laser rifle has a range increment of 250 feet.

**Overload (Ex)** As a swift action, a mythic myrmidon can double the damage of its quantum lash and laser rifle attacks until the end of its turn, after which it cannot use these attacks until the end of its next turn. Using this ability reduces the myrmidon's force field by 20 hit points. If this reduces its force field to 0 hit points, or if its force field was inactive, the mythic myrmidon takes any remainder as electricity damage.





**Quantum Lash (Ex)** A myrmidon's tentacles are melee touch attacks with a critical threat range of 19–20 and deal force damage on a successful hit. They gain no damage bonus from Strength or Power Attack. A quantum lash bypasses the hardness of force effects, and if the myrmidon strikes a force effect (including a creature using an effect like *mage armor* or *shield*) with 2 or more quantum lashes it disrupts that force effect as a targeted *dispel magic* (caster level 11th). A technological force field, as used by a robot or similar creature or object, struck by 2 or more quantum lashes is suppressed for 1d10 rounds (DC 18 Fortitude negates). This save DC is Intelligence-based.

**Quantum Shift (Ex)** A mythic myrmidon can use *dimension door* (caster level 15th) at will, though this is a technological effect and not magical. It can expend one use of its mythic power to use this ability as a swift action, while retaining the ability to take any actions it has remaining on its turn; opponents are flat-footed against the first attack a mythic myrmidon makes in the same round after using such a quantum shift.

**Resilient (Ex)** Myrmidons receive a +3 racial bonus on all saving throws.

**Rockets (Ex)** As a standard action, a myrmidon can launch a rocket with a range of 800 feet. On impact, the rocket explodes in a 30-foot-radius burst for 6d6 points of fire damage and 6d6 points of bludgeoning damage to all creatures and objects in the area (Reflex DC 18 half). When launching a rocket, a mythic myrmidon can expend one use of its mythic power to increase the save DC by 5 or increase damage from the rocket by 50%. It may instead choose to expend two uses of its mythic power to deal maximum damage with the rocket, or to increase the rocket's blast to a 60-foot-radius burst. A fully stocked myrmidon carries five rockets. It can rebuild expended rockets at the rate of one every 12 hours, using scrap metal and other scavenged components. This save DC is Intelligence-based.

**Superior Optics (Ex)** Myrmidons see invisible creatures or objects as if they were visible.

## Roper

*A huge eye opens in this conical creature's front, just above a toothy mouth. Long strands of fibrous material whip from its sides.*

MYTHIC ROPER

CR 15/MR 6

XP 51,200

Pathfinder Roleplaying Game Bestiary

CE Large aberration (mythic)

**Init** +5; **Senses** darkvision 60 ft., low-light vision, tremorsense<sup>MA</sup> 60 ft.; **Perception** +24

### DEFENSE

**AC** 33, touch 10, flat-footed 32 (+1 Dex, +23 natural, –1 size)

**hp** 246 (12d8+192)

**Fort** +16, **Ref** +5, **Will** +13

**Defensive Abilities** block attacks<sup>MA</sup>, shatter weapons<sup>MA</sup>; **DR** 10/epic;

**Immune** electricity; **Resist** cold 10; **SR** 33

**Weaknesses** vulnerability to fire

### OFFENSE

**Speed** 10 ft.

**Melee** bite +20 (4d8+18/19–20/x3)

**Ranged** 12 strands +11 touch (1d6 Strength)

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

**Special Attacks** antimagic glare<sup>MA</sup>, **mythic power** (6/day, surge +1d8), improved pull<sup>MA</sup> (strand, 5 feet), strands<sup>MA</sup>

### STATISTICS

**Str** 34, **Dex** 13, **Con** 35, **Int** 13, **Wis** 16, **Cha** 12

**Base Atk** +9; **CMB** +22 (+26 pull); **CMD** 33 (can't be tripped)

**Feats** Improved Critical (bite)<sup>MF</sup>, Improved Initiative, Iron Will<sup>MF</sup>, Skill Focus (Perception, Stealth), Weapon Focus (strand)<sup>MF</sup>

**Skills** Climb +27, Knowledge (dungeoneering) +16, Knowledge (religion) +13, Perception +24, Stealth +18 (+26 in stony or icy areas);

**Racial Modifiers** +8 Stealth in stony or icy areas

**Languages** Aklo, Undercommon

**SQ** freeze<sup>MA</sup>

### ECOLOGY

**Environment** any underground

**Organization** solitary, pair, or cluster (1 mythic roper and 3–6 ropers)

**Treasure** standard

### SPECIAL ABILITIES

**Antimagic Glare (Su)** A mythic roper's single huge eye continuously emits a 60-ft. line of antimagic (treat as *antimagic field*, caster level 15th). Once per round, as a free action, a mythic roper can activate or deactivate its antimagic glare by shutting its eye. When its eye is shut, the mythic roper gains the blinded condition, but can still use its tremorsense to locate foes. By spending one use of its mythic power as a swift action, a mythic roper can change the area of its antimagic glare to a 60-ft. cone for a number of rounds equal to half its mythic rank (3 rounds for most mythic ropers).





**Freeze (Ex)** A mythic roper can hold itself so still it appears to be a natural rock formation. A mythic roper that uses freeze can take 20 on its Stealth check to hide in plain sight as a natural rock formation, such as a stalagmite. If a mythic roper initiates combat from this pose, it gains a +6 bonus on its initiative check.

**Improved Pull (Ex)** A mythic roper can choose to make a free combat maneuver check with a +4 bonus when it hits with a strand attack. If successful, this check pulls the creature attached to the strand 5 feet closer to the mythic roper plus an extra 5 feet closer for every 5 by which the mythic roper's combat maneuver check exceeds the creature's CMD. This ability only works on Large creatures or smaller, and creatures pulled in this way do not provoke attacks of opportunity and stop if the pull would move them into a solid object or creature.

**Shatter Weapons (Ex)** Whenever a character strikes a mythic roper 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.

**Strands (Ex)** A mythic roper can extend up to 12 (6 plus its mythic rank) thin, sticky strands from its body at a time, launching them to a maximum range of 50 feet. A mythic roper's attacks with its strands resolve as ranged touch attacks. These strands are quite strong, but can be severed by any amount of slashing damage that overcomes the mythic roper's DR (a strand is AC 20). A creature struck by a strand is numbed and weakened by the strange material, and must make a DC 28 Fortitude save or take 1d6 points of Strength damage. If a mythic roper spends one use of its mythic power as a free action, any creature struck by a strand before the roper's next turn is also paralyzed for 1 round if they fail the saving throw, and the duration of this paralysis stacks with each additional failed save. The save DC is Constitution-based. Each time a mythic roper causes Strength damage to a creature, the mythic roper gains 5 temporary hit points. These temporary hit points stack to a maximum amount equal to the monster's mythic bonus hit points (48 for most mythic ropers).



## Rust Monster

*This insectile monster has four legs, a strange propeller-shaped protrusion at the end of its tail, and two long, feathery antennae.*

MYTHIC RUST MONSTER

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary

N Medium aberration (mythic)

Init +3; Senses darkvision 60 ft., scent metals 90 ft.; Perception +12

### DEFENSE

AC 19, touch 13, flat-footed 16 (+3 Dex, +6 natural)

hp 35 (5d8+13)

Fort +2, Ref +4, Will +5

DR 5/epic

### OFFENSE

Speed 40 ft., climb 10 ft.

Melee bite +6 (1d3), 2 antennae +6 touch (rust)

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

### STATISTICS

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

Base Atk +3; CMB +3; CMD 16 (20 vs. trip)

Feats Ability Focus (rust), Extra Mythic Power, Skill Focus (Perception), Weapon Finesse

Skills Climb +8, Perception +12

### ECOLOGY

Environment any underground

Organization solitary, pair, or nest (2 mythic rust monsters, 1–8 rust monsters)

Treasure incidental (no metal treasures)

### SPECIAL ABILITIES

**Rust (Su)** Each of a mythic rust monster's antennae is a primary touch attack that causes any metal object it touches to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition—a second hit destroys the item. A mythic rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, each of a mythic rust monster's antennae deals 3d6+5 points of damage. An attended object, any magic object, or a metal creature can attempt a DC 17 Reflex save to negate this effect. The save DC is Constitution-based and includes a +2 racial bonus. If a mythic rust monster spends one use of mythic power as a free action when it hits an attended object, a magic object, or a metal creature with an antennae attack, the object or creature must roll its saving throw twice and take the lowest result.

**Scent Metals (Ex)** This ability functions much the same as the scent ability, except that the range is 90 feet and the rust monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).





# Sakathan

*This tall, green-scaled humanoid is crowned with a spired diadem of gold and emeralds. Its glittering red eyes are full of menace. Golden bracers encircle its wrists and it hefts a massive trident in its clawed hands.*

**SAKATHAN** **CR 15/MR 6**

**XP 25,600**

**LE** Medium undead (augmented humanoid, extraplanar, mythic, reptilian, shapechanger)

**Init** +11<sup>MF</sup>; **Senses** darkvision 60 ft., mistsight<sup>MA</sup>; **Perception** +32

## DEFENSE

**AC** 31, touch 13, flat-footed 28 (+2 Dex, +1 dodge, +18 natural)

**hp** 237 (14d8+146); fast healing 5

**Fort** +10, **Ref** +8, **Will** +14

**Defensive Abilities** channel resistance +4; **DR** 10/epic, magic, and silver; **Immune** undead traits; **Resist** cold 10, electricity 10; **SR** 29

**Weaknesses** infernal regalia, stygian weaknesses, vulnerability to fire

## OFFENSE

**Speed** 30 ft., swim 20 ft.

**Melee** +1 *Large mythic bane trident* +20/+15 (2d6+13/17–20/x3 plus energy drain), bite +13 (1d6+4 plus blood drain and energy drain)

**Space** 5 ft.; **Reach** 5 ft. (10 ft. with Large trident)

**Special Attacks** create spawn, disjoining critical<sup>MA</sup>, dominate (DC 25), energy drain (2 levels, DC 25), gaze of dominion<sup>MA</sup>, lizard king, mythic power (6/day, surge +1d8), power drain<sup>MA</sup>, scaly servants, skewering trident

**Spell-Like Abilities** (CL 14th; concentration +20)

Constant—*detect scrying*

At will—*scrying* (on spawn only), *sending* (to spawn only)

1/day—*command* (DC 19), *magic fang*, or *protection from good*; *align weapon* (evil only) or *animal trance* (DC 20); *greater magic fang*, *magic circle against good*, or *suggestion* (DC 21); *poison* (DC 22) or *unholy blight* (DC 22); *animal growth* (reptiles only) or *dispel good*

**Sorcerer Spells Known** (CL 10th; concentration +18)

5th (4/day)—*animal growth* (reptiles only), *cloudkill*<sup>MS</sup> (DC 23), *dispel good* (DC 23)

4th (7/day)—*charm monster* (DC 22), *dimension door*<sup>MS</sup>, *poison* (DC 22), *unholy blight* (DC 22)

3rd (8/day)—*dispel magic*<sup>MS</sup>, *greater magic fang*, *haste*, *magic circle against good*, *stinking cloud*<sup>MS</sup> (DC 21), *suggestion* (DC 21)

2nd (8/day)—*align weapon* (evil only), *animal trance* (DC 20), *arcane lock*, *detect thoughts* (DC 20), *mirror image*, *see invisibility*

1st (8/day)—*command* (DC 19), *mage armor*<sup>MS</sup>, *magic fang*, *magic missile*, *protection from good*, *ray of enfeeblement* (DC 19), *shield*, *vanish*<sup>APG</sup>

o (at will)—*arcane mark*, *dancing lights*, *detect magic*, *ghost sound* (DC 18), *mage hand*, *prestidigitation* (DC 18), *ray of frost*, *read magic*, *touch of fatigue* (DC 18)

## STATISTICS

**Str** 26, **Dex** 15, **Con** —, **Int** 14, **Wis** 20, **Cha** 27

**Base Atk** +10; **CMB** +18; **CMD** 31

**Feats** Alertness<sup>B</sup>, Combat Casting, Combat Reflexes<sup>B</sup>, Dodge<sup>B</sup>, Empower Spell, Eschew Materials<sup>B</sup>, Improved Critical (trident), Improved Initiative<sup>B,MF</sup>, Lingering Performance<sup>APG</sup>, Lightning Reflexes<sup>B</sup>, Mythic Spell Lore<sup>MF</sup>, Power Attack<sup>MF</sup>, Quicken Spell, Toughness<sup>B</sup>, Weapon Focus (trident)

**Skills** Bluff +20, Climb +12, Diplomacy +12, Disguise +12, Fly +15, Intimidate +22, Knowledge (arcana) +10, Knowledge (nature)

+10, Knowledge (religion) +10, Perception +34, Sense Motive +22, Spellcraft +10, Stealth +24, Swim +17; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

**Languages** Common, Draconic, Infernal

**SQ** change shape (Tiny, Small, Medium, or Large reptilian animal or reptilian humanoid; *alter self*, *beast shape II*), divine source, gaseous form, secret scribe

## ECOLOGY

**Environment** any swamps or underground (Hell or Material Plane)

**Organization** solitary, harem (1 plus 1d4 spawn), or cult (1 plus 1d4 spawn plus 10–60 human or lizardfolk cultists, including a 5th–10th level cleric or oracle)

**Treasure** double (Large trident, other treasure)

## SPECIAL ABILITIES

**Blood Drain (Ex)** A sakathan can suck blood from a grappled opponent. If it establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The sakathan heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.





**Create Spawn (Su)** A sakathan can create spawn out of reptilian humanoids it slays with blood drain or energy drain. The victim rises from death as a sakathan spawn (see below) in 1d4 days, under the control of the sakathan that created it, and remains enslaved until its master's destruction. A sakathan may use *scrying* or *sending* at will as spell-like abilities, targeting its spawn. A sakathan may have enslaved spawn totaling no more than three times its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A sakathan may free an enslaved spawn in order to enslave a new spawn, but once freed, a spawn cannot be enslaved again.

**Divine Source (Su)** A sakathan can grant divine spells to those who follow its cause, worshiping it as a deity. They provide the *Evil* and *Scalykind* domains and the *Devil* subdomain to their cultists, though they cannot grant spells above 6th level. A sakathan can use one domain spell of each level per day as a spell-like ability.

**Dominate (Su)** A sakathan can crush a humanoid opponent's will as a standard action. Anyone the sakathan targets must succeed on a Will save or fall instantly under its influence, as *dominate person* (caster level 14th). The ability has a range of 30 feet.

**Energy Drain (Su)** A creature bitten by a sakathan or struck by its trident gains two negative levels. This ability only triggers once per round, regardless of the number of attacks the sakathan makes.

**Gaseous Form (Su)** A sakathan can assume *gaseous form* at will (caster level 14th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability. If reduced to 0 hit points in combat, a sakathan assumes *gaseous form* and can attempt to escape. It must reach its sarcophagus within 2 hours or be utterly destroyed. (It can normally travel up to 9 miles in 2 hours.) Additional damage dealt to a sakathan forced into *gaseous form* has no effect. Once at rest, the sakathan's body reforms but it is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 5 hit points per round.

**Gaze of Dominion (Su)** Creatures meeting a sakathan's gaze are fascinated for 1d6 minutes, 30 feet, Will DC 23 negates. The save DC is Charisma-based. Creatures fascinated by its gaze take a -4 penalty on saving throws against its dominate ability and do not regard this as an attack for the purpose of breaking the fascinate effect. Reptilian humanoids and animals are dominated rather than fascinated on a failed save.

**Infernal Regalia (Su)** A sakathan's crown and bracers mark the bonding of its ancient curse but also help it focus and channel its mythic power. A sakathan's infernal regalia can be removed only by a devil of CR 14 or higher, or with a *remove curse* spell cast by a devil-worshiping divine spellcaster (DC 30 caster level check). The infernal regalia can be destroyed by a sunder combat maneuver (hardness 10, hp 30) but reform 13 hours after being destroyed.

If a sakathan's bracers are removed or destroyed, it cannot use its energy drain or power drain through its trident (though it can use these abilities through its bite). If its crown is removed or destroyed, it cannot use its secret scrier ability, and the save DC of its gaze of dominion is reduced by 4. When interacting with devils, a sakathan's regalia serve as a *mark of justice* that triggers if a sakathan attacks a devil or a divine spellcaster that worships a devil. The regalia suppress a sakathan's immunity to mind-affecting effects used by devils or divine spellcasters that worship devils, and when interacting with such creatures a sakathan is affected as *mind fog* (no save).

**Lizard King (Ex)** A sakathan has the inspire courage +2 and inspire competence +3 abilities of a 7th-level bard and can begin a performance as a move action. Reptilian animals and reptilian humanoids gain double the normal bonuses from this ability, and a sakathan can communicate with such creatures as though they shared a common language.

**Power Drain (Su)** When a sakathan confirms a critical hit against a mythic creature, it drains 1 use of the target's mythic power, transferring that mythic power to the sakathan. If already at its maximum number of uses of mythic power, this additional mythic power must be spent before the end of the sakathan's next turn or it is lost. In addition, if the target fails a DC 25 Will save it loses the ability to expend its mythic power for 1d4 rounds. The save DC is Charisma-based.

**Scaly Servants (Su)** Once per day, a sakathan can call forth 1d2+1 fiendish giant frilled lizards, 1d4+1 fiendish venomous snake swarms, 1d8+1 fiendish monitor lizards, or 1d12+1 fiendish lizardfolk warriors. These creatures arrive in 2d6 rounds and serve the sakathan for 1 hour.

**Secret Scrier (Su)** A sakathan gains constant *detect scrying*, and when a creature attempts to scry on it the sakathan can expend one use of its mythic power as an immediate action to discover the scrier's true name and location, as *discern location*. If the sakathan expends two uses of its mythic power, it is also able to scry on the creature scrying it, as *greater scrying* (DC 24 Will negates), and each round the sakathan continues scrying a creature scrying it, it can probe the target's mind, asking questions as if using *speak with dead* to question a corpse (DC 21 Will negates). If the target saves against this questioning, it can attempt a second Will save to realize that it is being scried upon. If the target is a non-mythic creature, the sakathan adds its mythic rank to the save DC.

**Skewering Trident (Ex)** Sakathans are masters of the trident. They can use Large tridents without penalty, and the trident's critical threat range and critical multiplier are increased to 19-20/x3 in their hands. A sakathan wielding a Large trident may use it interchangeably as a reach weapon or against adjacent foes without penalty.

**Stygian Weaknesses (Ex)** Sakathans cannot tolerate the odor of roses and will not enter an area where roses are growing or that is strongly scented with them. Similarly, they recoil from mirrors and strongly presented holy symbols; these things don't harm the sakathan; they merely force it to remain at least 5 feet away and cannot touch or make melee attacks against the creature presenting the mirror or holy symbol (which requires a standard action). After 1 round, a sakathan can overcome its revulsion and act normally each round if it succeeds on a DC 25 Will save.

Reducing a sakathan to 0 hit points incapacitates it but does not destroy it (see gaseous form). However, sakathans have vulnerability to fire and avoid it whenever possible. Direct sunlight staggers a sakathan on the first round of exposure and destroys it utterly on the second consecutive round of exposure if it does not escape. Driving a silver blade through a helpless sakathan's heart (a full-round action) instantly slays it; however, it returns to life if the blade is removed unless the head is also severed and anointed with holy water and the head and body burned separately.





Sakathans were once ancient kings of the lizardfolk race on a now-forgotten Material Plane who bargained with the infernal powers and found themselves bound by corrupted wishcraft into a dreadful blood pact and cursed with a twisted form of vampirism. They typically stand 6 to 7 feet tall and weigh 200 to 300 pounds.

### ECOLOGY

Sakathans subsist on blood alone, though they sometimes go through the ritual of consuming food and drink. Accustomed to a position of authority, sakathans rarely hunt for themselves, instead delegating their cultists to bring them choice sacrifices, which may be slaughtered swiftly or tapped slowly and carefully to prolong their torment. Creatures may even be bled a bit and then released home, usually enslaved to the sakathan's will and sent to carry messages on its behalf, or to lure others into its clutches.

### HABITAT AND SOCIETY

Sakathans were the high noble caste of an ancient lizardfolk empire, but so great was their ambition and their pride that lordship over their kind was not enough to slake their thirst for power. A cabal of sakathans came together to tap into secret spells that promised great power to those who spoke into existence what they wished to be their destiny. The sakathans wished to unleash the divine spark within themselves, to make their strength eternal and authority absolute, so they could drink deeply from the wells of power and revel in the suffering of their enemies. What they meant for a simple affirmation of purpose, however, became so much more when they their prayers answered and their wishes granted by the scaled masters of Stygia, in the heart of Hell. The sakathans were indeed crowned in power and glory, ascending to heights of power undreamed of, overthrowing rulers not part of their cabal and conquering on every hand. After 13 years enthroned as god-kings adored, however, their Stygian benefactors revealed that their gift was not without cost. Yes, they had become as gods, but their great power was bought with a price. now a hellish hunger awoke within them and the shining sun burned their accursed flesh. The sakathans had bargained poorly for their taste of divinity and were now powerless to protect those who had worshiped them. Forced to kneel at the feet of their infernal patrons, the god-kings were now the slaves of Stygia, leading their hell-forged armies in a bloody onslaught that left their former empires ruined and the survivors consigned to the chained furnaces of Hell.

The sakathans were carried to the infernal realms as well, their hearts corrupted by the infernal divinity burning within them. They now serve as emissaries of the Stygian diabolic hierarchy, agents sent to worlds where devils cannot act openly. Some sakathans gather scaled armies to bring doom upon the enemies of Hell, while others establish insidious cults with themselves as the divine focus, standing in as the apostles of ancient gods now risen again in power while in truth binding their adherents to the hellish divinity that grants the sakathans their strength. These cults sometimes become popular in rural communities, plying the locals with new interpretations of seemingly harmless folkways that lead only to destruction. Lizardfolk spellcasters seeking immortality may attract the attention of the dark powers, who send a sakathan to make their darkest dreams come true. In Hell, sakathans are often surrounded by fiendish lizardfolk, the descendants of their long-ago subjects, or other fiendish reptiles.

### SAKATHAN SPAWN

A sakathan can elect to create a sakathan spawn instead of a full-fledged sakathan when using its create spawn ability after slaying a reptilian humanoid with its blood drain or energy drain. A sakathan spawn's statistics are identical to those of a wight, with the following changes:

- It retains its natural weapons, natural armor bonus to AC (if better than a wight's), and swim speed (if any).
- It gains the blood drain and dominate sakathan special attacks.
- It gains channel resistance +2, DR 5/silver, resist cold and electricity 10, fast healing 2, and the gaseous form and Stygian weaknesses qualities.





## Satyr

*This handsome, grinning man has the furry legs of a goat and a set of curling ram horns extending from his temples.*

MYTHIC SATYR

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary

CN Medium fey (mythic)

Init +2; Senses low-light vision; Perception +18

### DEFENSE

AC 20, touch 13, flat-footed 17 (+2 Dex, +1 dodge, +7 natural)

hp 56 (8d6+28)

Fort +4, Ref +8, Will +8

DR 5/cold iron and epic

### OFFENSE

Speed 40 ft.

Melee dagger +6 (1d4+2/19–20), horns +1 (1d6+1)

Ranged +1 composite longbow +7 (1d8+3/x3)

Special Attacks mythic power (4/day, surge +1d6), mythic spell-like abilities<sup>MA</sup>, pipes

Spell-Like Abilities (CL 8th, concentration +13)

At will—charm person (DC 16), dancing lights, delusional pride (DC 16), ghost sound (DC 15), gravity bow, reckless infatuation (DC 18), sleep (DC 16), suggestion (DC 18), unnatural lust (DC 17)

1/day—fear (DC 19), summon nature's ally III

### STATISTICS

Str 14, Dex 15, Con 15, Int 12, Wis 14, Cha 21

Base Atk +4; CMB +6; CMD 19

Feats Ability Focus (pipes), Dodge, Extra Mythic Power<sup>MF</sup>, Mobility, Skill Focus (Perception)

Skills Bluff +16, Diplomacy +16, Disguise +10, Intimidate +10, Knowledge (nature) +10, Perception +18, Perform (wind instruments) +22, Stealth +17, Survival +7; Racial Modifiers +4 Perception, +4 Perform, +4 Stealth

Languages Common, Sylvan

SQ eldritch archer<sup>MA</sup>, wanton lust<sup>MA</sup>

### ECOLOGY

Environment temperate forests

Organization solitary, pair, band (3–6), or orgy (7–11)

Treasure standard (dagger, +1 composite longbow (+2 Str) plus 20 arrows, masterwork panpipes, other treasure).

### SPECIAL ABILITIES

**Eldritch Archer (Su)** Mythic satyrs are proficient with longbows, and in their hands any longbow functions as a +1 longbow, and it gains gravity bow as a spell-like ability. The satyr can expend one use of its mythic power as a move action to imbue one of its spell-like abilities of 3rd level or lower into its bow. When the mythic satyr hits a target with its bow, it can discharge that spell-like ability so that it affects the target. This spell-like ability affects only the target, even if it normally affects multiple targets or an area. A mythic satyr's bow is non-magical for other creatures.

**Pipes (Su)** A satyr can focus and empower his magic by playing haunting melodies on his panpipes. When he plays, all creatures within a 60-foot radius must make a DC 21 Will save or be affected by charm person, fear, sleep, or suggestion, depending on what tune the satyr chooses. A creature that successfully saves against any of the pipes' effects cannot be affected by the same set of pipes for 24 hours, but can still be affected by the satyr's other spell-like abilities as normal. The satyr's use of his pipes does not count toward his uses per day of his spell-like abilities, and if separated from them he may continue to use his standard abilities. The pipes themselves are masterwork, and a satyr can craft a replacement with 1 week of labor. The save DC is Charisma-based.

**Wanton Lust (Su)** Mythic satyrs embody the power of lust and vanity, and add delusional pride, reckless infatuation, and unnatural lust to their list of spell-like abilities and to the list of spell effects they can duplicate with their pipes.





# Sea Serpent

*Spine-ripped neck arching up from the water like a snake ready to strike, this ship-sized serpent hisses a challenge.*

MYTHIC SEA SERPENT

CR 15/MR 6

XP 51,200

Pathfinder Roleplaying Game Bestiary

N Gargantuan magical beast (aquatic, mythic)

**Init** +12<sup>MF</sup>/–8, **dual initiative**<sup>MA</sup>; **Senses** darkvision 120 ft., low-light vision; **Perception** +8

**Aura** frightful presence (60 ft., DC 17)

## DEFENSE

**AC** 31, touch 8, flat-footed 29 (+2 Dex, +23 natural, –4 size)

**hp** 247 (15d10+165)

**Fort** +16, **Ref** +13, **Will** +7

**Defensive Abilities** elusive; **DR** 10/epic; **Immune** cold; **Resist** fire 30; **SR** 26<sup>MA</sup>

## OFFENSE

**Speed** 20 ft., swim 60 ft.

**Melee** bite +26 (4d8+15/19–20 plus grab and poison), tail slap +21 (3d6+7 plus grab)

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

**Special Attacks** capsize, constrict (3d6+22), fast swallow, fling, **mythic power** (6/day, surge +1d8), **powerful blows** (bite), swallow whole (4d8+22 bludgeoning damage, AC 21, hp 24), vortex (DC 32)

## STATISTICS

**Str** 40, **Dex** 14, **Con** 25, **Int** 2, **Wis** 11, **Cha** 11

**Base Atk** +15; **CMB** +34 (+38 grapple); **CMD** 46 (can't be tripped)

**Feats** Improved Bull Rush, Improved Critical (bite), Improved Initiative<sup>MF</sup>, Iron Will<sup>MF</sup>, Lightning Reflexes, Power Attack<sup>MF</sup>, Skill Focus (Stealth), Stealthy

**Skills** Perception +8, Stealth +13, Swim +23

## ECOLOGY

**Environment** any ocean

**Organization** solitary

**Treasure** none

## SPECIAL ABILITIES

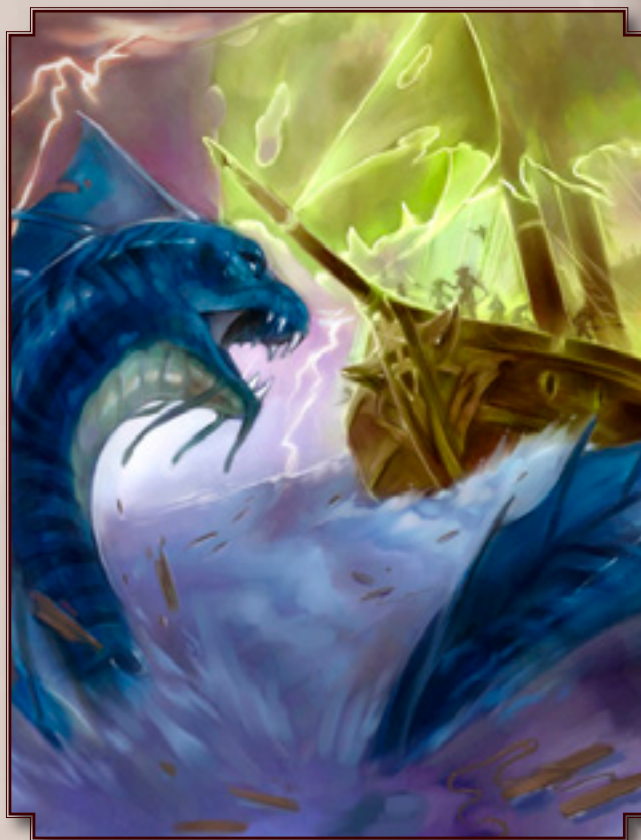
**Elusive (Su)** Sea serpents have long been the stuff of maritime legends, but despite countless attempts to hunt them, they are rarely encountered unless they wish it. As a full-round action while in water, a mythic sea serpent can move up to its run speed (300 ft.) without leaving any trace of its passing (identical in effect to a pass without trace). The elusive sea serpent gains a +40 circumstance bonus to its Stealth check. In addition, except when in combat, a mythic sea serpent 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.

**Fling (Ex)** A mythic sea serpent 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. By expending one use of mythic power, a mythic sea serpent can fling a grappled creature as a swift action.

**Poison (Ex)** Bite—injury; save Fort DC 24; frequency 1/round for 6 rounds; initial effect nauseated for 1d6 rounds; secondary effect 1d4 Str; cure 2 consecutive saves. The save DC is Constitution-based.

**Vortex (Su)** A mythic sea serpent can generate a whirlpool as a full-round action at will. This ability functions identically to the whirlwind special attack (see the Universal Monster Rules in *Pathfinder RPG Bestiary*), but the whirlpool can only form underwater and cannot leave the water. The vortex itself is 20 feet across and 120 feet deep, and deals 3d6+15 points of damage per round. Creatures in the area must succeed at a DC 32 Reflex save to avoid being caught by the mythic sea serpent's vortex. 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 3d6+15 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.





## Scorpion

*This towering scorpion's carapace is as black as coal, and its claws are each as long as a man's body.*

MYTHIC BLACK SCORPION

CR 18/MR 7

XP 51,200

Pathfinder Roleplaying Game Bestiary 2

N Colossal vermin (mythic)

Init +0; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +4

### DEFENSE

AC 37, touch 2, flat-footed 37 (+35 natural, -8 size)

hp 308 (24d8+200)

Fort +20, Ref +8, Will +8

Defensive Abilities heat sink<sup>MA</sup>, poisonous blood<sup>MA</sup>; DR 10/epic;

Immune fire, mind-affecting effects

### OFFENSE

Speed 60 ft., sand glide<sup>MA</sup>

Melee 2 claws +25 (2d8+15/19-20/x3 plus grab and 1d8 bleed), sting +25 (2d6+15 plus poison)

Space 30 ft.; Reach 30 ft.

Special Attacks bloody blows<sup>MA</sup>, constrict (2d8+22), crack shell<sup>MA</sup>, feral savagery (full attack)<sup>MA</sup>, mindless improved critical<sup>MA</sup>, mythic power (7/day, surge +1d10), rapid stinging, rend<sup>MA</sup> (2 claws, 2d8+22)

### STATISTICS

Str 40, Dex 10, Con 22, Int —, Wis 10, Cha 2

Base Atk +18; CMB +41 (+45 grapple); CMD 51 (63 vs. trip)

Feats Crippling Grip<sup>MF</sup>, Devastating Grip<sup>MF</sup>, Improved Critical (claws)<sup>B, MF</sup>, Savage Grip<sup>MF</sup>, Staggering Critical<sup>B</sup>, Stunning Critical<sup>B</sup>

Skills Climb +19, Perception +4, Stealth -12; Racial Modifiers +4 Climb, +4 Perception, +4 Stealth

### ECOLOGY

Environment warm deserts

Organization solitary

Treasure none

### SPECIAL ABILITIES

**Bloody Blows (Ex)** A mythic black scorpion's claws deal 1d8 points of bleed damage on a successful hit. The Heal DC to stanch this bleeding is DC 22, and non-mythic magical healing effects halt this bleed damage only if the caster succeeds on a DC 22 caster level check. A mythic creature using a non-mythic healing effect may add its mythic rank or tier on this caster level check.

**Crack Shell (Ex)** A mythic black scorpion that confirms a critical hit with its claws can attempt a combat maneuver check to sunder the target's armor, shield, weapon, or other wielded item (equal chance of each). If it rends the target, the target's armor (or other item worn in the body slot) takes rend damage (DC 37 Fortitude negates); this is in addition to the rend damage dealt to the target. If the target is not wearing armor or an item in the body slot

but has a natural armor bonus, it takes a penalty to its natural armor bonus of 1d4 points (DC 37 Fortitude negates); treat this penalty as ability damage for the purpose of natural healing or effects that cure it. The save DC is Strength-based.

**Heat Sink (Su)** A mythic black scorpion is immune to fire and suffers no harm from hot environments. If targeted with a mythic fire effect, it is healed 1 hit point for every 3 points of damage that the fire effect would normally have dealt. If the scorpion is currently undamaged or if this healing exceeds the damage it has, the scorpion is affected as *haste* for 1d4 rounds. If a fire effect would normally bypass fire immunity, the scorpion must expend one use of its mythic power to ignore its effects; it cannot ignore fire damage created by creatures whose mythic rank or tier exceed its own.

**Mindless Improved Critical (Ex)** A mythic black scorpion gains Improved Critical (claws) as a bonus feat.

**Poison (Ex)** Sting—injury or poisonous blood—contact; save Fort DC 28; frequency 1/round for 6 rounds; effect 1d4 Str, 1d4 Dex, and 1d4 Con; cure 3 saves.

**Rapid Stinging (Ex)** A black scorpion's stinger strikes with astounding speed; it can make one additional attack in a round with its sting as a swift action.





# Serpentfolk

This serpentine humanoid has bright scaly skin, a long sinuous tail, and a fanged serpent's head.

## MYTHIC SERPENTFOLK

CR 5/MR 2

XP 1,600

Pathfinder Roleplaying Game Bestiary 2

NE Medium monstrous humanoid (mythic)

Init +10; Senses darkvision 60 ft., scent; Perception +10

## DEFENSE

AC 21, touch 16, flat-footed 15 (+6 Dex, +5 natural)

hp 62 (5d10+35)

Fort +6, Ref +10, Will +6

Immune mind-affecting effects, paralysis, poison; SR 17

## OFFENSE

Speed 30 ft.

Melee mwk dagger +12 (1d4+6/19–20), bite +6 (1d6+6 plus poison)

Ranged dagger +11 (1d4–1/19–20)

Special Attacks mythic power (2/day, surge +1d6), overwhelming suggestion<sup>MA</sup>, potent venom<sup>MA</sup>

Spell-Like Abilities (CL 4th; concentration +7)

At will—*disguise self* (humanoid form only, DC 14), *ventriloquism* 1/day—*blur*, *mirror image*, *suggestion* (DC 18)

## STATISTICS

Str 8, Dex 23, Con 17, Int 18, Wis 15, Cha 16

Base Atk +5; CMB +4; CMD 20

Feats Great Fortitude, Improved Initiative, Weapon Finesse<sup>MF</sup>

Skills Acrobatics +11, Disguise +8, Escape Artist +19, Knowledge (arcana) +9, Perception +10, Sense Motive +7, Spellcraft +9, Use Magic Device +12; **Racial Modifiers** +4 Use Magic Device, +8 Escape Artist

Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

## ECOLOGY

Environment any land (usually jungles or underground)

Organization solitary, pair, or cult (1–2 mythic serpentfolk and 1–12 serpentfolk)

Treasure NPC gear (masterwork dagger, 4 daggers, other treasure)

## SPECIAL ABILITIES

**Overwhelming Suggestion (Su)** A mythic serpentfolk adds its mythic rank to the DC for its *suggestion* spell. A target that succeeds on its Will save must make a second Will save the next round or succumb to the *suggestion*.

**Poison (Ex)** Bite—injury; save Fort DC 17; frequency 1/round for 6 rounds; effect 1d2 Str; cure 2 saves. The save DC is Constitution-based and includes a +2 racial bonus.

**Potent Venom (Ex)** The DC of a mythic serpentfolk's poison gains a +2 racial bonus. On a successful hit with its bite attack, a mythic serpentfolk may expend one use of its mythic power to increase the save DC of its poison by its mythic rank and the effect of the poison to 1d4 points of Strength damage with each failed save.

**Spiteful Disruption (Ex)** When a mythic serpentfolk hits an enemy casting a spell, the DC of the concentration check to cast the spell is increased by 10. In addition, if an enemy that is threatened by a mythic serpentfolk tries to cast a spell defensively, the mythic serpentfolk can spend one use of mythic power as an immediate action to take an attack of opportunity and try to disrupt the spell.





## Seugathi

*This worm-like monster has a hideous face of eyes and hooked jaws. It wields a wand and a sword in its twin tentacle tails.*

### MYTHIC SEUGATHI

CR 7/MR 3

XP 3,200

Pathfinder Roleplaying Game Bestiary 2

CE Large aberration (mythic)

**Init** +9; **Senses** darkvision 120 ft., *detect thoughts*, tremorsense 30 ft.; **Perception** +15

**Aura** mythic madness<sup>MA</sup> (30 ft.)

### DEFENSE

**AC** 22, touch 14, flat-footed 17 (+4 armor, +5 Dex, +4 natural, -1 size)

**hp** 91 (9d8+51); fast healing 5

**Fort** +6, **Ref** +8, **Will** +9

**DR** 10/epic plus piercing or slashing; **Immune** mind-affecting effects, poison; **SR** 20

### OFFENSE

**Speed** 30 ft.

**Melee** +1 *rapier* +11/+6 (1d8+4/18-20), bite +5 (1d8+1 plus poison)

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

**Special Attacks** breath weapon<sup>MA</sup> (50-ft. cone, 14d10 acid, Reflex DC 27 half, once every 1d4 rounds), confusion command, infectious insanity<sup>MA</sup>, **mythic power** (5/day, surge +1d6), **mythic spell-like abilities**<sup>MA</sup>

**Spell-Like Abilities** (CL 6th; concentration +11)

Constant—*mage armor*

At will—*detect thoughts* (DC 17), *levitate*

3/day—*confusion* (DC 19), *dispel magic*, *suggestion* (DC 18)

1/day—*mind fog* (DC 20), *phantasmal killer* (DC 19)

### STATISTICS

**Str** 16, **Dex** 20, **Con** 17, **Int** 14, **Wis** 17, **Cha** 21

**Base Atk** +6; **CMB** +10; **CMD** 25 (can't be tripped)

**Feats** Ability Focus (aura of mythic madness), Ability Focus (poison), Combat Casting, Combat Reflexes, **Extra Mythic Power**, Improved Initiative, Weapon Finesse

**Skills** Escape Artist +17, Knowledge (religion) +14, Perception +15, Sense Motive +12, Stealth +13, Use Magic Device +17

**Languages** Aklo, Undercommon; telepathy 100 ft.

**SQ** item use

### ECOLOGY

**Environment** any underground

**Organization** single, pair, or expedition (1 mythic seugathi and 3-8 seugathis)

**Treasure** double (+1 *rapier*, *wand of scorching ray* [CL 7th, 1d20+30 charges])

### SPECIAL ABILITIES

**Aura of Mythic Madness (Su)** Any sane being within 30 feet of a conscious mythic seugathi must make a DC 21 Will save each round or become confused (as per *mythic confusion*) for 1 round. A creature that fails 5 saves in a row becomes permanently insane, as per the *insanity* spell but with a continuous *mythic confusion* effect. In addition, if a mythic seugathi expends one use of its mythic power as a swift action, any nonmythic creature within its aura that is immune to confusion loses that immunity for 1 minute. A mythic seugathi can suppress or activate this aura as a free action. This is a mind-affecting effect. The save DC is Charisma-based.

**Breath Weapon (Su)** A mythic seugathi can use its breath weapon once every 1d4+1 rounds to create a 30-foot cone of crimson gas. Those caught in the area of the gas are exposed to the mythic seugathi's poison. If a mythic seugathi expends one use of its mythic power as a free action when using its breath weapon, not only must creatures caught in the area make two saving throws and take the lower result, those that fail their save are sickened in addition to the other effects of the poison.

**Confusion Command (Su)** As an immediate action, a seugathi can issue a telepathic command to a confused creature within 30 feet. This allows the seugathi to pick a result from the relevant confusion behavior table, rather than the confused creature rolling randomly for its actions that round.

**Infectious Insanity (Su)** If a mythic seugathi expends one use of its mythic power as a free action when using its confusion command ability to cause a confused creature to babble incoherently, any sane being within 30 feet of the confused creature must make a DC 21 Will save or become confused for 1 round. This is a mind-affecting effect. The save DC is Charisma-based.

**Item Use (Ex)** A seugathi can utilize spell trigger devices as if it were a spellcaster of the appropriate class. As a free action by touch, it can identify all spell trigger properties an item has. Use Magic Device is a class skill for seugathis.

**Poison (Ex)** Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis and deafness; *cure* 2 consecutive saves. Deafness persists as long as the ability damage caused by the poison lasts. The save DC is Constitution-based.





# Shadow Mastiff

*Although shaped like a dog, this muscular creature has a coat that drinks up the light, drawing shadows in around it. Its maw is full of sharp teeth, and a wisp of shadow drips from its writhing tongue.*

## MYTHIC SHADOW MASTIFF

CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary 3

NE Medium outsider (evil, extraplanar, mythic)

Init +8<sup>MF</sup>; Senses darkvision 60 ft.; Perception +10

## DEFENSE

AC 20, touch 12, flat-footed 18 (+2 Dex, +8 natural)

hp 71 (6d10+38)

Fort +8, Ref +7, Will +5

DR 5/epic; Defensive Abilities shadow blend, shadowstuff<sup>MA</sup>

## OFFENSE

Speed 50 ft.; shadow door<sup>MA</sup>

Melee bite +11 (1d8+7 plus trip), tail slap +6 (1d6+3)

Special Attacks bay<sup>MA</sup>, mythic power (2/day, surge +1d6)

## STATISTICS

Str 21, Dex 15, Con 17, Int 4, Wis 12, Cha 13

Base Atk +6; CMB +11; CMD 23 (27 vs. trip)

Feats Improved Initiative<sup>MF</sup>, Iron Will, Power Attack

Skills Perception +10, Stealth +11, Survival +10

Languages Common (can't speak)

## ECOLOGY

Environment any

Organization solitary, pair, or pack (1–2 mythic shadow mastiffs and 3–8 shadow mastiffs)

Treasure none

## SPECIAL ABILITIES

**Bay (Su)** When a mythic shadow mastiff howls or barks, all creatures within a 300-foot spread except evil outsiders must succeed at a DC 18 Will save or become panicked for 1d4+2 rounds. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. The mastiff can spend one use of its mythic power to again affect creatures that previously made their saves. This is a sonic, mind-affecting fear effect. The save DC is Charisma-based and gains a bonus equal to the mastiff's mythic rank.

**Shadow Blend (Su)** In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it concealment (50% miss chance). Artificial illumination, even a *light* or *continual flame* spell, does not negate this ability; a *daylight* spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.

**Shadow Door (Su)** Three times per day as a move action when using its shadow blend ability, a mythic shadow mastiff can transport itself to another area with illumination of less than full daylight, as per *dimension door* (caster level 6th). The mastiff can then spend one use of its mythic power when doing so to retain the ability to take actions until its next turn.

**Shadowstuff (Su)** A mythic shadow mastiff can spend one use of its mythic power as an immediate action to become incorporeal for 6 rounds. It must be in an area of less than full daylight to use this ability. The mastiff deals the same base damage with its attacks plus 1d6 cold damage, but it gains no bonuses from Strength. Additionally, it loses its natural armor bonus to AC and instead gains a deflection bonus equal to its Charisma modifier plus its mythic rank (typically, AC 15, touch 15, flat-footed 13). The mastiff can return to corporeal form as a free action.





# Shambling Mound

A mass of tangled vines and dripping slime rises on two trunk-like legs, reeking of rot and freshly turned earth.

**GIANT MYTHIC SHAMBLING MOUND**

**CR 8/MR 3**

**XP 4,800**

Pathfinder Roleplaying Game Bestiary

N Huge plant (mythic)

**Init**—1; **Senses** darkvision 60 ft., low-light vision; **Perception** +11

## DEFENSE

**AC** 23, touch 7, flat-footed 23 (–1 Dex, +16 natural, –2 size)

**hp** 109 (9d8+69)

**Fort** +11, **Ref** +2, **Will** +3

**Defensive Abilities** plant traits, split<sup>MA</sup>; **DR** 10/epic and slashing;

**Immune** electricity; **Resist** fire 10

## OFFENSE

**Speed** 20 ft., swim 20 ft., earth glide

**Melee** 2 slams +12 (2d8+8 plus grab), 2 vine whips +7 (1d8+4)

**Space** 15 ft.; **Reach** 15 ft. (25 ft. with vine whips)

**Special Attacks** constrict (2d8+12), **mythic power** (3/day, surge +1d6), **verdant vines**<sup>MA</sup>

## STATISTICS

**Str** 27, **Dex** 8, **Con** 21, **Int** 7, **Wis** 10, **Cha** 9

**Base Atk** +6; **CMB** +15 (+19 grapple); **CMD** 24

**Feats** Cleave, Combat Reflexes<sup>MF</sup>, Power Attack<sup>MF</sup>, Shambling Monolith, Suffocating Strangulation

**Skills** Perception +11, Stealth +3 (+11 in swamps or forest), Swim +16; **Racial Modifiers** +10 Escape Artist, +4 Stealth (+12 in swamps or forests), +4 Perception

**Languages** Common, Sylvan (cannot speak)

**SQ** compressible form<sup>MA</sup>, electric fortitude, sink into the mire<sup>MA</sup>

## ECOLOGY

**Environment** temperate forest or marshes

**Organization** solitary

**Treasure** standard

## SPECIAL ABILITIES

**Compressible Form (Ex)** A mythic shambling mound is difficult to harm with piercing or bludgeoning attacks, gaining DR 10/slashing and taking half damage from falls. It never takes penalties for squeezing into a 5-foot-wide space, and gains a +10 racial bonus to Escape Artist checks (+10 for squeezing through a tight space).

**Electric Fortitude (Ex)** Shambling mounds take no damage from electricity. Instead, any electricity attack used against a shambling mound temporarily increases its Constitution score by 1d4 points. The shambling mound loses these temporary points at the rate of 1 per hour.

**Sink into the Mire (Ex)** A mythic shambling mound can sink into the ground, melding its sodden tissue with the earth below. It can move through earth and mud as earth glide, though it cannot move through stone. In addition, a mythic shambling mound can expend one use of its mythic power as a move action to convert the ground within its space and within 10 feet into quicksand for 1 minute. If it remains within this area and spends an additional move action each round, it expands the area of quicksand by 5 feet in all directions (including depth).

**Verdant Vines (Ex/Su)** Mythic shambling mounds are twined about with long vines that trail in every direction. Its reach with these vine whips is 10 feet greater than its normal reach. On a successful hit with a vine whip, a mythic shambling mound can make a combat maneuver check to drag or trip that target. This combat maneuver check is a free action that does not provoke attacks of opportunity. The mythic shambling mound can forgo this attack of opportunity to gain a +2 circumstance bonus on attack rolls against that target until the end of its next turn; this bonus stacks if the mythic shambling mound hits more than once with its vine whips. These vine whips are an exceptional ability.

As a full-round action, a mythic shambling mound can expend one use of its mythic power while plunging its vine whips into the ground. This triggers a massive and sudden upthrust of plant growth in a 60-foot line, 30-foot cone-shaped spread, or 15-foot-radius spread centered on the mythic shambling mound. This eruption of vegetation may be temporary, functioning as *entangle* (DC 14), or instantaneous (as the overgrowth version of *plant growth*). If the mythic shambling mound expends two uses of its mythic power, it may double the area of effect or cause both *entangle* and *plant growth* simultaneously in the normal area of effect. If it expends three uses of its mythic power, it causes the effect of *entangle* and *plant growth* within double the normal area. Shambling mounds can move through this verdant

Triggering this massive plant growth requires the mythic shambling mound to shed its verdant vines, as they take root and sprout, spreading the shambling mound's mythic power. It loses the use of its vine whips until they regrow 1d4 rounds later.

## MYTHIC SHAMBLING MOUND

Without the giant simple template, a mythic shambling mound's stats are as follows: **CR** 7/**MR** 3; **XP** 3,600; **Size** Large; **Init** +0; **AC** 22, touch 9, flat-footed 22; **hp** 91; **Fort** +9, **Ref** +3; **Melee** 2 slams +12 (2d6+6 plus grab), 2 vine whips +6 (1d6+3); **Space** 10 ft.; **Reach** 10 ft. (20 ft. with vine whips); **Special Attacks** constrict (2d6+9); **Str** 23, **Dex** 10, **Con** 17; **CMB** +13 (+17 grapple); **CMD** 23; **Skills** Swim +14..





# Shining Child

*Surrounded by a nimbus of near-blinding light, this strange creature looks something like an emaciated child with clawed hands.*

## MYTHIC SHINING CHILD

CR 15/MR 6

XP 51,200

*Pathfinder Roleplaying Game Bestiary 2*

CE Medium outsider (evil, extraplanar, mythic)

**Init** +14/−6<sup>MF</sup>, **dual initiative**<sup>MA</sup>, **Senses** darkvision 120 ft.; **Perception** +25

**Aura** blinding light (60 feet)

## DEFENSE

**AC** 36, touch 23, flat-footed 31 (+8 deflection, +4 Dex, +1 dodge, +13 natural)

**hp** 228 (16d10+140); fast healing<sup>MA</sup> 10 (in bright or normal light)

**Fort** +15, **Ref** +11, **Will** +10

**Defensive Abilities** fortification<sup>MA</sup> (50%); **DR** 10/epic; **Immune** blindness, fire, poison; **Resist** cold 10, sonic 10

## OFFENSE

**Speed** 30 ft., fly 50 ft. (perfect)

**Melee** 2 touches +20 (4d10 fire plus burning touch)

**Ranged** searing ray +20 touch (10d6 fire)

**Special Attacks** death throes<sup>MA</sup> (DC 26), incandescent dissolution<sup>MA</sup> (DC 25), **mythic power** (6/day, surge +1d8), **mythic spell-like abilities**<sup>MA</sup>

**Spell-Like Abilities** (CL 12th; concentration +20)

At will—*greater teleport* (self plus 50 lbs. of objects only), *light*, *light leap*<sup>MA</sup>, *major image* (DC 21)

3/day—*greater dispel magic*, *mirage arcana* (DC 21), *rainbow pattern* (DC 23), *spell turning*, *sunbeam*, *wall of force*

1/day—*scintillating pattern* (DC 26), *screen* (DC 26), *symbol of insanity* (DC 26)

## STATISTICS

**Str** 10, **Dex** 19, **Con** 20, **Int** 15, **Wis** 11, **Cha** 26

**Base Atk** +16; **CMB** +16; **CMD** 39

**Feats** Ability Focus (blinding light), Dodge, Improved Initiative<sup>MF</sup>, Lightning Reflexes<sup>MF</sup>, Mobility, Skill Focus (Perception), Spring Attack<sup>MF</sup>, Weapon Finesse

**Skills** Bluff +27, Diplomacy +24, Fly +12, Intimidate +27, Knowledge (arcana, planes) +21, Perception +25, Spellcraft +21, Use Magic Device +27

**Languages** telepathy 120 ft.

**SQ** radiant armor

## ECOLOGY

**Environment** any land (extraplanar)

**Organization** solitary, visitation (1 mythic shining child and 2–9 shining children), or incursion (1 mythic shining child and 11–20 shining children)

**Treasure** none

## SPECIAL ABILITIES

**Blinding Light (Ex)** A shining child can radiate a 60-foot-radius aura of blinding light as a free action. Creatures within the affected area must succeed on a DC 26 Fortitude save or be permanently blinded. A creature that successfully saves cannot be affected again by the same shining child's aura for 24 hours. The save is Constitution-based.

**Burning Touch (Su)** A shining child corrupts the positive energy within a living creature into an unnatural burning light. For the next 5 rounds after a successful touch attack by a shining child, the target takes 2d6 points of fire damage. The burning light can be “extinguished” by casting *darkness* or *deeper darkness* on the target, or by entering an area of natural darkness (not counting the light from the burning target).

**Death Throes (Su)** When killed, a mythic shining child explodes in a blinding flash of searing light identical to its blinding light attack, though it also deals 12d6 points of damage to creatures within 60 feet (Reflex DC 26 halves). Half the damage is fire damage, but the other half results directly from the mythic shining child's otherworldly corruptive power and is therefore not subject to being reduced by resistance to fire-based attacks. The save DC is Constitution-based.

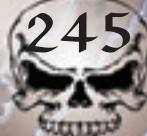
**Fast Healing (Su)** A mythic shining child gains fast healing 10 when in an area of bright or normal light (not counting its own light).

**Incandescent Dissolution (Su)** If a creature takes damage from a critical hit or takes damage that reduces it to below 0 hit points while inside a mythic shining child's aura of blinding light, the mythic shining child can expend one use of its mythic power as a swift or immediate action to saturate the creature's body and open wounds with matter-annihilating light, dealing 12d6 points of damage (DC 26 Fortitude half). Creatures killed by this effect are disintegrated (as *disintegrate*). The save DC is Constitution-based.

**Light Leap (Sp)** A mythic shining child can transport itself between areas of bright or normal light at will as a swift, move, or standard action. This otherwise acts as *dimension door*, caster level 12th, but with a maximum range of 120 feet.

**Radiant Armor (Su)** The light that surrounds a shining child grants it a deflection bonus to its AC equal to its Charisma bonus. The bonus is negated as long as the shining child is in the area of effect of a spell with the darkness descriptor that is at least 3rd level.

**Searing Ray (Su)** A shining child's primary attack is a ray of searing light. This attack has a range of 120 feet. The ray deals double damage to undead creatures.





# Shoggoth

*This immense mound of black slime thunders forward, eyes and mouths and even stranger things forming in its heaving bulk.*

MYTHIC SHOGGOTH

CR 23/MR 9

XP 819,200

Pathfinder Roleplaying Game Bestiary

CN Huge ooze (aquatic, mythic, mythos)

**Init** +20/+0<sup>MF</sup>, dual initiative<sup>MA</sup>; **Senses** all-around vision, darkvision 120 ft., low-light vision, scent, tremorsense 60 ft., undeniable perception<sup>MA</sup>; Perception +32

## DEFENSE

**AC** 42, touch 15, flat-footed 35 (+7 Dex, +27 natural, -2 size)

**hp** 451 (23d8+348); insidious regeneration<sup>MA</sup>

**Fort** +21, **Ref** +14, **Will** +16

**Defensive Abilities** chilling paralysis<sup>MA</sup> (DC 33), reactive strike<sup>MA</sup>, DR 15/-<sup>MA</sup>; **Immune** blindness, charm effects, cold, deafness, sonic, ooze traits; **Resist** acid 20, electricity 20, fire 20; **SR** 34

## OFFENSE

**Speed** 50 ft., climb 30 ft., swim 50 ft.; gravitic agnosticism<sup>MA</sup>

**Melee** 4 slams +32 (3d6+17/19-20 plus grab)

**Space** 15 ft.; **Reach** 30 ft.

**Special Attacks** constrict (3d6+17), engulf (4d6+25 bludgeoning damage plus 8d6 acid damage, AC 25, hp 45), maddening cacophony (DC 22), mythic power (9/day, surge +1d10), tekeli-li!<sup>MA</sup>, trample (4d8+17, DC 38)

## STATISTICS

**Str** 44, **Dex** 24, **Con** 35, **Int** 5, **Wis** 22, **Cha** 13

**Base Atk** +17; **CMB** +36 (+40 grapple, +38 sunder); **CMD** 53 (55 vs. sunder, can't be tripped)

**Feats** Blind-Fight, Cleave<sup>MF</sup>, Combat Reflexes<sup>MF</sup>, Critical Focus<sup>MF</sup>, Great Cleave, Great Fortitude, Improved Critical (slams), Improved Initiative<sup>MF</sup>, Improved Sunder, Iron Will, Power Attack<sup>MF</sup>, Staggering Critical

**Skills** Climb +29, Perception +32, Swim +37; **Racial Modifiers** +4 Perception

**Languages** Aklo

**SQ** amphibious, unspeakable propagation<sup>MA</sup>, utter absorption<sup>MA</sup> (DC 34)

## ECOLOGY

**Environment** cold aquatic or underground

**Organization** solitary

**Treasure** double standard

## SPECIAL ABILITIES

**Chilling Paralysis (Su)** A non-mythic creature striking a mythic shoggoth with a natural weapon, touch attack, or unarmed strike is paralyzed for 1d3 rounds (DC 34 Fortitude negates). If the shoggoth expends one use of its mythic power, this ability also affects mythic creatures, as well as non-mythic creatures attacking with non-reach melee weapons. Creatures engulfed or trampled by a mythic shoggoth also must save to avoid being paralyzed. This is a cold effect and the save DC is Constitution-based. Creatures immune to cold are unaffected by chilling paralysis; those with resistance to cold gain a +2 circumstance bonus on their save.

**Engulf (Ex)** To use this ability, the mythic shoggoth must begin its turn grappling a creature or must trample. A shoggoth may attempt to engulf as many creatures as it grapples or tramples in a round. This ability otherwise functions as swallow whole, save that a creature that cuts its way out of a shoggoth leaves no hole in the protoplasmic creature's body.

**Enhanced Damage Reduction (Ex)** A mythic shoggoth gains DR 15/- rather than gaining DR/epic, and its damage reduction cannot be bypassed by abilities that normally ignore damage reduction, such as a paladin's smite evil or a mythic champion's fleet charge.

**Gravitic Agnosticism (Su)** A mythic shoggoth can use its climb speed to move in any direction, including straight up or sideways through empty air, mounting its heaving bulk upon the unseen angles between existence. It is unaffected by effects that reverse, increase, or otherwise alter the normal effects of gravity.

**Insidious Regeneration (Su)** A mythic shoggoth has regeneration 10. No form of attack can suppress a mythic shoggoth's regeneration—it regenerates even if disintegrated or slain by a death effect. If a mythic shoggoth is affected by an effect that would kill it instantly or cause it to suffer a permanent harmful effect, it returns to life with 1 hit point or ends the effect 1 hour later. The only way to permanently destroy a mythic shoggoth is to reduce it below—30 hit points and then use *wish* or *miracle* to cause its death.

**Maddening Cacophony (Su)** As a free action, a mythic shoggoth can give voice to sounds and words sane life was not meant to hear. All creatures in a 60-foot radius must make a DC 22 Will save or be confused for 1d6 rounds. Each round a creature is affected it takes 1d6 points of Wisdom damage. A creature that saves cannot be affected by this shoggoth's maddening cacophony for 24 hours. This is a sonic mind-affecting effect. The save DC is Charisma-based.

**Reactive Strike (Ex)** Whenever a mythic shoggoth takes damage from a creature within its reach, it can take an attack of opportunity against that creature after the attack is resolved.

**Tekeli-li! (Su)** When a creature takes Wisdom damage from a mythic shoggoth's maddening cacophony ability, the shoggoth can expend one use of mythic power as a swift action to triple the amount of Wisdom damage dealt.

**Undeniable Perception (Ex)** A mythic shoggoth sees with constant *true seeing*, though this effect is not magical and cannot be dispelled. It cannot be blinded, dazzled, or deafened, and its senses are not hindered by wind or weather effects, including natural or magical fog, gas, or mist.







**Unspeakable Propagation (Ex)** Once per day, as a full-round action that provokes an attack of opportunity, a mythic shoggoth can expend two uses of mythic power to give birth to a ravenous baby shoggoth (treat as a non-mythic shoggoth with the young simple template; if you have *Beyond the Void* or the *Gothic Campaign Compendium* from Legendary Games, you can substitute an embryonic shoggoth instead, and it can implant that creature within a helpless target as if using the *embryonic implantation* spell described in those products). Immediately after birthing a baby shoggoth, the mythic shoggoth is staggered for 1d4 rounds. The baby shoggoth follows its mother's commands and defends her to the best of its ability. Fortunately, a mythic shoggoth cannot abide its own offspring for very long, and most shoggoth-spawn are quickly consumed by their mother once the mother is no longer threatened. However, a few lucky ones are able to escape their mother's insatiable hunger and within a year grow to terrible maturity (treat as a non-mythic shoggoth).

**Utter Absorption (Ex)** Creatures reduced to 0 hit points while engulfed or grappled by a mythic shoggoth and must succeed on a DC 34 Fortitude save each round their bodies remain inside the shoggoth or become completely absorbed by the creature, leaving no remains whatsoever. Creatures killed in this fashion can only be returned to life through the use of a *resurrection*, *true resurrection*, *miracle*, or *wish* spell. The save DC is Constitution-based.



## Sleipnir

*This mighty horse has eight powerful legs. Its hooves leave shimmering hoof prints that quickly fade to mist.*

MYTHIC SLEIPNIR

CR 13/MR 5

XP 25,600

Pathfinder Roleplaying Game Bestiary 3

N Large magical beast (mythic)

Init +4; Senses brilliant eyes<sup>MA</sup>, darkvision 60 ft., low-light vision;

Perception +20

Aura imposing steed<sup>MA</sup> (60 ft., DC 18)

### DEFENSE

AC 30, touch 13, flat-footed 26 (+4 Dex, +17 natural, -1 size)

hp 197 (14d10+120)

Fort +14, Ref +15, Will +9

DR 10/epic; Immune electricity, blindness, dazzling; Resist cold 10

### OFFENSE

Speed 80 ft.; air walk

Melee bite +21 (1d8+8), 4 hooves +19 (1d8+12)

Space 10 ft.; Reach 5 ft.

Special Attacks breath weapon (DC 22), mythic power (5/day, surge 1d8), powerful blows<sup>MA</sup> (hooves), powerful charge (hooves, 2d8+12), thunderous trample<sup>MA</sup>, trample (1d8+12, DC 25)

Spell-Like Abilities (CL 11th; concentration +12)

Constant—air walk

### STATISTICS

Str 26, Dex 18, Con 21, Int 10, Wis 17, Cha 13

Base Atk +14; CMB +23; CMD 37 (49 vs. trip)

Feats Endurance, Flyby Attack, Iron Will<sup>MF</sup>, Lightning Reflexes<sup>MF</sup>, Multiattack, Power Attack<sup>MF</sup>, Run

Skills Acrobatics +18 (+38 when jumping), Perception +20, Swim +14

Languages Auran (can't speak)

SQ chooser of the slain<sup>MA</sup>, rainbow bridge<sup>MA</sup>

### ECOLOGY

Environment cold mountains

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

Treasure none

### SPECIAL ABILITIES

**Breath Weapon (Su)** As a standard action, a mythic sleipnir can exhale a 30-foot cone of shimmering, rainbow-colored light. Every creature in the area is randomly struck by one or more beams, as a *prismatic spray* spell (DC 22 half or negates). A mythic sleipnir may use this ability once every 1d6 rounds, up to 3 times per day. The save DC is Constitution-based.

**Brilliant Eyes (Ex)** Mythic sleipnirs are immune to blinding and dazzling effects and gain the see in darkness ability.

**Chooser of the Slain (Su)** If a mythic sleipnir's rider is slain, it may spend two uses of its mythic power to summon a valkyrie to avenge the rider's death and take the rider's soul to the Outer Planes. The valkyrie remains to fight for up to 14 rounds and then departs. If the rider's soul is unwilling to accompany the valkyrie, it departs without it. A mythic sleipnir can use this ability to avenge its own death if it has at least two uses of its mythic power left at the moment of its death.

**Imposing Steed (Su)** Ordinary mounts are terrified by the imposing aspect of a mythic sleipnir. Any non-mythic mount within 60 feet treats the sleipnir as if it had frightful presence (DC 18 Will negates). The save DC is Charisma-based.

**Rainbow Bridge (Su)** A mythic sleipnir can trail behind it a bridge of rainbow-colored light. This functions similarly to *wake of light*<sup>APG</sup>, but it aids the passage of the rider's allies, regardless of alignment, and hinders the passage of creatures hostile to the rider, regardless of alignment. The exception is that creatures with the giant subtype are always hindered by the rainbow mists, taking 1d6 points of damage and becoming dazzled if they begin their turn upon or adjacent to it. A mythic sleipnir can spend one use of its mythic power to raise the bridge from the ground and trail it behind him as he air walks, and the sleipnir can extend the bridge beyond the normal 120-foot limit by spending an additional use of its mythic power in consecutive rounds to build a longer bridge. The bridge can support any amount of weight and is unaffected by dispel magic, but break enchantment or greater dispel magic can destroy it with a successful DC 25 caster level check.

**Thunderous Trample (Su)** A creature failing (or forfeiting) its save against a mythic sleipnir's trample attack is buffeted by deafening thunderclaps, taking 2d6 points of sonic damage and becoming deafened for 1 minute.





# Sonic Slime

A nearly invisible shimmering hum undulates through the air, which seems to bend and ripple as compressed waves of sound compact and distort the air itself as waves and walls of sound cascade and fade as it moves.

## SONIC SLIME

CR 11/MR 4

XP 12,800

N Large ooze (incorporeal, mythic)

**Init** +5; **Senses** blindsense 300 ft., blindsight 120 ft., tremorsense 60 ft.; **Perception** +0

## DEFENSE

**AC** 22, touch 18, flat-footed 17 (+4 deflection, +5 Dex, +4 natural, -1 size)  
**hp** 157 (10d8+112)

**Fort** +11, **Ref** +8, **Will** +3

**Defensive Abilities** incorporeal; **DR** 5/epic; **Immune** acid, sonic, ooze traits

## OFFENSE

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

**Melee** slam +11 (4d6 sonic plus disruptive harmonics)

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

**Special Attacks** cacophonous tide<sup>MA</sup>, disruptive harmonics, doppler drag<sup>MA</sup>, thunderlance, mythic power (4/day, surge 1d8), trample (4d6 sonic, DC 23)

**Spell-Like Abilities** (CL 10th; concentration +18; save DCs are Constitution-based)

At will—*shatter* (DC 20), *sympathetic vibration*

## STATISTICS

**Str** —, **Dex** 21, **Con** 27, **Int** —, **Wis** 10, **Cha** 1

**Base Atk** +7; **CMB** +13; **CMD** 27 (can't be tripped)

**Feats** Extra Mythic Power<sup>MF</sup>, Potent Surge<sup>MF</sup>

**Skills** Fly +7, Swim +8

**SQ** compression, reverberating residue<sup>MA</sup>, sonic disruption<sup>MA</sup>, sonic suppression, transparency, wake up the echoes<sup>MA</sup>

## ECOLOGY

**Environment** any

**Organization** solitary or pair

**Treasure** none

## SPECIAL ABILITIES

**Cacophonous Tide (Su)** Whenever a sonic slime moves during a round, generates a rising wave of sound that causes any creature adjacent to it at the end of its turn to become deafened and nauseated (DC 23 Will negates) for as long as they remain adjacent to the sonic slime. Creatures that move away can attempt a new saving throw each round at the beginning of their turn to remove these effects. A sonic slime can spend one use of its mythic power as a move action to affect all creatures in a 30-foot-radius spread centered on itself, lasting until the beginning of its next turn. It can continue the effect in subsequent rounds by spending one use of mythic power per round.

**Disruptive Harmonics (Ex)** A sonic slime creates a harmonic vibratory resonance in creatures it damages with its slam attack. The target gains one of the following conditions each time it takes damage from a sonic slime's attack (DC 23 Fortitude negates); determine this effect by rolling 1d6 with each attack: 1, deafened 24 hours; 2, fatigued; 3, nauseated 1d4 rounds; 4, sickened 1d4 minutes; 5, staggered 1d6 rounds; 6, stunned 1 round. These conditions stack; if a target would be affected by the same effect again, the duration is increased but not the severity of the effect.

**Doppler Drag (Ex)** A sonic slime gains the trample special attack.

In addition, whenever a creature fails its save against the sonic slime's trample it can attempt a combat maneuver check to drag that creature along behind it. A creature successfully dragged by a mythic sonic slime is also affected by its cacophonous tide ability.

**Reverberating Residue (Ex)** The presence of a sonic slime within an enclosed space alters the harmonic properties of that space, causing sound waves to coalesce and linger, even intensifying rather than fading. A sonic slime must remain within an area for at least 1 hour, and this effect fades 1d6 hours after it leaves the area. As long as the reverberating residue is present, sonic effects deal 1 additional point of damage per die, and saving throws against sonic or language-dependent effects take a -2 penalty. In addition, a sonic slime can spend one use of its mythic power to create an intense pool of lingering sonic energy that remains in place for 24 hours, covering a 40-foot-square area. This concentrated residue acts like a *shocking floor trap* but deals sonic damage. Creatures not in contact with the floor but within 20 feet of it (including creatures missed by the trap's attack roll) take 2d6 points of sonic damage. In addition, all creatures within 20 feet of the floor are affected by the sonic slime's cacophonous tide for as long as the trap remains triggered.

**Sonic Disruption (Su)** A sonic slime can use *shatter* and *sympathetic vibration* at will as spell-like abilities (caster level 10th), though the latter ability requires 10 minutes of concentration. A sonic slime can expend one use of its mythic power to duplicate the effects of the mythic versions of these spells. In addition, a sonic slime's vibratory energies are very disruptive to force effects. Rather than dealing its normal damage, the touch of a sonic slime affects objects made of force as *disintegrate* (caster level 10th, DC 23 Fortitude partial) and other force effects or effects that provide a deflection bonus to AC as *dispel magic* (caster level 10th). Magical silence effects are similarly dispelled by the touch of a sonic slime. The save DC is Constitution-based.





**Sonic Suppression (Ex)** While not moving, a sonic slime absorbs sound, as if surrounded by magical silence that fills its own space and all adjacent squares.

**Thunderlance (Ex)** A sonic slime can focus its sonic energies into a narrow pulse of sound. When using the charge action, a sonic slime deals double damage (quadruple damage on a critical hit) and can make a combat maneuver check against that target. If the check succeeds, the target is knocked backwards 10 feet and knocked prone.

**Transparency (Ex)** A sonic slime is composed of sound waves and is invisible when motionless, gaining total concealment against visual detection. When it is moving, its location can be perceived as a blurry distortion in the air, granting it concealment (20% miss chance). Combined with its sonic suppression, this makes a motionless sonic slime almost impossible to detect, requiring a DC 42 Perception check (reduced to DC 22 for creatures able to see invisible creatures).

**Wake Up the Echoes (Su)** A sonic slime draws forth the power and sound of magical incantations within 30 feet, bending them in a cacophony of weirdling echoes. Creatures within 30 feet gain the **caster croak spellblight** as long as they remain within 30 feet, though the 20% chance of failure also applies to exceptional, spell-like, and supernatural abilities using speech, music, sound, or with the sonic descriptor, not just spells with verbal component. A creature casting a spell with a verbal component within this area acquires the **caster croak spellblight** permanently (DC 23 Will negates), though it can be cured using the normal methods. The save DC is Constitution-based.

In addition, when a creature within 30 feet of a sonic slime attempts to cast a spell with a verbal component, including incantations and words of power, or use a language-dependent or sonic ability of any type (including bardic performance), the sonic slime can attempt to absorb that magical energy as an immediate action. If the target fails a DC 23 Will save, the effect is negated and the sonic slime absorbs the effect. If the target is casting a mythic spell, the sonic slime must expend a use of its mythic power to try to absorb the power of the magical words.

On its next turn, the sonic slime may release the stored magical effect as a swift action (regardless of its normal casting time). If it is a beneficial effect, it targets the sonic slime (and any other sonic slimes within range, if it affects multiple creatures) or is centered on the sonic slime. If it is a harmful effect, it targets a random enemy or area containing one or more enemies. If no valid targets are available or if the sonic slime does not discharge the effect by the end of its next turn, the magical energies are simply absorbed, granting the sonic slime temporary hit points equal to twice the level of the absorbed spell; these temporary hit points stack, up to a maximum of 100 temporary hit points. If the effect is not a spell, the sonic slime gains 1d12 temporary hit points.

Alternatively, a sonic slime can spend one use of mythic power as a standard action to discharge the stored energy as a cascade of inchoate ancient sounds in a babble of languages that it has absorbed through the ages. All creatures within 30 feet are affected as *mythic confusion* (DC 23 Will negates) lasting for a number of rounds equal to the level of the absorbed spell (or 1d6 rounds if the absorbed effect is not a spell). Any magical silence effects or effects in that area that grant protection against sonic damage are affected as *mythic dispel magic* (caster level check +10). However, these empyreal echoes contain strange and hidden meaning, allowing each creature within the area to

make a single Knowledge or Sense Motive check with a bonus of 1d10 or to cast a single divination spell with an increased caster level, adding 1d4 to her normal caster level. The check must be made or the spell cast before the echoing sounds end.

Sonic slime is formed from the echoic residuum of thunderous cataclysms. Earthquakes, volcanic eruptions, titanic explosions of mythic magic, and the world-shattering impact of comets, meteors, and other similar extraplanetary bodies falling from the heavens, especially when influenced by magic in some way, all can produce the kind of reality-warping sonic devastation that causes a sonic slime to coalesce into existence. Not all sonic slimes are the product of such devastation, however, as they can also form from the lingering echoes of the words and songs of creation sung by gods and angels at the dawn of time, the hammering of their great divine forges whereat they hammer out their relics and regalia, or from the howls, roars, and shrieks of chthonic beasts and titanic progenitors sealed for eternity in tarterian prisons or whose death rattles heralded the rise of form and substance to the world from endless nothing.

## ECOLOGY

Given their often primordial origins, sonic slimes are some of the most ancient of creatures, though they often exist unnoticed by other creatures of the world, having little interest in anything but an endless sussurant absorption and reverberation of the panoply of sounds and wonders that exist in the world. They float in the endless crashing surf and soar amidst booming thunderheads or rest within the cracks deep below the earth where the bones of the world grinds together. In an odd way, sonic slimes are repositories of the eldest noise and speech of the world, though they record these ancient sayings without understanding or awareness and excrete them rather than expressing with coherent thought. To a sonic slime, sound is naught but sustenance and motion, their motive force and substance of being. Nevertheless, quite by chance sonic slimes may unveil ancient wisdom or immanent whispers long lost to mortal ears

## HABITAT AND SOCIETY

Sonic slimes are beings of formless sonic energy. When quiescently floating or drifting in midair, they are virtually undetectable, silent and invisible as they ride the ambient waves of sound and vibration through solid, liquid, or gaseous environments. When sounds are muted or follow the rhythms of nature, they may drift in this way for years at a time, but when those sounds are disrupted with the irregular staccato of civilization, from conversation to combat, most sonic slimes will simply drift away in search of smoother sound fields. Some hang in the vicinity of such irregularities, feeding in some unknown way on the vibratory patterns in the ambient sonics, but rarely some unknown particularity in those sounds agitates a sonic slime, perhaps triggering some kind of primitive reflex related to a prior sonic encounter, such as one with powerful sonic energies or language-dependent magic. In these cases, sonic slimes become hostile and aggressive, seeking out the source of such disruptions to either destroy them or assimilate their strident cadence to the sonic librarium imprinted upon the sonic slime's essence.





# Spectre

*This translucent, ghostly figure fades into view from the damp mist, its face distorted by wrath into a hideous mask.*

## MYTHIC SPECTRE

CR 9/MR 3

XP 6,400

Pathfinder Roleplaying Game Bestiary

LE Medium undead (incorporeal, mythic)

Init +10<sup>MF</sup>; Senses darkvision 60 ft.; Perception +17

Aura desecration<sup>MA</sup> (60 ft.), unnatural aura (60 ft.)

## DEFENSE

AC 19, touch 19, flat-footed 16 (+6 deflection, +3 Dex)

hp 84 (8d8+48)

Fort +5, Ref +5, Will +9

Defensive Abilities incorporeal, channel resistance +2; DR 5/epic

Weaknesses resurrection vulnerability, sunlight powerlessness

## OFFENSE

Speed fly 80 ft. (perfect)

Melee incorporeal touch +11 (1d8 plus energy drain)

Special Attacks create spawn<sup>MA</sup>, creepshow<sup>MA</sup>, energy drain (2 levels, DC 17), incorporeal blitz<sup>MA</sup>, mythic power (3/day, surge +1d6)

Spell-Like Abilities (CL 8th; concentration +11)

At will—*dancing lights*, *disguise self*, *ghost sound* (DC 13)

## STATISTICS

Str —, Dex 16, Con —, Int 14, Wis 16, Cha 17

Base Atk +6; CMB +6; CMD 21

Feats Blind-Fight, Improved Initiative<sup>MF</sup>, Skill Focus (Perception), Weapon Focus (touch)<sup>MF</sup>

Skills Disguise +6 (+16 with *disguise self*), Fly +11, Intimidate +14, Knowledge (history) +10, Knowledge (religion) +10, Perception +17, Stealth +14, Survival +11

Languages Common

## ECOLOGY

Environment any

Organization solitary, pair, gang (1 mythic spectre and 3–6 spectres), or swarm (1 mythic spectre and 7–12 nonmythic spectres)

Treasure double standard

## SPECIAL ABILITIES

**Aura of Desecration (Su)** A mythic spectre radiates a continuous aura of desecration (as the *desecrate* spell, CL 12). The desecration aura affects all undead within 60 feet (including the mythic spectre) and acts as if the area contained a permanent, evil-aligned altar. Additionally, a mythic spectre can expend one use of mythic power as an immediate action to completely negate the channeling of positive energy<sup>3/4</sup> 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 spectre become nonmythic spectres themselves in one round, rather than the weakened spectres usually created by this ability. Spawn are under the command of the mythic spectre that created them and remain enslaved until its death, at which point they become free-willed spectres. They do not possess any of the abilities they had in life.

**Creepshow (Sp)** A mythic spectre can create mysterious lights and sounds with its cantrips, and it also can change its appearance at will, as if using *disguise self*. It often disguises itself as a lost child, wounded person, or notable public figure or historical figure. If it attacks while so disguised, its *disguise self* ends and its true appearance is revealed, and it can attempt an Intimidate check as a free action to demoralize the target of its attack. Whenever it confirms a critical hit, or if it expends one use of its mythic power after a successful hit, it can use one of the following spell-like abilities as a swift action: *haunting choir* (DC 16), *haunting mists* (DC 15), or *major image* (DC 16). This does not provoke attacks of opportunity.

**Incorporeal Blitz (Su)** As a full-round action, a mythic spectre can move up to its speed and make a special incorporeal blitz attack against all living, corporeal creatures it moves through. Each such creature the mythic spectre moves through takes two levels of energy drain damage as if the creature was struck by the mythic spectre's incorporeal touch attack. The mythic spectre cannot end its turn inside a creature. This action provokes an attack of opportunity from each creature the mythic spectre passes through; if a target forgoes the attack of opportunity provoked by this action, the target can try to avoid the mythic spectre (and completely avoid the energy drain attack) with a successful DC 17 Reflex save. The save DC is Dexterity-based.





## Spider

This long-legged spider has a huge, glossy black abdomen, marked on the underside with the shape of a crimson hourglass.

**MYTHIC GIANT BLACK WIDOW** CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary 2

N Large vermin (mythic)

**Init** +2; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +4

### DEFENSE

**AC** 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size)

**hp** 45 (5d8+23)

**Fort** +7, **Ref** +3, **Will** +1

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

### OFFENSE

**Speed** 30 ft., climb 30 ft.

**Melee** bite +6 (1d8+6 plus poison and entrap)

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

**Special Attacks** entrap<sup>MA</sup> (DC 19, 1d10 minutes, hardness 5, hp 5), **mythic power** (3/day, surge +1d6), **web** (+4 ranged, DC 19, 5 hp)

### STATISTICS

**Str** 19, **Dex** 15, **Con** 16, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +3; **CMB** +8; **CMD** 20 (32 vs. trip)

**Feats** Extra Mythic Power<sup>MF</sup>

**Skills** Climb +20, **Perception** +4, **Stealth** +10 (+14 webs); **Racial**

**Modifiers** +8 Climb, +4 Perception, +4 Stealth (+8 webs)

**SQ** strong webs

### ECOLOGY

**Environment** any land

**Organization** solitary, pair, or colony (3–8)

**Treasure** incidental

### SPECIAL ABILITIES

**Entrap (Ex)** A mythic black widow can entrap a creature it bites as a swift action. A creature already entangled becomes helpless on a failed save. The save DC includes the bonus from the spider's strong webs ability.

**Poison (Ex)** Bite—*injury*; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d3 Con and staggered; *cure* 2 saves. The save DC is Constitution-based and has a +2 racial bonus.

**Silent Creeper (Ex)** A mythic black widow is treated as if it had ranks in Stealth equal to its Hit Dice, with Stealth as a class skill. If the spider 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 black widow uses a mythic surge to increase the result of a Stealth check, the result of the surge die is maximized.

**Strong Webs (Ex)** A black widow's webs (including its entrap ability) gain a +4 bonus to the DC to break or escape.

An awful, scuttling mass of legs and mandibles scrambles forward out of the darkness.

**MYTHIC SPIDER SWARM** CR 2/MR 1

XP 600

Pathfinder Roleplaying Game Bestiary

N Diminutive vermin (mythic, swarm)

**Init** +3; **Senses** darkvision 60 ft., tremorsense 30 ft.; **Perception** +4

### DEFENSE

**AC** 18, touch 17, flat-footed 15 (+3 Dex, +1 natural, +4 size)

**hp** 17 (2d8+8)

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

**Defensive Abilities** swarm traits; **Immune** mind-affecting effects, weapon damage

**Weaknesses** swarm traits

### OFFENSE

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

**Melee** swarm (1d6 plus poison and distraction)

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

**Special Attacks** cling, cocooning, distraction (DC 11), **mythic power** (3/day, surge +1d6)

### STATISTICS

**Str** 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +1; **CMB** —; **CMD** —

**Feats** Extra Mythic Power<sup>MF</sup>

**Skills** Climb +11, **Perception** +4; **Racial Modifiers** +4 Perception; uses Dexterity for Climb checks

### ECOLOGY

**Environment** any

**Organization** solitary, pair, tangle (3–6 swarms) or colony (11–20 swarms)

**Treasure** none

### SPECIAL ABILITIES

**Cocooning (Ex)** When a Medium or smaller creature fails its saving throw against a mythic spider swarm's distraction attack, as an immediate action it can attempt to entrap (DC 11, 1d10 rounds, hardness 0, hp 2) that creature in webs. If the swarm expends one use of its mythic power, the save DC of its entrap ability and the hardness and hit points of its webs are increased by 2, and the duration is increased to 2d10 rounds. A creature entangled by this effect takes a -2 penalty on saves against the swarm's distraction and poison, increasing to -4 if the creature is helpless.

**Poison (Ex)** Swarm—*injury*; *save* Fort DC 11; *frequency* 1/round for 2 rounds; *effect* 1d2 Str; *cure* 1 save. The save DC is Constitution-based.





# Sprite

This lithe, diminutive creature looks like a humanoid with wispy, mothlike wings and long, thin ears.

**MYTHIC SPRITE** **CR 1/MR 1**

XP 400

Pathfinder RPG Bestiary 3

CN Diminutive fey (mythic)

**Init** +3; **Senses** detect evil, detect good, low-light vision; Perception +6

## DEFENSE

**AC** 18, touch 17, flat-footed 15 (+3 Dex, +1 natural, +4 size)

**hp** 9 (1d6+6)

**Fort** +0, **Ref** +5, **Will** +2

**DR** 2/cold iron and epic

## OFFENSE

**Speed** 15 ft., fly 60 ft. (perfect)

**Melee** shortsword +0 (1d2–4/19–20)

**Ranged** shortbow +7 (1d2–4/x3)

**Space** 1 ft.; **Reach** 0 ft.

**Special Attacks** blinding burst<sup>MA</sup>, **mythic power** (3/day, surge +1d6)

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

Constant—detect evil, detect good

At will—dancing lights, daze (DC 10)

1/day—color spray (DC 11)

## STATISTICS

**Str** 3, **Dex** 17, **Con** 10, **Int** 6, **Wis** 11, **Cha** 10

**Base Atk** +0; **CMB** –1; **CMD** 5

**Feats** Alertness, Extra Mythic Power<sup>MF</sup>

**Skills** Escape Artist +15, Fly +21, Perception +6, Sense Motive +2,

Stealth +19; **Racial Modifiers** +8 Escape Artist

**Languages** Common, Sylvan

**SQ** luminous<sup>MA</sup>

## ECOLOGY

**Environment** temperate forests

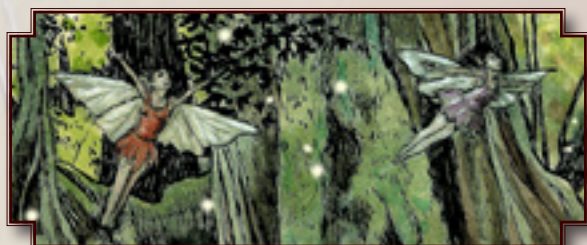
**Organization** solitary, pair, troop (3–6), band (7–14), or tribe (15–40)

**Treasure** standard (short sword, short bow with 20 arrows, other treasure)

## SPECIAL ABILITIES

**Blinding Burst (Su)** A mythic sprite may emit a burst of light as a move action, blinding non-sprites within 30 feet for 1 round (DC 10 Fortitude negates). Its luminous ability is lost for 1 minute after using this ability. The save DC is Constitution-based.

**Luminous (Su)** A sprite naturally sheds light as a continual flame, though it can alter its color and brightness as a swift action, dimming its light as a candle or extinguishing it completely. It can expend one use of mythic power to dispel darkness effects as dispel magic. Its luminosity is considered a 5th-level light effect.



Thousands of tiny, colorful winged humanoids crawl from every corner of the forest to form this buzzing, writhing swarm.

**MYTHIC SPRITE SWARM**

**CR 6/MR 2**

XP 2,400

d20pfsrd.com<sup>FR</sup>; CN Diminutive fey (swarm)

**Init** +7; **Senses** low-light vision, detect evil, detect good; Perception +14

## DEFENSE

**AC** 20, touch 18, flat-footed 16 (+3 Dex, +1 dodge, +2 natural, +4 size)

**hp** 67 (10d6+32)

**Fort** +5, **Ref** +10, **Will** +7

**Defensive Abilities** swarm traits; **DR** 5/cold iron and epic; **Immune** weapon damage

## OFFENSE

**Speed** 15 ft., fly 60 ft. (perfect)

**Melee** swarm (2d6 plus distraction and steal<sup>MA</sup>)

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

**Special Attacks** angry glow, concentrated rush, distraction (DC 16), hail of needles<sup>MA</sup>, **mythic power** (4/day, surge +1d6), swirling sprites<sup>MA</sup>

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

Constant—detect evil, detect good

1/day—mass daze (DC 14)

## STATISTICS

**Str** 3, **Dex** 17, **Con** 14, **Int** 6, **Wis** 11, **Cha** 10

**Base Atk** +5; **CMB** —; **CMD** —

**Feats** Alertness, Dodge, Extra Mythic Power<sup>MF</sup>, Flyby Attack, Improved Initiative, Skill Focus (Perception)

**Skills** Fly +30, Intimidate +10, Perception +14, Sense Motive +9, Stealth +28

**Languages** Common, Sylvan

**SQ** mob mentality

## ECOLOGY

**Environment** temperate forests

**Organization** solitary

**Treasure** incidental

## SPECIAL ABILITIES

**Angry Glow (Su)** Once per minute, as a full-round action, the sprites within a swarm may coordinate their luminous glow in a searing flash, blinding creatures within 10 feet for 1d4 rounds. Creatures succeeding on a successful DC 17 Fortitude save are dazzled for 1 round. The save DC is Constitution-based.

**Concentrated Rush (Ex)** Once every 1d4 rounds, if more than one creature occupies a sprite swarm's space, the swarm may use its attack action to concentrate on one of these creatures to deal 4d6 points of damage in place of its normal swarm damage. Other creatures within the horde's space do not take swarm damage that round.

**Hail of Needles (Ex)** A mythic sprite swarm can release shoot a 15-foot cone of a shower of needle-like tiny arrows in a 15-foot cone at will as a standard action, dealing 1d4 piercing damage (DC 17 Reflex half); creatures failing their saves to save take 1 point of bleed damage and are affected by the swarm's distraction.

**Mob Mentality (Ex)** As long as a sprite swarm has at least 10 hit points, it retains its Intelligence score and can act accordingly. Even so, it cannot be targeted by mind-affecting spells or effects that target a single creature. If its hit points fall below 10, the swarm is considered mindless as the individual creatures within begin to panic.

**Swirling Sprites (Su)** A sprite swarm can create a *hypnotic pattern* (DC 12, caster level 10th) centered on itself at will as a full-round action, or a *rainbow pattern* (DC 14) as a standard action if it expends one use of mythic power.





# Star-spawn of Cthulhu

A mountainous form lumbers to life, a hideous creature only accidentally humanoid in shape, its hateful face a writhing mass of tentacles.

**MYTHIC STAR-SPAWN OF CTHULHU** **CR 25/MR 10**

XP 1,638,400

Pathfinder Roleplaying Game Bestiary 4

CE Huge aberration (alien, mythic, mythos)

**Init** +15/−5<sup>MF</sup>, **dual initiative**<sup>MA</sup>, **Senses** blindsight 30 ft., darkvision 60 ft.; **Perception** +38

**Aura** frightful presence (150 ft., DC 32)

## DEFENSE

**AC** 46, touch 9, flat-footed 45 (+1 Dex, +37 natural, −2 size)

**hp** 517 (25d8+405); regeneration 15 (fire)

**Fort** +20, **Ref** +9, **Will** +24; +8 vs. divination and mind-affecting, second save<sup>MA</sup>

**Defensive Abilities** fortification (50%)<sup>MA</sup>, immortality, overwhelming mind; **DR** 10/epic; **Immune** cold, disease, poison; **SR** 41

## OFFENSE

**Speed** 40 ft., fly 60 ft. (average), swim 40 ft.

**Melee** 2 claws +34 (2d6+18/19–20), 6 tentacles +32 (1d8+9/19–20 plus grab)

**Space** 15 ft.; **Reach** 30 ft.

**Special Attacks** constrict (1d8+9), impossible reach<sup>MA</sup>, mind blast<sup>MA</sup>, mind flaying<sup>MA</sup>, **mythic power** (10/day, surge +1d12), overwhelming mind, psychic crush<sup>MA</sup>, simple divine spellcasting<sup>MA</sup>

**Spell-Like Abilities** (CL 20th; concentration +30; save DCs are Wis-based)

Constant—*mind blank*

At will—*control water*, *dream*, *insanity* (DC 27), *nightmare* (DC 25), *sending*

3/day—*demand* (DC 28)

1/day—*gate*

## STATISTICS

**Str** 46, **Dex** 13, **Con** 34, **Int** 23, **Wis** 31, **Cha** 24

**Base Atk** +18; **CMB** +38 (+42 grapple); **CMD** 49

**Feats** Combat Reflexes<sup>MF</sup>, Critical Focus, Greater Vital Strike, Improved Critical (claw), Improved Critical (tentacle), Improved Initiative<sup>MF</sup>, Improved Vital Strike, Inescapable Grasp<sup>MF</sup>, Multi-attack, Power Attack<sup>MF</sup>, Staggering Critical, Stunning Critical, Toughness, Vital Strike<sup>MF</sup>

**Skills** Fly +25, Intimidate +35, Knowledge (arcana, geography, planes) +31, Perception +38, Sense Motive +35, Spellcraft +34, Stealth +20, Swim +30, Use Magic Device +32

**Languages** Aklo; telepathy 300 ft.

**SQ** compression, even death may die<sup>MA</sup>, limited starflight, no breath, sealord<sup>MA</sup>, terrifying will<sup>MA</sup>

## ECOLOGY

**Environment** any

**Organization** solitary, pair, or cult (3–6 with 10–100 skum or mythic skum)

**Treasure** standard

## SPECIAL ABILITIES

**Even Death May Die (Su)** When a mythic star-spawn of Cthulhu would be killed, it may expend one or more uses of its mythic power to save itself from death. Using this ability does not take an action, and the revival happens at the beginning of the spawn's next turn. When it uses this ability to create an effect other than *breath of life*, the spawn becomes comatose and bound, as *binding* (bound slumber), for 1d100 years.

MP SPENT	REVIVAL EFFECT
1	<i>breath of life</i>
2	<i>raise dead</i>
3	<i>resurrection</i>
4	<i>true resurrection</i>
+1 MP	<i>word of recall</i> to its lair before being revived
+2 MP	<i>word of recall</i> as above, bypassing non-mythic effects that block teleportation (or mythic effects with a successful caster level check against a DC equal to 15 plus the caster level of the mythic effect).
+1 MP	reduce <i>binding</i> effect to slumber
+2 MP	eliminate <i>binding</i>

**Immortality (Ex)** A star-spawn of Cthulhu does not age, nor does it need to eat or breathe. Only violence can bring about the death of one of these creatures.

**Impossible Reach (Ex)** A mythic star-spawn of Cthulhu's reach spans dimensional boundaries with incomprehensible geometries that allow it to attack in ways that defy conventional countermeasures. It ignores non-mythic abilities, actions, or effects that normally allow creatures to perform actions without provoking attacks of opportunity, including cover (other than total cover), concealment, casting defensively, Acrobatics, feats like Improved Trip, Point Blank Master, and Spring Attack, and spells like *bladed dash* and *grace*. The spawn has a 50% chance to ignore mythic effects that do the same, such as fleet charge, and it can expend one use of its mythic power as a swift or immediate action to increase this to 100% until the end of its next turn.

**Limited Starflight (Ex)** A star-spawn of Cthulhu can survive in the void of outer space, and its wings allow it to use its fly speed in outer space despite the lack of air. Unlike full starflight (like that of the mi-go), a star-spawn of Cthulhu's ability to fly in outer space does not allow it to reach unusual speeds. When it wishes to fly to another world, the creature relies entirely upon its immortality and patience to complete the journey. When speed is required, it instead uses its gate ability to make the journey quickly.

**Mind Blast (Ex)** Once every 1d4 rounds, a mythic star-spawn of Cthulhu can unleash the power of its overwhelming mind in a 60-foot cone-shaped spread, stunning or staggering creatures as described. If the spawn expends one use of its mythic power, even creatures already exposed to its overwhelming mind can be affected by its mind blast.

**Mind Flaying (Su)** When a mythic star-spawn of Cthulhu begins its turn with a creature grappled, it can make one combat maneuver check with each of its tentacles to maintain the grapple. As long as at least one check succeeds, it maintains the grapple. For each successful check, that tentacle bores into the target's skull (dealing normal constrict damage) and begins devouring its brain, dealing 2 points each of Intelligence, Wisdom, and Charisma drain. A successful DC 32 Fortitude save reduces this to 1 point of Intelligence, Wisdom, and Charisma damage. If any ability score is reduced to 0, the target's brain is devoured and it dies, and the spawn gains the benefits of a *death knell* spell. The save DC is Constitution-based.





**Overwhelming Mind (Ex)** A star-spawn of Cthulhu's mind is overwhelming in its power and alien structure. The first time a creature other than an outsider (excluding native outsiders) or aberration makes mental contact with a star-spawn of Cthulhu, it must succeed at a DC 32 Will save or be stunned for 1d4 rounds. On a successful save, the creature is merely staggered for 1 round. This effect can occur whether the star-spawn of Cthulhu initiates mental contact (such as via a *demand*, *dream*, *nightmare*, or *sending* spell-like ability, or once per round merely by telepathic communication) or another creature attempts to do so (such as via *detect thoughts* or *dominate monster*). Once a creature is exposed to a specific star-spawn of Cthulhu's overwhelming mind, it is immune to this effect from all star-spawn of Cthulhu for 24 hours. This is a mind-affecting effect.

**Psychic Crush (Ex)** If a mythic star-spawn of Cthulhu stuns a creature with its overwhelming mind, it may expend one use of its mythic power to cause the target's synapses to overload, affecting it as *feblemind*; a successful DC 32 Will save reduces

this effect to that of *touch of idiocy*. If the spawn expends two uses of its mythic power, the duration of the stun is doubled and if the target fails a DC 32 Fortitude save its brain implodes, killing it instantly. This is a mind-affecting effect.

**Sealord (Sp)** A mythic star-spawn of Cthulhu can use *control water* at will as a spell-like ability. It can use the mythic version of *control water* by expending uses of its mythic power, and it may also expend two uses of its mythic power to create a *tsunami*.

**Simple Divine Spellcasting (Ex)** A mythic star-spawn of Cthulhu can cast each of the following spells once per day (caster level 25th; concentration +35): *barkskin*, *divine power*, *euphoric tranquility* (DC 28), *greater dispel magic*, *miracle*, *overwhelming presence* (DC 26), *owl's wisdom*, *righteous might*, *word of chaos* (DC 27).

**Terrifying Will (Ex)** A mythic star-spawn of Cthulhu uses its Wisdom modifier rather than its Charisma modifier to determine the save DC for its spell-like and supernatural abilities, as well as its overwhelming mind.





# Swan Maiden

*This tall, regal woman is clad in a long cloak of pristine white swan feathers and silvery armor with a winged helm.*

## MYTHIC SWAN MAIDEN

CR 7/MR 3

XP 3,200

Pathfinder Roleplaying Game Bestiary 4

CG Medium fey (mythic, shapechanger)

Init +6; Senses low-light vision; Perception +20

## DEFENSE

AC 26, touch 17, flat-footed 19 (+4 armor, +6 Dex, +1 dodge, +4 natural, +1 shield)

hp 73 (10d6+38)

Fort +5, Ref +13, Will +8

Defensive Abilities aerial evasion<sup>MA</sup>; DR 5/cold iron and epic; Resist cold 10, electricity 10; SR 18

## OFFENSE

Speed 30 ft., fly 40 ft. (good)

Melee mwk rapier +12 (1d6+6/18–20)

Ranged mwk composite longbow +12 (1d8+1/x3)

Special Attacks dazzling transformation<sup>MA</sup>, mythic power (3/day, surge +1d6)

Spell-Like Abilities (CL 10th; concentration +12)

At will—*dancing lights*

1/day—*confusion* (DC 16), *deep slumber* (DC 15), *entangle* (DC 13), *glitterdust* (DC 14), *major image* (DC 15)

## STATISTICS

Str 13, Dex 22, Con 15, Int 10, Wis 12, Cha 15

Base Atk +5; CMB +6; CMD 23

Feats Deadly Aim<sup>MF</sup>, Dodge, Flyby Attack, Skill Focus (Perception), Weapon Finesse<sup>MF</sup>

Skills Acrobatics +19, Bluff +10, Diplomacy +10, Fly +21, Knowledge (nature) +8, Perception +20, Sense Motive +10, Stealth +23, Swim +5; Racial Modifiers +4 Stealth

Languages Common, Sylvan

SQ change shape (trumpeter swan, *beast shape I*), feather cloak, quick change<sup>MA</sup>, rhinemaiden's call<sup>MA</sup>, trackless step, transformation ritual

## ECOLOGY

Environment temperate lakes or swamps

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

Treasure double (mithral chain shirt, mwk buckler, mwk rapier, mwk composite longbow (+1 Str) with 20 arrows, other treasure)

## SPECIAL ABILITIES

**Aerial Evasion (Ex)** When flying, a mythic swan maiden gains evasion, and if she fails a Reflex save she can expend one use of her mythic power to gain improved evasion against that effect.

**Dazzling Transformation (Su)** When using her change shape ability, a mythic swan maiden may release a dazzling burst of shimmering light and fluttering feathers of radiance. Hostile creatures within 20 feet are automatically dazzled and must succeed on a DC 17 Will save or be fascinated for 1 round. She gains a +3 bonus on Charisma checks or Charisma-based skill checks made against creatures fascinated by her dazzling transformation.

**Feather Cloak (Su)** Without her feather cloak, a swan maiden can't use her change shape ability.

**Quick Change (Su)** A mythic swan maiden can use her change shape ability as a move action, or as a swift action if she expends one use of her mythic power.

**Rhinemaiden's Call (Su)** If a swan maiden is reduced to negative hit points or killed and has at least one use of her mythic power remaining, all uses of her mythic power are expended to summon a valkyrie. This does not require an action. The valkyrie appears in an adjacent square and uses her *breath of life* spell-like ability on the mythic swan maiden, automatically succeeding on its caster level checks to bypass the swan maiden's spell resistance and to concentrate while casting defensively if necessary. The valkyrie remains present until the end of the swan maiden's next turn, and any creature attacking the swan maiden during this time provokes an attack of opportunity from the valkyrie. If the swan maiden remains dead (or is killed again) by the end of her next turn, the valkyrie takes her body and departs.

**Transformation Ritual (Su)** A swan maiden can transform a willing good female humanoid into a swan maiden via a ritual that takes 24 hours. The humanoid loses her class and racial abilities.





# Tarrasque

*This immense reptilian beast towers over the surroundings like a dinosaur, all teeth and horns and claws and thrashing spiked tail.*

## MYTHIC TARRASQUE

CR 30/MR 10

XP 9,830,400

Pathfinder Roleplaying Game Bestiary (plus expanded abilities in campaign setting bestiary)

N Colossal magical beast (mythic)

**Init** +2; **Senses** low-light vision, scent, vengeful eye<sup>MA</sup>; Perception +40

**Aura** frightful presence (300 ft., DC 27)

## DEFENSE

**AC** 52, touch 4, flat-footed 50 (+2 Dex, +48 natural, -8 size)

**hp** 715 (30d10+550); regeneration 40

**Fort** +31, **Ref** +19, **Will** +12

**Defensive Abilities** immortal spawn<sup>MA</sup>, impenetrable hide<sup>MA</sup>; **DR** 20/—; **Immune** ability damage, acid, aging effects, bleed, death effects, disease, energy drain, fear, fire, mind-affecting effects, negative energy, paralysis, permanent wounds, petrification, poison, polymorph; **SR** 46

## OFFENSE

**Speed** 40 ft.

**Melee** bite +44 (8d6+22/19-20 plus grab), 2 claws +44 (3d6+22/19-20), 2 gores +44 (2d8+22), tail slap +39 (6d6+11)

**Ranged** 6 spines +24 (4d8+22/x3)

**Space** 40 ft.; **Reach** 40 ft. (80 ft. with tail slap)

**Special Attacks** aerial assault<sup>MA</sup>, fast swallow<sup>MA</sup>, fragmentation spines<sup>MA</sup>, **mythic power** (10/day, surge +1d12), pounce<sup>MA</sup>, rush, spell sunder<sup>MA</sup>, spines, swallow whole (6d6+33 plus 6d6 acid damage, AC 34, 71 hp), thunderous trample<sup>MA</sup> (8d6+33, DC 47)

## STATISTICS

**Str** 55, **Dex** 14, **Con** 38, **Int** 3, **Wis** 15, **Cha** 14

**Base Atk** +30; **CMB** +62 (+66 grapple, +66 sunder); **CMD** 74

**Feats** Bleeding Critical, Blind-Fight, Cleave<sup>MF</sup>, Combat Reflexes<sup>MF</sup>, Critical Focus<sup>MF</sup>, Great Cleave, Greater Sunder, Improved Critical (bite), Improved Critical (claws), Improved Sunder, Inescapable Grasp<sup>MA</sup>, Power Attack<sup>MA</sup>, Staggering Critical, Stunning Critical, Stunning Assault<sup>APG</sup>, Toughness

**Skills** Acrobatics +6 (+54 when jumping), Climb +26, Perception +40, Swim +26; **Racial Modifiers** +48 Acrobatics when jumping, +8 Perception

**Languages** Aklo (can't speak)

**SQ** carapace, hibernation incredible hulk<sup>MA</sup>, powerful leaper, un-stoppable force

## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** none

## SPECIAL ABILITIES

**Aerial Assault (Su)** The mythic tarrasque can charge at creatures in the air, or leap across obstacles as part of a charge. When making a charge attack, it can expend one use of its mythic power to include a single Acrobatics check made to jump, adding 100 feet to the height or distance it jumps. It can add an additional 100 feet to its jump for each use of mythic power it expends. It takes no falling damage from the height gained as part of this leap. If its attack hits, it deals an amount of additional damage equal to the falling damage appropriate for the height it reached

with its leap. If the mythic tarrasque successfully grapples a creature, it brings its target to the ground at the end of its jump. The grabbed creature takes an appropriate amount of falling damage for the height it was at when the mythic tarrasque grappled it.

When the mythic tarrasque lands after an aerial assault, it can expend one additional use of its mythic power to crush any Huge or smaller creatures that fit under its space (including a creature it grappled while leaping, but not one it has swallowed whole), dealing 8d6+33 points of damage. Creatures in the area must succeed on a DC 47 Reflex save or be pinned, automatically taking 8d6+33 points of damage during the next round if the tarrasque does not move off them. The mythic tarrasque can maintain the pin as a move action but must succeed on a combat maneuver check as normal. Pinned foes take crushing damage each round if they don't escape. It does not gain the grappled condition while maintaining this pin.

**Carapace (Su)** The tarrasque's scales deflect cones, lines, rays, and magic missile spells, rendering the tarrasque immune to such effects. There is a 30% chance a deflected effect reflects back in full force at the caster; otherwise it is simply negated.

**Fragmentation Spines (Su)** When the mythic tarrasque attacks with its spines, a spine that hits a target's touch AC explodes in a 10-foot-radius burst of chitinous shards dealing 2d8 points of piercing damage (DC 39 Reflex half). Creatures failing their save are impaled by the jagged spine-shards, taking 1d4 points of bleed damage and are also entangled until all barbed spine fragments are removed. Removing the fragments requires a successful DC 20 Strength check (one check required for each failed save), and each check deals the creature 1d6 points of damage whether or not the check succeeds. This fragmentation burst is in addition to the damage dealt to a target by a spine that hits its normal AC. The save DC is Constitution-based.

**Hibernation (Ex)** The mythic tarrasque often hibernates for years, decades, or even centuries and does not need to eat or breathe during these periods of dormancy, though it breathes normally and eats ravenously and almost constantly when awakened. If the mythic tarrasque forced into an environment where it cannot breathe and would suffocate, it goes into hibernation until conditions are right for it to reawaken. While in hibernation, the mythic tarrasque's damage reduction improves to 50/- and it gains immunity to any spell or spell-like ability that allows spell resistance as well as all divination effects.

**Immortal Spawn (Su)** The mythic tarrasque is immune to natural or magical aging, death effects, fear, and negative energy.

**Impenetrable Hide (Ex)** The mythic tarrasque's damage reduction is DR 20/-, and 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. When a critical hit is confirmed against the mythic tarrasque, it can expend one use of its mythic power as an immediate action to make a sunder combat maneuver against its attacker's weapon. If the weapon gains the broken condition, the critical hit is negated and the attack deals normal damage. If the weapon is destroyed, the attack deals no damage.

**Incredible Hulk (Ex)** The mythic tarrasque is much larger than most Colossal creatures. It gains a +4 size bonus to Strength



and Constitution, though it takes a -2 penalty Dexterity. Its natural armor bonus to AC increases by 3 and it gains a +2 size bonus on combat maneuver checks and to its CMD. Its space and reach are 40 feet (80 feet with its tail slap), and its natural weapons deal damage as if it were one size larger.

**Mounting Fury (Ex)** When the mythic tarrasque takes damage in combat, on its next turn it can fly into a rage as a free action. It gains a +4 morale bonus to its Strength and Constitution and takes a -2 penalty to AC. While raging, the mythic tarrasque is immune to fatigue, and it can end any of the following conditions affecting it by expending one use of mythic power: exhausted, nauseated, sickened, staggered, stunned. This does not require an action. If a critical hit is confirmed against a raging mythic tarrasque (even if it negates the critical hit with its impenetrable hide), its bonuses to Strength and Constitution increase by 4 and its regeneration increases by 10 as long as it is raging. It also can negate one of the above conditions without spending a use of mythic power when a critical hit is confirmed against it, even if the effect is inflicted by the critical hit. The tarrasque's rage lasts as long as the battle or for 1 minute, whichever is shorter, but it can extend this duration by 1 minute by expending one use of its mythic power.

**Powerful Leaper (Ex)** The tarrasque uses its Strength to modify Acrobatics checks made to jump, and has a +24 racial bonus on Acrobatics checks made to jump.

**Regeneration (Ex)** No form of attack can suppress the tarrasque's regeneration—it regenerates even if disintegrated or slain by a death effect. If the tarrasque fails a save against an effect that would kill it instantly, it rises from death 3 rounds later with 1 hit point if no further damage is inflicted upon its remains. It can be banished or otherwise transported as a means to save a region, but the method to truly kill it has yet to be discovered.

**Rush (Ex)** Once per minute, for 1 round, the tarrasque's speed increases to 150 feet, and its Acrobatics bonus on checks made to jump increases to +98.

**Spell Sunder (Su)** The mythic tarrasque can use a sunder combat maneuver to tear apart magical enchantments by succeeding at a combat maneuver check against a CMD of 15 plus the effect's caster level. If the spell is affecting a creature other than the tarrasque, it must succeed at a normal sunder combat maneuver against the target creature's CMD + 5, ignoring any miss chance caused by a spell or spell-like ability. If the sunder maneuver succeeds, the tarrasque suppresses the effect for 1 round, or 2 rounds if it exceeded the CMD by 5 to 9. If the tarrasque exceeds the CMD by 10 or more, the effect is dispelled. The mythic tarrasque can use this ability 10/day. It can attempt to sunder a spell affecting it as an immediate action if it expends two daily uses of this ability.

**Spines (Ex)** A tarrasque can loose a volley of six spear-like spines from its body as a standard action with a toss of its head or a lash of its tail. Make an attack roll for each spine—all targets must be within 30 feet of each other. The spines have a range increment of 120 ft.

**Thunderous Trample (Ex)** The mythic tarrasque gains the trample special attack. If it expends one use of its mythic power when using the charge action, including when using its aerial assault, it can trample all creatures in the path of its charge. When it does so, any creature failing (or forgoing) its Reflex save against the tarrasque's trample is knocked prone.

**Unstoppable Force (Ex)** The mythic tarrasque's movement is never impeded by difficult terrain and it can always use the charge action, even if its movement is impeded or its path is blocked by another creature (though not if it is grappled). It receives a +20 racial bonus on combat maneuver checks to overrun and Strength checks to break or destroy objects, and can make one such check as a free action as part of a charge. In addition, its natural weapons ignore all forms of damage reduction and hardness.

**Vengeful Eye (Ex)** When a creature attacks the mythic tarrasque or uses a teleportation effect within 1 mile, the mythic tarrasque instantly becomes aware of that creature's location and for 1 hour it is always aware of the direction and distance to that creature and can see its attacker as if it had unlimited-range blindsight. The mythic tarrasque's vengeful eye ignores illusions and concealment and is not fooled by polymorph effects or other disguises. As long as the mythic tarrasque has line of sight to a creature that has attacked it, any teleportation effect used by that creature fails unless it succeeds on a caster level check (using its Hit Dice as its caster level for supernatural abilities) against the tarrasque's spell resistance.





# Thought Slayer

*Towering over you, the creature has transparent skin that seems to flow away from its body, allowing you to see its internal organs and bones. Glowing eyes peer out from an avian head, topping a notably feline form.*

**THOUGHT SLAYER** CR 16 / MR 6

XP 76,800

Psionics Unleashed

CN Huge aberration (mythic, psionic)

Init +11/-9<sup>MF</sup>, dual initiative<sup>MA</sup>; Senses darkvision 60 ft., Perception +20

## DEFENSE

AC 29, touch 9, flatfooted 28 (-2 size, +1 Dex, +20 natural)

hp 195 (14d8+132)

Fort +12, Ref +5, Will +10; second save<sup>MA</sup>

Defensive Abilities block attacks<sup>MA</sup>, ethereal jaunt; DR 10/epic; PR 27

## OFFENSE

Speed 50 ft.

Melee bite +16 (3d6+26 plus 2d4 power points)

Space 15 ft.; Reach 15 ft.

Special Attacks disorienting gaze<sup>MA</sup>, feral savagery (mind-consuming gaze)<sup>MA</sup>, mind-consuming gaze, mythic power (6/day, surge +1d8), psionic backlash<sup>MA</sup>, psionic leech<sup>MA</sup>

Psi-like Abilities (ML 14th, concentration +17)

At will—brain lock (any nonmindless, DC 15\*), chameleon, detect psionics, distract (DC 14)

3/day—body adjustment (5d12\*), mental barrier (+6 AC, 2 rounds\*), mind trap (10 rounds\*), precognition, wall walker

1/day—escape detection

\*Includes augmentation for the thought slayer's manifester level.

## STATISTICS

Str 28, Dex 13, Con 23, Int 7, Wis 12, Cha 17

Base Atk +10; CMB +20; CMD 31

Feats Alertness, Cleave, Great Cleave, Great Fortitude, Improved Initiative<sup>MA</sup>, Power Attack<sup>MA</sup>, Weapon Focus (bite)<sup>MA</sup>

Skills Climb +26, Perception +20

## ECOLOGY

Environment Ethereal Plane

Organization solitary or pack (2-4)

Treasure standard

## SPECIAL ABILITIES

**Disorienting Gaze (Su)** A creature that successfully makes its save against a mythic thought slayer's mind-consuming gaze, either directly or indirectly, is staggered for one round.

**Ethereal Jaunt (Su)** A thought slayer can shift from the Ethereal Plane to the Material Plane as part of any move action, and then shift back again as a free action. The ability is otherwise identical to the ethereal passage power.

**Mind-Consuming Gaze (Su)** A thought slayer is capable of instantly killing a creature within 30 feet by draining its mind away with but a gaze (a successful Fortitude DC 20 negates this effect.) The save DC is Charisma-based. This is considered a mind-affecting death effect. If a thought slayer's gaze is met indirectly (such as through a mirror or a reflection in water), the opponent does not die on a failed save but instead is dazed for 14 rounds. This otherwise is a gaze effect.

The gaze cannot affect creatures on the Material Plane while the thought slayer remains ethereal, but it can affect ethereal creatures while the thought slayer is on the Material Plane.

**Psionic Backlash (Su)** A mythic thought slayer's mind lashes out when it suffers critical hits. When an enemy confirms a critical hit against a mythic thought slayer, it can expend a use of mythic power to target that enemy with an empathic blast that deals 14d6 points of damage. This is a mind-affecting effect with a maximum range of 100 feet.

**Psionic Leech (Su)** A mythic thought slayer's bite drains away 2d4 power points from the struck creature. If the creature struck has no power points, it suffers no ill effects.

A more advanced version of the thought eater, thought slayers also survive by consuming the mental energy of intelligent creatures, but they are far deadlier than their lesser cousins. Like the thought eater, thought slayers are able to quickly travel to and from the Material Plane from the Ethereal Plane, and like thought eaters, thought slayers do not speak.

Thought slayer tactics revolve around waiting in the Ethereal Plane for intelligent, or preferably psionic, creatures to come near. It will then shift to the Material Plane in an attempt to ambush its intended victim. If this ambush proves successful, the thought slayer returns back to the Ethereal Plane to digest its newly acquired meal.

A thought slayer can only stay in the Material Plane continuously for ten minutes before it dies due to its flesh dissipating. A thought slayer prefers to retreat back to the Ethereal Plane rather than continuing to fight if it is badly injured.





# Tiger

*This large tiger grumbles a warning as it crouches. Two saber-like fangs jut downward from its powerful jaws.*

**MYTHIC DIRE TIGER**

**CR 10/MR 4**

XP 9,600

Pathfinder Roleplaying Game Bestiary

N Large animal (mythic)

**Init** +11<sup>MF</sup>; **Senses** low-light vision, scent; **Perception** +12

## DEFENSE

**AC** 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

**hp** 137 (14d8+74)

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

**Defensive Abilities** evasion<sup>MA</sup>; **DR** 10/epic; **Immune** fear<sup>MA</sup>

## OFFENSE

**Speed** 40 ft.

**Melee** 2 claws +19 (2d4+9 plus grab), bite +19 (2d6+9/19-20 plus grab)

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

**Special Attacks** mythic power (4/day, surge +1d8), pounce, rake (2 claws +19, 2d4+9), tear limb<sup>MA</sup>

## STATISTICS

**Str** 29, **Dex** 17, **Con** 17, **Int** 2, **Wis** 12, **Cha** 10

**Base Atk** +10; **CMB** +20 (+24 grapple); **CMD** 33 (37 vs. trip)

**Feats** Improved Critical (bite), Improved Initiative<sup>MF</sup>, Run, Skill Focus (Perception), Skill Focus<sup>MF</sup> (Stealth), Weapon Focus (bite, claw)

**Skills** Acrobatics +7 (+11 when jumping), Perception +12, Stealth +16 (+20 in tall grass), Swim +14; **Racial Modifiers** +4 Acrobatics, +4 Stealth (+8 in tall grass)

**SQ** hide in plain sight<sup>MA</sup>, stealthy charger<sup>MA</sup>

## ECOLOGY

**Environment** any forest, plains, and swamps

**Organization** solitary or pair

**Treasure** none

## SPECIAL ABILITIES

**Hide in Plain Sight (Ex)** While in forest, plains, or swamp terrain, a mythic dire tiger can make Stealth checks even while being observed. If the tiger expends one use of mythic power, it can use Stealth in any environment while being observed.

**Stealthy Charger (Ex)** A mythic dire tiger takes no penalty on Stealth checks when moving up to its speed. When running or charging, it takes a -10 penalty on Stealth checks. If a mythic dire tiger expends one use of its mythic power as charge action, it eliminates this penalty and can move both before and after attacking the target of its charge, as long as its total movement does not exceed its speed. It can make a Stealth check after attacking, though it takes a 10 penalty until the beginning of its next turn.

**Tear Limb (Ex)** When a mythic dire tiger confirms a critical hit with its bite, it can severely injure its opponent's arm or leg instead of attempting to grab the opponent. The attack has the same effect as if it succeeded at a critical called shot on the limb, and it can expend one use of mythic power to instead inflict the results of a debilitating blow on its foe. If the called shot rules are not being used, treat the mythic dire tiger as if it had the Crippling Critical feat, though this applies only to its bite.





# Triton

*This scaly, finned humanoid has an athletic build and blue-green coloration. Its legs end in wide flippers rather than feet.*

## MYTHIC TRITON

CR 3/MR 1

XP 800

*Pathfinder Roleplaying Game Bestiary 2*

NG Medium outsider (mythic, native, water)

**Init** +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

## DEFENSE

**AC** 15, touch 10, flat-footed 15 (+5 natural)

**hp** 19 (3d10+3)

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

## OFFENSE

**Speed** 5 ft., swim 40 ft.

**Melee** mwk trident +5 (1d8+1)

**Ranged** heavy crossbow +3 (1d10/19–20)

**Special Attacks** horn of the tritons<sup>MA</sup>, **mythic power** (1/day, surge 1d6)

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

1/day—*summon nature's ally II* (Small water elemental or 1d3 dolphins only)

## STATISTICS

**Str** 12, **Dex** 10, **Con** 12, **Int** 13, **Wis** 13, **Cha** 11

**Base Atk** +3; **CMB** +4; **CMD** 14

**Feats** Mounted Combat<sup>MF</sup>, Ride-By Attack

**Skills** Craft (any one) +7, Diplomacy +6, Perception +7, Ride +6, Sense Motive +7, Stealth +6, Survival +7, Swim +9

**Languages** Aquan, Common

**SQ** sea rider<sup>MA</sup>

## ECOLOGY

**Environment** any oceans

**Organization** solitary, company (2–5), squad (6–11), or band (12–21 plus 2–16 dolphins)

**Treasure** standard (masterwork trident, heavy crossbow with 10 bolts, other treasure)

## SPECIAL ABILITIES

**Horn of the Tritons (Su)** When a mythic triton sounds a non-magical conch shell, he can use it as if it were a *horn of the tritons* by expending one use of his mythic power. If the triton creates *fear*, it does not affect its allies. If it uses the horn to summon, it may choose to summon 1d3 giant seahorses or a single killer seahorse or advanced sea cat. It cannot use this ability if a *horn of the tritons* has already been sounded within 1 mile until 1 minute has passed.

**Sea Rider (Ex)** A creature ridden by a mythic triton gains a +10-foot enhancement bonus to its swim speed and a +1 dodge bonus to its AC. In addition, if a mythic triton rides the creature for at least one hour, it can expend one use of its mythic power to grant the creature **agile mythic simple template** (as described in Chapter 6 of *Pathfinder Roleplaying Game Mythic Adventures*) for 24 hours. This ability affects only aquatic or water subtype creatures with 6 or fewer Hit Dice and an Intelligence of 1 or 2.





# Troll, Jotund

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

MYTHIC JOTUND TROLL

CR 18/MR 7

XP 153,600

Pathfinder Roleplaying Game Bestiary 3

CE Huge humanoid (giant, mythic)

Init +10<sup>MF</sup>; Senses all-around vision, linnorm sight<sup>MA</sup>, low-light vision, scent; Perception +26

## DEFENSE

AC 37, touch 7, flat-footed 37 (−1 Dex, +30 natural, −2 size)

hp 272 (16d8+200); regeneration 10 (acid or fire, see primal vigor)

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

Defensive Abilities ferocity<sup>MA</sup>, fortification<sup>MA</sup> (50%), multiple minds, primal vigor<sup>MA</sup>; DR 10/epic; Immune cold<sup>MA</sup>, confusion, and insanity effects

## OFFENSE

Speed 30 ft.

Melee greatclub +23/+18/+13 (3d8+13/19–20), bite +18 (2d6+6 plus grab), claw +18 (1d8+6 plus grab)

Ranged rock +10 (2d8+19)

Space 15 ft.; Reach 15 ft.

Special Attacks all-seeing attacks, cacophonous roar, crushing cudgel<sup>MA</sup>, fast swallow, feral savagery<sup>MA</sup> (full attack), monstrous opportunist<sup>MA</sup>, mythic power (7/day, surge +1d10), rock throwing (120 ft.), swallow whole (4d6+19 bludgeoning, AC 25, 27 hp)

## STATISTICS

Str 37, Dex 8, Con 29, Int 10, Wis 17, Cha 6

Base Atk +12; CMB +27 (+29 bull rush, +31 grapple); CMD 36 (38 vs. bull rush)

Feats Awesome Blow, Great Fortitude, Improved Bull Rush, Improved Critical (greatclub), Improved Initiative<sup>MF</sup>, Lightning Reflexes, Power Attack<sup>MF</sup>, Quick Awesome Blow<sup>MF</sup>, Rolling Rock<sup>MF</sup>, Vital Strike

Skills Climb +32, Perception +26 (+36 vs. linnorms); Racial Modifiers +4 Perception

Languages Giant

## ECOLOGY

Environment cold hills or mountains

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

Treasure standard (club, other treasure)

## SPECIAL ABILITIES

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

**Cacophonous Roar (Su)** Once every 1d4 rounds as a standard action, a jotund troll can emit a cacophonous roar from its nine heads. All creatures within a 60-foot spread of the troll must make a DC 27 Will save or become confused for 1d4 rounds. This is a mind-affecting effect. The save DC is Constitution-based.

**Crushing Cudgel (Ex)** A mythic jotund troll can wield a greatclub as a one-handed weapon without penalty. When wielding a greatclub as a two-handed weapon, the troll can attempt a bull rush combat maneuver as a swift action against a target it successfully hits; on a critical hit, it can attempt an awesome blow combat maneuver instead.

**Linnorm Sight (Su)** A mythic jotund troll has continuous *true seeing*, and can expend one use of its mythic power as a free action to gain *mythic true seeing* for 1 minute. The troll also gains a +10 bonus on Perception checks against linnorms.

**Monstrous Opportunist (Ex)** Once per round, a mythic jotund troll can expend one use of its mythic power to use a mythic surge as part of an attack of opportunity; the resulting bonus applies to all attacks of opportunity it makes until the end of its next turn. It can end this bonus at any time as a free action to take an attack of opportunity against a creature that takes damage in melee from a creature other than the troll. Alternatively, it can end the bonus to take an attack of opportunity against a creature that uses an action or ability that would normally avoid provoking an attack of opportunity when performing an action that normally provokes, such as casting a spell defensively or moving using Acrobatics or Spring Attack. When the troll ends the bonus to take one of these special attacks of opportunity, it does not gain the bonus on that attack.

**Multiple Minds (Ex)** A jotund troll has nine different minds that are in constant communication with each other. The resulting jumble of tangled thoughts grants the troll a +4 racial bonus on all Will saving throws against mind-affecting effects. In addition, whenever a jotund troll must make a Will save, it can roll the saving throw twice and take the better of the two results as its actual saving throw.

**Primal Vigor (Su)** If a mythic jotund troll takes damage during a round, its regeneration increases by 5 at the start of its next turn, to a maximum of 25. If the troll is at full hit points at the start of its turn, its regeneration decreases by 5, to a minimum of 10. Damaging the troll with acid or fire only partially suppresses its regeneration. On its turn following this damage, the troll regenerates only half the normal number of hit points (for example, a troll with regeneration 15 would heal 7 hit points) and can die normally on that round.





# Unicorn

*This magnificent beast looks like a white horse, but with a goat's beard and a single long ivory horn on its brow.*

## MYTHIC UNICORN

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary

CG Large magical beast (mythic)

Init +3; Senses darkvision 60 ft., low-light vision, scent; Perception +10

Aura purity<sup>MA</sup>

## DEFENSE

AC 16, touch 12, flat-footed 13; (+3 Dex, +4 natural, -1 size; +4 deflection vs. evil)

hp 44 (4d10+22)

Fort +7, Ref +7, Will +6; +4 resistance vs. evil

Immune charm, compulsion, poison

## OFFENSE

Speed 60 ft.

Melee gore +8 (1d8+4), 2 hooves +5 (1d3+2)

Space 10 ft.; Reach 5 ft.

Special Attacks mythic power (3/day, surge +1d6), powerful charge (gore, 2d8+8)

Spell-Like Abilities (CL 9th)

At will—*detect evil* (as free action), *light*

3/day—*cure light wounds*

1/day—*cure moderate wounds*, *greater teleport* (within its forest territory), *neutralize poison* (DC 21)

## STATISTICS

Str 18, Dex 17, Con 16, Int 11, Wis 21, Cha 24

Base Atk +4; CMB +9; CMD 22 (26 vs. trip)

Feats Extra Mythic Power<sup>MF</sup>, Multiattack, Weapon Focus (horn)

Skills Acrobatics +8, Perception +10, Stealth +8, Survival +7 (+10 in forests); Racial Modifiers +3 Survival in forests, +4 Stealth

Languages Common, Sylvan

SQ magical strike, soothing horn<sup>MA</sup>, wild empathy +17

## ECOLOGY

Environment temperate forests

Organization solitary, mated pair, or blessing (1-2 mythic unicorns and 1-6 unicorns)

Treasure none

## SPECIAL ABILITIES

**Aura of Purity (Su)** This ability continually duplicates the effect of the spell *magic circle against evil*. The unicorn cannot suppress this ability. Plants, animals, and good-aligned creatures within the area of a mythic unicorn's aura of purity gain the effects of a mythic *protection from evil* spell in place of the normal bonuses from *magic circle against evil*. Evil creatures are instead repulsed by the mythic unicorn's purity and gain the sickened condition for as long as they remain in the mythic unicorn's aura. As a standard action, a mythic unicorn can intensify this aura's effects for 1 minute, affecting evil creatures entering or beginning their turn within the aura as *unadulterated loathing* (DC 19 Will

negates) for 10 minutes, with the mythic unicorn serving as the focus of their revulsion. A creature that successfully saves gains the sickened condition as described above but is otherwise immune to this effect for 24 hours. The save DC is Charisma-based.

**Magical Strike (Ex)** A unicorn's gore attack is treated as a magic good weapon for the purposes of damage reduction.

**Soothing Horn (Su)** A mythic unicorn's *cure wounds* spell-like abilities are maximized when used to heal the living, though this does not apply when used to damage undead. As a free action, a mythic unicorn can spend one use of mythic power to apply the effects of any one paladin mercy to a cure spell-like ability as it casts it. The mercy must be one available to a paladin whose level is equal to the mythic unicorn's caster level.

**Wild Empathy (Su)** This works like the druid's wild empathy class feature, except the unicorn has a +6 racial bonus on the check. Unicorns with druid levels add this racial modifier to their wild empathy checks.





# Vegepygmy

Short, thin, and muddy green and russet red, this small humanoid wields a spear. Tendrils of fungus dangle from its arms, midsection, and legs.

**MYTHIC VEGEPYGMY** **CR 1/MR 1**

XP 400

Pathfinder Roleplaying Game Bestiary

N Small plant (mythic)

**Init** +2; **Senses** darkvision 60 ft., greensight<sup>MA</sup>, low-light vision; Perception +4

## DEFENSE

AC 17, touch 13, flat-footed 15 (+2 Dex, +4 natural, +1 size)

hp 16 (1d8+12)

**Fort** +3, **Ref** +2, **Will** +0

**DR** 5/slashing or bludgeoning; **Immune** electricity, plant traits

## OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +1 (1d3) or longspear +1 (1d6/x3)

**Ranged** blowgun +3 (1 plus poison)

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

## STATISTICS

**Str** 11, **Dex** 14, **Con** 12, **Int** 8, **Wis** 11, **Cha** 11

**Base Atk** +0; **CMB** -1; **CMD** 11

**Feats** Toughness<sup>MF</sup>

**Skills** Perception +4, Stealth +10 (+18 in vegetation); Racial Modifiers +4 Stealth (+12 in vegetation)

**Languages** Undercommon, Vegepygmy (can't speak)

**SQ** fungal synthesis<sup>MA</sup>, woodland stride

## ECOLOGY

**Environment** any underground

**Organization** solitary, gang (2-6), or tribe (7-30 plus 1 chieftain)

**Treasure** none

## SPECIAL ABILITIES

**Fungal Synthesis (Ex)** With one hour of work, a mythic vegepygmy can concoct a dose of fungal poison identical in effect to drow poison or greenblood oil at no cost. These poisons remain effective for 24 hours and then become inert. At any given time, a mythic vegepygmy will usually have 1d4 poisoned blowgun darts and has a 50% chance to have poisoned the tip of his longspear.

**MYTHIC VEGEPYGMY CHIEFTAIN** **CR 3/MR 1**

XP 800

Pathfinder Roleplaying Game Bestiary

N Small plant (mythic)

**Init** +4; **Senses** darkvision 60 ft., greensight<sup>MA</sup>, low-light vision; Perception +8

## DEFENSE

AC 21, touch 15, flat-footed 17 (+4 Dex, +6 natural, +1 size)

hp 46 (4d8+28)

**Fort** +6, **Ref** +4, **Will** +2

**DR** 5/slashing or bludgeoning; **Immune** electricity, plant traits

## OFFENSE

**Speed** 30 ft.

**Melee** 2 claws +7 (1d3+3) or longspear +7 (1d6+4/x3)

**Ranged** blowgun +6 (1 plus poison)

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

## STATISTICS

**Str** 16, **Dex** 18, **Con** 16, **Int** 12, **Wis** 15, **Cha** 15

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

**Feats** Power Attack, Toughness<sup>MF</sup>

**Skills** Perception +8, Stealth +19 (+27 in vegetation), Survival +8; **Racial Modifiers** +4 Stealth (+12 in vegetation)

**Languages** Common, Undercommon, Vegepygmy (can't speak)

**SQ** fungal synthesis<sup>MA</sup>, woodland stride

## ECOLOGY

**Environment** any underground

**Organization** solitary, gang (2-6), or tribe (7-30 plus 1 chieftain)

**Treasure** none

## SPECIAL ABILITIES

**Fungal Synthesis (Ex)** As mythic vegepygmy.

**Russet Mold (Ex)** A mythic vegepygmy chieftain's body is infested with russet mold spores, and any creature it strikes with its claws is exposed to russet mold.





# Warpwolf

*This slavering brownish hound with huge-fanged jaws seems to waver and ripple before your eyes, drifting and shifting from one place to another even when standing still or split between several places at once. Even its flesh seems unstable and flowing, bending and curling in on itself to expose its inner tissues and organs before swallowing itself and dragging its rough-coated exterior out again.*

## WARPWOLF

CR 5/MR 2

XP 1,600

CE Medium magical beast (mythic)

Init +3; Senses darkvision 60 ft., low-light vision; Perception +8

## DEFENSE

AC 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natural)

hp 65 (6d10+32)

Fort +7, Ref +8, Will +3

Defensive Abilities gut-wrenching<sup>MA</sup>, warp fugue; DR 5/epic

## OFFENSE

Speed 40 ft.

Melee bite +10 (1d6+6)

Special Attacks bifurcated bite<sup>MA</sup>, mythic power (2/day, surge 1d6)

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

Constant—displacement

At will—blink

1/day—dimension door

## STATISTICS

Str 19, Dex 17, Con 14, Int 8, Wis 13, Cha 12

Base Atk +6; CMB +10; CMD 24 (28 vs. trip)

Feats Dodge<sup>MF</sup>, Mobility, Precise Strike<sup>B</sup>, Spring Attack

Skills Acrobatics +7 (+11 when jumping), Perception +8, Stealth +7;

Racial Modifiers +4 Acrobatics when jumping

Languages Aklo

SQ pack of one<sup>MA</sup>, transdimensional

## ECOLOGY

Environment any

Organization solitary, pair, or pack (3–9)

Treasure incidental

## SPECIAL ABILITIES

**Bifurcated Bite (Su)** As a standard action, a warpwolf can make two bite attacks against a single opponent. These bites can originate in any square adjacent to both the warpwolf and the target for the purpose of cover and flanking, allowing the warpwolf to provide flanking for itself.

**Dimensional Instability (Su)** A warpwolf's bifurcated bite, gut-wrenching, transdimensional, and warp fugue abilities are suppressed by dimensional anchor, dimensional lock, or forbiddance.

**Gut-wrenching (Su)** A warpwolf's body is in a constant state of inverting flux, its inward parts and its nominal exterior constantly churning and folding in upon each other. A warpwolf gains a +10 bonus on combat maneuver checks made to escape a grapple and on saving throws to avoid becoming entangled.

Whenever it is struck by an attack, it can attempt a combat maneuver check to disarm its attacker as an immediate action that does not provoke attacks of opportunity. If the weapon is disarmed, it is engulfed inside the warpwolf's body and cannot be retrieved unless the warpwolf is killed. If the warpwolf expends one use of its mythic power as part of this immediate action, it can disgorge part of its transpatial innards on its attacker (including creatures using natural weapons, unarmed strokes, or melee touch attacks) as a melee touch attack, affecting the target as a tanglefoot bag on a successful hit.

**Pack of One (Ex)** A warpwolf gains one teamwork feat as a bonus feat, and all of its allies are treated as if they had the same feat for the purpose of the warpwolf gaining its benefits. Its allies gain no benefits from this ability. When a warpwolf uses its bifurcated bite, it gains the benefit of its teamwork feat with respect to the creature it attacked, as if the warpwolf were its own adjacent ally. A warpwolf can expend one use of its mythic power as a full-round action to switch its teamwork feat to a different teamwork feat for which it qualifies.

**Transdimensional (Su)** A warpwolf exists across multiple planes simultaneously, and its senses extend into those planes as well as the interstices between planes. A warpwolf can see and attack astral, ethereal, and incorporeal creatures, as well as creatures using blink, shadow walk, or similar spells that move them through transitive planes that border the Material Plane. Its attacks deal full damage to such creatures and never have a miss chance against them.

**Warp Fugue (Su)** A warpwolf has constant displacement, but this effect is not purely illusory; a warpwolf actually exists partially in several places simultaneously. A warpwolf cannot be flanked, and it can treat any adjacent square (including squares occupied by other creatures or objects) as its own space for the purpose of determining flanking and cover.





Warpwolves are deadly and savage transdimensional predators that exist simultaneously in multiple planes but are fully at home in none. Their appearance is similar to oversized brownish wolfhounds with oversized jaws filled with cruel fangs, but their strangely unstable bodies and spatial existence mark them as wholly unnatural creatures. They are merciless killers with little care for whom or what they destroy. Warpwolves stand between 3 and 4 feet tall at the shoulder and weigh 200 to 300 pounds.

## ECOLOGY

Warpwolves are primarily carnivorous, though they will happily feast on carrion when it is available, and they also kill for pleasure as well as for nutrition and may leave corpses of their prey to rot. They are territorial and possessive, driving off other predators or scavengers who would disturb their kills; however, they are also easily distracted and prone to wanderlust, and will often simply move on and leave heaps of dead flesh behind. The sole exception is that they will always devour any blink dogs they have slain and will hunt down and destroy any creature that dares steal a blink dog corpse from them.

## HABITAT AND SOCIETY

Warpwolves are distant and debased relatives of blink dogs who once became stuck and stretched over the threshold between worlds, their minds and bodies being pulled and twisted in a hundred directions by the remorseless skeins of reality. Thus unwound and spun back together over the course of ages until they were finally able to disentangle a portion of themselves back into a semblance of reality, warpwolves have a vicious hatred of all existence, but their keenest loathing is for their former kin.

Like their blink dog kin, warpwolves tend to run in packs led by an alpha, though warpwolves do not differentiate between genders, perhaps as a result of the commingling of male and female warpwolves who were caught together in the planar interstices as each was rewoven with parts of all others. It is theorized that, due to the fluid nature of warpwolf flesh, gender could likewise be mutable to suit biological need for procreation, and it has also proven tragically true on a few occasions that warpwolves can mate with blink dogs. While most such litters end up stillborn, some pups do survive to maturity and breed true as new warpwolves.

Warpwolves packs are not particularly stable, as they are prone to divide whenever an individual warpwolf begins to chafe under a dominant alpha. These divisions may consist of just wandering off when the mood strikes, while at other times a disgruntled warpwolf may try to rally others in the pack to its cause, splitting the pack down the middle. Most such sedition is met with violence, with the alpha seeking to destroy the upstart rival in order to preserve its place, but many alphas happily let malcontents go as long as they do not directly challenge the alpha's authority.





# Whale

*This immense whale has an enormous, box-shaped head over a massive, toothy maw. Its rough white hide is laced with scars.*

## MYTHIC GREAT WHITE WHALE

CR 17/MR 7

XP 102,400

N Colossal magical beast (mythic)

**Init** -2; **Senses** blindsight 120 ft., darkvision 60 ft., low-light vision; Perception +13

## DEFENSE

**AC** 35, touch 0, flat-footed 35 (-2 Dex, +35 natural, -8 size)

**hp** 353 (18d10+254)

**Fort** +24, **Ref** +9, **Will** +8; second save<sup>MA</sup>

**DR** 10/epic; **SR** 28<sup>MA</sup>

## OFFENSE

**Speed** swim 40 ft.

**Melee** bite +30 (6d6+20/19-20/x3 plus grab<sup>MA</sup>), tail slap +25 (3d6+30)

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

**Special Attacks** capsize, fast swallow<sup>MA</sup>, smashing breach, swallow whole<sup>MA</sup> (3d6+20 damage, AC 27, 35 hp)

## STATISTICS

**Str** 50, **Dex** 6, **Con** 33, **Int** 10, **Wis** 11, **Cha** 8

**Base Atk** +18; **CMB** +46 (+48 bull rush); **CMD** 54 (can't be tripped)

**Feats** Breaching Leap<sup>MF</sup>, Critical Focus<sup>MF</sup>, Diehard, Great Fortitude, Improved Bull Rush, Improved Critical (bite)<sup>MF</sup>, Iron Will, Power Attack<sup>MF</sup>, Staggering Critical, Stunning Critical

**Skills** Perception +13, Stealth +0, Swim +39

**Languages** Aquan

**SQ** awakened<sup>MA</sup>, hold breath, powerful blows (tail slap)<sup>MA</sup>, unconquerable hate<sup>MA</sup>

## ECOLOGY

**Environment** any oceans

**Organization** solitary, pair, or pod (2 mythic great white whales, and 1-14 non-mythic great white whales)

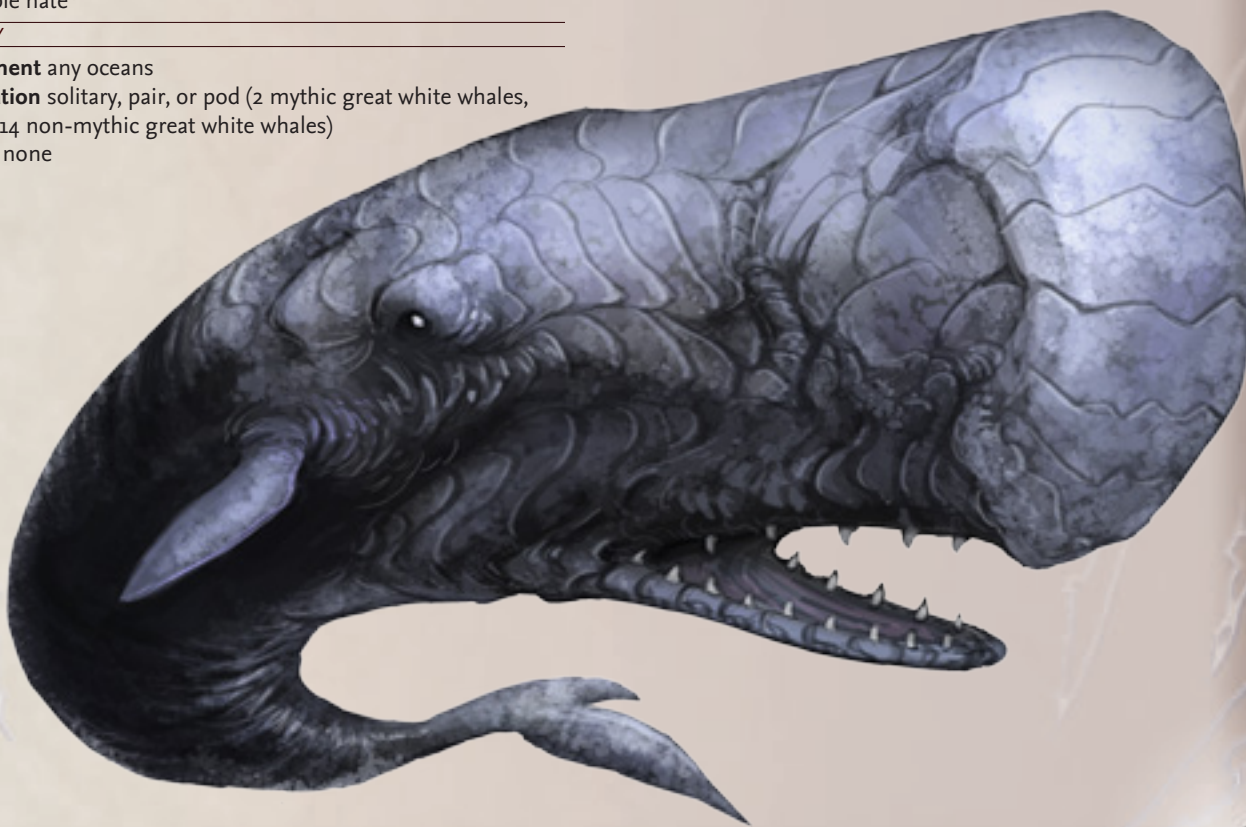
**Treasure** none

## SPECIAL ABILITIES

**Awakened (Su)** A mythic great white whale is an intelligent creature that guides and protects other whales. It has 10 Intelligence, 8 Charisma, and its type is magical beast.

**Smashing Breach (Ex)** As a full-round action, a great white whale can make a special charge attack against creatures on the surface of the water. At the end of its charge, the whale breaches, then slams down onto the target with incredible force. Any Huge or smaller creatures in the whale's space must make a DC 30 Reflex save or take 4d8+45 points of bludgeoning damage and be forced into the nearest square that is adjacent to the whale. This breach automatically attempts to capsize any boats caught wholly or partially in this area. The save DC is Constitution-based.

**Unconquerable Hate (Su)** Whenever a mythic great white whale is affected by a mind-affecting effect with a duration greater than 1 round, it can attempt a new save to end the effect (even if normally has a partial effect on a successful save) each round as a free action, and each round after the first it gains a cumulative +1 bonus on this saving throw. If the original effect did not allow a save, the whale is entitled to save against the default DC of an effect of that level or type. Once the whale breaks free of the effect, it can use *locate creature* at will and *discern location* once per day as spell-like abilities (caster level 18th) to find the creature that created the effect. In addition, whenever the mythic white whale has line of sight to that creature, it is affected as *vengeful outrage*. These effects persist until that creature is dead.





## Wickerman

*This humanoid-shaped colossus is a towering fury of burning wicker and wood.*

MYTHIC WICKERMAN

CR 16/MR 6

XP 76,800

Pathfinder Roleplaying Game Bestiary 4

NE Colossal construct (fire, mythic)

Init +3; Senses darkvision 60 ft., low-light vision; Perception +14

### DEFENSE

AC 26, touch 5, flat-footed 23 (+3 Dex, +21 natural, -8 size)

hp 217 (14d10+140); fast healing 1

Fort +4, Ref +7, Will +4

**Defensive Abilities** fire healing, hardness 5; **DR** 10/epic; **Immune** construct traits, fire

**Weaknesses** vulnerable to cold

### OFFENSE

**Speed** 30 ft.

**Melee** 2 slams +23 (2d8+16 plus burn and grab)

**Ranged** 2 burning brands<sup>MA</sup> +9 touch (4d6+16 plus burn)

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

**Special Attacks** burn (1d6 fire, DC 17), cagespaw<sup>MA</sup>, conflagration<sup>MA</sup>, mythic power (6/day, surge +1d8), trample<sup>MA</sup> (2d8+24 plus burn, DC 33), wicker cage<sup>MA</sup>

### STATISTICS

**Str** 43, **Dex** 16, **Con** —, **Int** 6, **Wis** 10, **Cha** 7

**Base Atk** +14; **CMB** +38 (+42 grapple); **CMD** 51

**Feats** Cleave<sup>MF</sup>, Combat Reflexes, Great Cleave, Improved Vital Strike, Power Attack<sup>MF</sup>, Vital Strike<sup>MF</sup>, Weapon Focus (slam)

**Skills** Perception +14

**Languages** Common (cannot speak)

**SQ** awakened construct<sup>MA</sup>, constant blaze

### ECOLOGY

**Environment** any land

**Organization** solitary

**Treasure** none

### SPECIAL ABILITIES

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

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

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

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

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

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

**Wicker Cage (Su)** If a wickerman successfully grapples a creature, as a swift action it can shove the grabbed creature into the cage built into its chest. This works like swallow whole (8d6 fire damage plus the target automatically catches on fire [see *Pathfinder RPG Core Rulebook*], AC 20, 21 hp) but the cage is large enough to fit 1 Large creature or up to 4 Medium creatures. The DC to put out this fire is 19. If a creature cuts its way free, the cage reforms allowing the wickerman to use this ability again in 1d4 rounds. The save DC is Constitution-based and includes a +2 racial bonus. If the mythic wickerman spends one use of mythic power as a free action, the fire in its wicker cage ignores up to 30 points of fire resistance, and drains an additional 30 points of fire protection per round, for 1 minute.





# Wolf

*This immense black wolf is the size of a horse, its fangs as large and sharp as knives.*

## MYTHIC DIRE WOLF

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary

N Large animal (mythic)

Init +2; Senses low-light vision, scent; Perception +10

## DEFENSE

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)

hp 45 (5d8+23)

Fort +7, Ref +6, Will +2

DR 5/epic

## OFFENSE

Speed 50 ft.

Melee bite +8 (1d8+6 plus trip)

Space 10 ft.; Reach 5 ft.

Special Attacks mythic power (1/day, surge +1d6), shake prey<sup>MA</sup>

## STATISTICS

Str 19, Dex 15, Con 17, Int 2, Wis 12, Cha 10

Base Atk +3; CMB +8; CMD 20 (24 vs. trip)

Feats Pack Attack<sup>B</sup>, Run, Skill Focus (Perception), Weapon Focus (bite)<sup>MF</sup>

Skills Perception +10, Stealth +3, Survival +1 (+5 scent tracking);

Racial Modifiers +4 Survival when tracking by scent

SQ pack leader<sup>MA</sup>

## ECOLOGY

Environment cold or temperate forests

Organization solitary, pair, or pack (1 mythic dire wolf and 3–12 dire wolves)

Treasure none

## SPECIAL ABILITIES

**Pack Leader (Ex)** A mythic dire wolf gains Pack Attack as a bonus feat and treats all allied wolves and dire wolves as if they also had this feat for the purpose of gaining its benefits. Once per day as a standard action, a mythic dire wolf can grant Pack Attack as a bonus feat for 1 minute to all allied wolves and dire wolves within 30 feet who can see and hear it. When it does so, the mythic dire wolf gains the benefit of Mythic Pack Attack. The wolf can use this ability more than once per day by expending one use of its mythic power for each additional use.

**Shake Prey (Ex)** When a mythic dire wolf hits with its bite, it can choose to make a combat maneuver check to bull rush, drag, or reposition the target rather than tripping it. It may expend one use of its mythic power to gain the grab special ability for 1 minute. If it successfully grapples an opponent while using this ability, it shakes the foe, dealing additional damage equal to its bite attack. It may forgo this additional damage to bull rush, drag, reposition, or trip the target as a free action, using the same combat maneuver bonus it used to grapple the target.

## MYTHIC WOLF PACK

CR 6/MR 2

XP 2,400

N Medium animal (mythic, troop)

Init +2; Senses low-light vision, scent; Perception +8

## DEFENSE

AC 22, touch 13, flat-footed 19 (+2 Dex, +1 dodge, +9 natural)

hp 84 (8d8+48)

Fort +10, Ref +8, Will +5

Defensive Abilities troop traits; DR 5/epic

## OFFENSE

Speed 50 ft.

Melee troop (2d6+4 plus trip)

Special Attacks hamstring<sup>MA</sup>, hungry howl<sup>MA</sup>, mythic power (2/day, surge +1d6), trip

## STATISTICS

Str 19, Dex 15, Con 19, Int 2, Wis 12, Cha 10

Base Atk +6; CMB +10; CMD 22 (can't be bull rushed or tripped)

Feats Dodge, Iron Will, Mobility<sup>MF</sup>, Skill Focus (Perception)

Skills Acrobatics +6 (+14 when jumping), Perception +8, Stealth +10, Survival +2 (+6 tracking by scent); Racial Modifiers +4 Survival tracking by scent

SQ no escape<sup>MA</sup>

## ECOLOGY

Environment cold or temperate forests

Organization solitary

Treasure none

## SPECIAL ABILITIES

**Hamstring (Ex)** When a creature is tripped by a mythic wolf pack, its speed is halved for 24 hours due to leg injuries (DC 18 Fortitude negates). Creatures immune to critical hits are immune to this effect, and it can be repaired with regenerate. The save DC is Strength-based.

**Hungry Howl (Ex)** As a full-round action, a mythic wolf pack can howl to gain frightful presence (DC 14) for 1 minute. Herbivorous animals take a -4 penalty on saves against a mythic wolf pack's frightful presence. If the wolf pack expends one use of its mythic power, its frightful presence affects all creatures within 60 feet and all animals within 300 feet.

**No Escape (Ex)** When a creature moves out of a space threatened by a mythic wolf pack, the pack can reshape itself and move up to its speed as an immediate action. It can expend a use of mythic power to move twice its speed and gain the benefit of *haste* or *tireless pursuit* (caster level 8th); these effects are nonmagical.





# Wolverine

*This terrible wolverine is as large as a bear, its jaws and claws oversized and brutal, its eyes dark and filled with rage.*

**MYTHIC DIRE WOLVERINE** **CR 5/MR 2**

XP 1,600

Pathfinder Roleplaying Game Bestiary

N Large animal (mythic)

**Init** +7; **Senses** low-light vision, scent; Perception +12

## DEFENSE

**AC** 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size)

**hp** 68 (5d8+46)

**Fort** +8, **Ref** +7, **Will** +2

**DR** 5/epic

## OFFENSE

**Speed** 30 ft., climb 10 ft.

**Melee** 2 claws +6 (1d8+4), bite +6 (1d6+4 plus 1d4 bleed<sup>MA</sup>)

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

**Special Attacks** incapacitating musk<sup>MA</sup>, mythic power (2/day, surge +1d6), rage<sup>MA</sup>

## STATISTICS

**Str** 19, **Dex** 17, **Con** 19, **Int** 2, **Wis** 12, **Cha** 10

**Base Atk** +3; **CMB** +8; **CMD** 21 (25 vs. trip)

**Feats** Improved Initiative, Skill Focus (Perception), Toughness<sup>MF</sup>

**Skills** Climb +12, Perception +12

## ECOLOGY

**Environment** cold forests

**Organization** solitary or pair

**Treasure** none

## SPECIAL ABILITIES

**Incapacitating Musk (Ex)** Once per day as a standard action, a mythic dire wolverine can spray malodorous musk in a 20-ft. cone. Each creature within the cone must succeed at a DC 18 Fortitude save or be nauseated for 1d6 rounds and then sickened for 1d6 minutes. A creature making the save is only sickened for 1d6 rounds. The save DC is Constitution-based and includes a racial bonus equal to the mythic wolverine's rank.

**Rage (Ex)** A dire wolverine that takes damage in combat flies into a rage on its next turn, madly clawing and biting until either it or its opponent is dead. It gains +4 to Strength, +4 to Constitution, and -2 to AC. The creature cannot end its rage voluntarily. A mythic dire wolverine can spend one use of its mythic power to instead gain +6 to Strength and Constitution. It also gains the benefit of the Diehard feat and a +2 bonus on Will saves while raging.

# Wolverine, Fey

*This wolverine's eyes possess the unmistakable glint of intelligence, and its mouth seems to twitch as if it were about to laugh.*

**MYTHIC FEY WOLVERINE** **CR 4/MR 1**

XP 1,200

d20pfsrd.com<sup>LLK</sup>

CN Medium fey (augmented animal)

**Init** +4; **Senses** darkvision 60 ft., low-light vision, scent; Perception +8

## DEFENSE

**AC** 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)

**hp** 30 (3d8+17); regeneration 2 (cold iron or fire)

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

**Defensive Abilities** healing factor<sup>MA</sup>; **DR** 5/cold iron; **SR** 15

## OFFENSE

**Speed** 40 ft., burrow 20 ft., climb 20 ft.

**Melee** bite +4 (1d4+2), 2 claws +4 (1d6+2/19-20)

**Special Attacks** adamant claws<sup>MA</sup>, death curse (DC 13), mythic power (1/day, surge +1d6), rage

**Spell-Like Abilities** (CL 3rd; concentration +5)  
1/day—charm person (DC 13), faerie fire

## STATISTICS

**Str** 15, **Dex** 19, **Con** 15, **Int** 12, **Wis** 14, **Cha** 14

**Base Atk** +2; **CMB** +4; **CMD** 18 (22 vs. trip)

**Feats** Extra Mythic Power<sup>MF</sup>, Skill Focus (Bluff), Toughness

**Skills** Acrobatics +10, Bluff +12, Climb +16, Knowledge (nature) +7, Perception +8, Sense Motive +8, Stealth +14

**Languages** Sylvan, Viking

## ECOLOGY

**Environment** cold forests

**Organization** solitary

**Treasure** none

## SPECIAL ABILITIES

**Adamant Claws (Ex)** A mythic fey wolverine's claws overcome damage reduction and hardness as if made of adamantine. Against creatures without hardness or DR/adamantine, its claws threaten a critical hit on a roll of 19-20 and it deals 1d4 points of bleed damage on a confirmed critical hit.

**Death Curse (Su)** When a creature slays a fey wolverine, it is cursed, taking a -2 penalty on attack rolls, ability checks, skill checks, and saving throws (DC 13 Will negates) until the curse is removed. The effects of multiple death curses stack but count as a single curse for the purpose of removing its effects. Fey creatures can see an angry red halo around a cursed creature's head.

**Healing Factor (Ex)** A mythic fey wolverine gains regeneration, and whenever it would be affected by a pain effect or become exhausted, fatigued, staggered, or stunned, the wolverine can expend one use of mythic power to negate the effect.





# Worm that Walks

Although this robed wizard stands and moves like a man, his body is a writhing mass of squirming, slippery worms.

## MYTHIC WORM THAT WALKS

CR 17/MR 7

XP 102,400

Pathfinder RPG Bestiary 2

Human mythic worm that walks conjurer 13

NE Medium vermin (augmented human, mythic)

**Init** +15<sup>MF</sup>; **Senses** blindsight 120 ft., darkvision 60 ft.; **Perception** +22

## DEFENSE

**AC** 33, touch 20, flat-footed 28 (+6 armor, +4 Dex, +1 dodge, +5 insight, +7 natural)

**hp** 168 (13d6+107); **fast healing** 17

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

**Defensive Abilities** worm that walks traits; **DR** 15/—; **Immune** critical hits, disease, paralysis, poison, sleep, weapon damage<sup>MA</sup>; **SR**<sup>MA</sup> 32

## OFFENSE

**Speed** 30 ft.

**Melee** squirming embrace +10 touch (6d6–1 plus distraction and infestation) or

slam +10 (1d4–1 plus grab)

**Special Attacks** arcane surge<sup>MA</sup>, coordinated consumption<sup>MA</sup>, corpse-crawling<sup>MA</sup>, disincorporate, grab (Large), infestation<sup>MA</sup> (DC 27), **mythic power** (7/day, surge +1d10), squirming embrace, swarm spawn<sup>MA</sup>

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

At will—dimensional steps (390 feet/day)

8/day—acid dart (1d6+6 acid)

**Conjurer Spells Prepared** (CL 13th; concentration +20)

7th—plane shift (DC 24), project image

6th—acid fog, disintegrate<sup>MS</sup> (DC 23), summon monster VI

5th—cloudkill<sup>MS</sup> (DC 22), dismissal (DC 22), shadow evocation (DC 22), telekinesis<sup>MS</sup> (DC 22), teleport

4th—black tentacles<sup>MS</sup>, confusion<sup>MS</sup> (DC 21), dimension door<sup>MS</sup> (2), phantasmal killer<sup>MS</sup> (DC 21), summon monster IV

3rd—dispel magic<sup>MS</sup>, fly<sup>MS</sup>, protection from energy, slow<sup>MS</sup> (DC 20), stinking cloud (DC 20), summon monster III

2nd—acid arrow, detect thoughts (DC 19), fog cloud, glitterdust (DC 19), invisibility<sup>MS</sup>, summon swarm

1st—charm person (DC 18), feather fall, grease<sup>MS</sup> (DC 18), obscuring mist, protection from good<sup>MS</sup>, reduce person (DC 18)<sup>MS</sup>, shield

o (at will)—detect magic, mage hand, prestidigitation, read magic

**Opposition Schools** Evocation, Necromancy

## STATISTICS

**Str** 8, **Dex** 18, **Con** 19, **Int** 24, **Wis** 12, **Cha** 10

**Base Atk** +6; **CMB** +5 (+20 grapple); **CMD** 33

**Feats** Arcane Armor Training, Combat Casting, Combat Reflexes, Craft Magic Arms and Armor, Craft Wondrous Item, Diehard<sup>B</sup>, Dodge, **Extra Mythic Power**, Improved Initiative<sup>MF</sup>, Light Armor Proficiency, **Mythic Spell Lore** (2), Scribe Scroll, Toughness, Weapon Finesse

**Skills** Craft (alchemy) +23, Disguise +13, Fly +20, Intimidate +13, Knowledge (arcana, dungeoneering, planes) +23, Perception +22, Sense Motive +15, Spellcraft +23, Stealth +19; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth

**Languages** Abyssal, Aklo, Common, Infernal

**SQ** arcane bond (staff), mythic potency<sup>MA</sup>, summoner's charm (6 rounds), tenacious

## ECOLOGY

**Environment** any

**Organization** solitary

**Treasure** NPC Gear (+4 leather armor, cloak of resistance +4, staff of charming)

## CREATING A MYTHIC WORM THAT WALKS

“Mythic worm that walks” is an acquired template that can be added to any creature with the worm that walks template (referred to hereafter as the base worm that walks). A mythic worm that walks uses the base worm that walks's stats and abilities except as noted here.

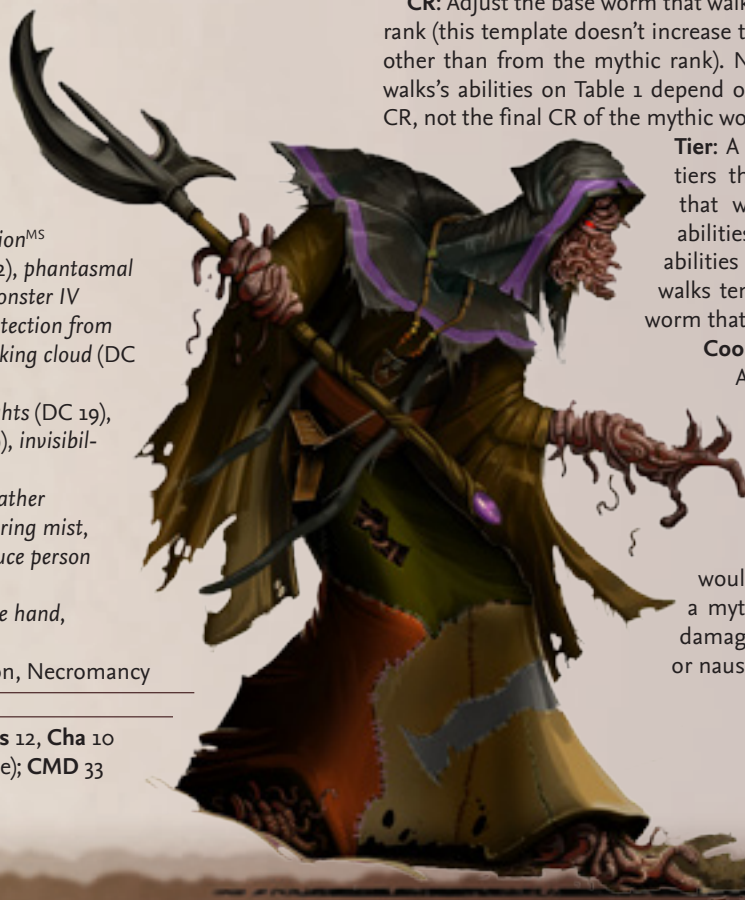
**Mythic Subtype:** A mythic worm that walks gains the mythic subtype, with a rank equal to half the CR of the base worm that walks. A mythic worm that walks gains additional abilities depending on the base worm that walks's CR instead of the mythic abilities it would get for having a rank. The mythic worm that walks gains all other benefits of having the mythic subtype: ability score bonuses, bonus hit points, mythic feats, mythic power, natural armor bonus, and spell resistance increase (if any).

**CR:** Adjust the base worm that walks's CR according to its mythic rank (this template doesn't increase the base worm that walks's CR other than from the mythic rank). Note that a mythic worm that walks's abilities on Table 1 depend on the base worm that walks's CR, not the final CR of the mythic worm that walks.

**Tier:** A worm that walks with mythic tiers that becomes a mythic worm that walks loses its tiers (and all abilities from those tiers) and gains abilities from the mythic worm that walks template, according to the base worm that walks's CR.

**Coordinated Consumption (Ex):**

A mythic worm that walks coordinates its swarm attacks better than a typical worm that walks, and deals swarm damage one step higher than a nonmythic worm that walks of its HD would normally cause. In addition, a mythic worm that walks's swarm damage is doubled against helpless or nauseated targets.





**Discorporate (Su):** While discorporated, a mythic worm that walks retains all of its defensive abilities, but replaces worm that walks traits with standard swarm traits. It loses its slam attack but gains a swarm attack that deals damage equal to its squirming embrace attack. It loses its squirming embrace special attack but retains all others. A mythic worm that walks can reform into its true form (including equipping all gear in reach) as a move action as long as it has at least 1 hit point.

**Mythic Potency (Su):** A mythic worm that walks adds its rank to the save DC for its swarms' distraction ability, and to the racial bonuses from its tenacious ability. It adds half its rank (minimum 1) to its insight bonus to AC.

**Swarm Spawn (Su):** At 2nd rank, a mythic worm that walks can use its squirming embrace ability as a melee touch attack, or as a free action against a grappled foe. A mythic worm that walks can have a number of embraced targets at any one time equal to 1 plus half its mythic rank. A worm swarm has hit points equal to the worm that walks's mythic bonus hit points, and retains all of the mythic worm that walks's defensive abilities, but replaces worm that walks traits with standard swarm traits. Its swarm attack deals damage equal to the mythic worm that walks's squirming embrace attack. If the mythic worm that walks moves further than its blindsight range from a worm swarm or dismisses a swarm (a free action), the swarm dies.

**Blindsight (Ex):** At 3rd rank, a mythic worm that walks's blindsight increases to 60 feet. At 6th rank, it increases to 120 feet, and at 9th rank, it increases to 240 feet.

**Immune to Weapon Damage (Ex):** At 3rd rank, a mythic worm that walks is immune to all weapon damage.

**Infestation (Ex):** At 4th rank, any creature that takes swarm damage from a mythic worm that walks, including from any swarm spawn, must succeed at a Reflex save or become infested. The save DC equals 10 + 1/2 the mythic worm that walks's HD + its Con modifier + its mythic rank. On a failed save, the infested creature takes 1d3 points of Strength and Constitution damage per round as the worms burrow through and consume its flesh and blood—this effect continues each round the victim remains subject to the swarm damage and for 1d6 rounds thereafter. Any energy-based attack (including damage from negative energy) that deals damage equal to at least twice the mythic worm that walks's mythic rank to the victim automatically destroys all of the worms infesting it, ending the effect prematurely. Additionally, any effect that removes disease instantly ends a mythic worm that walks's infestation. Immunity to disease offers no defense. Wind effects that affect an infesting swarm's target have no effect on the swarm. The save DC is Constitution-based.

**Spell Resistance (Su):** At 5th rank, a mythic worm that walks and its swarm spawn gain spell resistance equal to 11 + the base worm that walks' CR (before adding the worm that walks' mythic rank to its SR from the mythic subtype).

**Corpse-Crawling (Ex):** At 6th rank, a discorporated mythic worm that walks that infests a corpse within one size category of the mythic worm that walks can transform the corpse into a worm zombie under its control. Worm zombies do not gain DR 5/slashing or the staggered condition but otherwise follow normal rules. When killed, the zombie collapses in a pile of worms and the worm within is released into the zombie's space or an adjacent square. Attacks against a worm zombie deal half damage to the mythic worm that walks as well, although the mythic worm that walks's defensive abilities, DR, SR, resistances, and immunities may negate some or all of this damage. A worm zombie's skin crawls visibly with the worms within it, though the worm that

walks can disguise its worm zombie as a normal zombie with a Disguise check, with a –4 penalty if the host smaller than itself.

A mythic worm that walks can abandon its worm zombie as an immediate action, destroying it and releasing itself as above, or as a full-round action, leaving the corpse intact. A *remove disease* or *heal* spell cast on an inhabited corpse forces the mythic worm that walks to abandon it if the caster overcomes the mythic worm that walks's spell resistance.

**Augmented Spellcasting (Su):** At 7th rank, a mythic worm that walks selects one of the following archmage or hierophant abilities: arcane surge, inspired spell, recalled blessing, or wild arcana. Once chosen, this selection can't be changed.

**Corpse-Crawl Spawn (Ex):** At 8th rank, swarm spawn created by a mythic worm that walks gain the mythic worm that walks's corpse crawling ability, transforming infested corpses of an appropriate size into worm zombies. Attacks against the worm zombie deal half damage to the inhabiting worm swarm rather than to the mythic worm that walks, although the worm swarm's defensive abilities, DR, SR, resistances, and immunities may negate some or all of this damage. A mythic worm that walks can attempt a Disguise check to conceal its swarm spawn's inhabitation of a corpse, with the usual –4 penalty if it is inhabiting a host of a smaller size.

A swarm spawn cannot abandon a host corpse, however, and a *remove disease* or *heal* spell cast on the corpse that overcomes the worm swarm's spell resistance kills it.

**Enhanced Spellcasting (Su):** At 9th rank, a mythic worm that walks gains the ability to treat its 1st-level spells like cantrips or orisons. If the mythic worm that walks is a spontaneous caster, its 1st-level spells known don't consume spell slots and can be used again. If the mythic worm that walks prepares spells, its 1st-level spell slots aren't expended when cast and can be used again. Using metamagic feats or other abilities that alter the spell slot of a spell aren't affected by this ability (for example, a quickened *magic missile* uses a 5th-level spell slot and is expended when cast).

**Resilient Resurrection (Su):** At 10th rank, a mythic worm that walks gains a +4 deflection bonus to AC, a +4 resistance bonus to saving throws, and immunity to the following conditions: dazed, exhausted, fatigued, nauseated, sickened, and stunned.

### MYTHIC WORM THAT WALKS ABILITIES

BASE CREATURE CR	MYTHIC RANK	MYTHIC ABILITIES
1-3	1st	Coordinated consumption, mythic potency
4-5	2nd	Swarmspawn
6-7	3rd	Blindsight 60 ft., immune to weapon damage
8-9	4th	Infestation
10-11	5th	Spell resistance
12-13	6th	Blindsight 120 ft., corpse-crawling
14-15	7th	Augmented spellcasting
16-17	8th	Corpse-crawl spawn
18-19	9th	Blindsight 240 ft., enhanced spellcasting
20+	10th	Resilient resurrection





# Wraith

*This ghostly creature is little more than a dark shape with two flickering pinpoints of light where its eyes should be.*

## MYTHIC WRAITH

CR 6/MR 2

XP 2,400

Pathfinder Roleplaying Game Bestiary

LE Medium undead (incorporeal, mythic)

Init +9<sup>MF</sup>; Senses darkvision 60 ft., lifesense; Perception +10

Aura unnatural aura (30 ft.)

## DEFENSE

AC 20, touch 20, flat-footed 17 (+7 deflection, +3 Dex)

hp 68 (5d8+46)

Fort +7, Ref +4, Will +6

Defensive Abilities channel resistance +2, incorporeal; DR 5/epic;

Immune undead traits

Weaknesses sunlight powerlessness

## OFFENSE

Speed fly 60 ft. (good)

Melee incorporeal touch +6 (1d6 negative energy plus 1d6 Con drain)

Special Attack corruption link<sup>MA</sup>, create spawn<sup>MA</sup>, mythic power (2/day, surge +1d6), shroud of darkness<sup>MA</sup>

## STATISTICS

Str —, Dex 16, Con —, Int 14, Wis 14, Cha 23

Base Atk +3; CMB +6; CMD 21

Feats Blind-Fight, Combat Reflexes, Improved Initiative<sup>MF</sup>

Skills Diplomacy +11, Fly +7, Intimidate +14, Knowledge (planes) +7, Perception +10, Sense Motive +10, Stealth +11

Languages Common, Infernal

## ECOLOGY

Environment any

Organization solitary, gang (1 mythic wraith and 2–7 wraiths), or pack (1 mythic wraith and 7–17 wraiths)

Treasure none

## SPECIAL ABILITIES

**Constitution Drain (Su)** Creatures hit by a mythic wraith's incorporeal touch attack must succeed on a DC 18 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma-based.

**Corruption Link (Su)** Creatures affected by a mythic wraith's Constitution drain ability take one point of Constitution bleed each subsequent round if they remain within 60 feet of the mythic wraith (Fortitude DC 18 negates). The mythic wraith does not gain temporary hit points from this effect. The save DC is Charisma-based.

**Create Spawn (Su)** A humanoid slain by a mythic wraith becomes a wraith in 1 round. Spawn are under the command of the mythic wraith that created them until its death, at which point they become free-willed wraiths. They do not possess any of the abilities they had in life.

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

**Shroud of Darkness (Su)** A mythic wraith can expend one use of mythic power as a swift action to create a 10-foot radius area of cold-infused darkness centered on the mythic wraith. The darkness lasts for 2 minutes and is identical to the *deeper darkness* spell (CL 10). It also negates the mythic wraith's sunlight powerlessness weakness. Additionally, creatures that begin their turn inside the shroud of darkness take 1d6 points of cold damage and must succeed on a DC 18 Fortitude save or be staggered for as long as they remain inside the shroud of darkness plus an additional 1d4 rounds after they leave. The save DC is Charisma-based.





# Xotenga

*This long-limbed humanoid is tall and emaciated, its black skin mottled with scabrous sores. Its spreading wings are covered in black and white feathers like a molting vulture, but have clawed finger joints like a bat's. A vulture's head perches atop a slender neck with sunken yellow eyes. It grasps a pair of bony javelins in its prehensile talons.*

**XOTENGA** CR 13/MR 5

XP 25,600

NE Large monstrous humanoid (mythic)

**Init** +8/-12, **dual initiative**<sup>MA</sup>; **Senses** blindsense 120 ft., darkvision 60 ft., low-light vision; **Perception** +15

**Aura** aura of famine<sup>MA</sup> (DC 20)

## DEFENSE

**AC** 31, **touch** 17, **flat-footed** 27 (+8 Dex, +14 natural, -1 size)

**hp** 173 (13d10+102)

**Fort** +8, **Ref** +16, **Will** +11

**DR** 10/epic; **Immune** exhaustion, fatigue, nonlethal damage, poison; **Resist** fire 30

## OFFENSE

**Speed** 20 ft., fly 60 ft. (average)

**Melee** 2 claws +16 (1d6+4)

**Ranged** mwk composite longbow +25/+20/+15 (2d6+8/19-20/x3) or bolas +20 (1d6+4 nonlethal)

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

**Special Attacks** bitter quill<sup>MA</sup>, bowmaster, **mythic power** (5/day, surge +1d8), **twin talons**<sup>MA</sup>

**Spell-Like Abilities** (CL 13th; concentration +16)

At will—**feast of ashes**<sup>APG</sup> (DC 15), **fester**<sup>APG</sup> (DC 15), **ray of enfeeblement** (DC 14), **ray of exhaustion** (DC 16)

3/day—**venomous bolt**<sup>APG</sup> (DC 16)

1/day—**sirocco**<sup>APG</sup> (DC 19), **waves of fatigue**

## STATISTICS

**Str** 18, **Dex** 27, **Con** 18, **Int** 11, **Wis** 16, **Cha** 9

**Base Atk** +13; **CMB** +18; **CMD** 36

**Feats** Greater Weapon Focus (longbow), Greater Weapon Specialization (longbow), Improved Critical (longbow), Manyshot<sup>MF</sup>, Point Blank Shot<sup>B</sup>, Rapid Shot<sup>MF</sup>, Weapon Focus<sup>MF</sup> (longbow), Weapon Specialization (longbow)

**Skills** Craft (bows) +10, Fly +22, Perception +15, Stealth +19, Survival +17

**SQ** famine's feast<sup>MA</sup>, improved evasion<sup>MA</sup>

## ECOLOGY

**Environment** any warm

**Organization** solitary, pair, or flock (3-6)

**Treasure** standard (masterwork composite longbow, 2 bolas)

## SPECIAL ABILITIES

**Aura of Famine (Su)** Creatures that need to eat are wracked with hunger within 30 feet of a xotenga, taking 1d6 points of nonlethal damage per round. In addition, each round they begin their turn within the aura of famine they become fatigued (DC 20 Fortitude negates). Creatures already fatigued become exhausted, exhausted creatures also become staggered for as long as they remain within the aura and for 1d4 rounds thereafter, and staggered creatures are rendered unconscious for as long as they remain within the aura and for 1d4 minutes thereafter on a failed save. Unconscious creatures no longer take nonlethal damage from the aura. Undead such as ghouls and vampires that consume flesh or blood are affected as if they were living

creatures, though they take lethal damage.

If a creature is within the overlapping aura of multiple xotengas, the damage from each aura stacks. Only one save is required per round; however, the save DC is increased by 2 for each xotenga after the first. If a creature spends 24 hours within this aura, it takes 1 point of Constitution drain from each aura. Xotengas are immune to this aura, as are vultures and creatures with the daemon subtype.

**Bitter Quill (Su)** Xotengas can pluck long needle-sharp cartilaginous quills from their molting wings and use them as arrows, never needing to carry manufactured ammunition. These quills are considered magical for the purpose of overcoming damage reduction. In addition, as a standard action, a xotenga can loose a bitter quill, which gains the *seeking* property and also contains the imbued power of one of the xotenga's spell-like abilities. On a successful hit, a bitter quill deals damage normally and also affects the target as the spell-like ability in question. A xotenga can expend one use of its mythic power as a free action when using this ability to instead deliver the mythic version of its spell-like ability on a successful hit. A bitter quill must be used in the same round it is created or it loses its power.

**Bowmaster (Ex)** Xotengas are proficient with bows of all types and gain a +1 racial bonus on attack rolls with bows. In addition, they can use their racial Hit Dice in place of fighter levels for the purpose of qualifying for feats applied to the bow, such as Weapon Specialization.

**Famine's Feast (Su)** Anytime a xotenga is within 10 feet of a dying, fatigued, or exhausted creature, it gains fast healing 5.

**Flurry of Feathers (Su)** When an opponent confirms a critical hit against a xotenga, the xotenga can release a flurry of razor-sharp feathers that swarm around and fly towards the creature that confirmed the critical hit. The feathers have statistics identical to a **bat swarm** but are treated as a monstrous humanoid rather than an animal, as they are considered part of the xotenga (though damage to the flurry of feathers does not harm the xotenga). The flurry of feathers moves each round to pursue and engulf its target in its swarm, though it will also damage other nearby creatures if the opportunity presents itself. A xotenga can spend one use of its mythic power as an immediate action to use this ability whenever it is hit.

Xotengas are creatures of the dust, soaring over the parched savannah and desolate badlands. Xotengas often appear in the wake of natural disasters of all kinds, following in the wake of floods and wildfires as readily as amidst the devastated rubble of an earthquake or volcanic eruption. They are heralds of misery, hastening the onset of suffering begun by inundation beneath tainted waters, roiling clouds of toxic smoke, and burning pyroclastic flows. However, while local legends tell that the appearance of xotengas presages disaster as well as follows it, what is less well known is that their mere presence actually brings about devastation and woe. Xotengas are the living embodiment of famine, some say created as mortal servants by the Four Horsemen that rule the daemonic race to hasten the coming Apocalypse. Hunger and despair follow in their footsteps and rise wherever their shadows fall. From on high their deadly quills rain down suffering and want, leaving those who survive the initial assault to cower in fearful misery as the xotengas begins their long, slow torment.





## ECOLOGY

Xotengas are ravening, hateful torturers that prolong the agony of their victims as they flay and devour them piece by bloody piece with bony shards plucked from their own flesh. A xotenga does not feast upon its victims for sustenance but rather for pleasure, savoring the pain and terror they induce in their victims. Xotengas do not eat because they cannot; they lack any true digestive tract. They can gobble flesh and bone into their hideous beaks, but what they swallow in hideous gulps is simply deposited into a distensible gizzard where it molds into putrefaction, eventually to be vomited back up.

Though unable to eat as other creatures do, xotengas are plagued with unending hunger that gnaws at their innards like a nest of worms, a hunger that is sated only by consuming the hunger of others. Their parasitic presence draws forth hunger of others, sapping their life and vitality to bring the xotenga satiety, if only temporarily. Xotengas prefer capturing their victims, slowly drinking their life away until only a desiccated husk is left. Killing creatures outright provides them no sustenance, but a slow death appeals to their cruel appetites, as the miserable whimpering, anguished screams, and blubbing delirium of prisoners slowly descending into madness are terribly entertaining to these hateful hunters.

Xotengas typically lair in desert places, often amid fetid mud pots and sulfurous springs filled with nauseous vapors that shroud their comings and goings. They also find refuge in caves, clefts, and windswept cliffs beyond the reach of ground-bound enemies, or even in temporary rookeries in the depths of desert dunes. Strong flyers able to keep their bearings in the midst of howling sandstorms, find refuge in environments that give even the hardest travelers pause, providing refuge from the few creatures that hunt them for food or might seek revenge for their predations. Experienced travelers in the blasted lands know well to avoid such places, lest they stumble into an entire colony of these foul beings.

Even when xotengas lair in fertile areas, desertification follows wherever they go. The aura of famine that surrounds them stunts and withers vegetation and the microfauna that support its growth, causing all to shrivel and die. This environmental destruction is of little moment to a xotenga, as they can simply move on whenever their supply of ready prey has been exhausted. However, xotengas are aware of the lure of verdant oases in dry and dusty lands, and they are cunning enough to leave some green places inviolate, the better to lure settlers and travelers into lands seemingly unspoiled. Of course, it is only a matter of time before the xotengas sweep in, pouncing in lightning raids to kill the strongest and drag off the weak. Xotengas hide evidence of their attacks, so potential new victims discovering newly vacated oases can be caught unawares when the next wave of ambushes is unleashed. Xotengas migrate when necessary to leave fertile lands fallow from their raiding long enough for any memory of their attacks to fade, or for the brave or foolish to decide that fertile lands are precious enough to be worth the risk of tilling the land, watching and hoping that they will never again hear the cruel croaks of xotengas on the wing.

## HABITAT AND SOCIETY

Xotengas are despised and shunned by all other living creatures, since even if xotengas did not lair in inhospitable desolation, their mere presence means a slow and certain death for anyone nearby. Curiously, vultures are immune to the sympathetic starvation of xotengas, but for their part xotengas care little for their distant kin.

Socially, many xotengas choose to remain solitary in order to avoid sharing their nourishment. Others gather in small flocks to bring down large prey or assault large groups of foes or even raid directly into towns and villages to carry off their victims into the barren lands. Their flocks never number more than half a dozen, however, as they simply cannot afford a greater number of rivals for the nourishment they steal from their victims, and the potential for jealousy, resentment, strife, and murder between their brethren is far too high.

Many xotengas claim direct descent from the horseman of Famine, in some ways being the mortal equivalents of the *meladaemons* that serve the same patron. However, xotenga clerics and oracles venerate all of the Four Horsemen of the Apocalypse. Even those not claiming a divine birthright see themselves as the agents of the Apocalypse in their world, divinely appointed as harvesters of sorrow to cull the planet of the weak and unworthy, eclipsing joy with sorrow and delight with despair, and dragging all of creation down into the final extinguishing of hope.





# Yeth Hound

*This emaciated, hairless canine has a strange air of menace and cruelty about it.*

**MYTHIC YETH HOUND**

**CR 4/MR 1**

XP 1,200

NE Medium outsider (evil, extraplanar, mythic)

**Init** +7; **Senses** darkvision 60 ft., scent; Perception +9

## DEFENSE

**AC** 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

**hp** 40 (4d10+18)

**Fort** +3, **Ref** +6, **Will** +6

**DR** 5/epic and silver

## OFFENSE

**Speed** 40 ft., fly 60 ft. (good)

**Melee** bite +7 (2d6+4 plus sinister bite and trip)

**Special Attacks** bay<sup>MA</sup>, **mythic power** (3/day, surge +1d6), yeth hound's curse<sup>MA</sup> (DC 14)

## STATISTICS

**Str** 17, **Dex** 15, **Con** 15, **Int** 6, **Wis** 14, **Cha** 10

**Base Atk** +4; **CMB** +7; **CMD** 19 (23 vs. trip)

**Feats** Extra Mythic Power, Improved Initiative, Skill Focus (Fly)

**Skills** Fly +16, Perception +9, Stealth +9, Survival +9

**Languages** Abyssal or Infernal (cannot speak)

## ECOLOGY

**Environment** any

**Organization** solitary or pack (1 mythic yeth hound and 6–11 yeth hounds)

**Treasure** incidental

## SPECIAL ABILITIES

**Bay (Su)** When a mythic yeth hound howls or barks, all creatures except other evil outsiders within a 300-foot spread must succeed on a DC 14 Will save or become panicked for 2d4 rounds. This is a sonic mind-affecting fear effect. Whether or not the save is successful, an affected creature is immune to the same hound's bay for 24 hours. Additionally, a mythic yeth hound can expend one use of its mythic power as a free action when it uses its bay attack to make the area radiate fear for 1d4+1 rounds. Any creature in, entering, or passing through the bay's area of effect during these 1d4+1 rounds is subject to the mythic yeth hound's bay attack. The save DC is Charisma-based and includes a +2 racial bonus.

**Flight (Su)** A yeth hound can cease or resume its flight as a free action.

**Sinister Bite (Su)** A yeth hound's bite is treated as evil-aligned for the purpose of overcoming damage reduction, and good-aligned creatures bitten by a yeth hound must succeed on a DC 14 Will save or be shaken for 1 round. If the target is already affected by a fear effect (such as the hound's bay attack), the victim is instead completely overcome with fear and cowering for 1 round. This is a mind-affecting fear effect. The save DC is Constitution-based.

**Yeth Hound's Curse (Su)** When a mythic yeth hound confirms a critical hit against a good-aligned creature with its bite, the target is stunned for 1 round and takes a permanent –6 penalty to its Wisdom score (as *bestow curse*, Will DC 14 negates). Subsequent failed saves do not increase this penalty but can cause repeated stunning. A mythic yeth hound can use this ability after any hit with its bite attack by expending one use of its mythic power as a free action. This is a curse effect. The save DC is Charisma-based and includes a +2 racial bonus.





# Yeti

MYTHIC YETI

CR 5/MR 2

XP 1,600

*Pathfinder Roleplaying Game Bestiary*

N Large monstrous humanoid (cold, mythic)

**Init** +1; **Senses** darkvision 60 ft., scent; Perception +10

## DEFENSE

**AC** 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

**hp** 65 (6d10+32)

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

**Immune** cold

**Weaknesses** vulnerability to fire

## OFFENSE

**Speed** 40 ft., climb 30 ft.

**Melee** 2 claws +10 (1d6+5 plus 1d6 cold)

**Ranged** rock +7 (2d6+7 plus 1d6 cold)

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

**Special Attacks** frightful gaze, frozen boulder<sup>MA</sup>, hypothermic hug<sup>MA</sup>, **mythic power** (2/day, surge +1d6), rend (2 claws, 1d6+7 plus 1d6 cold and fatigue)

## STATISTICS

**Str** 21, **Dex** 12, **Con** 15, **Int** 9, **Wis** 12, **Cha** 10

**Base Atk** +6; **CMB** +12; **CMD** 23

**Feats** Cleave, Great Fortitude, Power Attack<sup>MF</sup>

**Skills** Climb +22, Intimidate +9, Perception +10, Stealth +1 (+9 in snow); **Racial Modifiers** +4 Stealth (+12 in snow)

**Languages** Aklo

**SQ** snow skulk<sup>MA</sup>

## ECOLOGY

**Environment** cold mountains

**Organization** solitary, pair, or tribe (1-2 mythic yetis, 1-8 yetis)

**Treasure** standard

## SPECIAL ABILITIES

**Cold (Su)** A yeti's body generates intense cold, dealing 1d6 points of cold damage to any creature that contacts it with a natural attack or unarmed strike, or whenever it hits a foe with its claws or rend attack.

**Frightful Gaze (Su)** Creatures within 30 feet that meet a yeti's gaze must succeed on a DC 13 Will save or stand paralyzed in fear for 1 round. This is a mind-affecting fear paralysis effect. A creature that successfully saves cannot be affected again by the frightful gaze of that yeti for 1 day. The save DC is Charisma-based.

**Frozen Boulder (Ex)** A mythic yeti gains the rock throwing universal monster ability with a range increment of 30 feet, and its cold ability applies to boulders and similar objects it hurls.

**Hypothermic Hug (Ex)** When a mythic yeti rends an opponent, it leaches the heat from the target's body, inducing hypothermia. The target becomes fatigued (or exhausted, if already fatigued). Mythic creatures can attempt a DC 15 Fortitude save to resist this effect. The save DC is Constitution-based.

**Snow Skulk (Ex)** A mythic yeti that remains motionless in snowy terrain can treat any Stealth check as if it rolled a 20. In addition, when a mythic yeti in snowy terrain would be struck by an attack, it can expend one use of its mythic power as an immediate action to use the withdraw action, moving up to its speed. The mythic yeti leaves no tracks when using this ability and can make a Stealth check at the end of its movement even if under direct observation.





# Zyoselak

*A transparent, gelatinous mass distends and distorts as it floats through the air; a shoal of minuscule matter, suspended throughout yet moving within it, flows into tendrils of ooze that extrude from the central clot.*

**ZYOSELAK** **CR 12/MR 5**

XP 19,200

NE Large aberration (alien, mythic, swarm)

**Init** +10/−10<sup>MF</sup>, **dual initiative**<sup>MA</sup>; **Senses** blindsight 60 ft., darkvision 60 ft.; **Perception** +22

## DEFENSE

**AC** 20, touch 15, flat-footed 14 (+6 Dex, +5 natural, −1 size)

**hp** 160 (16d8+88) plus 50 gelatinous shield

**Fort** +8, **Ref** +11, **Will** +13; +5 vs. mind-affecting effects

**Defensive Abilities** gelatinous shield, **mythic saving throws**<sup>MA</sup>, swarm traits; **DR** 10/epic; **Immune** acid, cold, electricity, ooze traits; **SR** 26

**Weaknesses** vulnerability to sonic

## OFFENSE

**Speed** fly 30 ft. (perfect)

**Melee** 4 slams +17 (1d6+6/19-20/x3 plus 1d6 acid and paralysis), swarm (4d6 plus mind ablation<sup>MA</sup>)

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

**Special Attacks** distraction (DC 21), engulf (DC 21, 1d6 acid plus paralysis), **mythic power** (5/day, surge +1d8)

## STATISTICS

**Str** 13, **Dex** 23, **Con** 16, **Int** 23, **Wis** 16, **Cha** 13

**Base Atk** +12; **CMB** +14; **CMD** 30

**Feats** Ability Focus (engulf), Combat Reflexes, Critical Focus<sup>MF</sup>, Fly-by Attack, Improved Critical (slam)<sup>MF</sup>, Improved Initiative, Power Attack, Weapon Finesse<sup>MF</sup>

**Skills** Acrobatics +25, Bluff +17, Fly +31, Intimidate +20, Knowledge (dungeoneering) +22, Knowledge (planes) +25, Knowledge (religion) +22, Perception +22, Sense Motive +19, Stealth +21

**Languages** Aklo, Daemonic (cannot speak); telepathy (within swarm's area)

**SQ** abhorrent mind<sup>MA</sup>, accelerated assimilation<sup>MA</sup>, no breath, separate<sup>MA</sup>, transparency control

## ECOLOGY

**Environment** any

**Organization** solitary or audience (2-3 zyoselaks)

**Treasure** double

## SPECIAL ABILITIES

**Abhorrent Mind (Ex)** Mind-affecting effects that target single creatures function normally against a zyoselak, since the creature's individual components share a hive mind. Due to the alien nature of its hive mind, however, a zyoselak gains a bonus equal to its mythic rank on saving throws against mind-affecting effects, and whenever it succeeds at a save against a mind-affecting effect, the opponent attacking it with that effect must succeed at a Will save (at the same DC) or be stunned for 1 round.

**Accelerated Assimilation (Ex)** The acid of a zyoselak's gelatinous shield breaks down flesh and bone into nutrients that the zyoselak absorbs. Whenever a gelatinous shield deals acid damage to a target made of flesh or bone, a zyoselak within it heals an equal amount of damage. If a creature dies while engulfed by a gelatinous shield, its flesh and bone is completely consumed at the end of the zyoselak's next turn, providing the swarm with

additional healing equal to twice the creature's Hit Dice. A creature that has been completely consumed can only be returned to life by magic that does not require a piece of the creature's body, such as *miracle*, *true resurrection*, and *wish*.

**Acid (Ex)** A zyoselak's gelatinous shield dissolves and digests only flesh and bone; creatures and objects not made of flesh or bone are immune.

**Gelatinous Shield (Ex)** A zyoselak secretes and inhabits a mass of acidic, paralytic jelly which it uses for both offense and defense. A zyoselak telekinetically animates and levitates the gelatinous mass, enabling it to continue to fly while within it (albeit at half speed) and extrude dextrous pseudopods with which to make slam attacks. Although a zyoselak is a swarm of Fine aberrations, while it is in a gelatinous shield it is treated as a Large aberration as it does not function as a true swarm. It retains most of its swarm traits, but loses its vulnerability to area effects, and susceptibility to high winds. It can only make a swarm attack against creatures that it has engulfed. It gains immunity to electricity, 4 slam attacks and the engulf special attack. A zyoselak uses its Charisma as its Strength score, and its Intelligence as its Dexterity score while in a gelatinous shield.

A fully-formed, undamaged gelatinous shield has 50 hit points. Damage to a zyoselak in a gelatinous shield is split equally between the swarm and the shield. The shield is immune to piercing and slashing damage, and the swarm is immune to all weapon damage. If the shield is reduced to 0 hp, it liquefies and falls harmlessly to the ground. As a full-round action, a zyoselak can secrete enough jelly to increase a shield's current hit points by 1 (to a maximum of 50). If a zyoselak's gelatinous shield has been destroyed, it can create a new one with 1 hit point in 1 minute.

**Mind Ablation (Su)** Creatures whose spaces are occupied by a zyoselak at the end of its move must succeed at a DC 21 Will save or take 1d4 points of Intelligence damage as the creature psychically erodes their minds. This is a mind-affecting effect. The save DC is Charisma-based and includes a +2 racial bonus. Each time a zyoselak causes Intelligence damage to a creature, the zyoselak gains 5 temporary hit points. These temporary hit points stack to a maximum amount equal to the creature's mythic bonus hit points (40 for most zyoselaks). As a standard action, a zyoselak can spend one use of mythic power to use its mind ablation ability as an 80-ft. line or 40-ft. cone.

**Paralysis (Ex)** A target hit by a zyoselak's slam or engulf attack must succeed on a DC 21 Fortitude save or be paralyzed for 3d6 rounds. A zyoselak can automatically engulf a paralyzed opponent. The save DC is Constitution-based.

**Separate (Ex)** If a zyoselak moves outside of its gelatinous shield, the gelatinous shield liquefies and falls harmlessly to the ground. If a zyoselak spends one use of mythic power as a swift action, however, the gelatinous shield's integrity and current position are maintained, and the zyoselak can move out. Without the zyoselak configuring its shape from within, the gelatinous shield becomes a sphere. As a standard action, the zyoselak can telekinetically move the sphere up to 30 feet.

Outside of a gelatinous shield, a zyoselak functions as a true swarm; its statistics change as follows: CE Fine aberration (alien, mythic, swarm); **Init** +12; **AC** 31, touch 26, flat-footed 23; **Ref** +13; **Defensive Abilities** swarm traits; **Immune** acid, cold, ooze traits; **Speed** fly 60 ft. (perfect); **Melee** swarm (4d6 plus mind ablation<sup>MA</sup>); **Special Attacks** distraction (DC 21), **mythic power** (5/day, surge +1d8); **Reach** 0 ft.; **Str** 1, **Dex** 27; **CMB** —; **CMD** —; **Skills** Acrobatics +27, Fly +43, Stealth +43.





If the zyselak does not move back into the gelatinous shield within 1 round per mythic rank, moves farther than 80 feet away from it, or otherwise wills it as a free action, the shield liquefies and collapses. A zyselak can only maintain one gelatinous shield at a time.

**Transparency Control (Ex)** A zyselak can change the transparency and color of a gelatinous shield that it is touching as a free action. A transparent shield is difficult to discern. A DC 15 Perception check is required to notice a motionless gelatinous shield. Any creature that fails to notice a gelatinous shield and moves into it is automatically engulfed. A zyselak in an opaque shield has total concealment but opponents that can see the opaque gelatinous mass nevertheless know which squares the zyselak occupies.

A zyselak is a hive-mind swarm of thousands of minute organic entities, each of which is a specialized element of the creature, unique in appearance—most commonly resembling viruses, pollen, or eyes—and sized no more than an inch or so in diameter, but typically less. Each individual unit of the creature houses a brain with a limited, autonomous intelligence, but together, the swarm acts as a large, telepathic neural network—each node of which is a brain itself—with an emergent mind capable of highly advanced reasoning and learning but also indecipherable and unpredictable behaviors that seem to focus on inventive, extreme, and unusual cruelties with which to torture other forms of sentient, organic life.

The ‘voice’ of a zyselak is a telepathic cacophony of confusing and chaotic contributions of opinion, the most prevalent of which tend to be the most discernibly coherent amongst the noise, but there is not always a prevailing view. In this case, the creature might communicate in a number of parallel voices, each of which conveys a stream of distinct, perhaps contradictory, information. A conversation with a zyselak can therefore be an extremely difficult endeavour, not to mention the fact that the range of its telepathy is limited to the area within its swarm and so communication is often accompanied by physical and mental assault by the creature which fails to appreciate or care for the objections that other beings have to this behavior.

As well as contributing its petty and selfish votes within the distributed decision-making apparatus that drives a zyselak’s aberrant conduct, and performing one or more functions for the collective—perceiving with its alien equivalent of an eye, ear, nose or tongue, perhaps; breaking down flesh and bone with protrusions like teeth, knives, saws, or pincers; reconstructing, reconstituting, or birthing individual units from the remains of those destroyed and other assimilated organic matter—each entity in the swarm is also capable of excreting an acidic, paralytic jelly that it telekinetically manipulates for both defensive and offensive purposes. Although it slows the psionic flight of the zyselak, this gelatinous bubble shields the swarm from physical and electrical attacks while providing a vehicle with which to engulf and entrap creatures, or attack them with powerful, paralyzing slams.

## ECOLOGY

Zyselaks are an extremely rare and advanced type of alien life that evolved on a distant world in response to a set of unique, environmental pressures that forced them to form collective gestalts and which were subsequently infused with mythic power through prolonged exposure to the body and aura of a god-like ooze that still lies inert in the crushing, freezing depths

of an acidic ocean. The supragenius intellects that eventually resulted, which manifested preternatural forms of telepathy and telekinesis, coincided with an utter negation of morality and empathy for other living things.

A zyselak that manages to acquire a steady supply of flesh, blood, and bone that it can consume over several weeks or months without having to move much or repair itself can replicate until it is a Huge swarm. Soon after reaching Huge size, a zyselak splits into two Large zyselaks.

## HABITAT AND SOCIETY

Zyselaks are at once solitary and highly social creatures. They are solitary in the sense that an individual zyselak tends not to associate with other zyselaks except on rare occasions when they have a, typically inscrutable, common purpose. But zyselaks have no community or culture to speak of, and as autophages and cannibals, are as likely to attack each other as they are other creatures.

They are social in the sense that each zyselak is a collective intelligence with a continuous, internal array of discussions that range from the trivial to the deeply philosophical—a fact that makes their apparently universal rejection of morality all the more chilling—and whose behavior is regulated by its constituent entities through a type of proportional representation electoral system.

Rare even on their homeworld, zyselaks are virtually unknown elsewhere. Still, powerful conjurations can and have opened interplanar portals and interplanetary gates that have enabled them to cross into other realms where they prefer to lurk deep beneath the surface, devastating endemic ecologies while randomly roaming through abysmal caverns and sunken seas.





## APPENDICES

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 [d2opfsrd.com](http://d2opfsrd.com) under “Mythic Monsters.”

## APPENDIX 1: 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 [d2opfsrd.com](http://d2opfsrd.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 [d2opfsrd.com](http://d2opfsrd.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 *feblemind*, *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 *nonetection* 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 x 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 x 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 ghoulish 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 ghoulish in all respects. A humanoid of 4 Hit Dice or more rises as a ghast.

*Format:* disease (ghoulish 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.

**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 2: 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 Game Bestiary*, *Tome of Horrors Complete*, 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.

### ABILITY FOCUS<sup>B1</sup> (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.

### AMPHIBIOUS ADAPTATION

You can survive out of water far longer than your aquatic kin.

**Prerequisite:** Aquatic subtype.

**Benefit:** You can survive out of water for a number of hours equal to your Constitution score before you risk suffocation. If you already have the ability to survive out of water for a limited amount of time before suffocating or suffering other ill effects, that amount of time is doubled. If you do not possess a land speed, you gain a land speed of 5 feet. If you possess a land speed that is less than 20 feet, your speed on land increases by 5 feet.

**Mythic:** You gain the amphibious special quality and your land speed increases to 10 feet (or by 10 feet, if you already have a land speed that is less than 30 feet).

### 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.

### ASCENDANT SPELL-LIKE ABILITY (MYTHIC)

One of your spell-like abilities ripples with mythic power.

**Prerequisite:** Spell-like ability at CL 12th or higher.

**Benefit:** Choose one of your spell-like abilities, subject to the restrictions described in this feat. You can duplicate the mythic version of that spell in place of the standard version of the spell three times per day (or less, if the ability is normally usable only once or twice per day). You may not use the augmented version of a mythic spell with this feat. Using this feat does not require the expenditure of mythic power. The creature can only select a spell-like ability duplicating a spell with a level less than or equal to 1/2 its caster level (round down) – 5, as described below.

Spell Level	Minimum Caster Level
0-level	10th
1st	12th
2nd	14th
3rd	16th
4th	18th
5th	20th



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 three daily uses of this feat, you may use the mythic version of a different spell-like ability you possess. This spell-like ability must be one whose spell level does not exceed your one-half your caster level (rounding down) -5.

**Special:** This feat can be taken multiple times. Each time it is taken, the creature can apply it to a different one of its spell-like abilities.

## AWESOME BLOW<sup>B1</sup> (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.

## BREACHING LEAP (MYTHIC)

You can hurl your body out of the water up and over obstacles and creatures, and even crash down on those below.

**Prerequisite:** Str 13, swim speed.

**Benefit:** While swimming, you are always considered to have a running start when using Acrobatics to jump, and you gain a bonus on such checks equal to your mythic rank or tier. In addition, when making using the run or withdraw action or making a charge attack, you can expend one use of mythic power to include a single Acrobatics check made to jump, adding 10 feet per rank or tier to the height or distance you jump. You take no falling damage from the height gained as part of this leap. If you charge while using this feat and your attack hits, you may deal an amount of additional damage equal to the falling damage appropriate for the height you reached. Alternatively, you may replace your melee attack from this charge with a grapple check. If you successfully grapple a creature, you bring it down to the water with you at the end of your jump, and it takes an appropriate amount of falling damage for the height it was at when you grappled it.

## BREATH MANIPULATION (MYTHIC)

You have fine control over the power and frequency of your breath weapon.

**Prerequisite:** Breath weapon special attack.

**Benefit:** If you have used your breath weapon at least once during an encounter, you can alter the power and effect of your breath weapon by adjusting the amount of time required to elapse before you can use your breath weapon again. If you extend the amount of time before your next breath, you can increase the save DC by 1 for every round you add to that interval, up to a maximum increase equal to one-half your mythic rank. Alternatively, you can shorten the amount of time required until your next breath by decreasing the save DC by 2 for every round you deduct from the required interval, to a minimum of 0.

In addition, you can increase any variable numeric effects of your next breath by 50% by doubling the interval that must elapse until you breathe again, or you can maximize the all variable numeric effects of your next breath by tripling the interval that must elapse until you breathe again. This doubling or tripling increases the base interval that must elapse in between breaths; any additional modifications you make to that interval, such as by altering the save DC of your breath weapon, are applied afterwards.

If the interval in between uses of your breath weapon is randomly determined, you must decide whether to use this feat before dice are rolled. If you expend one use of your mythic power when using this feat, you can roll twice and select the better result.





### 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.

### CETACEAN SMASH (MYTHIC)

You can hurl your body with devastating force, leaping out of the water and crashing down on your enemies.

**Prerequisite:** Large or larger size, swim speed.

**Benefit:** While swimming, you are always considered to have a running start when using Acrobatics to jump, and you can use your Strength modifier in place of your Dexterity modifier on such checks. In addition, you can use this feat to hurl your body out of the water to land on foes three or more sizes smaller as a standard action, using your whole body to crush them. This attack affects as many creatures as fit within your space, dealing damage based on your size plus 1-1/2 times your Strength modifier. When attacking objects or structures, you ignore an amount of their hardness equal to your mythic rank or tier.

Size	Damage
Large	2d6
Huge	2d8
Gargantuan	4d6
Colossal	4d8

If at least half your body lands out of the water when making a cetacean smash, you fall prone. However, creatures damaged by your leap are pinned under you unless they succeed on a Reflex save (DC 10 + 1/2 your Hit Dice + your Strength modifier).

Pinned creatures take bludgeoning damage each round they end their turn still pinned. You must make a combat maneuver check on your turn to maintain the pin, though you do not take a penalty on this check for being prone.

If you land on creatures in the water, they are not pinned but instead are staggered for 1 round and pushed 1d6 x 5 feet below the water's surface. If they strike a solid obstruction while being pushed in this way, they take 1d6 points of damage per 10 feet they were pushed.

If you expend one use of your mythic power, you can affect creatures two sizes smaller with your cetacean smash. If you expend two uses, you can affect creatures one size smaller.

### 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<sup>B1</sup> (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.

## 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.

## CROOKED CHARGE (COMBAT, MYTHIC)

Your agility in making charge attacks is unparalleled.

**Prerequisites:** *Powerful charge special attack* or *Mounted Combat* feat.

**Benefit:** When you use the charge action, the line of your charge need not be in a straight line. Instead, you may take a single 90-degree turn or two 45-degree diagonal turns during your charge. In addition, even if you do not make an actual turn in the path of your charge, your zigzag movement grants you a +2 dodge bonus to your Armor Class against attacks of opportunity provoked by your movement. If an attack of opportunity made against you during your charge involves a Reflex save, you gain a +2 bonus on that Reflex save. If you expend one use of your mythic power as part of your charge, you can make as many turns as you wish, and your bonus to AC and saves described above increases by an amount equal to one-half your mythic rank or tier (minimum increase of 1).

## DEVASTATING BREATH (MYTHIC)

Your breath unleashes an irresistible holocaust of destruction.

**Prerequisite:** Con 19, breath weapon special attack.

**Benefit:** Your breath weapon ignores the energy resistance of non-mythic creatures and the hardness of non-mythic objects. Non-mythic creatures with immunity to the energy type of your breath weapon take half damage, save that creatures with the cold subtype or fire subtype take no damage from breath weapons of that energy type. You are always immune to your own breath weapon. A creature that has vulnerability against the energy type of your breath weapon takes double damage instead of 150% normal damage.

If you expend one use of your mythic power as a free action when using your breath weapon, you also affect mythic creatures as described above, and your breath weapon bypasses the energy immunity of non-mythic creatures (except creatures with the cold and fire subtypes against cold or fire damage, respectively).

## 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.





### DRAGONFEAR (MYTHIC)

Your draconic majesty inspires terror in all that behold your wrath.

**Prerequisite:** Dragon subtype, **frightful presence** special quality.

**Benefit:** Add your mythic rank to the number of rounds that creatures are affected by your frightful presence on a failed save. In addition, creatures that fail their save against your frightful presence are panicked on a failed save if their Hit Dice are less than or equal to 4 plus your mythic rank. Creatures with this number of Hit Dice or fewer are shaken for a number of rounds equal to your mythic rank even on a successful save if they are non-mythic creatures; mythic creatures are shaken for a single round.

**Normal:** Creatures with 4 Hit Dice or fewer are panicked on a failed save. Creatures that save against your frightful presence are unaffected.

### EEL STRIKE (COMBAT)

You can strike swiftly and retreat beyond your enemy's reach.

**Prerequisite:** Dex 13, swim speed.

**Benefit:** While swimming, if you use the withdraw action you can take a single melee attack as a swift action before you begin your movement.

**Mythic:** When using this feat, you can take a single missile or ranged attack at any point during your withdraw action, and you are able to complete your movement even after making that attack (rather than making the attack before you move). This attack is a free action rather than a swift action.

### EMPOWER SPELL-LIKE ABILITY<sup>B1</sup> (MYTHIC)

One of your spell-like abilities erupts with raw magical energy.

**Prerequisite:** Empower Spell-like Ability, 3rd mythic rank or tier

**Benefit:** If the spell-like ability you have chosen to empower can be used more than three times per day, you can use this feat an additional number of times per day equal to one-half your mythic rank (minimum 1). 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 empower 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) -2. If you cannot use an empowered spell-like ability at least twice per day, you cannot use this ability.

### 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.

### FINAL EMBRACE<sup>UC</sup> (COMBAT, MYTHIC)

Your crushing coils are deadly snares for your enemies.

**Prerequisite:** Str 13, Int 3; Final Embrace; naga, serpentfolk, or creature that has the **constrict** special attack; base attack bonus +3.

**Benefit:** Add one-half your mythic rank or tier (minimum +1) to the damage you deal with your constrict special attack and to the DC of Escape Artist checks to escape your grapple or to your CMD for the purpose of a grappled creature trying to escape from your grapple. In addition, you can grab and constrict opponents up to one size category larger than you with your grab ability if you expend one use of your mythic power as part your grapple check.

**Normal:** You can grab and constrict creatures one size smaller than you (or your size, with the Final Embrace feat).



## FINAL EMBRACE HORROR<sup>UC</sup> (COMBAT, MYTHIC)

Creatures caught in your grasp are struck with mortal terror.

**Prerequisite:** Str 15, Int 3; naga, serpentfolk, or creature that has the **constrict** special attack; Final Embrace; base attack bonus +6.

**Benefit:** A creature that takes damage from your constrict attack is also **frightened** until the start of your next turn. If you constrict a non-mythic creature, this effect lasts for a number of rounds equal to one-half your mythic tier (minimum 1 round) after the creature last takes damage from your constrict attack.

## FINAL EMBRACE MASTER<sup>UC</sup> (COMBAT, MYTHIC)

Few survive your devastating constriction.

**Prerequisite:** Str 17, Int 3; naga, serpentfolk, or creature that has the **constrict** special attack; Final Embrace, Final Embrace Horror; base attack bonus +9.

**Benefit:** Double not only the damage dice dealt by your constrict attack, but also any modifiers to that damage, including the bonus gained from the mythic Final Embrace feat. If you roll a natural 20 on any grapple maneuver, you deal triple damage instead of double damage.

## FLYBY ATTACK<sup>B1</sup> (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<sup>B1</sup> (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.

## HULKING HURLER (COMBAT, MYTHIC)

You can rip off chunks of anything and throw them with ease.

**Prerequisite:** Large size or larger, Power Attack, rock throwing special attack.

**Benefit:** You can use the Power Attack feat in conjunction with your rock throwing special attack, which you may hurl with one hand or two hands. In addition, as a full-round action, you can lift and throw an object up to two sizes smaller than you, using your rock throwing attack. If no suitably sized object is within reach, you can make a Strength check with a bonus equal to your mythic tier to smash or break a piece off of a large structure, such as a building or tree (DC 25 Strength check) and use it as a thrown rock. Using this feat does not provoke attacks of opportunity.

If you already have a rock in hand, you can make a ranged attack at a target within one increment as a standard action, resolving the attack as a ranged touch attack.

## IMPALING CHARGE<sup>CMR</sup> (MYTHIC)

You impale opponents on your deadly horns and drive them forcefully across the battlefield.

**Prerequisites:** Impaling Charge.

**Benefit:** When you hit an opponent with a gore attack and successfully grapples your opponent as part of a charge, you can continue your movement in the line of the charge after making this attack, moving the grappled opponent with you without impeding your own movement or requiring a separate combat maneuver check (up to the limit of your





speed). At the end of your movement, you can place your opponent in any square adjacent to you. If you attempt to place your opponent in a hazardous location, the opponent can attempt to break the grapple as a free action (though the opponent does not receive the usual +4 bonus to its CMB). Additionally, if you move your opponent at least 5 feet, you can expend one use of mythic power as a swift action to automatically render your opponent staggered for a number of rounds equal to one-half your mythic rank or tier..

#### 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<sup>B1</sup> (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<sup>B1</sup> (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<sup>TOHC</sup> (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.



## JAWS OF DEATH (COMBAT, MYTHIC)

Your savage jaws bring swift and certain death.

**Prerequisite:** Huge or larger, Critical Focus, Improved Critical (bite), Weapon Focus (bite), base attack bonus +19.

**Benefit:** When you confirm a critical hit with your bite attack, you deal an additional 1d6 points of damage, plus 1d6 per size category above Huge. If the target is a non-mythic creature, you can expend one use of your mythic power as a swift action to force that creature to succeed on a Fortitude save (DC 10 + 1/2 your Hit Dice + your Strength modifier) or be instantly killed. This effect does not apply against creatures that are immune to critical hits, and creatures that have a percentage chance to negate critical hits can use that ability to negate this effect.

If the target is a mythic creature, you may expend one or more uses of your mythic power as a swift action on a confirmed critical hit with your bite attack. For each use you expend, you deal Constitution damage equal to one-half your mythic rank. The target can negate this Constitution damage with a successful Fortitude save (DC 10 + 1/2 your Hit Dice + your Strength modifier).

## MAXIMIZE SPELL-LIKE ABILITY<sup>TOHC</sup> (MYTHIC)

One of your spell-like abilities redounds with perfected power.

**Prerequisite:** Maximize Spell-like Ability, 5th mythic rank or tier

**Benefit:** If the spell-like ability you have chosen to maximize can be used more than three times per day, you can use this feat an additional number of times per day equal to one-third your mythic rank (minimum 1). 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 maximize 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) -3. If you cannot use an empowered spell-like ability at least twice per day, you cannot use this ability.

## MINOTAUR'S CHARGE<sup>CMR</sup> (MYTHIC)

The ferocity of this creature's charge surprises its opponents and sends them reeling.

**Prerequisites:** Str 20, Improved Bull Rush, Minotaur's Charge, Power Attack, powerful charge special attack.

**Benefit:** When the creature hits with a charge attack and successfully performs a bull rush against its opponent, it adds 10 feet to the distance it pushes its opponent, knocks its opponent prone, and dazes its opponent for 1 round. Additionally, as a swift action, the creature can expend one use of mythic power to extend the duration of the dazed effect an additional round.

## MULTIATTACK<sup>B1</sup> (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.

## MULTIWEAPON FIGHTING<sup>B1</sup> (MYTHIC)

This multi-armed creature is skilled at making attacks and confounding its foes with its multiple weapons.

**Prerequisites:** Multiweapon Fighting.

**Benefit:** The creature's penalties for fighting with multiple weapons are no longer reduced with the primary hand and only take a -2 penalty with off hands. Additionally, if the creature successfully strikes the same opponent with at least two weapon attacks in the same round, the attacking creature can expend one use of mythic power as part of the attack to make a disarm or sunder attempt against the opponent (with a +8 bonus to the attacking creature's CMB) as a free action that does not provoke an attack of opportunity.

**Normal:** A creature without this mythic feat takes a -2 penalty on attacks made with its primary hand and a -6 penalty on attacks made with all of its off hands.

## NEGATION BREATH (MYTHIC)

Your enchanted breath leaches and unravels enchantments wherever it strikes.

**Prerequisite:** Con 19, breath weapon special attack, spell resistance 19, Spellcraft 10 ranks.

**Benefit:** Creatures that fail their saving throw against your breath weapon take a penalty on caster level checks and concentration checks equal to your mythic rank for 1 minute. In addition, if you expend one use of your mythic power as a free action when using your breath weapon it functions as an area dispel, as per *greater dispel magic*, treating your Hit Dice as your caster level. You may also choose to affect one or more creatures or objects within the area of your breath as a targeted dispel by expending one use of mythic power per target.





### NIGHTMARE FUEL (MYTHIC)

The terror you inspire in others leads to lingering mental disturbance.

**Prerequisite:** Intimidate 9 ranks or frightful presence or horrific appearance (qliploth) special quality.

**Benefit:** Whenever you affect a creature with a confusion, fear, or insanity effect, including demoralizing a creature with a successful Intimidate check, that creature becomes more susceptible to effects that unbalance its mind or pull it down into slumber. As long as that effect lasts, the creature takes a penalty equal to one-half your mythic tier (minimum -1) on saving throws against confusion, fear, or insanity effects. This penalty does not stack with itself, and if multiple such effects affect a creature the penalty remains until all such effects are removed.

When you affect a creature with a confusion, fear, or insanity effect, you may spend one use of your mythic power to also affect that target with a *nightmare* (Will DC  $10 + 1/2$  your character level + your Charisma modifier +  $1/2$  your mythic tier), with a caster level equal to your mythic tier. If you can use *nightmare* as a spell or spell-like ability, you add your mythic tier to your caster level when casting it in this way, and you can expend two uses of your mythic power to create a mythic *nightmare*, though you may not augment the spell.

**Special:** A qliploth can use this feat in conjunction with its horrific appearance special quality, regardless of whether it is a confusion, fear, or insanity effect.

### OVERWHELMING BREATH (MYTHIC)

Your breath is an onrushing torrent of surging power that bowls over your enemies.

**Prerequisite:** Con 19, breath weapon special attack.

**Benefit:** Creatures that fail their save against your breath weapon are knocked prone regardless of whether you successfully bull rush them. In addition, if you expend one use of your mythic power as a free action when you use your breath weapon, you also make a combat maneuver check to bull rush, applying the result against the CMD of every creature within the area of your breath regardless of whether their save is successful. A successful check forces a creature backwards by 5 feet, plus 5 feet for every 5 points by which your check exceeded its CMD. This forced movement occurs after creatures have been damaged or otherwise affected by your breath weapon and can push a creature out of the breath weapon's area of effect.

### POWERFUL FLYER (MYTHIC)

Your mighty muscles propel you through the skies with unstoppable force.

**Prerequisite:** Str 15, fly speed.

**Benefit:** You add one-half your Strength modifier on all Fly checks, or your full Strength modifier on Fly checks made to avoid being checked or blown away by strong winds or plummeting to the ground after a collision. You can rise at full speed when climbing at an angle of up to 45 degrees, and at half speed when limbing straight up. When flying, you gain a bonus equal to one-half your mythic rank or tier on combat maneuver checks made to bull rush, drag, or overrun and to your combat maneuver defense against those maneuvers.

### PROGRAMMABLE CONSTRUCT (MYTHIC)

You are programmed with tricks most mindless minions cannot master.

**Prerequisite:** Construct type, mindless.

**Benefit:** Your master programmed you with a bonus non-mythic feat, plus one additional non-mythic feat per 10 Hit Dice you possess. The construct must meet prerequisites for the chosen feats, though the bonus feats gained from this feat can be used to supply a feat and its prerequisite simultaneously. The chosen feat(s) must function automatically, without requiring decisions to be made in how to apply the feat. A feat that you simply choose to use or not use (such as Power Attack) is always used. A combat feat that requires a standard action to use (such as Cleave or Vital Strike) is always and only used when the construct can only use a standard action to attack. A construct with multiple attacks will use the full attack action instead if it is able to do so.

A creature with the Craft Construct feat can alter a programmed feat with one day of work and 1,000 gp of materials, with a Spellcraft DC equal to 10 plus the construct's Hit Dice plus its mythic rank. The construct must be under the creature's control or helpless during this time. If the creature has the Mythic Craft Construct feat, it may add its mythic rank or tier on this Spellcraft check. If the creature using Craft Construct to program a different feat does not have that feat, or have an assistant present with that feat during programming, the Spellcraft DC is increased by 5 for each missing feat. You cannot reprogram a feat that serves as a prerequisite for another feat.

### 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.



## QUICKEN SPELL-LIKE ABILITY<sup>B1</sup> (MYTHIC)

You can trigger one of your spell-like abilities with but a thought.

**Prerequisite:** Quicken Spell-like Ability, 5th mythic rank or tier

**Benefit:** If the spell-like ability you have chosen to quicken 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 quicken 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 empowered spell-like ability at least twice per day, you cannot use this ability.

## RESILIENT CONSTRUCT (MYTHIC)

You are exceptionally durable.

**Prerequisite:** Construct type, Str 13.

**Benefit:** You add your Strength modifier in place of your Constitution modifier on Fortitude saves. In addition, if you are a Small or larger construct you gain double the normal number of bonus hit points based on your size.

## ROARING BREATH (MYTHIC)

You disgorge your breath weapon with a mighty thundering roar.

**Prerequisite:** Con 19, breath weapon special attack.

**Benefit:** Any creature that fails its saving throw against your breath weapon is deafened for a number of minutes equal to your age category (or 1d4 minutes, if not a dragon). If you expend one use of your mythic power as a free action when using your breath weapon, it deals an additional 1 point of sonic damage per die of damage it deals (if your breath weapon does not deal hit point damage, this has no effect). In addition, creatures that fail their saving throw against your breath weapon are permanently deafened if they are mythic creatures; non-mythic creatures are also staggered for 1 round times your mythic rank.

Creatures that save are deafened for a number of rounds equal to your mythic rank. This feat has no effect on creatures within an area of magical silence.

## ROLLING ROCK (COMBAT, MYTHIC)

You can roll rocks at your enemies with deadly effect.

**Prerequisite:** Awesome Blow, Awesome Throw, rock throwing special attack.

**Benefit:** You can roll a boulder along the ground, dealing damage as your rock throwing special attack to all creatures in a 5-foot-wide line whose length is equal to one-half the range increment of your rock throwing attack. Creatures in the boulder's path can attempt a Reflex save for half damage, with a DC equal to 10 plus your Strength modifier. You can attempt an awesome blow combat maneuver against any creature that fails its Reflex save.

Because your rolling rock loses some momentum with each creature it strikes, any creatures in the line other than the target nearest to you gain a +1 bonus on their saving throw and to their CMD for each creature between themselves and you.

## 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.

#### SHAMBLING MONOLITH (MYTHIC)

You draw up surrounding vegetation to grow to titanic proportions.

**Prerequisite:** Shambling Monolith<sup>DDR</sup>.

**Benefit:** When using this feat, you can maintain your increased size for a number of rounds equal to your mythic rank before needing to make Fortitude saves to maintain your increased size, and you add your mythic rank as a bonus on those saving throws. You can use this feat in any terrain except cold and desert, though you can use it in aquatic terrain only where seaweed, kelp, and the like are abundant.

You can expend one use of mythic power to gain the benefit of *mythic animal growth* while enlarged. You can also expend one use of mythic power to avoid becoming fatigued when you return to normal size.

**Special:** At the GM's option, this feat (and its non-mythic version) may be selected by any plant creature with Strength and Constitution of 17 or greater.

#### SHARE BREATH (MYTHIC)

You and your allies can share another's breath above the waves or below them.

**Prerequisite:** Aquatic or water subtype.

**Benefit:** As a full-round action, you can imbue an ally with the ability to breathe water. Your ally must remain within 5 feet times your mythic rank or tier. This ability persists until you revoke it as a full-round action or until the creature moves farther from you than the above distance. If the ability ends while that creature is still underwater, it may begin to drown. If you expend one use of your mythic power, you can share this ability with a number of additional allies equal to your mythic rank or tier.

#### SILENT SOARER (MYTHIC)

You float upon the breezes as swift and silent as a shadow.

**Prerequisite:** Dex 13, Fly 1 rank, Stealth 1 rank.

**Benefit:** When flying, you take no penalty on Stealth checks for moving at faster than half speed, and you can use Stealth even when using the charge or run action, albeit with a -10 penalty. You gain a +1 bonus on attack rolls against flat-footed opponents when you are flying, increased to +2 during a surprise round. If you expend one use of your mythic power, you may add your mythic rank or tier to Stealth checks made while flying for 1 hour.

#### SMASHING STOMP (COMBAT, MYTHIC)

Your powerful limbs and great mass grind foes underfoot.

**Prerequisite:** Large or larger size, 2 or more slam attacks or trample special attack.

**Benefit:** If you strike a creature smaller than you with two or more attacks, it is knocked prone unless it succeeds at a Fortitude save (DC 10 + 1/2 your Hit Dice + your Strength modifier). In addition, whenever a creature threatened by you falls prone, you can attempt a combat maneuver check against that target as an immediate action. If successful, the target is pinned under you as long as you do not move away, though you must make a combat maneuver check as a swift action each round to maintain the pin. If the pinned creature does not escape the pin, it takes bludgeoning damage equal to your slam damage each round at the end of its turn. Your combat maneuver checks made while using this feat do not provoke attacks of opportunity.

#### SNATCH<sup>B1</sup> (MYTHIC)

This creature's crushing grip mangles its prey and renders it defenseless.

**Prerequisite:** Snatch.

**Benefits:** A creature with this feat can expend one use of mythic power as a swift action when making a grapple check. If the combat maneuver check succeeds, the target is automatically pinned instead of grappled, and its penalty to AC is increased by an amount equal to the creature's mythic rank for as long as it remains grappled or pinned.

#### SOW TERROR<sup>CMR</sup> (MYTHIC)

This devious creature is a virtuoso at instilling its prey with ever increasing, and eventually incapacitating, dread.

**Prerequisite:** Sow Terror, Stealthy.

**Benefit:** Creatures failing their saving throw against this feat are cowering for 1 round, after which they are shaken for an additional 2d4 rounds. Additionally, as a swift action, the creature can expend one use of mythic power to extend the duration of the cowering effect an additional round and add its mythic rank to the number of rounds the creature remains shaken.



## 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.

## STORMSTRUCK SHAMBLER (MYTHIC)

The storms that savage you only make you stronger.

**Prerequisite:** Stormstruck Shambler<sup>DDR</sup>.

**Benefit:** You take 1d4 points of nonlethal damage rather than taking Constitution damage when using this feat. If you expend one use of mythic power, this feat functions as *mythic shocking grasp*.

**Special:** At the GM's option, this feat (and its non-mythic version) may be selected by any plant creature with Strength and Constitution of 17 or greater.

## STRATOSPHERIC SOARER (MYTHIC)

You float high above the earth on near-endless flights through the thin upper atmosphere.

**Prerequisite:** Fly 5 ranks, Endurance.

**Benefit:** You are immune to the effects of altitude sickness and environmental damage from cold, severe cold, and extreme cold environments, and you gain a +2 bonus to saving throws against cold effects and effects that cause suffocation. You gain a +1 bonus on attack rolls when you attack a creature from above while flying; this stacks with the bonus gained from the *Death from Above* feat. In addition, if you expend two uses of your mythic power you can remain flying for up to 8 hours while sleeping; you can activate this ability as an immediate action if you are affected by a magical sleep effect.

## SUFFOCATING STRANGULATION (MYTHIC)

You crush the breath out of creatures you constrict.

**Prerequisite:** Suffocating Strangulation<sup>DDR</sup>.

**Benefit:** You add one-half your mythic tier to the DC of Concentration checks required to avoid suffocation. You can expend one use of mythic power to gain the *smother* special attack for a number of rounds equal to your mythic tier.

## 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.

## TREMENDOUS CHARGE (COMBAT, MYTHIC)

You charge with earth-shaking power and devastating force.

**Prerequisites:** Powerful charge special attack.

**Benefit:** When you make an attack with a natural weapon as part of a charge action, the damage dice of that natural weapon is increased by one die size, as if you were one size larger. This feat also increases the damage die size of special attacks that trigger as part of a charge, such as constrict, powerful charge, rake, and rend, and it also applies to damage from a trample special attack. You gain a +1 bonus to your combat maneuver bonus for any combat maneuver you perform as part of a charge action and to Strength checks made to break an object. If you expend one use of your mythic power as part of a charge action, you increase damage die size by two steps and add a bonus equal to one-half your mythic rank (minimum +1) to your combat maneuver bonus for any combat maneuver or Strength check you perform as part of that charge action.





### VIGILANT CONSTRUCT (MYTHIC)

You were created to keep a careful watch.

**Prerequisite:** Construct type, mindless.

**Benefit:** You gain a racial bonus on Perception checks equal to your Hit Dice. In addition, you gain blindsense with a range of 5 feet times your mythic tier.

### WINGOVER<sup>B1</sup> (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 3: MONSTERS BY TYPE

Listed below are all of the monsters in this book, organized alphabetically by type and subtype.

**Aberration:** blackgate behemoth, drider, flumph, frogemoth, gibbering mouter, intellect devourer, gug, jorganth, mimic, neothelid, otyugh, phrenic scourge, qomok, roper, rust monster, seugathi, star-spawn of Cthulhu, thought slayer

**(Air):** air elemental, djinni, green dragon, jabberwock

**(Alien):** aballonian, blackgate behemoth, colour out of space, dragonkin, flumph, frogemoth, intellect devourer, mi-go, plasma ooze, qomok, star-spawn of Cthulhu, zyoselak

**Animal:** colossal dire ape, dire bear, dire tiger, dire wolf, horse, murder of crows, riding dog, triceratops, tyrannosaurus, wolf pack

**(Aquatic):** boojum snark, dragon turtle, hippocampus, jorganth, kraken, merrow, psionic aboleth, sea hag, sea serpent, shoggoth, veiled master

**(Cold):** frost drake, frost giant, frost worm, white dragon, winter hag, yeti

**Construct:** aballonian, clockwork goliath, homunculus, iron golem, phantasmagoria wagon, retriever, robots, wickerman

**Dragon:** black dragon, blue dragon, brass dragon, copper dragon, dracolisk, dragon turtle, dragonkin, faerie dragon, fell drake, frost drake, gold dragon, green dragon, jabberwock, Midgard Serpent, pseudodragon, red dragon, tor linnorm, white dragon

**(Earth):** blue dragon, copper dragon, earth elemental, shaitan

**Fey:** ankou, faun, fey wolverine, pixie, redcap, satyr, sprite, sprite swarm, swan maiden

**(Fire):** brass dragon, efreeti, fire elemental, gold dragon, jabberwock, magma ooze, red dragon, wickerman

**(Giant):** angurboda, cloud giant, elder stone giant, frost giant, merrow, rune giant, storm giant

**Humanoid:** android, angurboda, cloud giant, elder stone giant, frost giant, jotund troll, merrow, rune giant, storm giant, wererat, wereshark, werewolf

**(Incorporeal):** banshee, colour out of space, maldonado, shadow demon, sonic slime

**Magical Beast:** basilisk, blink dog, boojum snark, bulette, frost worm, giant eagle, great white whale, hippocampus, hippogriff, kraken, pegasus, peryton, phase spider, purple worm, remorhaz, sea serpent, sleipnir, tarrasque, unicorn, warpwolf

**Monstrous Humanoid:** annis hag, centaur, chiron, crassodov, doppelganger, formians, greater byakhee, green hag, morlock, sea hag, serpentfolk, winter hag, xotenga, yeti

**(Mythos):** aboleth, blackgate behemoth, greater byakhee, colour out of space, denizen of Leng, gibbering mouter, gug, hound of Tindalos, morlock, shoggoth, star-spawn of Cthulhu, veiled master



**Ooze:** black pudding, brain ooze, colour out of space, gelatinous cube, magma ooze, plasma ooze, quicksilver ooze, shoggoth, sonic slime, sorcerous cube, white pudding

**Outsider (air):** air elemental, djinni, invisible stalker

**Outsider (chaotic):** azatas, baregara, bebilith, chaos beast, demodands, demons, denizen of Leng, howler, kakuen-taka, proteans, qliphoths

**Outsider (earth):** earth elemental, shaitan

**Outsider (evil):** baregara, bebilith, demodands, demons, denizen of Leng, devils, hound of Tindalos, howler, kakuen-taka, kyton, maldonado, night hag, nightmare, qliphoths, shadow mastiff, shining child, yeth hound

**Outsider (fire):** efreeti, fire elemental

**Outsider (good):** agathions, angels, archons, azatas

**Outsider (lawful):** archons, devils, inevitables, kyton

**Outsider (native):** conqueror worm, couatl, janni, triton

**Outsider (no subtype):** cayhound, liminal hound

**Outsider (water):** marid, triton, water elemental

**Plant:** assassin vine, bodythief, fairy ring, fungus queen, giant flytrap, mu spore, myceloid, shambling mound, vegpygmy

**(Psionic):** phrenic scourge, psionic aboleth, psionic couatl, psionic intellect devourer, psionic neothelid, thought slayer

**(Robot):** annihilator, gearsman, myrmidon

**(Shapechanger):** aboleth (veiled master), angurboda, doppelganger, mimic, qomok, swan maiden, wererat, wereshark, werewolf

**(Swarm):** army ant swarm, fairy ring, kakuen-taka, spider swarm, sprite swarm, zyxoselak

**Template:** colour out of space (colour-blighted template), devilbound creature, pod-paragon, worm that walks

**(Troop):** draugr crew, wolf pack

**Undead:** banshee, carrionstorm, demilich, draugr, dullahan, ghastr, ghoul, jigsaw man, mohrg, sakathan, spectre, wraith

**Vermin:** army ant swarm, black scorpion, deadly mantis, giant ant, giant black widow, spider swarm, worm that walks

**(Water):** black dragon, draugr, marid, triton, water elemental

## 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.

**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<sup>ISB</sup>:** 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 [d2opfsrd.com](http://d2opfsrd.com).

**Troop Subtype<sup>AP7</sup>:** 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 [d2opfsrd.com](http://d2opfsrd.com).





## APPENDIX 4: 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 <sup>G</sup>, while those with the advanced simple template are indicated with a superscript <sup>A</sup>. In the case of templates, like the werewolf or worm that walks, only the sample creatures presented with a full stat block at the start of the template entries in this book are included.

**CR 1:** flumph, riding dog, sprite, vegpeygmy

**CR 2:** android, carrionstorm, faun, homunculus, light horse<sup>A</sup>, pony<sup>A</sup>, small air elemental, small earth elemental, small fire elemental, small water elemental, spider swarm, worker ant

**CR 3:** arbiter, blink dog, cassisian, cythnigot, draugr, faerie dragon, giant ant, hippocampus<sup>A</sup>, hippogriff<sup>A</sup>, imp, lantern archon, lyrakien, morlock, pseudodragon, quasit, silvanshee, triton, vegpeygmy chieftain, voidworm, wererat rogue, werewolf fighter

**CR 4:** ankheg, assassin vine, centaur, dire wolf, doppelganger, fey wolverine, formian warrior, freshwater merrow, gelatinous cube, giant ant drone, giant black widow, giant eagle, howler, murder of crows, pegasus, rust monster, unicorn, wereshark fighter, yeth hound

**CR 5:** crassodov, dire wolverine, gearsman, hound archon, janni, mimic, myceloid, otyugh, peryton, pixie, riding dog<sup>A</sup>, satyr, sea hag, serpentfolk, warwolf, yeti

**CR 6:** army ant swarm, bearded devil, cayhound, chaos beast, giant ant queen, heavy warhorse<sup>A</sup>, maldonado, nightmare, phase spider, shadow mastiff, sprite swarm, wolf pack, wraith

**CR 7:** annis hag, babau demon, basilisk, green hag, kyton, redcap, saltwater merrow, seugathi, shambling mound, swan maiden, temptation devil, wererat fighter, white pudding

**CR 8:** aballonian, black pudding, brass dragon (young), bulette, dire bear, dracolisk, drider, fairy ring, giant eagle<sup>A</sup>, greater byahkee, jorganth, remorhaz, rhampholeal, shadow demon, shambling mound<sup>G</sup>, succubus, winter hag

**CR 9:** brain ooze, brass dragon (young)<sup>G</sup>, bulette<sup>G</sup>, chiron, dullahan, hound of Tindalos, invisible stalker, pegasus champion<sup>A</sup>, pod-paragon guard captain, psionic aboleth, remorhaz<sup>G</sup>, spectre

**CR 10:** boojum snark, denizen of Leng, dire tiger, erinyes, frost drake, intellect devourer, liminal hound, mohrg, noble djinni, phantasmagoria wagon, phrenic scourge, triceratops, werewolf ranger

**CR 11:** dragon turtle, dragonkin, elder stone giant, frost giant, night hag, sonic slime, tyrannosaurus

**CR 12:** colour out of space, contract devil, couatl, draugr crew, fell drake, frost giant<sup>G</sup>, fungus queen, giant flytrap, gug, jigsaw man, locust demon, noble efreeti, psionic couatl, quicksilver ooze, tyrannosaurus<sup>G</sup>, zyoselak

**CR 13:** angurboda, barbed devil, bebilith, blue dragon (juvenile)<sup>G</sup>, deadly mantis, gug savant, myrmidon, retriever, sleipnir, sorcerous cube, wereshark chieftain, xotenga

**CR 14:** cloud giant<sup>G</sup>, nightmare cauchemar, noble marid, qomok

**CR 15:** baregara, coloxus demon, colossal dire ape, copper dragon (adult), frost worm, green dragon (adult)<sup>G</sup>, purple worm, roper, sakathan, sea serpent, shining child

**CR 16:** banshee, blackgate behemoth, froghemoth, ghaele, glabrezu, iron golem, noble shaitan, purple worm<sup>G</sup>, tarry demodand, thought slayer, wickerman, ylyrgoi

**CR 17:** aboleth (veiled master), ankou, astral deva, bodythief, great white whale, iron golem<sup>G</sup>, storm giant<sup>G</sup>, trumpet archon, worm that walks

**CR 18:** black scorpion, jotund troll, kakuen-taka, marut, neothelid

**CR 19:** neothelid<sup>G</sup>

**CR 20:** annihilator, horned devil, plasma ooze, slimy demodand

**CR 21:** black dragon (ancient)<sup>G</sup>, conqueror worm, formian queen, keketar

**CR 22:** gulgerak demon, kraken, rune giant

**CR 23:** clockwork goliath, rune giant<sup>G</sup>, shaggy demodand, shoggoth, star archon, white dragon (great wyrm)<sup>G</sup>

**CR 25:** balor, pit fiend, star-spawn of Cthulhu

**CR 26:** mu spore, tor linnorm

**CR 27:** red dragon (great wyrm)

**CR 28:** gold dragon (great wyrm), jabberwock

**CR 30:** Midgard Serpent, tarrasque



### APPENDIX 5: 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 <sup>1</sup>	REQUIRED ALIGNMENT <sup>2</sup>
agathion, silvanshee	7 <sup>th</sup>	3 <sup>rd</sup>	neutral good
angel, cassisian	7 <sup>th</sup>	3 <sup>rd</sup>	neutral good
archon, lantern	7 <sup>th</sup>	3 <sup>rd</sup>	lawful good
azata, lyrakien	7 <sup>th</sup>	3 <sup>rd</sup>	chaotic good
demon, quasit	7 <sup>th</sup>	3 <sup>rd</sup>	chaotic evil
devil, imp	7 <sup>th</sup>	3 <sup>rd</sup>	lawful evil
dragon, faerie	7 <sup>th</sup>	3 <sup>rd</sup>	within 1 step of chaotic good
elemental, small	5 <sup>th</sup>	1 <sup>st</sup>	neutral
flumph	3 <sup>rd</sup>	1 <sup>st</sup>	within 1 step of lawful good
homunculus	7 <sup>th</sup>	3 <sup>rd</sup>	none
inevitable, arbiter	7 <sup>th</sup>	3 <sup>rd</sup>	neutral
protean, voidworm	7 <sup>th</sup>	3 <sup>rd</sup>	chaotic neutral
pseudodragon	7 <sup>th</sup>	3 <sup>rd</sup>	neutral good
qlipthoth, cythnigot	7 <sup>th</sup>	3 <sup>rd</sup>	chaotic evil
sprite	3 <sup>rd</sup>	1 <sup>st</sup>	chaotic neutral

<sup>1</sup> 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.

<sup>2</sup> 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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These creatures work just as well in a traditional Pathfinder campaign as they do in one using the full mythic rules! While this book is an indispensable expansion to the roster of mythic monsters in the official rules, these creatures also provide a delightful change of pace for players who think they've seen it all or know the standard monster stat blocks as well as you do. This amazing array of richly developed mythic creatures also contains dozens of pages of supplemental material for making the most mundane of monsters something extraordinary. When you pull out the *Mythic Monster Manual*, that look of surprise and "What was THAT?" will warm any GM's heart!

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- Over 30 new universal monster rules to supplement existing monsters
- 70 new monster-focused mythic feats, as well as feats usable by non-mythic creatures and characters, including mythic versions of every feat in the Pathfinder Roleplaying Game Bestiary.
- Support for psionics, including psionic versions of existing monsters and entirely psionic beasts like the phrenic scourge and thought slayer!
- Appendices detailing monsters by challenge rating, type, and subtype (including new subtypes like the alien and mythos subtype).
- Guidelines for mythic familiars and companions.
- Hyperlinked referencing all base monster stat blocks and non-core rules options for ease of reference in the PDF version.
- and much Much MUCH MORE!



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This product is a rules supplement for the Pathfinder Roleplaying Game and requires the use of the Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game Bestiary, and Pathfinder Roleplaying Game Mythic Adventures rulebooks from Paizo, Inc., or access to online resources such as the Pathfinder Reference Document ([paizo.com/PRD/](http://paizo.com/PRD/)) or an equivalent third-party online resource such as [d20pfsd.com](http://d20pfsd.com).



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