



MYTHIC MODULE MONSTERS

Rune lords 3

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

MYTHIC PLUG-INS



WELCOME TO MYTHIC MODULE MONSTERS!

The mythic rules system introduced in the *Pathfinder Roleplaying Game Mythic Adventures* hardback contains a selection of classic monsters made mythic, ideal for use in a mythic campaign but just as useful to inject something new into the GM's toolbox to terrorize their players. The *Mythic Monster Manual* and *Mythic Monsters* series from Legendary Games have greatly expanded the number of mythic monsters available for use in campaigns of any kind. However, a great many players and GMs love playing the classic adventure paths produced by Paizo, Inc. and are interested in adding a bit of mythic mayhem to spice up those spectacular sagas. The *Mythic Module Monsters* series is designed just for you! Rather than having to hunt through multiple books trying to find the odd monster here or there to enhance your adventure path experience, you'll find the monsters introduced in that AP right here, ready to pick up exactly the issues you need to enhance the mythic monsters in your favorite adventure! You can pick them up a few at a time or collect an entire series for your favorite AP! *Mythic Module Monsters* are not about exposition, ecology, and artwork; you've already got those right between the pages of your favorite AP adventures. Instead, they are jam-packed mythic stat blocks for every creature in that issue, with innovative, exciting, and cinematic mythic abilities that clearly set these monsters apart from the ordinary. Monsters that leave your players saying "What was THAT?" Monsters that leave them feeling like mythic heroes when they triumph, whatever their level. The expert designers who helped create the official mythic rules are here to **Make Your Adventure Path Legendary!**

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NOTE: The following notations are used in the stat blocks contained in this product:

MS = Mythic spell

MF = Mythic feat

MA = Mythic ability

MMA = Major mythic ability (counting as two abilities)

ACG = *Pathfinder Roleplaying Game Advanced Class Guide*

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

ARG = *Pathfinder Roleplaying Game Advanced Race Guide*

B1 = *Pathfinder Roleplaying Game Bestiary*

B2 = *Pathfinder Roleplaying Game Bestiary 2*

B3 = *Pathfinder Roleplaying Game Bestiary 3*

B4 = *Pathfinder Roleplaying Game Bestiary 4*

B5 = *Pathfinder Roleplaying Game Bestiary 5*

MAdv = *Pathfinder Roleplaying Game Mythic Adventures*

OA = *Pathfinder Roleplaying Game Occult Adventures*

UC = *Pathfinder Roleplaying Game Ultimate Combat*

UE = *Pathfinder Roleplaying Game Ultimate Equipment*

UM = *Pathfinder Roleplaying Game Ultimate Magic*

Underlined text indicates a rules element that is described in *Pathfinder Roleplaying Game Mythic Adventures*. The following notations are used to indicate sources for rules outside the *Pathfinder Roleplaying Game Core Rulebook*.



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Argorth

An avalanche of gnashing teeth, bone hooks, and worm rolls forward in a wave of undulating parts. At the forefront of this thrashing, tentacted body yawns a howling pit of a mouth, ringed with a spiral of churning teeth and three massive, spiked mandibles.

MYTHIC ARGORTH

CR 13/MR 5

XP 25,600

CE Huge aberration (mythic)

Init +3; Senses blindsight 120 ft; Perception +18

DEFENSE

AC 31, touch 11, flat-footed 28 (+3 Dex, +20 natural, -2 size)

hp 214 (12d8+160)

Fort +16, Ref +7, Will +11

Defensive Abilities fortification^{MA}; DR 10/cold iron and epic;

Immune gaze attacks, mind-affecting effects, visual effects;

Resist acid 10, cold 20; SR 26

OFFENSE

Speed 40 ft., burrow 20 ft., climb 20 ft., swim 40 ft.

Melee bite +21 (3d6+12 plus grab) and tail slam +19 (2d6+12 plus grab)

Space 15 ft.; Reach 10 ft.

Special Attacks constrict (2d6+18), fast swallow^{MA}, fearful shriek, feral savagery (full attack)^{MA}, fluid rampage^{MA}, grab, ground slam, mythic power (5/day, surge +1d8), shredding spiral^{MMA}, swallow whole (2d8+8 plus 8 acid, AC 20, 20 hp)

STATISTICS

Str 34, Dex 16, Con 26, Int 8, Wis 16, Cha 20

Base Atk +9; CMB +23 (+27 for grab); CMD 36 (can't be tripped)

Feats Cleave^{MF}, Combat Reflexes, Die Hard, Endurance, Toughness^{MF}, Weapon Focus^{MF} (bite)

Skills Climb +35, Perception +18, Swim +35; Racial Modifiers +8 Climb, +8 Swim

Languages Abyssal

SQ death throes, skills

ECOLOGY

Environment temperate or cold mountains

Organization solitary

Treasure standard

SPECIAL ABILITIES

Blindsight (Ex) An argorth can ascertain the location of all creatures within 120 feet. Beyond that range it is considered blinded, and must use other senses to locate creatures.

Death Throes (Ex) When an argorth is reduced to -26 hit points or lower, it collapses to the ground and thrashes wildly. It gets one final tail slam attack on every creature within 10 feet, after which it dies. It cannot grapple or constrict with this final attack.

Fluid Rampage (Ex) When using the charge action, a mythic argorth's burrow and climb speeds increase to 40 feet. It can use its burrow, climb, land, and swim speeds interchangeably during a charge, and its movement is not impeded by difficult or sloped terrain or by the presence of allied

creatures within its path. It can change direction at any point during its charge without interrupting its charge, and if it hits with its charge attack it can use its Cleave feat to make an additional attack against another creature it threatens.

Fearful Shriek (Su) An argorth can emit a wholly unnatural shriek, a howl not of the mortal world. When an argorth uses this ability, all creatures within 100 feet must succeed on a DC 21 Will save or be shaken for as long as the monster remains in sight. This is a sonic, mind-affecting fear effect. This ability does not affect creatures with more Hit Dice than the argorth. Whether or not the save is successful, an affected creature is immune to the same argorth's fearful shriek for 24 hours. The save DC is Charisma-based.

Ground Slam (Ex) As a full-round action, an argorth can lift its entire body into the air and slam it against the ground in a single, reckless attack. This attack deals 1d10 points of damage to the argorth, but all creatures within 5 feet of the monster are targeted by a +14 melee attack which deals 2d8+18 points of damage. Any creature standing within 10 feet of an argorth when it makes this attack (including those who might be damaged) must make a DC 24 Reflex save or be knocked prone by the sheer force of the blow. The save DC is Constitution-based.

Shredding Spiral (Ex) The grinding, gnawing mandibles and churn teeth of a mythic argorth rip and tear at a target's protective exterior, reducing the target's natural armor bonus by 1 after each successful bite attack, or by 2 points if the target is swallowed whole (DC 23 Fortitude negates). The target's natural armor bonus cannot be reduced below 0. If this ability would reduce its natural armor below 0 (or if it has no natural armor at all), the target instead takes 1d3 points of bleed damage (1d6 if swallowed whole) on a failed Fortitude save; this bleed damage stacks with multiple failed saves. A swallowed creature is affected again each round at the end of its turn that it remains swallowed. This reduction to the target's natural armor bonus is treated as ability damage for the purpose of natural healing. A creature with regeneration can regain 1 point of lost natural armor bonus per minute, while a *regenerate* spell restores all lost points of natural armor immediately. The save DC is Constitution-based.

A creature wearing armor or using a shield must succeed on a DC 23 Reflex save when bitten by a mythic argorth or her armor or shield (equal chance of either) takes 1d6+9 points of damage from the argorth's bite, or 2d6+18 if the target is swallowed whole. The target does not take damage to its natural armor or bleed damage, as described above, unless both its armor and shield are destroyed. If the target is not wearing armor, this damage is dealt to a random worn item (see Table 9-2: Items Affected by Magical Attacks in the *Pathfinder Roleplaying Game Core Rulebook* to determine which item is affected) and takes damage to its natural armor or bleed damage as described above.



Mother of Oblivion

A monstrous, undulating tangle of barbed tentacles explodes from the water. Its form spurns definable anatomy, a horror of prehistory atop a writhing mass of rubbery tentacles - some crowned with glaring infernal eyes. Its only recognizable feature is the black reptilian head rising above the morass of tentacles, a maw of flesh-sheering teeth gaping wide before two piercing eyes, smoldering with alien intelligence.

MYTHIC MOTHER OF OBLIVION

CR 18/MR 7

XP 153,600

CE Gargantuan outsider (aquatic, mythic, native)

Init +0, **dual initiative**^{MA}; **Senses** all-around vision, darkvision 120 ft., Perception +30, trans-dimensional tentacles

Aura warp dimensions^{MA} (300 ft.)

DEFENSE

AC 39, touch 6, flat-footed 39 (+35 natural, -4 size)

hp 302 (15d10+220)

Fort +19, **Ref** +5, **Will** +15

Defensive Abilities enhanced damage reduction^{MA}, fortification^{MA}; **DR** 20/-; **Immune** death effects, mind-affecting effects, petrification, polymorph; **Resist** acid 20, cold 20; **SR** 33

OFFENSE

Speed 20 ft., swim 60 ft.

Melee bite +27 (2d8+16 plus energy drain) and 4 tentacles +27 (2d6+16 plus grab)

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

Special Attacks breath of madness (60-ft. cone, 1d6 Wis damage and confusion for 1d6 rounds, DC 27 Reflex partial, usable every minute), constrict (2d6+8), descent into oblivion^{MA}, energy drain (2 levels, DC 22), fling^{MA}, **mythic power** (7/day, surge +1d10), mythic spell-like abilities^{MA}, tenacious grapple^{MA}

Spell-Like Abilities (CL 18th; concentration +23)

1/day-commune, dream, unhallow

3/day-demand (DC 23), dimensional anchor, divination, dominate person (DC 20), greater command (DC 20)

At will-death knell (DC 17), invisibility purge, prayer

STATISTICS

Str 43, **Dex** 10, **Con** 31, **Int** 25, **Wis** 18, **Cha** 20

Base Atk +15; **CMB** +35 (+37 bull rush, +39 grapple); **CMD** 45 (47 vs. bull rush)

Feats Arms of the Deep^{MF}, Awesome Blow, Cleave^{MF}, Great Cleave, Improved Bull Rush, Improved Vital Strike, Iron Will, Multiattack^{MF}, Power Attack, Quick Awesome Blow^{MF}, Vital Strike

Skills Climb +34, Escape Artist +18, Intimidate +23, Knowledge (Arcana) +25, Knowledge (History) +25, Knowledge (Nature) +25, Knowledge (Planes) +25, Knowledge (Religion) +25, Perception +30, Sense Motive +22, Spellcraft +25, Stealth +6, Swim +34; **Racial Modifiers** +8 Perception

Languages Abyssal, Celestial, Common, Draconic, Infernal

SQ elusive^{MA}, trans-dimensional tentacles

ECOLOGY

Environment any aquatic

Organization solitary

Treasure standard

SPECIAL ABILITIES

All-Around Vision (Ex) The eyes at the tips of several of a Mother of Oblivion's tentacles grants her a +8 racial bonus on Perception checks. She cannot be flanked.

Breath of Madness (Su) A Mother of Oblivion can exhale a cloud of foul-smelling, narcotic breath: 60-foot cone, once per minute, 1d6 points of Wisdom damage and confusion for 1d6 rounds, Reflex DC 27 for half Wisdom damage and no confusion. This breath is a mind-affecting poison effect. The save DC is Constitution-based.

Descent Into Oblivion (Su) A mythic Mother of Oblivion's energy drain leaches away at the target's sanity even as it drains its life force. A creature affected by its energy drain takes 1d6 points of Wisdom damage and is confused for 1d6 rounds (DC 22 Will negates), and if this save is failed the target also gains an additional negative level each round the confusion persists. The save DC is Charisma-based.

Elusive (Su) A mythic Mother of Oblivion is the stuff of legends, but despite countless attempts to hunt her, she is rarely encountered unless she wishes it. When using the withdraw action, a mythic Mother of Oblivion can move up to its run speed without leaving any trace of its passing (identical in effect to *pass without trace*). She 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, a mythic Mother of Oblivion is considered to be under the effects of a *nondetection* spell, and she 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.

Enhanced Damage Reduction (Ex) A mythic Mother of Oblivion gains DR 20/- 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.

Fling (Ex) The monster can drop a creature it has grabbed as a free action or use a standard action to fling it aside. A flung creature travels 1d6 × 10 feet, and takes 1d6 points of damage per 10 feet traveled. If this is a mythic ability, the monster can expend one use of its mythic power to fling a grappled creature as a free action. If the creature has the constrict ability, it can forgo dealing constrict damage to fling a grabbed creature 1d6 × 5 feet as a free action.



Mythic Spell-Like Abilities (Su): Three times per day, a mythic Mother of Oblivion may use the mythic spell version of any of its corresponding spell-like abilities. She must expend the same amount of mythic power that would normally be required to cast a mythic spell, treating her mythic rank as its mythic tier for the purpose of qualifying to use augmented versions of mythic spells.

Tenacious Grapple (Ex) A mythic Mother of Oblivion does not gain the grappled condition if she grapples a foe with a tentacle, and she can make a grapple check to maintain a grapple in place of an attack roll with the tentacle being used to grapple, rather than as a standard action.

Trans-dimensional Tentacles (Su) A Mother of Oblivion's tentacles allow her to see into and infiltrate multiple planes at once. At all times, a Mother of Oblivion is cognizant of the plane she inhabits bodily and all coterminous planes-such as the Ethereal Plane and Plane of Shadow from the Material Plane. Not only is she aware of these planes and the creatures there, she can reach her tentacles through to attack. By worming her tentacles through the dimensions, a Mother of Oblivion can effectively reach through solid barriers into any area not protected by a *dimensional lock* or similar effect. While a Mother of Oblivion can attack and even grapple creatures on other planes, she cannot move creatures from one plane to another.

Warp Dimensions (Su) A Mother of Oblivion's presence distorts the dimensions. Any creature that attempts to utilize a conjuration (teleportation) effect within 300 feet of a Mother of Oblivion must make a DC 32 caster level check or the effect fails to activate. A mythic spellcaster may add his mythic tier as a bonus on this check. In addition, any creature casting or being transported by a calling, summoning, or teleportation effect within 300 feet of a mythic Mother of Oblivion is nauseated for 1d6 rounds upon arriving at their destination (DC 27 Fortitude negates), regardless of whether they are entering or leaving the area. The save DC is Constitution-based.

The Arms of the Deep and Quick Awesome Blow feats are found in the *Mythic Monster Manual* and are reprinted here for ease of reference.

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.

QUICK AWESOME BLOW (COMBAT, MYTHIC)

You can send foes flying with careless ease.

Prerequisite: Awesome Blow, base attack bonus +11.

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

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



Ogrekin

Its body twisted and deformed, this lumbering giant has tiny eyes and a mouth of jagged teeth presented in a furious roar.

MYTHIC OGREKIN (TEMPLATE)

(MR 1/+2 CR)

The result of an unfortunate union between an ogre and a humanoid in which one parent had mythic ranks or tiers, or when the fetus was exposed to mythic power during its gestation, a mythic ogrekin (or half-ogre) is cursed with horrific malformations due to its tragic ancestry. Shunned by both parents, ogrekin tend to form unstable clans of their own, often resorting to inbreeding to sustain the collective, rising to leadership of lesser ogrekin (and, rarely, full-blooded ogres). While good-natured ogrekin are not entirely unheard of, they are far and few between.

ACREATING A MYTHIC OGREKIN

"Mythic Ogrekin" is an inherited template that can be added to any Medium humanoid (referred to hereafter as the base creature). A mythic ogrekin retains all the base creature's Statistics and Special Abilities except as noted here. Where applicable, the bonuses listed below overlap and do not stack with those provided by the standard ogrekin template.

Alignment: usually evil.

Type: The creature's subtype changes to giant.

AC Natural armor improves by +5.

Ability Scores: Str +8, Con +6, Int -2, Cha -4.

Special Qualities and Defenses: A mythic ogrekin gains low-light vision. In addition, a mythic ogrekin receive two random beneficial deformities. Unlike standard ogrekin, a mythic ogrekin does not gain disadvantageous deformities.

Beneficial Deformities: The ogrekin gains one of these, chosen randomly.

D20	DEFORMITY	EFFECTS
1	Blood Rage	When the ogrekin takes damage in combat, on its next turn it can fly into a rage as a free action. It gains +2 Constitution and +2 Strength but takes a -2 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.
2	Boneless Body	The ogrekin gains a +4 racial bonus on Escape Artist checks and to its CMD to avoid being grappled. It also can move through an area as small as one-half its space without squeezing or one-quarter its space when squeezing.
3	Bulging Eye	The ogrekin gains darkvision 120 feet.
4	Deadsouled	The ogrekin gains a +2 racial bonus on saving throws against death effects, energy drain, and necromantic effects, and it is damaged by positive energy and healed by negative energy as an undead creature would be.
5	Enlarged Skull	The ogrekin gains a +2 bonus to Intelligence rather than the normal penalty from the ogrekin template.
6	Ferocious	The ogrekin remains conscious and can continue fighting when below 0 hit points. It is staggered while at negative hit points but does not die unless its negative hit points reach an amount equal to twice its Constitution score.
7	Gnarled Hands	The ogrekin gains a claw attack. This attack is considered a primary natural attack that deals 1d6 points of damage. If the ogrekin already possesses a claw attack, it instead gains any one of the following feats of its choice as a bonus feat: Eldritch Claws ^{APG} , Improved Natural Attack (claw), Rending Claws ^{APG} , or Smash ^{APG} as a bonus feat.
8	Grotesque Ears	The ogrekin gains blindsense 20 feet and a +4 racial bonus on Perception checks.
9	Lanky	The ogrekin's natural reach increases by 5 feet, and it gains a +2 circumstance bonus on attack rolls against creatures with cover less than total cover, as its gangrel limbs can reach around most cover to attack effectively.
10	Oversized Limb	The ogrekin can wield weapons one size category larger than normal without any penalty and gains an additional +2 bonus to its Strength and a +2 racial bonus on combat maneuver checks to bull rush or drag.
11	Oversized Maw	The ogrekin gains a bite attack (1d6).
12	Quick Metabolism	The ogrekin gains a +3 racial bonus on Fortitude saves.
13	Snout	The ogrekin gains the scent ability and a +2 racial bonus on Perception checks.
14	Thick Feet	The ogrekin gains a +4 racial bonus to its CMD against bull rush, overrun, and trip combat maneuvers, as well as a +4 bonus to its AC against attacks made as part of a charge action.
15	Thick Skin	Improve natural armor bonus by +3.
16	Vestigial Limb	A vestigial third arm (which can't be used to use items) grants a +6 racial bonus on grapple checks.
17	Vestigial Twin	A malformed twin's head juts out from the ogrekin, providing the ogrekin with all-around vision and a +2 racial bonus on Perception checks.
18	Vice Grip	The ogrekin gains a +3 racial bonus on disarm and grapple combat maneuver checks and a +6 racial bonus to CMD against disarm and grapple maneuvers.
19	Warty Knuckles	The ogrekin gains Improved Unarmed Strike as a bonus feat, and also can use its fists as a slam natural attack 1d4 points of damage (plus 1-1/2 times its Strength modifier to damage).
20	Webbed Fingers	The ogrekin gains a swim speed equal to half its land speed and can breathe air and water interchangeably, gaining the aquatic subtype.



Skull Ripper

A fearsome chittering heralds the approach of this morbid monstrosity. A giant headless scorpion-like thing of blackened bone and chitin rounds the corner ahead, scuttling along the wall as its two pincers snap ominously. A long, grisly tail composed of dozens of chattering skulls arches up over its back. Some of the skulls are ancient and bleached white, while others are recent trophies still shrouded in rotting cheeks, their jellied eyes rolling madly in their sockets. A curved bony tip protrudes from the last skull of its tail, its deadly point smeared with poison.

MYTHIC SKULL RIPPER

CR 11/MR 4

XP 12,800

CN Large construct (mythic)

Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +1

Aura dread visage (30 ft., DC 18)

DEFENSE

AC 28, touch 12, flat-footed 25 (+3 Dex, +16 natural, -1 size)

hp 152 (15d10+70)

Fort +5, **Ref** +10, **Will** +6

Defensive Abilities block attacks^{MA}; **DR** 10/adamantine and epic; **Immune** construct traits; **Resist** cold 10; **SR** 24

OFFENSE

Speed 40 ft., climb 40 ft.

Melee 2 claws +22 (2d6+8/19-20/x3 plus grab), sting +22 (1d10+8 plus poison)

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

Special Attacks behead, constrict 2d6+12, deadly finish^{MA}, mythic power (4/day, surge +1d8), skull fountain^{MA}, tenacious grapple^{MA}, virulent venom^{MA}

STATISTICS

Str 26, **Dex** 16, **Con** —, **Int** 5, **Wis** 13, **Cha** 12

Base Atk +15; **CMB** +22 (+26 grapple); **CMD** 35 (47 vs. trip)

Feats Bleeding Critical, Combat Reflexes, Critical Focus, Improved Critical^{MF} (claw), Lightning Reflexes, Power Attack^{MF}, Skill Focus (Stealth), Vital Strike

Skills Climb +19, Stealth +15

Languages Common (cannot speak)

ECOLOGY

Environment any

Organization solitary, pair, or nest (3-8)

Treasure standard

SPECIAL ABILITIES

Behead (Ex) A skull ripper is an expert at collecting its favorite trophies—skulls. Once it has pinned a foe, it can attempt to behead the victim with a single gut-wrenching rip of its claws. This attempt is made as part of the grapple check to maintain an existing pin, and if successful, deals 4d6+24 points of damage to the victim. If this damage is enough to bring the target below 0 hit points, the victim must succeed at a DC 25 Fortitude save to resist having its head torn from its body, which results in instant death for most creatures. The save DC is Strength-based.

Deadly Finish (Ex) When a mythic skull ripper reduces a target below 0 hit points with any melee attack, it can expend one use of its mythic power as a swift action to behead the target (DC 25 Fortitude negates), in most cases killing it instantly.

Dread Visage (Su) All creatures within 30 feet that can see a skull ripper must make a DC 18 Will save at the start of their turn in order to avoid becoming frightened for 1 round. If the victim recognizes any of the heads affixed to the skull ripper's body as having once belonged to friends or allies, that victim takes a -4 penalty on the save. A creature that succeeds at the save is immune to the dread visage of that particular skull ripper for 24 hours. This is a mind-affecting fear effect. The save DC is Charisma-based.

Poison (Su) Sting—injury; *save* Fort DC 19; *frequency* 1/round for 8 rounds; *effect* 1d4 Dex; *cure* 2 consecutive saves. The save DC is Constitution-based.

Skull Fountain (Su) Once per hour as a full-round action, a mythic skull ripper can expel a mass of floating skulls to attack its enemies, summoning either 1d3 screaming giant beheaded or 1d4+1 skull swarms. These floating skulls are constructs rather than undead, and they are considered mythic creatures and gain the mythic skull ripper's special defenses, but their statistics are otherwise unchanged.

Tenacious Grapple (Ex) A mythic skull ripper does not gain the grappled condition if it grapples a foe with a claw, and it can make a grapple check to maintain a grapple in place of an attack roll with the claw being used to grapple, rather than as a standard action.

Virulent Venom (Ex) A mythic skull ripper 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 SKULL RIPPER CONSTRUCTION

A mythic skull ripper is made from the carcasses of dead vermin and skulls, either harvested by the creator or purchased from shady adventurers for roughly 500 gp in total. At least one of the skulls used to create the creature must have been harvested from a mythic creature, and the skulls must be drawn from a mythic creature or creatures with a combined total of at least 4 mythic ranks or tiers. The creator must know the *mythic animate dead* spell and must expend 4 uses of mythic power each day as part of the construction of the mythic skull ripper.

CL 13th; **Price** 61,000 gp

CONSTRUCTION REQUIREMENTS

Craft Construct, *animate dead (mythic)*, *fear*, *geas/quest*, *keen edge*, *limited wish*; **Skill** Heal or Knowledge



Smoke Haunt

The smell of wood smoke bears the taint of burning flesh. A branch in the campfire sputters and hisses. From within the fire's embers a smoldering skull glares out, its eyes wells of cold darkness. tendrils of smoke dance around and through it like tongues or writhing snakes.

MYTHIC SMOKE HAUNT

CR 6/MR 2

XP 2,400

CE Small undead (fire, mythic)

Init +9; **Senses** darkvision 60 ft., flame seer 1/2-mile; **Perception** +7

Aura lifedrinking 20 ft.; smoke patterns 20 ft.

DEFENSE

AC 24, touch 18, flat-footed 17 (+5 Dex., +2 dodge, +6 natural, +1 size)

hp 73 (6d8+46)

Fort +6, **Ref** +9, **Will** +7

Defensive Abilities flames of vengeance^{MA}, smoldering sustenance^{MA}, undead traits; **DR** 5/epic; **Immune** fire;

Weaknesses vulnerability to cold

OFFENSE

Speed fly 50 ft. (perfect)

Melee slam +10 (1d3 plus 2d6 negative energy)

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

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

3/day—ghost sound (DC 15), heat metal (DC 17), scorching ray

1/day—deep slumber (DC 18), fire shield, suggestion (DC 18)

STATISTICS

Str —, **Dex** 20, **Con** —, **Int** 8, **Wis** 15, **Cha** 21

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

Feats Dodge^{MF}, Improved Initiative, Lightning Reflexes

Skills Acrobatics +12, Fly +16, Perception +7, Stealth +18

Languages Common

SQ flameseeker, flamewalker

ECOLOGY

Environment cold forests and mountains

Organization solitary

Treasure none

SPECIAL ABILITIES

Flames of Vengeance (Su) A creature striking a mythic smoke haunt in melee takes 1d4 points of fire damage (2d4 if a critical hit is confirmed) as a gout of flame spurts out from the burning skull, and must succeed on a DC 18 Reflex save or catch on fire. Creatures wielding reach weapons are not subject to this damage. The save DC is Charisma-based.

If an attacker catches on fire, the mythic smoke haunt may expend one use of mythic power as an immediate action to suppress any fire resistance or immunity the creature possesses (unless it has the fire subtype) for as long as the fire burns and for 1 round thereafter. This applies to any fire damage the attacker has taken since the beginning of its turn. In addition, the mythic smoke haunt's sinister smoke

(see below) fills the target creature's space for as long as the fire burns and for 1 round thereafter, forcing it to hold its breath or make a saving throw each round at the beginning of its turn to avoid becoming sickened.

Flameseeker (Su) A smoke haunt can sense any fire of torch size or larger within a half mile. By concentrating, it can peer through such flames as if using *clairaudience/clairvoyance*.

Flamewalker (Su) Once per day, a smoke haunt can use *greater teleport* to appear in any fire of Small size or larger. When a smoke haunt teleports into a fire, it can make a Stealth check as part of the teleportation to avoid notice from any creatures nearby.

Lifedrinker (Su) A smoke haunt feeds on the heat of the living. A haunt seems to shed soothing warmth, but this is actually the sensation of life being absorbed by the ravenous undead. Any living creature within 20 feet of a smoke haunt must make a DC 18 Fortitude save or take 2d6 points of negative energy damage. A victim who fails to resist this attack feels warm and complacent, having no idea he has taken any damage unless he makes a DC 15 Wisdom check. If a victim makes this save, he feels strangely weak, but does not necessarily notice the smoke haunt. The save DCs are Charisma-based.

Smoldering Sustenance (Su) A mythic smoke haunt gains fast healing 1 whenever it is inside a Small or larger fire source. Magical effects that deal fire damage instead heal a mythic smoke haunt by 1 hit point for every 3 points of damage they would normally deal. A mythic fire effect heals the mythic smoke haunt 1 hit point for every 2 points of damage it would normally deal, and also provides the mythic smoke haunt 1 temporary use of mythic power, which it must use before the end of its next turn.

Smoke Patterns (Su) A smoke haunt exudes coils of smoke whenever it is surrounded by a fire of Small size or larger. Anyone within 20 feet of a smoke haunt immersed in fire must make a DC 18 Will save or become entranced by the eerie patterns formed amid the rising smoke, taking a -4 penalty on Perception checks and a -2 penalty on Will saves for as long as the smoke haunt remains in range. This is a mind-affecting pattern. A creature that successfully saves against this ability cannot be affected by the same smoke haunt's smoke patterns for 24 hours. The save DC is Charisma-based.

Sinister Smoke (Su) As a free action, a mythic smoke haunt can belch forth a 15-foot cone-shaped spread of choking, blinding smoke that persists for 1 round. The smoke haunt can see through this smoke without difficulty, but other creatures treat it as *obscuring mist*, and living creatures entering or beginning their turn within the smoke become sickened for 1d6 minutes (DC 18 Fortitude negates). The save DC is Charisma-based.



Totenmaske

This spindly, skeletal humanoid has moldy green flesh, long talons for hands, and a head that seems to be mostly mouth.

MYTHIC TOTENMASKE

CR 9/MR 3

XP 6,400

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NE Medium undead (mythic, shapechanger)

Init +13/−7^{MF}, dual initiative^{MA}; **Senses** darkvision 60 ft.; Perception +15

DEFENSE

AC 23, touch 16, flat-footed 17 (+6 Dex, +7 natural)

hp 125 (10d8+80)

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

DR 5/epic; **Immune** undead traits; **Resist** cold 20

OFFENSE

Speed 50 ft.

Melee bite +13 (1d8+4 plus 1d4 Cha drain), 2 claws +13 (1d6+4 plus fleshdrink)

Special Attacks fleshdrink^{MA}, insufferable ennui^{MA}, meat puppet^{MA} (DC 20), mythic power (3/day, surge +1d6), shape flesh

STATISTICS

Str 18, **Dex** 23, **Con** —, **Int** 16, **Wis** 15, **Cha** 21

Base Atk +7; **CMB** +11; **CMD** 27

Feats Ability Focus (Charisma drain), Combat Expertise^{MF}, Combat Reflexes, Improved Initiative^{MF}, Weapon Finesse

Skills Acrobatics +16 (+24 jump), Bluff +15, Diplomacy +15, Disguise +18, Perception +15, Sense Motive +15, Stealth +19

Languages Abyssal, Celestial, Common, Infernal

SQ change shape (the previous humanoid it successfully used its fleshdrink ability on; *alter self*)

ECOLOGY

Environment any land or underground

Organization solitary or gang (1 mythic totenmaske and 2-5 nonmythic totenmaskes)

Treasure double

SPECIAL ABILITIES

Charisma Drain (Su) A mythic totenmaske can eat the hopes and dreams of a creature it bites, dealing 1d4 points of Charisma drain unless the victim succeeds on a DC 22 Will save. The save DC is Charisma-based.

Fleshdrink (Su) If a mythic totenmaske hits a creature with a claw attack, the hollow claw drains away some of the target's flesh, dealing 1d4 points of Constitution damage and making the victim sickened for 1d4 rounds. A successful DC 22 Fortitude save negates the Constitution damage and reduces the sickened duration to 1 round. Additionally, if the mythic totenmaske hits the same creature with both claw attacks, the mythic totenmaske can expend one use of mythic power as a swift action to force its victim to roll two Fortitude saves

to resist both of its fleshdrink attacks and take the lowest roll for each save. The save DC is Charisma-based and includes a +2 racial bonus.

Insufferable Ennui (Su) When a mythic totenmaske bites and drains Charisma from a living creature, the mythic totenmaske can expend one use of mythic power as a free action to inundate the victim with overwhelming listlessness and crushing melancholia. Until the victim's lost Charisma points are restored, the victim gains the staggered condition. This is a mind-affecting effect.

Shape Flesh (Su) By spending 1 minute in contact with a helpless creature, a totenmaske can reshape the target's face, causing flesh to cover vital features. The target may attempt a DC 20 Fortitude save to resist. Changes are permanent, but can be reversed with *heal*, *restoration*, or *regeneration*, or by surgically opening the sealed flesh with a DC 15 Heal check that takes 1d3 rounds and deals 1d4 points of damage even if the check is not successful. A totenmaske can use this ability on one of four different features per use: ears (target becomes deaf), eyes (target becomes blind), mouth (target cannot speak or eat), or nose (target cannot smell). Multiple uses can have increasingly serious effects (such as sealing the mouth and nose, which causes suffocation). The save DC is Charisma-based.

Meat Puppet (Su) A mythic totenmaske can see, hear, or speak through the body of a creature under the effect of its shape flesh ability (as long as the creature's eyes, ears, or mouth have not been rendered ineffective by the mythic totenmaske's shape flesh ability). The mythic totenmaske can use this ability indefinitely on one affected creature at a time, as long as it and the creature remain on the same plane. Additionally, while using this ability on a creature, the mythic totenmaske can expend one use of mythic power as a standard action that does not provoke an attack of opportunity to take control of the creature as the *dominate* spell (DC 20 Will negates). The save DC is Charisma-based. The mythic totenmaske can only dominate one creature at a time; when it dominates a second creature, the first creature is immediately freed from control. A mythic totenmaske using its meat puppet ability to see, hear, or speak through a creature or *dominate* a creature can't move, but is still aware of its surroundings and can end this ability as a free action.