



MYTHIC MODULE MONSTERS

Rune lords 4

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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*

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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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Deathweb

This animated husk from an enormous spider seems filled with thousands of living spiders that fall from its body like drops of blood.

MYTHIC DEATHWEB

CR 7/MR 3

XP 4,800

N Large undead (mythic)

Init +6; **Senses** darkvision 60 ft.; Perception +15

Aura infestation (5 ft., 1d6 plus poison)

DEFENSE

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)

hp 95 (11d8+46), fast healing 5

Fort +7, **Ref** +5, **Will** +8

Defensive Abilities exoskeleton^{MA}, rapid repair^{MA}; **DR** 10/epic;

Immune critical hits, precision-based damage, sneak attacks, undead traits

OFFENSE

Speed 40 ft., climb 30 ft.

Melee bite +16 (3d8+13)

Space 10 ft.; **Reach** 15 ft.

Special Attacks mythic power (3/day, surge +1d6), subsequent swarm^{MA}, web (+9 ranged, DC 15, 11 hp)

STATISTICS

Str 28, **Dex** 14, **Con** —, **Int** 7, **Wis** 13, **Cha** 15

Base Atk +8; **CMB** +19; **CMD** 31 (43 vs. trip)

Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Initiative, Power Attack^{MF}, Vital Strike^{MF}

Skills Climb +17, Perception +15, Stealth +16; **Racial**

Modifiers +4 Stealth

SQ compression

ECOLOGY

Environment any

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

Treasure incidental

SPECIAL ABILITIES

Exoskeleton (Ex) The mythic deathweb's spider inhabitants use its hard carapace for shelter, repairing the husk and planting innumerable eggs in and on the monster. A mythic deathweb gains a +2 racial bonus on Fortitude saves. In addition, as an immediate action, a mythic deathweb's spiders can retreat within its exoskeleton. This suppresses its infestation aura until the end of its next turn, but it doubles the number of hit points that must be dealt by an area attack to temporarily suppress its infestation and rapid repair abilities. If a creature succeeds on a combat maneuver check to bull rush, drag, grapple, or overrun a mythic deathweb, it can shed part of its exoskeleton as an immediate action. This reduces its natural armor bonus to AC by 1 for 24 hours, but it gains a +4 bonus on its CMD against that maneuver (and may expend one use of its mythic power to add its surge die to its CMD). Whether the maneuver succeeds or fails, the chunk of its exoskeleton dissolves into a mass of sticky, spider-infested

strands, allowing the mythic deathweb to make a melee touch attack against its attacker as an attack of opportunity. If the attack hits, the creature attacking the deathweb is affected as if struck by its web attack, including its subsequent swarm ability below).

Infestation (Su) An infestation of poisonous spiders, which nest within this creature's exoskeleton, constantly surrounds a deathweb, to a radius of 5 feet. Creatures ending their turn within the infestation take 1d6 points of damage and are exposed to the deathweb's poison, and also must succeed on a DC 17 Fortitude save or be nauseated for 1 round. Any area effect attack that deals 20 or more points of damage to a deathweb destroys its infesting spiders, removing its aura and negating its rapid repair ability for 3 rounds, after which a new batch of spiders swarms out of the undead's body to replenish the infestation. The save DC is Charisma-based.

Poison (Ex) Infestation—injury; *save* Fort DC 17; *frequency* 1/round for 6 rounds; *effect* 1d4 Str damage; *cure* 2 consecutive saves. The save DC is Charisma-based.

Rapid Repair (Ex) The spiders that inhabit a deathweb's larger husk work to keep the creature whole using webbing and sacrificing spiders in order to patch gaps and rents in the creature. A mythic deathweb has fast healing 5 and is immune to sneak attacks, critical hits, and other precision damage.

Subsequent Swarm (Su) Webbing sprayed from a mythic deathweb contains thousands of tiny eggs in different states of maturity. One round after the web is cast, these eggs hatch and swarm over creatures caught in its web. Creatures that begin their turn entangled in its web are affected as if automatically take damage and risk being poisoned as if they ended their turn in the deathweb's infestation. In addition, as a swift action the mythic deathweb can cause the spiders to surge out of the web. This ends the infestation effect for creatures trapped in the web, but the spiders can then move and fight as a **spider swarm**, except the swarm only occupies a single 5-foot-square and its swarm attack delivers the deathweb's poison rather than a spider swarm's typical poison. If the mythic deathweb expends one use of its mythic power, the web retains its infestation after the spider swarm leaves it, and the spider swarm is considered a mythic creature, with double the normal hit points and filling the normal size of a spider swarm: a shapeable 10-foot by 10-foot square.

Towering (Ex) A mythic deathweb walks with stilted spider legs, raising and lowering its massive bulk, giving it faster than normal land and climb speeds, as noted in its stat block. It also counts as one size larger for all purposes that would benefit it, such as increasing the damage dealt by its natural weapons and its natural reach, as well as its CMB and CMD. Because its frame consists of long segmented legs, it evades the reach of smaller creatures and takes no penalties for counting as a larger size. When determining any effect that considers whether this ability increases the deathweb's size, the death web chooses the most favorable size each time.



Giant, Taiga

This muscular giant has dark gray skin and fiery red hair. Its lower jaw bears sharp fangs, and it wields a huge, primitive spear.

MYTHIC TAIGA GIANT

CR 15/MR 6

XP 19,200

CN Huge humanoid (giant, mythic)

Init +2 (+8 in cold forest or mountain terrain); **Senses** greensight^{MA}, low-light vision; Perception +13

DEFENSE

AC 33, touch 15, flat-footed 30 (+4 armor, +4 deflection, +3 Dex, +14 natural, -2 size)

hp 205 (15d8+138)

Fort +15, **Ref** +10, **Will** +10

Defensive Abilities rock catching; **Immune** enchantment and illusion spells

OFFENSE

Speed 30 ft. (40 ft. without armor), woodland stride^{MA}

Melee +1 returning spear +22/+17/+12 (3d6+19/x3) or 2 slams +21 (1d8+12)

Ranged rock +13 (2d6+18) or +1 returning spear +13/+13 (3d6+12/x3)

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

Special Attacks boreal hunter^{MA}, mythic power (6/day, surge +1d8), rock throwing (140 ft.), spear specialist^{MA}, spirit spears^{MA}

STATISTICS

Str 35, **Dex** 16, **Con** 22, **Int** 12, **Wis** 17, **Cha** 15

Base Atk +11; **CMB** +25; **CMD** 41

Feats Alertness, Cleave, Endurance, Hulking Hurler^{MF}, Iron Will, Lightning Reflexes, Power Attack^{MF}, Self-Sufficient, Shot on the Run^{B, MF}, Vital Strike

Skills Climb +17, Knowledge (religion) +11, Perception +13, Stealth +7 (+13 in undergrowth), Survival +20; **Racial Modifiers** +6 Stealth in undergrowth, +6 Knowledge (geography), Perception, Stealth, and Survival in cold forest or mountain terrain

Languages Common, Giant

SQ ancestral spirits^{MA}, coldwood camouflage^{MA}, spirit summoning

ECOLOGY

Environment cold mountains or forests

Organization solitary or pair, leading a warband (2–7) or tribe of non-mythic taiga giants (20–50 plus 30% noncombatants, 1 druid or oracle of 3rd–5th level, 2–4 barbarian or ranger hunters of 3rd–5th level, 1 chieftain barbarian or fighter of 4th–7th level, 2–6 dire bears, 2–6 dire tigers, and 8–12 stone giants)

Treasure standard (hide armor, spear, other treasure)

SPECIAL ABILITIES

Ancestral Spirits (Su) When a mythic taiga giant uses her spirit summoning ability, she may expend one use of her mythic power to gain the effects of the mythic version of the companion spell she selects. The effects of this spell persist for 24 hours as usual. In addition, she may choose one revelation from the *ancestor mystery*^{UM}, which she may use as if she were a 15th-level oracle. This revelation persists for 24 hours or until she uses spirit summoning again. She may select a different revelation each time she uses spirit summoning.

Boreal Hunter (Ex) A mythic taiga giant treats cold forests and mountains 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 not leaving tracks in such terrain unless it wishes. The giant can spend one use of its mythic power as a standard action to designate a creature within its line of sight as its quarry, as the ranger class ability, though this ability functions only while the giant and its quarry are both within cold forest or mountain terrain.

Coldwood Camouflage (Ex) A mythic taiga giant can make Stealth checks in cold forest or mountain terrain even if the terrain does not offer cover or concealment or if she is being observed. She can expend one use of mythic power when making a Stealth check to gain a +10 bonus on the check, or +20 if she is sniping or has cover or concealment.

Cunning Throw (Ex) When using its Shot on the Run feat, a mythic taiga giant can use a combat feat normally requiring a standard action in place of an attack action. She can use Cleave in conjunction with a ranged attack, as long as the creature she targets with her Cleave attack is farther away from her than the target of her initial attack.



Spear Specialist (Ex) A mythic taiga giant's range increment when hurling a spear is 100 feet, and she may use her spear in place of a hurled rock with her Hulking Hurler feat.

Spirit Spears (Su) The ancestral spirits that accompany a mythic taiga giant imbue any spear she wields with magic, causing them to function as a +1 *returning spear*. In addition, the companion spirits allow the giant to draw a spear as a free action, as the spirits fetch the spear and place it in her hand, and can retrieve and carry a *returning spear* even if the giant does not have a hand free.

Spirit Summoning (Su) Once per day, a taiga giant may perform a 10-minute ritual to tap into the power and insight of his ancestral spirits. These spirits provide a +4 deflection bonus to AC, immunity to enchantment and illusion spells, and one of the following spell effects: *bless*, *endure elements*, *protection from evil*, *protection from good*, or *see invisibility*. The effects of a spirit summoning persist for 24 hours. The effects of this ability are included in the stat block presented.

Woodland Stride (Ex) A mythic taiga giant can move through foliage at full speed without taking damage or suffering impairment. Magically manipulated plants affect it normally.

The Hulking Hurler feat is described in the *Mythic Monster Manual* and is reprinted here for ease of reference:

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.



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**^{MA}; **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^{MA}, mythic power (3/day, surge +1d6), ripping gaze, temporal retribution^{MA}

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^{MF}, Improved Initiative, Vital Strike, Weapon Finesse^{MF}

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^{MA}, bilocation^{MA}, 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 similarly to **dual initiative**, 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 hounds make 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.



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

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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^{MA}

OFFENSE

Speed 60 ft.

Melee +1 *Medium scythe* +12 (2d4+14/x4 plus 1d6 bleed^{MA}), kick +5 (1d4+8 plus 1d6 bleed^{MA})

Special Attacks death to thieves^{MA}, 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^{MF}, Improved Initiative, Power Attack^{MF}, 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^{MA}

ECOLOGY

Environment temperate forests, mountains, or underground

Organization solitary, pair, or gang (1 mythic red cap, 2–12 nonmythic 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.



Runeslave

Numerous severe-looking runes spark and flicker upon the body of this towering giant, seemingly seared into the creature's skin. Although its eyes look dull, its muscles bulge grotesquely, as if barely contained by a thin layer of flesh, and it moves unnaturally fast for a creature of such ponderous size. A horrid expression—either rage or pain—contorts the giant's features as it speeds forward..

MYTHIC RUNESLAVE (TEMPLATE)

MR 1/CR +2

Able to perform the work of dozens of human slaves, giants were frequently enslaved by the ancient rune lords to build their great monuments, shackled to the will of their masters by magical runes graven into their flesh.

CREATING A MYTHIC RUNESLAVE

“Mythic Runeslave” is an acquired template that can be added to any giant (referred to hereafter as the base creature) by a mythic spellcaster who has mastered the mightiest rites of the ancient rune lords. A runeslave uses 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 runeslave template.

Defensive Abilities: A runeslave becomes immune to fear effects, exhaustion, and fatigue. In addition, all runeslaves gain the following additional defensive ability.

Resist Pain (Ex): Mythic runeslaves can continue to function even after taking great punishment. They are immune to nonlethal damage and pain effects, such as *inflict pain* and *symbol of pain* and gain a +4 bonus on saving throws to resist becoming nauseated, sickened, staggered, or stunned. Whenever a mythic runeslave would gain one of these conditions, it can expend one use of mythic power as an immediate action to negate that condition.

Weaknesses: Mythic runeslaves gain the following weakness.

Arcane Decay (Su): The symbols etched upon a runeslave's body put great stress on its physical form, choking its mind and ultimately killing the giant in time. Each runeslave has a predominant rune associated with one school of magic inscribed on its body. Traditionally, this rune is of a school of magic directly opposed to the runelord the runeslave serves as a sort of brand of shame. The slow decay of a runeslave's mental faculties manifests as a gradual loss of life and sanity, represented by the accumulation of rune-shaped scars all over the body. The disease has no additional physical or mental effect until these magical runescars completely overwhelm their host, at which point the accumulated pain the giant has endured since becoming a runeslave is released in a fatal surge of unleashed suffering. All runeslaves are

“infected” with this disease. Only *limited wish*, *miracle*, or *wish* can prevent or cure arcane decay, but in so doing removes the entire template, reverting the runeslave back to the base creature. Multiple successful Fortitude saves only delay the decay and do not cure the creature of the disease.

An ally able to cast mythic arcane spells can delay or halt the onset of new runescars. If within 30 feet at the time a runescar would be formed, an arcane spellcaster may expend one use of mythic power and a prepared spell or spell slot of at least 5th level before the end of the mythic runeslave's next turn, entitling the runeslave to a new saving throw with a bonus equal to the spellcaster's mythic rank or tier, in order to avoid forming a new runescar.

Arcane Decay: Inherited—non-contagious; *save* Fortitude DC 15; *frequency* 1/week; *effect* gain one runescar; *cure* none (but see above). When a runeslave's number of runescars equals its Hit Dice, it dies.

Speed: A runeslave's base speed is 30 feet faster than the base creature's. This increase applies to purely physical forms of movement, such as climb and swim speed, but not movement provided by magical effects.

Special Attacks: A runeslave gains the following special attack.

Arcane Surge (Su): Once per day as a swift action, a runeslave can gain the benefits of the spell *haste* for 6 rounds. Using this ability forces the giant to make an additional Fortitude save against arcane decay, even if it has already made its weekly save to resist the disease.

Mythic Power (Su): A mythic runeslave gains the mythic power (1/day, surge +1d6) ability. In addition, it can gain additional daily uses of mythic power by tapping into its reservoirs of eldritch might. Gaining additional uses of mythic power requires a full-round action and an additional Fortitude save against arcane decay for each point the runeslave gains, starting at DC 15 and increasing the DC by 5 for each additional use of mythic power it acquires.

Spell Catching (Su): As an immediate action, a mythic runeslave can expend one use of mythic power to intercept and absorb a spell targeting itself or an adjacent ally. It can catch only spells that require an attack roll or allow a saving throw and that target a single creature, and the spell's level cannot exceed one-half the runeslave's CR. Catching a spell requires an attack roll by the runeslave; if the result of this roll exceeds the attack roll or save DC of the spell, its effect is negated and the runeslave must make an immediate Fortitude save with a penalty equal to the level of the spell absorbed to avoid acquiring a runescar.

Abilities: Change from the base creature as follows: Str +6, Dex +4, Int -2, Wis -2, Cha -2.

Feats: Runeslaves gain Diehard and Toughness, as well as Mythic Diehard^{MAdv} and Mythic Toughness^{MAdv}, as bonus feats..



Scanderig (Forgefiend)

More than ten feet tall, this lumbering humanoid fiend looks to have been born of living ore and sculpted pig iron. A massive maw splits its prodigious belly and through the sockets of its eyes, flared nostrils, and both mouths flickers an angry glow, as if a furnace raged within the brute's bowels. The impression is cemented as its jagged belly maw belches forth a blast of cinders and sparks.

MYTHIC SCANDERIG

CR 12/MR 5

XP 19,200

LE Large outsider (earth, extraplanar, mythic)

Init +11^{MF}; Senses see in darkness; Perception +15

DEFENSE

AC 30, touch 11, flat-footed 28 (+2 Dex, +19 natural, -1 size)

hp 187 (11d10+127)

Fort +14, Ref +5, Will +10

Defensive Abilities fortification (50%)^{MA}; DR 10/epic; Immune fire, poison; Resist acid 10, cold 10

OFFENSE

Speed 20 ft., burrow 20 ft., earth glide

Melee bite +19 (2d6+9 plus 1d6 fire plus rend armor), bite +19 (1d6+9 plus 1d6 fire), 2 claws +19 (1d6+9 plus 1d6 fire)

Space 10 ft.; Reach 10 ft.

Special Attacks adamantine bite^{MA}, fiery fury^{MA}, mythic power (5/day, surge +1d8), mythic spell-like abilities^{MA}, searing spew, slag pile^{MA}, wrecking ball^{MA}

Spell-Like Abilities (CL 10th; concentration +12)

Constant—pass without trace

At will—major image (DC 15), passwall, shatter (DC 14), stone shape 3/day—deeper darkness, dimensional anchor, flesh to stone (DC 18), quickened produce flame, wall of fire, wall of stone

STATISTICS

Str 28, Dex 14, Con 25, Int 15, Wis 12, Cha 15

Base Atk +11; CMB +19 (+25 sunder); CMD 31 (33 vs. sunder)

Feats Combat Reflexes, Greater Sunder^B, Improved Initiative^{MF}, Improved Iron Will, Improved Sunder^{B, MF}, Iron Will, Quicken Spell-Like Ability (produce flame), Vital Strike^{MF}

Skills Acrobatics +16 (+12 when jumping), Climb +21, Craft (traps) +16, Disable Device +16, Knowledge (dungeoneering) +16, Perception +15, Sense Motive +15, Stealth +12

Languages Common, Dwarven, Infernal, Terran

ECOLOGY

Environment any underground (Plane of Earth)

Organization solitary or team (2–6)

Treasure standard

SPECIAL ABILITIES

Adamantine Bite (Ex) A forgefiend's bite attacks are treated as adamantine for the purposes of overcoming damage reduction and hardness.

Fiery Fury (Su) A mythic forgefiend's natural weapons deal 1d6 points of fire damage on every hit, or 3d6 points of fire damage on a critical hit. Fire damage from multiple hits against the same creature is considered to be from a single source for the purpose of overcoming fire resistance.

Mythic Spell-Like Abilities (Su): Three times per day, a mythic forgefiend may use the mythic spell version of any of its corresponding spell-like abilities. The forgefiend 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.

Rend Armor (Ex) When a forgefiend hits with a bite attack, it chews any armor worn by the target—this grants the forgefiend a free sunder attempt against armor worn by the target if the victim fails a DC 24 Reflex save. A forgefiend also gains Greater Sunder and Improved Sunder as bonus feats. The save DC is Strength-based.

Searing Spew (Su) A forgefiend can belch forth a searing pile of slag from its body maw as a standard action once every 1d4 rounds. This blob of molten metal affects any 10-foot-square area adjacent to the forgefiend. Any creature in this area takes 1d6 points of fire damage (Reflex DC 22 half). The slag quickly cools, forming a rugged pile of worthless scrap and misshapen metal that is treated as difficult terrain—this stuff crumbles to powder in 1 hour. The save DC is Constitution-based.

Slag Pile (Ex) Creatures failing a Reflex save against a mythic forgefiend's searing spew are entangled by this searing-hot scrap metal, taking 2d6 points of fire damage per round until freed. Escaping the slag pile requires a successful DC 34 Escape Artist check or DC 24 Strength check, or dealing at least 60 points of damage to the metal trapping the character. The metal has hardness 10, and any attack on the slag pile causes all creatures trapped within to succeed on a DC 19 Reflex save or take 1d6 points each of bludgeoning, piercing, and slashing damage; the creature being freed takes a -2 penalty on this saving throw. Effects such as *rusting grasp* do not risk harming trapped creatures.

Assuming a gaseous, liquid, or incorporeal form allows a trapped creature to escape, and polymorphing into a smaller form allows a character to attempt a new Reflex save with a +2 circumstance bonus to escape before the slag pile collapses in on him. A trapped creature cannot polymorph into a larger form while trapped.

Wrecking Ball (Ex) A mythic forgefiend can roll itself into a massive metal ball to crush its opponents. This renders it unable to use its claws or its large bite attack until the beginning of its next turn but increases its speed to 40 feet (60 feet if rolling a slope, 20 feet if rolling up a slope). This ability otherwise functions as the **trample** (2d6+13, DC 24) special attack, and in addition the forgefiend can make a combat maneuver check as a free action to bull rush a creature failing (or forgoing) its saving throw against this trample attack. This bull rush maneuver does not provoke attacks of opportunity.

A mythic forgefiend using this ability gains a +5 bonus on Strength checks made to burst through a door, wall, or similar barrier, and if it is able to get at least a 10-foot "running" start it can expend one use of its mythic power to treat the result of its Strength check as a natural 20.



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

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CE Medium outsider (evil, extraplanar, mythic)

Init +14/−6^{MF}, **dual initiative**^{MA}; **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^{MA} 10 (in bright or normal light)

Fort +15, **Ref** +11, **Will** +10

Defensive Abilities fortification^{MA} (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^{MA} (DC 26), incandescent dissolution^{MA} (DC 25), **mythic power** (6/day, surge +1d8), **mythic spell-like abilities**^{MA}

Spell-Like Abilities (CL 12th; concentration +20)

At will—*greater teleport* (self plus 50 lbs. of objects only), *light*, *light leap*^{MA}, *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^{MF}, Lightning Reflexes^{MF}, Mobility, Skill Focus (Perception), Spring Attack^{MF}, 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.