

MYTHIC MONSTERS LORDS OF LAW

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NOTE: The following notations are used in the stat blocks contained in this product: $M^F = Mythic feat$

MA = MYTHIC ABILITY

^{MMA} = MAJOR MYTHIC ABILITY (COUNTING AS TWO ABILITIES)

Underlined text indicates a rules element that is described in Pathfinder Roleplaying Game Mythic Adventures.



WELCOME TO ULTIMATE PLUG-INS: MYTHIC MONSTERS!

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

What you won't find inside this product are individual monster illustrations. You already have them. Fantastic, glorious illustrations for every monster in every bestiary. You also won't find descriptive text for these monsters. You already have that too. Every mythic monster could be an elder of its kind, specially blessed or cursed by the gods, a noble lord or powerful 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. To repeat these narratives for every monster, with slight variations, would be redundant. You can create the perfect origin story and background for mythic versions of ordinary monsters that fits precisely with your world. What you need are the stats, 100% crunch, and that is what *Mythic Monsters* delivers.

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SPECIAL ELECTRONIC FEATURES

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

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WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: LORDS OF LAW

Lords of Law brings you a dozen and one embodiments of absolute order. Careful, calculating, and efficient, the agents of law are as purposeful as they are relentless. They are not wholly emotionless, but their is a certain dispassionate aloofness that characterizes their interactions with one another and especially with others. Their analytical frankness often feels like condescending hauteur, but the lords of law tend to be disturbingly perceptive and brutally honest when it suits them. It is duty, purity, stability, and consistency that are their bywords, whether their goal is succor or slaughter of the innocent. This book contains a wide variety of ultra-lawful beings, from the near-angelic **archons** to the shadowy and sinister jangling **kytons**. You will find tiny servitors of order like lantern archons and augur kytons, up through footsoldiers like the hound archon and kyton to the glorious trumpet and star archons. Between such extremes of good and evil, and often beyond any conventional sense of morality other than the pursuit of perfection, this book also brings you a bevy of truly lawful beings, from the azer working the forge-fires of creation to the axiomites that record the calculus of the universe, and the race of inevitables from lowly arbiters to mighty maruts that monitor and judge the flow of reality and excise corruption and chaos wherever it is found. As if these were not enough, we also bring you the serpentine sakathan, a race of reptilian kings who sought order, dominion, and divinity over their home world but gave into diabolic temptation. These fallen god-kings became suzerain-slaves to the Lords of Hell, their new emissaries in bringing new worlds under the inflexible tyranny of purest law and blackest evil.

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

- Jason Nelson

The Faces of Law

This I learned from the three voices that follow, each of them bound to a facet of Law, an ideological anchor stone of the soul, a specific chancre upon Chaos/freedom, a self-identified allegiance to that which abhors change/ joy. It amuses us to listen to their perspective. Flawed though they may be, they are included below. That much of them at least is preserved intact. – Vestivirussis the Whisperer of Prescient Paradox and Ensiled Sorrows,

keketar of the Chorus of Abrogated Chains

Lawful Good – As gleaned through discussion/dissection with the trumpet archon, Alzamendria the Herald Most Radiant of the 12th Legion of the Shining Standard

Law and Good are not distinct concepts for an archon. Law is Good and Good is Law, with each inextricable from the other in their conception as beings manifestly embodying both. They do not comprehend any difference between the two. Their actions merge them fluidly. Rather than Law being used as a tool for benevolence, or compassion used to further the advance of Law, neither is subservient to the other.

An archon is capable of conversation on amiable terms, unlike many others of its cousins-in-Law. Though as soon as they realize your nature as a being of Chaos, they will distrust you. It took two unfortunate incidents with lantern archons before I approached a trumpet archon openly as a keketar. I/we at least gained an audience. We did have a lengthy conversation before the ultimate and inevitable outcome. I/we have been enlightened in so much as is possible from a creature that smiles while wrapped in chains of benevolence and manacles of compassion. If nothing else, our capacity for pity has grown.

While archons desire to spread their loving poison/smiling cancer/ alignment ideology, they do so through words of moralizing discourse as much as militaristic crusade. Not that they've dispatched bards and scholars into Limbo in nearly the same numbers as ranks of shining, golden, tasty soldiers. They are jailors dressed as servants, prisoners dwelling in ignorance of the chains that bedeck their bodies, calling it finery and jewels. They are smiling toys with trumpet and blades, things of velveteen lost in a primeval forest speaking to a rabbit about becoming more like them in plush example. Only this rabbit laughs and slithers away, wanting nothing more than to continue to be real.

~ . I

Lawful Neutral – As learned/endured through polite banter with the axiomite Nahumi the 19th Precept of the 3rd Spire. His level of politeness/ terror improved significantly after turning his twin inevitable guardians into a yellow duckling and a pewter statue of a field-mouse respectively.

As the axiomites view the cosmos, there is only Law, though other beings seek to mimic it in flawed form, comingling it with Good and Evil. Beings of living mathematics, axiomites appear in idealized versions of the forms they wore in their mortal lives while in their evolved petitioner state. They remain shackled to their origins except for brief moments when they dissociate into the cloud of golden, crystalline symbols that comprises their true form. As living manifestations of an artificial system of laws created to model, rank, organize, and define the multiverse itself, they do not appreciate being used as a logography into which I dipped my claws and composed satirical poetry.

Being the eternal enemies of Chaos/freedom/truth/awesome/myself, I find them as terribly boring as they are malignant and dangerous, through their own abilities and their capacity to forge the great armies of inevitables that reach out to enforce their will upon the cosmos. They see themselves as creators and artisans, tamers and masters of a wild cosmos calling out for order. They cannot fathom our horror at their misguided arrogance. They see not tyranny but cohesion, exploration and definition rather than imprisonment/stasis and the death of beauty and sublimation of the individual. They speak incessantly of beauty in logic, laws, numbers, how they exist as the universe seeking to understand itself. But they are a copse of trees seeing only themselves and imagining the rest of the world as a monoculture forest rather than a wild, primeval expanse. This false focus would consume the cosmos itself should their will be made manifest. They would march to the depths of Limbo, slaughtering/ burning/strip mining/replanting and replacing wild jungle with the ordered/imprisoned furrows of their own horrific concept of a known and numbered paradise/purgatory.

Lawful Evil – Gleamed from the dance of movement, shudder of blades and hissing of words from the nameless augur kyton serving as the familiar to a mortal wizard whose name I never bothered to ask before turning him into a kitten, then a pig, then an elf, and finally a human again but of a different gender and hair color. I garnered a minority of information from the master as most of his thoughts/screams/mewing/oinking consisted of shrieks amounting to 'RUNRUNXAOSWYRMFLEE!'

Kytons such as the wizard's augur familiar occupy a unique position among fiends. Most "chain devils" would object to that assignment. I would be inclined to agree with them, if not for their obsession with causing agony and misery no matter the intention/delusion underlying it. Having either escaped or been exiled from the Hells (a merciful act

if ever there was), they primarily dwell within the Plane of Shadow. They yet retain their identification with Law and Evil as a solidified metaphysical concept. Despite wearing tangible chains as either an homage of remembrance to their origins, or an actual relic from those who originated within the Hells, kytons as a race are themselves obsessed with transformation/transfiguration/transcendence... in a word: change. At least, this is how they would describe their ritualistic, rigid/structured/ ordered/defined process of self-mutilation.

With ecstatic screams of agony/ecstasy they lie both to themselves and to others. What they declare change is nothing of the sort. Their idea of change is itself a meticulous exploration of the single concept that is pain. Those who have experienced and learned the most refined methods of flensing their victims rise to positions of power just as ordered as Hell's own rankings. In their own self-righteous self-delusion, kytons proclaim to be freeing themselves and others by way of agony, when in truth each slice of the blade, gasping exultation, and tortured scream only tightens their self-applied chains. Pity these creatures; grant them freedom from themselves, but do not underestimate their power.

Epilogue: The archon was most pleasurable to work with. In fact it forgave us before we changed/freed/ate them. The axiomite formerly known as Nahumi the 19th Precept of the 3rd Spire was force fed to a hezrou, killing both in the process and improving the multiverse considerably with their passing. The augur was almost not worth disposing of, being a wretched creature tethered to its master's soul and condemning them both to the puppet string chains reaching out from the Plane of Shadow's depths. We considered for a moment transmuting it into a quasit and sending it home, but then changed our minds and hit it in the face repeatedly, using its master's torn off leg as an impromptu club. We apologized to the master and "gifted" him with a voidworm after the augur ceased its existence. Ten minutes later we returned and ate them both, thinking better of the situation. We may change our minds later again of course, and any further information will be amended to this document whisper/ written/burned into the songs of the Depths.

- Vestivirussis the Whisperer of Prescient Paradox and Ensiled Sorrows, keketar of the Chorus of Abrogated Chains

Archon, Hound

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

CR 5/MR 2

Mythic Hound Archon

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^{MA}; 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^{MF}, 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^{MA}, swift stalker^{MA} 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.

CR 3/MR 1

Mythic Lantern Archon

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^{MA}, <u>mythic power</u> (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^{MF}, Improved Initiative
Skills Diplomacy +5, Fly +14, Knowledge (planes) +3, Perception +4, Sense Motive +5
Languages Celestial, Draconic, Infernal; truespeech

SQ gestalt, mythic master^{MA}

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 fullround 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 good, lawful, or light descriptor, 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

XP 204,800

CR 23/MR 9

Pathfinder Roleplaying Game Bestiary 2

LG Large outsider (archon, extraplanar, good, lawful, mythic) Init +17/-3^{MF}, <u>dual initiative^{MA}</u>; **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, <u>second save</u>^{MA} 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/×3). **Space** 10 ft.; **Reach** 10 ft.

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

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^{D, MS}
- 8th—dimensional lock, euphoric tranquility (DC 27), fire storm (DC 28), holy aura (DC 28), sunburst^D (DC 28)
- 7th—destruction^{MS} (2, DC 27), holy word^{MS} (2, DC 27), power word blind^D, resurrection
- 6th—fire seeds^D, greater dispel magic, heal, mass cure moderate wounds^{MS} (3)
- 5th—break enchantment (2), breath of life^{MS} (2), flame strike^D (DC 25), righteous might^{MS}
- 4th—blessing of fervor, cure critical wounds (3), death ward, divine power^{MS}, fire shield^D
- 3rd—cure serious wounds (3), daylight^D, dispel magic^{MS} (2), invisibility purge
- 2nd—*cure moderate wounds* (4), *eagle's splendor, spiritual weapon*^D, *status*
- Ist—cure light wounds (2), divine favor, entropic shield, faerie fire^D, remove fear, sanctuary (DC 21), shield of faith^{MS}

0 (at will) —*guidance*, *resistance*, *stabilize*, *virtue* D Domain spell; Domains Light, Tactics; MS Mythic spell

6

STATISTICS

Str 24, Dex 19, Con 33, Int 20, Wis 30, Cha 23 Base Atk +19; CMB +27; CMD 42

Feats Cleave, Combat Reflexes^{MF}, Dodge^{MF}, Improved Initiative^{MF}, Intercept Charge^B, Iron Will, Lightning Reflexes, Mobility, Mythic Spell Lore^{MF}, Power Attack^{MF}, Shake It Off^B, 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^{MMA}

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 goodaligned 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, Trampet

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

XP 102,400

CR 17/MR 7

Pathfinder Roleplaying Game Bestiary

LG Medium outsider (archon, extraplanar, good, lawful, mythic) Init +14/-6^{MF}, <u>dual initiative^{MA}</u>; 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^{MA}; 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^{MA}, heavenly hierophant^{MMA}, <u>mythic</u> <u>power</u> (7/day, surge +1d10), sonic steel^{MA}, thunderous blast^{MA}, 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^D (DC 24), waves of ecstasy (DC 24)
- 6th—banishment^{MS} (DC 23), blade barrier^D (DC 23), cold ice strike (DC 23), heal^{MS} (2)
- 5th—dispel evil^D (DC 22), holy ice, mass cure light wounds^{MS}, plane shift (DC 22), raise dead
- 4th—blessing of fervor, dismissal (DC 21), divine power^{MS}, holy smite^D (DC 21), neutralize poison, spell immunity^{MS}

3rd—cure serious wounds (2), daylight, dispel magic, invisibility purge^{™S}, magic circle against chaos^D, magic vestment^{™S}, protection from energy

2nd—align weapon^D, 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*^D, sanctuary (DC 18), shield of faith

0 (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^{MF}, Cleave, Combat Reflexes, Improved Initiative^{MF}, Lightning Reflexes, <u>Mythic Spell Lore^{MF}</u>, Persuasive, Power Attack^{MF}

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^{MA}

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 succeds 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.

Axiomite

This creature resembles a flawless, perfect example of an elf. When it moves, parts of its body dissolve into golden, crystalline dust, swirling without wind, condensing into winding, artistic coils of symbols and equations before reforming into flesh a moment later.

CR 10/MR 4

Mythic Axiomite

XP 19,200

Pathfinder Roleplaying Game Bestiary 2

LN Medium outsider (extraplanar, lawful)

Init +12/-8^{MF}, <u>dual initiative</u>^{MA}; **Senses** darkvision 60 ft.; Perception +18

Aura glittering glow^{MA} (10 ft., DC 20), unchanging calculus^{MA} DEFENSE

AC 25, touch 15, flat-footed 20 (+4 Dex, +1 dodge, +10 natural) hp 185 (10d10+130); regeneration 5 (chaotic or magic) Fort +8, Ref +11, Will +14

DR 10/chaotic and mythic; Immune disease, electricity, mind-affecting effects; Resist cold 10, fire 10; SR 23

OFFENSE

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

Melee +1 longsword +16/+11 (1d8+8/19-20)

Special Attacks crystal sword ^{MA}, devolutionary reversion^{MA}, <u>mythic power</u> (4/day, surge +1d8)

Spell-Like Abilities (CL 9th; concentration +14)

3/day—devolution, dispel chaos, haste, hold monster (DC 20), lightning bolt (DC 18), empowered order's wrath (DC 19), telekinesis (DC 20), true strike

1/day—summon inevitable (level 6, 1 zelekhut, see below), *true seeing*

STATISTICS

Str 21, **Dex** 19, **Con** 20, **Int** 21, **Wis** 20, **Cha** 20 **Base Atk** +10; **CMB** +15; **CMD** 30

Feats Dodge, Empower Spell-Like Ability (*order's wrath*), Improved Initiative^{MF}, Iron Will^{MF}, Mobility

Skills Craft (any one) +18, Diplomacy +18, Fly +8, Knowledge (any three) +15, Knowledge (planes) +18, Perception +18, Sense Motive +18, Spellcraft +18, Stealth +17, Survival +18
Languages Abyssal, Celestial, Common, Draconic, Infernal

SQ crystalline dust form

ECOLOGY

Environment any (lawful plane) **Organization** solitary, pair, or team (3–12)

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

SPECIAL ABILITIES

Crystal Sword (Su) An axiomite's longsword is sheathed in golden crystal that is baneful in the extreme to chaotic creatures. It functions as a *keen* weapon against chaotic creatures, and if a mythic axiomite expends one use of mythic power as a free action its sword also gains the *axiomatic* or *bane (chaotic outsiders)* property for 4 rounds, or both abilities if it expends two uses of mythic power. **Crystalline Dust Form (Su)** An axiomite can shift between its solid body and one made of golden, crystalline dust as a free action once per round. In dust form, the axiomite looks like a shifting mass of glowing mathematical symbols and equations. In this form it can fly and gains the incorporeal quality; it can use spell-like abilities but cannot make physical attacks. In its solid form, an axiomite cannot fly. Both shapes are the axiomite's true form, and it does not revert to a different form if killed. A *true seeing* spell reveals both forms simultaneously.

Devolutionary Reversion (Su) A mythic axiomite gains *devolution*^{APG} as a spell-like ability. In addition, when a mythic axiomite affects a creature using a polymorph effect (or a transmutation that alters the physical composition of its body, such as *gaseous form* or *iron body*) with its *dispel chaos* or *order's wrath* spell-like ability, it can also attempt a caster level check to dispel that polymorph effect, with a +4 bonus on the check if the polymorph effect is non-mythic. If the target is using an extraordinary or supernatural effect to change its shape, the target is forced to revert to its natural form for 1 minute (DC 20 Fortitude negates). The save DC is Charisma-based.

Glittering Glow (Su) When in its crystalline dust form, an axiomite is surrounded by a scintillating swarm of glittering golden motes. Non-axiomites beginning their turn within 10 feet of a mythic axiomite are affected as *glitterdust*. This ability is suppressed when an axiomite is in its solid body, though in this form it can expend one use of mythic power as a move action to activate this aura for 4 rounds. If in its crystalline dust form, expending one use of mythic power allows its aura to function as *mythic glitterdust* for the next 4 rounds.

Summon Inevitable (Sp) Once per day, four axiomites may join hands to summon a single zelekhut inevitable as a full-round action.

Unchanging Calculus (Su) A mythic axiomite is comprised of innumerable tiny golden mathematical equations and expressions representing the fundaments of creation and its perfected order. As a result, a mythic axiomite's presence impede's the function of spells of chaos and change. Its spell resistance applies to all creatures within 10 feet against transmutations, effects with the chaos descriptor, and effects that cause confusion or insanity. In addition, any creature attempting to cast such a spell or use such a spell-like ability within 10 feet of a mythic axiomite must succeed on a DC 23 caster level check or the effect fails. Non-mythic creatures take a -4 penalty on this check. A mythic axiomite can expend one use of its mythic. power to expand the area of its unchanging order to 30 feet for 4 rounds. If a creature with a chaotic alignment attempts this check and fails, as an immediate action a mythic axiomite can expend one use of mythic power to affect that creature as an empowered order's wrath spell; this affects only that creature, not an area, and does not count against the axiomite's daily uses of that spell-like ability.

Azer

Heat ripples the air near this squat, brass-skinned humanoid. Its head and shoulders blaze with a mane of fire.

CR 3/MR 1

Mythic Azer

XP 800

Pathfinder Roleplaying Game Bestiary 2 LN Medium outsider (extraplanar, fire) Init +1; Senses darkvision 60 ft.; Perception +6

DEFENSE

AC 19, touch 11, flat-footed 18 (+5 armor, +1 Dex, +3 natural) hp 25 (2d10+14)

Fort +5, Ref +1, Will +4

Defensive Abilities searing skin^{MA}; Immune fire; SR 14

OFFENSE

Speed 30 ft. (20 ft. in armor)

Melee mwk warhammer +4 (1d8+1/×3 plus 1d6 fire) Ranged light hammer +3 (1d4+1 plus 1d6 fire) Special Attacks heat (1d6 fire), mythic power (1/day, surge

+1d6)

statistics

Str 13, Dex 12, Con 15, Int 12, Wis 12, Cha 9

Base Atk +2; CMB +3; CMD 14

Feats Power Attack, Suppress Vulnerability^{MF}

Skills Acrobatics +0, Appraise +6, Climb +3, Craft (any two) +6, Knowledge (nobility) +6, Perception +6

Languages Common, Ignan SQ firewalker^{MA}

ECOLOGY

Environment any land (Plane of Fire)

Organization solitary, pair, team (3–6), squad (11–20 plus 2 sergeants of 3rd level and 1 leader of 3rd–6th level), or clan (30–100 plus 50% noncombatants plus 1 sergeant of 3rd level per 20 adults, 5 lieutenants of 5th level, and 3 captains of 7th level)

Treasure standard (masterwork scale mail, masterwork warhammer, light hammer, other treasure).

SPECIAL ABILITIES

Firewalker (Ex) A mythic azer can see through fire and smoke as if it were transparent and can walk across magma, molten slag, and similar semi-liquid surfaces as if using *water walk*. In addition, a mythic azer can expend one use of mythic power to gain the ability to walk through or across fire, smoke, or any environment or effect that deals lethal fire damage as if using *air walk* (caster level 6th).

Searing Skin (Ex) A mythic azer's skin is blisteringly hot to the touch. Any creature striking a mythic azer with a natural weapon, unarmed strike, or melee touch attack takes 1d6 points of fire damage. In addition, any metal melee weapon that strikes a mythic azer is affected as *heat metal* (DC 13 Will negates). If this save is failed, the mythic azer can expend one use of mythic power to affect the weapon as *mythic heat metal*, as described in *Pathfinder Roleplaying Game Mythic Adventures*. The Suppress Vulnerability feat was previously published in *Path of Dragons* from Legendary Games and is reprinted here for ease of reference.

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.

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.

CR 3/MR 1

Mythic Arbiter

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, <u>mythic power</u> (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^B, Extra Mythic Power^{MF}, Flyby Attack, Weapon Finesse^B

Skills Diplomacy +7, Fly +12, Knowledge (planes) +5, Perception +5, Sense Motive +5, Stealth +16

Languages truespeech

SQ gift of law^{MA}, locate inevitable, tactical analysis^{MA}

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, Kolyarut

Beneath its cloak, this man-shaped creature appears to be part statue and part metallic machine.

Inevitable, Mythic Kolyarut

XP 51,200

Pathfinder Roleplaying Game Bestiary 2

LN Medium outsider (extraplanar, inevitable, lawful, mythic) Init +14; Senses darkvision 60 ft., low-light vision; Perception

+22

DEFENSE,

AC 32, touch 14, flat-footed 28 (+4 Dex, +18 natural)

hp 218 (12d10+152); regeneration 5 (chaotic)

Fort +14, Ref +10, Will +11; mythic saving throws^{MA}, second save^{MA}

Defensive Abilities <u>block attacks</u>^{MA}, constructed, <u>fortification</u> (50%)^{MA}; **DR** 10/chaotic and epic; **SR** 29

OFFENSE

Speed 30 ft.

Melee +2 axiomatic keen bastard sword +21/+16/+11 (1d10+9/17-20), slam +14 (2d6+3) or

2 slams +19 (2d6+7)

Special Attacks axiomatic power^{MA}, <u>mythic power</u> (6/day, surge +1d8)

Spell-Like Abilities (CL 12th; concentration +17)

At will—discern lies (DC 19), disguise self, enervation, fear (DC 19), hold person (DC 20), invisibility (self only), locate creature, suggestion (DC 20), vampiric touch

3/day—greater command (DC 22), greater forbid action (DC 22), hold monster (DC 22), mark of justice, quickened suggestion (DC 20)

1/day—geas/quest, mass hold person (DC 24), mass suggestion (DC 23)

STATISTICS

Str 24, Dex 19, Con 23, Int 10, Wis 17, Cha 20

Base Atk +12; CMB +19; CMD 33

Feats Alertness, Combat Casting, Combat Reflexes, Improved Initiative^{MF}, Lightning Reflexes, Spell Focus (enchantment)^{MF}, Quicken Spell-Like Ability (*suggestion*)

Skills Diplomacy +24, Disguise +24, Knowledge (planes) +15, Perception +22, Sense Motive +22, Survival +18; Racial Modifiers +4 Diplomacy, +4 Disguise

Languages truespeech

ECOLOGY

Environment any

Organization solitary, or grand inquisition (1 mythic kolyarut and 2–5 kolyaruts)

Treasure standard (+2 keen bastard sword, other treasure)

SPECIAL ABILITIES

CR 15/MR 6

Axiomatic Power (Su) A mythic kolyarut's slam attacks and any weapons it is holding deal an extra 2d6 points of damage against chaotic creatures and against any creatures currently affected by the mythic kolyarut's *mark of justice* or *geas/quest* spell-like abilities.

Lawbringer (Ex) A mythic kolyarut wields strong compulsion magic as spell-like abilities. It can use greater command and greater forbid action each 3/day, and mass hold person and mass suggestion each 1/day. In addition, it can use geas/quest 1/ day instead of 1/week.

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

Inevitable, Marut

This humanoid is mostly hidden behind plates of elaborate golden armor, the spaces in between revealing flesh of black stone.

Mythic Marut

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^{MA}, second save^{MA}

Defensive Abilities <u>block attacks</u>^{MA}, constructed, <u>fortification</u>^{MA}; **DR** 15/chaotic and epic; **SR** 33

OFFENSE

Speed 30 ft.

Melee 2 slams +27 (2d6+12 plus thunderstorm fists^{MA}) 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), quickened 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^{MF}, Combat Casting, Greater Vital Strike, Improved Bull Rush, Improved Vital Strike, Power Attack^{MF}, Quick Awesome Blow^{MF}, Quicken Spell-Like Ability (*dimension door*), Vital Strike^{MF}
- Skills Diplomacy +29, Intimidate +29, Knowledge (planes, religion) +20, Perception +26, Sense Motive +22, Survival +22; Racial Modifiers +4 Perception

Languages truespeech

SQ deathbringer^{MMA}, mythic spell-like abilities^{MA}

ECOLOGY

Environment any **Organization** solitary, pair, or patrol (3–5) **Treasure** none

SPECIAL ABILITIES

CR 18/MR 7

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.

Inevitable, Zelekhut

This creature looks like a mechanical centaur. Golden, clockwork wings sprout from its back, and its arms end in barbed chains.

Inevitable, Mythic Zelekhut

XP 12,800

Pathfinder Roleplaying Game Bestiary 2

LN Large outsider (extraplanar, inevitable, lawful, mythic)

Init +9; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +20

DEFENSE

AC 28, touch 15, flat-footed 22 (+5 Dex, +1 dodge, +13 natural, -1 size)

hp 155 (10d10+100); regeneration 5 (chaotic)

Fort +10, Ref +8, Will +10

Defensive Abilities <u>block attacks</u>^{MA}, constructed, <u>fortification</u>^{MA} (50%); **DR** 10/chaotic and epic; **SR** 24

OFFENSE

Speed 50 ft., fly 60 ft. (average)

Melee 2 chains +20 (2d6+9 plus 1d6 electricity and trip), 2 hooves +13 (1d6+4)

Space 10 ft.; Reach 5 ft. (10 ft. with chains)

Special Attacks bounty's bane^{MA}, entangling chains^{MA}, <u>mythic</u> <u>power</u> (4/day, surge +1d8), stomping hooves^{MA}

Spell-Like Abilities (CL 10th; concentration +13)

Constant—true seeing

At will—clairaudience/clairvoyance, dimensional anchor, dispel magic, fear (DC 17), hold person (DC 16), locate creature 3/day—hold monster (DC 18), mark of justice 1/week—lesser geas (DC 17)

STATISTICS

Str 29, Dex 20, Con 16, Int 10, Wis 17, Cha 17
Base Atk +10; CMB +21; CMD 37 (41 vs. trip)
Feats Dodge, Combat Reflexes, Improved Initiative, Weapon Focus (chain)^{MF}, Vital Strike^{MF}

Skills Acrobatics +18 (+26 jump), Diplomacy +16, Fly +16, Perception +20, Sense Motive +20, Survival +16; Racial Modifiers +4 Perception, +4 Sense Motive

Languages truespeech

ECOLOGY

Environment any land (lawful plane) **Organization** solitary **Treasure** none

SPECIAL ABILITIES

CR 11/MR 4

Bounty's Bane (Su) A mythic zelekhut's chains have the bane weapon special ability. The designated foe for this ability is automatically set to the type (and subtype, if applicable) of the first creature the mythic zelekhut successfully attacks with a chain each day (and so the bane effect only applies on subsequent attacks unless the existing designated foe was applicable). A mythic zelekhut can change its designated foe additional times within a day, but to do so it must expend one use of its mythic power as a swift action following a successful attack against the new foe.

Entangling Chains (Ex) A zelekhut's arms end in long lengths of barbed metal. These chains deal slashing damage and 1d6 points of electricity damage with each hit. If a mythic zelekhut expends one use of its mythic power as a free action when it successfully strikes an opponent with a chain, that opponent must succeed on a DC 20 Reflex save or become entangled and take an additional 2d6 electricity damage. The save DC is Dexterity-based.

Stomping Hooves (Ex) A mythic zelekhut can use its front hooves as secondary attacks. If an opponent falls prone adjacent to a mythic zelekhut, it gains an attack of opportunity against that opponent; this attack must be a hoof attack.

Kyton, Augur

A single eye peers from behind the armor plates and keen-edged blades that compose the cage-like exterior of this tiny flying orb.

Mythic Augur

XP 800

Pathfinder Roleplaying Game Bestiary 3 LE Tiny outsider (evil, extraplanar, kyton, lawful, mythic) Init +7; Senses darkvision 60 ft., deathwatch; Perception +7

DEFENSE

AC 18, touch 15, flat-footed 15 (+3 Dex, +3 natural, +2 size) hp 29 (3d10+13); regeneration 2 (good weapons and spells, silver weapons)

Fort +2, Ref +8, Will +4

DR 5/good or silver; Immune cold

OFFENSE

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

Melee gore +4 (1d4-1 plus bleed)

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

Special Attacks bleed (1d2), <u>mythic power</u> (3/day, surge +1d6), unnerving gaze (30 ft., DC 9)

Spell-Like Abilities (CL 6th; concentration +4)

Constant—deathwatch

- At will—bleed (DC 8), mage hand, open/close 3/day—inflict light wounds (DC 10)
- 1/week-commune (CL 12th, 6 questions)

STATISTICS

Str 8, Dex 17, Con 12, Int 13, Wis 12, Cha 7

Base Atk +3; CMB +4; CMD 13 (can't be tripped)
 Feats Extra Mythic Power^{MF}, Improved Initiative, Lightning Reflexes

Skills Bluff +4, Escape Artist +9, Fly +11, Intimidate +4, Perception +7, Sense Motive +7, Sleight of Hand +9, Stealth +17
Languages Common, Infernal (cannot speak)

ECOLOGY

Environment any (Plane of Shadow) **Organization** solitary, pair, pack (3-5), or squad (6-8) **Treasure** standard

SPECIAL ABILITIES

CR 3/MR 1

Adamant Awl (Ex) A mythic augur's natural weapons are considered adamantine for the purpose of overcoming damage reduction and hardness.

Blood Spurt (Ex) Whenever a mythic augur confirms a critical hit (or if a mythic augur expends one use of mythic power after a normal hit), as a free action it can make a ranged touch attack to fling the blood and gore at another opponent within 30 feet. If the touch attack hits, the foe is sickened for 1 round (1d3 rounds if the target of the blood spurt is not a mythic creature). If the touch attack is a critical hit, the foe is also blinded for the same duration. A blinded foe can spend a full-round action to remove the gore and end the blindness. When it uses this ability, the save DC of its unnerving gaze is increased by 2 until the end of its next turn.

Unnerving Gaze (Ex) A creature that succumbs to an augur's unnerving gaze becomes shaken for 1 round.

Kyton

Wickedly barbed chains adorn this lean figure, and gaps in the bindings reveal deathly pale flesh etched with jagged scars.

CR 7/MR 3

MYTHIC KYTON

XP 3,200

Pathfinder Roleplaying Game Bestiary LE Medium outsider (evil, extraplanar, kyton, lawful, mythic) Init +10^{MF}; 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 <u>block attacks</u>^{MA}; **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^{MA}, dancing chains, entrap^{MA} (DC 16, 1d6 minutes, hardness 10, hp 20), <u>mythic power</u> (3/day, surge +1d6), pull^{MA} (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^{MF}, Weapon Focus^{MF} (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.



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.

CR 15/MR 6

SAKATHAN XP 25,600

CR 13/MR 0

LE Medium undead (augmented humanoid, extraplanar, mythic, reptilian, shapechanger)

Init +11^{MF}; **Senses** darkvision 60 ft., <u>mistsight</u>^{MA}; 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^{MA}, dominate (DC 25), energy drain (2 levels, DC 25), gaze of dominion^{MA}, lizard king, <u>mythic power</u> (6/day, surge +1d8), power drain^{M-}

^{MA}, 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*^{MS} (DC 23), *dispel good* (DC 23)
- 4th (7/day)—*charm monster* (DC 22), *dimension door*^{MS}, *poison* (DC 22), *unholy blight* (DC 22)
- 3rd (8/day)—dispel magic^{MS}, greater magic fang, haste, magic circle against good, stinking cloud^{MS} (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^{MS}, magic fang, magic missile, protection from good, ray of enfeeblement (DC 19), shield, vanish^{APG}
- 0 (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^B, Combat Casting, Combat Reflexes^B, Dodge^B, Empower Spell, Eschew Materials^B, Improved Critical (trident), Improved Initiative^{B,MF}, Lingering Performance^{APG}, Lightning Reflexes^B, Mythic Spell Lore^{MF}, Power Attack^{MF}, Quicken Spell, Toughness^B, 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 scrier

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 sakath-
- an 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 fullfledged 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.

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This rules supplement delves into mass combat with the same verve and creativity as Ultimate Rulership does to the more peaceable aspects of ruling a kingdom. From advanced tactics and strategy to casualties and prisoners of war, Ultimate Battle takes you from ambush to aftermath with new systems for camouflage and scouting, casualties and prisoners of war, tactical initiative and battle zones, and commanders and mercenaries. In addition, it provides you with expansions of existing rules, including new equipment and dozens of new tactics, command boons, and creature and character special abilities help bring almost any army to life, and robust rules for battlefield conditions from terrain and weather to visibility and the fog of war. This terrific expansion contains what you need to recruit, train, equip, maintain, and unleash your armies on the battlefield like never before, with 14 new tactics including Cavalry Sweep, Pike Square, and Strafing Skirmishers; 24 new command boons like Death Before Dishonor, Implacable Advance, and Master Recruiter; 21 types of army equipment from firearms to magic shields, chariots to howdahs; and 51 army special

abilities, including for armies comprised of PC classes.





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The Mad Doctor's Formulary

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MYTHIC MONSTERS LORDS OF LAW

FOR LAW AND ORDER!

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

Lords of Law brings you a dozen and one embodiments of absolute order. Careful, calculating, and efficient, the agents of law are as purposeful as they are relentless. They are not wholly emotionless, but their is a certain dispassionate aloofness that characterizes their interactions with one another and especially with others. Their analytical frankness often feels like condescending hauteur, but thelords of law tend to be disturbingly perceptive and brutally honest when it suits them. It is duty, purity, stability, and consistency that are their bywords, whether their goal is succor or slaughter of the innocent. This book contains a wide variety of ultra-lawful beings, from the near-angelic archons to the shadowy and sinister jangling kytons. You will find tiny servitors of order like lantern archons and augur kytons, up through footsoldiers like the hound archon and kyton to the glorious trumpet and star archons. Between such extremes of good and evil, and often beyond any conventional sense of morality other than the pursuit of perfection, this book also brings you a bevy of truly lawful beings, from the azer working the forge-fires of creation to the axiomites that record the calculus of the universe, and the race of **inevitables** from lowly arbiters to mighty maruts that monitor and judge the flow of reality and excise corruption and chaos wherever it is found. As if these were not enough, we also bring you the serpentine sakathan, a race of reptilian kings who sought order, dominion, and divinity over their home world but gave into diabolic temptation. These fallen god-kings became suzerainslaves to the Lords of Hell, their new emissaries in bringing new worlds under the inflexible tyranny of purest law and blackest evil.

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



BATERIA GAME COMPATIBLE

MYTHIC PLUG-INS