

MYTHIC MONSTERS MESOAMERICA

MYTHIC MONSTERS MESOAMERICA

CREDITS.....

AUTHORS: Mike D. Welham and Jason Nelson

ARTIST: Jesus Blones, Michael Jaecks, Mike Lowe, and Phill Simpson

DESIGN AND LAYOUT: Richard Kunz

PATRONS: Amberkat, Anthony, Martin Blake, Veronica Ellis, DeAnna Ferguson, Harvey, Scott Kehl, Ian Magee, Raymond Mitchell, Nick Pater, Stefan Radermacher, David Richards, Heine Stick, Paul Woods

LEGENDARY GAMES TEAM MEMBERS: Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Matthew Goodall, Jim Groves, Steven T. Helt, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jonathan H. Keith, Jeff Lee, Nicolas Logue, Will McCardell, Julian Neale, Jason Nelson, Richard Pett, Tom Phillips, Alistair Rigg, Alex Riggs, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Mike Welham, Linda Zayas-Palmer, and Clark Peterson

EDITING AND DEVELOPMENT: Alistair J. Rigg and Jason Nelson

PUBLISHER: Jason Nelson

EXECUTIVE PARTNER: Neil Spicer

BUSINESS DIRECTOR: Rachel Ventura

SPECIAL THANKS: Erik Mona, Lisa Stevens, Jason Bulmahn, and the Paizo staff for their excellent *Pathfinder Roleplaying Game Mythic Adventures* hardback.

Special Thanks.

Erik Mona, Lisa Stevens, James Jacobs and the Paizo staff for all of the magic. We also would like to thank the fans and supporters of Legendary Games that have made our company a success. We also thank our families and the spouses and children that are so patient and supportive to each of us in the time we take to create the very best for all of you.

Mythic Monsters: Mesoamerica © 2016, Legendary Games; Authors Mike D. Welham and Jason Nelson ISBN-13: 978-1523692385 ISBN-10: 1523692383 First printing February 2016. Printed in USA.



Legendary Games 3734 SW 99th St. Seattle, WA 98126-4026 makeyourgamelegendary.com Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.

Open Content: Subject to designation as Product Identity (see below), the only portion of this Legendary Games product designated as Open Game Content is the rules content (creature stat blocks and names of skills, etc., taken from the Pathfinder Reference Document) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work-other than the material designated as Open Game Content may be reproduced in any form without written permission.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Section 1(e), and are not Open Content: Legendary Games, the Legendary Games Logo, Adventure Path Plug-In, *Mythic Monsters: Mesoamerica*, as well as all trademarks, registered trademarks, proper names (including the names of each character, location, item or monster unique to this product), dialogue, plots, storylines, locations, characters, artworks, and trade dress, but excluding any content that is Product Identity of Paizo, Inc. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

OPEN GAME LICENSE Version 1.0a. The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved. 1. Definitions: (a) "Contributors" means the copyright and/or are Open Game Content. Pathfinder Roleplaying Game Advanced Player's Guide. © 2010

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent **such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h)"You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4 Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royallyfree, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5 Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHTNOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the tile, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity. You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any, authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply. If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Mythic Monsters: Mesoamerica © 2016, Legendary Games; Authors Mike D. Welham and Jason Nelson

System Reference Document. © 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

The Hypertext d20 SRD. © 2004, Jans W Carton.

The Book of Experimental Might. Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Advanced Bestiary. © 2014, Green Ronin Publishing, LLC Author: Jeffrey Hersh. Developer: Owen KC Stephens.

Mythic Hero's Handbook © 2015, Legendary Games, Dreamscarred Press, and Rogue Genius Games; Lead Designer Jason Nelson. Authors: Robert Brookes, Eric Hindley, Jonathan H. Keith, Jeff Lee, Jason Nelson, Marc Radle, Alistair J. Rigg, Andreas Rönnqvist, Tork Shaw, Jeremy Smith, Owen K.C. Stephens.

Mythic Monster Manual © 2015, Legendary Games; Lead Designer Jason Nelson; Authors Benjamin Bruck, Jim Groves, Jonathan H. Keith, Jason Nelson. Tom Phillips, Sean K Reynolds, Alistair Rigg, Jeremy Smith, Russ Taylor, Mike D. Welham.

Mythic Spell Compendium © 2015, Legendary Games and Kobold Press; Lead Designer Jason Nelson. Authors: Jonathan H. Keith, Amanda Hamon Kunz, Jason Nelson, Mike D. Welham.

Pathfinder Campaign Setting: The Inner Sea World Guide. (© 2611, Paizo Publishing, LLC; Authors: Keith Baker, Wolfgang Baur, Clinton J. Boomer, Jason Bulmahn, Joshua J. Frost, Ed Greenwood, Stephen S. Greer, Jeff Grubb, James Jacobs, Michael Kortes, Tito Leati, Mike McArtor, Rob McCreary, Erik Mona, Jason Eric Nelson, Jeff Quick, Sean K Reynolds, F. Wesley Schneider, Leandra Christine. Schneider, David Schwartz, Amber E. Scott, Stanl, Owen K.C. Stephens, Todd Stewart, James L. Sutter, Greg A. Vaughan, Jeremy Walker, and JD Wiker.

Pathfinder Campaign Setting: Inner Sea Monster Codex (© 2015, Paizo Inc.; Authors: John Compton, Paris Crenshaw, Mike Myler, Tork Shaw, and Larry Wilhelm.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor. Pathfinder Roleplaying Game Advanced Player's Guide. (© 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, James Jacobs, Steve Kenson, Hal Maclean, Rob McCreary, Erik Mona, Jason Nelson, Stephen Radney-MacFarland, Scan K Reynolds, F. Wesley Schneider, James L. Sutter, Owen Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary. (© 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, Brian Cortijo, Adam Daigle, Mike Ferguson, Joshua J. Frost, James Jacobs, Roh McCreary, Erik Mona, Sean K Reynolds, F. Wesley Schneider, Lisa Stevens, James L. Sutter, and Greg A. Vaughan.

Pathfinder Roleplaying Game Bestiary 2. © 2010, Paizo Publishing, LLC, Author Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal Maclean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen KC. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan.

Pathfinder Roleplaying Game Bestiary 3. © 2011, Paizo Publishing, LLC; Author: Jason Bulmahn, Jesse Benner, Adam Daigle, James Jacobs, Michael Kenway, Rob McCreary, Patrick Renie, Chris Sims, F. Wesley Schneider, James L. Sutter, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 4. © 2013, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Savannah Broadway, Ross Byers, Adam Daigle, Tim Hitchcock, Tracy Hurley, James Jacobs, Matt James, Rob McCreary, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Sean K Reynolds, F. Wesley Schneider, Tork Shaw, and Russ Taylor.

Pathfinder Roleplaying Game Bestiary 5 (2) 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, John Bennett, Logan Bonner, Greighton Broadhurst, Robert Brookes, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Thurston Hillman, Eric Hindley, Joe Homes, James Jacobs, Amanda Hamon Kunz, Ben McFarland, Jason Nelson, Thom Phillips, Stephen Radney-MacFarland, Alistair Rigg, Alex Riggs, David N. Ross, Wes Schneider, David Schwartz, Mark Seiffer, Mike Shel, James L. Sutter, and Linda Zayas-Palmer.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason-Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Game Mastery Guide. © 2010, Paizo Publishing, LLC; Authors: Cam Banks, Wolfgang Baur, Jason Bulmahn, Jim Butler, Eric Cagle, Graeme Davis, Adam Daigle, Joshua J. Frost, James Jacobs, Kenneth Hite, Steven Kenson, Robin Laws, Tito Leati, Rob McCreary, Hal Maclean, Colin McComb, Jason Nelson, David Noonan, Richard Pett, Rich Redman, Sean K Reynolds, F. Wesley Schneider, Amber Scot, Doug Seacat, Mike Seliker, Lisa Stevens, James L. Sutter, Russ Taylor, Penny Williams, Skip Williams, Teeuwynn Woodruff.

Pathfinder Roleplaying Game Occult Adventures (© 2015, Paizo Inc; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben McFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Ultimate Combat © 2011, Paizo Publishing, LLC; Lead Designer, Jason Bulmahn; Designers: Dennis Baker, Jesse Benner, Benjamin Bruck, Brian J. Cortijo, Jim Gröves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jašon Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder, Roleplaying Game Ultimate Magic (), 2011, Paizo Publishing, LEC; Lead Designer: Jason Bulmahn; Designers: Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Pathfinder Unchained © 2015, Paizo Inc; Authors: Dennis Baker, Jesse Benner, Ross Beyers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hithcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seiffer, and Russ Taylor.

TABLE OF CONTENTS

WELCOME TO ULTIMATE PLUG-INS: MYTHIC MONSTERS!	I
WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: EGYPT	
Servants of the Feathered Serpent	3
Ahuizoti.	8
CHERUFE	
Chupacabra.	
Guecubu	
LUSCA	
PEUCHEN	
SAGUAROI	
Shrimp, Giant Mantis	
TUNCHE	16
Tzitzimiti	
Хтавау	
ZUVEMBIE	
XIPE TOTEC	

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

^{MF} = 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.

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

^{B5} = Pathfinder Roleplaying Game Bestiary 5
 ^{ISMC} = Codex of monsters for the inland sea of the official Pathfinder campaign world
 ^{ISWG} = Guide to the world of the inland sea of the official Pathfinder campaign world
 ^{MAdv} = Pathfinder Roleplaying Game Mythic Adventures
 ^{OA} = Pathfinder Roleplaying Game Occult Adventures

^{UC} = Pathfinder Roleplaying Game Ultimate Combat

 $B_4 = Pathfinder Roleplaying Game Bestiary 4$

UE = Pathfinder Roleplaying Game Ultimate Equipment

^{UM} = Pathfinder Roleplaying Game Ultimate Magic



WELCOME TO MYTHIC 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.

The *Mythic Monsters* series contains updated mythic stat blocks for every creature combined 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. Every issue brings you mythic versions of 12 monsters you already know and love, all tied together by a creature type or theme, plus one all-new mythic monster you've never seen before! All brought to you by expert designers who know the mythic monster rules like no one else because they are the same authors that created the mythic monsters in *Pathfinder Roleplaying Game Mythic Adventures*.

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.

About Legendary Games

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

Visit us on Facebook, follow us on Twitter, and check out our website at www.makeyourgamelegendary.com.

WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: MESOAMERICA

Mythic Monsters: Mesoamerica brings you an awesome array of marauding monsters and exotic encounters from the myths and legends of Central and South America and the Caribbean from the jungles of the Yucatan to the peaks of the Andes. These lethal legends of Latin America range from CR r to 30, including such Aztec-inspired creatures as eye-gouging **ahuizot** and the apocalyptic harbinger from the stars, the **tzitzimit**. From the Mayans we present the beautiful dreamflower **xtabay** and from Peru the deadly jungle stalker, the **tunche**. The legends of Chile, from the Araucana to the Chilote and more, bring us the accursed **guecubu** arisen from its grave with misfortune in its wake, as well as the volcanic **cherufe** and the shapechanging serpentine **peuchen**. Classic pulp and fantasy writers like Robert E. Howard have brought us monsters like the hate-fueled **zuvembie** and the **saguaroi** catcus-folk, inspired by the myths, legends, and landscapes of Mesoamerica. Creatures of genuine Caribbean legend are also well represented, including the blood-sucking **chupacabra** from Puerto Rico; the deadly sea monster of the Bahamas, the **lusca**; and even the very real (though now titanic) **giant mantis shrimp!** As if a dozen existing monsters were not enough, the brand-new **xipe tote**, a dread demigod flayer of skins and destroyer of destinies. Plus, for your players, the **plumed servant prestige class** serves the wise and benevolent rainbow-feathered serpents of the jungle pyramids, uniting arcane and divine magic with the subtle weavings of plumes and the watchful gaze of their eternal teachers. This includes both the core prestige class for any Pathfinder campaign, as well as mythic equivalents for making your rainbow servant a legend in her own right!

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

Servants of the Feathered Serpent

The most iconic monster of Central and South America in RPGs is likely the **couatl**, the subtle serpent guardian of lost temples and the ruins and lore of the ancients. Inspired by Quetzalcoatl, these creatures bend somewhat away from the mythological roots of the dispassionate deity, but as fixtures in the game for almost four decades they have achieved a staying power all their own. While the mythic couatl already has been detailed in *Mythic Monsters 20: Guardians of Good* and the *Mythic Monster Manual*, the mortal servants, both mythic and non-mythic alike, of these divine messengers are an ideal complement to adventures invoking the tropes of Mesoamerica.

PRESTIGE CLASS: PLUMED SERVANT

INTRODUCTION

PRESTIGE CLASS

A plumed servant is an eldritch emissary both to and from the rainbow-feathered couatl in their hidden ziggurats deep in the heart of the jungle primeval. Students of arcane magic, plumed servants eschew the study of far-off planes in favor

HIT DIE: D6

of the deep mysteries held by these serpentine speakers for the heavens. They seek to blend the sublime holiness of the couatl with their arcane experiments and thereby to make themselves noble and worthy servants for their brightly plumed patrons. Some plumed servants remain in the deep jungle, assisting the couatl directly and safeguarding travelers and explorers, while others adopt far-ranging missionary crusades to roll back the tide of darkness and bring hope and help far outside the torrid zone. In general, plumed serpents carry the heart of their teachings from the couatl with them wherever they roam, though they must be ever vigilant for one of the feathered serpents to appear at any moment from the Ethereal, having discovered some new evil breaking forth.

Plumed servants are most often sorcerers and wizards, though some bards seek to expand their store of knowledge and lore with the wisdom of old empires. Magi sometimes follow this path, combining might and magic with the divine secrets of the couatl to become cunning crusaders in their service. Witches, however, rarely are willing to follow the guidance of the couatl alongside the patrons they already must serve in order to attain knowledge and power.

Level	BAB	Fort	REFLEX	WILL	Special	Spells per Day
ıst	+0	+0	+0	+1	Aura of good, domain, feather focus, feathered wings	
2nd	+1	+1	+1	+1	Stern gaze	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+2	Serpent's grace +2	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+2	Detect alignment, domain	-
5th	+2	+2	+2	+3	Elemental speech, plumaweaving	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+3	Serpent's grace +4	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+4	Detect thoughts, domain	- 计方式分析 使使变的
8th	+4	+3	+3	+4	Etherflight	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+5	Serpent's grace +6, timeless body	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+5	Domain, perfect pluma	-

Skills (2 + Int bonus per level): Craft (Int), Diplomacy (Cha), Disguise (Cha), Fly (Dex), Handle Animal (Cha), Heal (Wis), Knowledge (all) (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis). Spellcraft (Int), and Survival (Wis)



REQUIREMENTS

To qualify to become a plumed servant, a character must fulfill all the following criteria.

Skills: Knowledge (arcana) 5 ranks, Knowledge (planes) 5 ranks

Spells: Able to cast 2nd-level arcane spells

Languages: Celestial and Draconic

Alignment: Any non-evil, non-chaotic alignment. Special: An aspiring plumed servant must travel to a hidden jungle temple or shrine guarded by a couatl and performed a service for it taking at least one week in exchange for one of the couatl's feathers.

CLASS FEATURES

The following are class features of the plumed servant prestige class.

Weapon and Armor Proficiency: Plumed servants gain no proficiency in any armor, shields, or weapons.

Spells: A plumed servant advances in spellcasting ability in any arcane spellcasting class she possesses, following the usual rules for advancing spellcasting in a prestige class.

Aura of Good (Ex): The power of a plumed servant's aura of good (see the *detect evil* spell) is equal to her character level. An antipaladin using smite good against a plumed servant deals 2 points of damage per antipaladin level on her first successful attack.

Domain (Ex): At 1st level and every 3 levels thereafter, a plumed servant's devotion to the couatl as messengers of the ancient gods that stand guard against barbarism and chaos allows her to gain one of the following domains (if a subdomain is listed, that subdomain must be selected as well): Animal (Feather subdomain^{APG}), Good, Law, Repose (Ancestors subdomain^{APG}), Ruins^{ISMC}, Scalykind^{ISWG}, or Travel (Exploration subdomain^{APG}). She can select an alignment domain only if her alignment matches that domain. Although not as

4

tied to the tenets of the deity as a cleric, a plumed servant must still hold such guidelines in high regard, despite that fact she can go against them if it serves the greater good.

Each domain grants a number of domain powers, depending on the level of the plumed servant. A plumed servant does not gain the bonus spells listed for each domain, nor does she gain bonus spell slots. The plumed servant uses her arcane caster level as her effective cleric level when determining access to her domain powers and their effects. If a plumed servant has cleric levels and her deity allows one of the above domains, her domain selection as a 1st-level plumed servant must be one of those allowed by her deity. Levels of cleric stack with her arcane caster level for the purpose of determining domain powers and abilities, but not for bonus spells.

When a plumed servant is able to add to her spells known, whether as a spontaneous caster when gaining levels or a prepared caster learning spells from a spellbook or scroll, she may select a domain spell of a level she can cast in place of a spell on her usual class spell list. Once she learns a spell in this fashion, it is considered part of her spell list for that class and can be prepared or cast using her normal spell slots of the appropriate level; if the spell already appears on her class list but is lower level as a cleric spell, she can cast it using that level of spell slot once she has learned it. Once a domain spell is learned, she can use spell-completion and spell-trigger items using that spell without difficulty. Domain spells she has not learned are not considered part of her class list. A prepared caster can learn a domain spell from a divine scroll as if it were an arcane scroll.

Feather Focus (Ex): The focus that a plumed servant receives from a couatl when he is seeking to join this class becomes a focus item for her spellcasting in a manner identical to a wizard's arcane bond item, though it may be worn as an amulet or attached to a hat, headband, staff, wand, or weapon. It cannot be worn as a ring. The feather focus serves in place of a divine focus whenever she casts a domain spell that requires a divine focus; she cannot cast such spells without her feather focus. If the feather is lost or destroyed, she can enchant one of her own feathers to replace it as part of the usual ritual to replace a lost or destroyed arcane bonded item. She cannot use her feathered wings for any other purpose during the week spent recreating her feather focus.

Feathered Wings (Ex): A plumed servant gains rainbow-feathered wings like those of a couatl, allowing her to fly as the fly spell for a number of minutes per day equal to her class level. These minutes need not be consecutive but must be spent in 1-minute increments. This flight is an extraordinary ability and does not require activation. A plumed serpent may hide her wings beneath loose clothing with a DC 15 Disguise check; this DC is increased by 2 if wearing light armor, by 5 if wearing medium armor, and by 10 if wearing heavy armor, and may be further adjusted by the GM depending on what clothing is worn. This disguise is sufficient to fool casual observation, but creatures carefully examining the plumed serpent can attempt a Perception check opposed by her Disguise check to notice the wings.

Stern Gaze (Ex): At 2nd level, a plumed servant becomes skilled at sensing deception and intimidating her foes, gaining a morale bonus on Intimidate and Sense Motive checks equal to 1/2 her plumed servant level.

Serpent's Grace (Ex): At 3rd level, a plumed servant gains a +2 bonus on saving throws vs. poison and a +2 bonus to their CMD against grapple combat maneuvers. This bonus increases to +4 at 6th level and +6 at 9th level.

Detect Alignment (Sp): At 4th level, a plumed servant can use *detect chaos, detect evil, detect good,* or *detect law* at will. She can only use one of these at any given time.

Elemental Speech (Sp): At 5th level, a plumed servant can use elemental speech^{APG} (air only) at will.

Plumeweaving (Su): At 5th level, a plumed servant learns to craft magical items from feathers as if she possessed the appropriate item creation feats. This is generally limited to wondrous items usually made of cloth or leather, but at the GM's option a plumed servant can create single-use items equivalent to potions using feathers instead. Such items could be snapped, waved, blown upon, or otherwise triggered rather than being drunk, but rules for using them are otherwise unchanged from using potions. A plumed servant who obtains the assistance of a couatl also may create *celestial armor* from the couatl's shed scales and feathers rather than using golden metal in its construction.

In addition, a plumed servant can expend 1 minute of her feathered wings duration as a move action in order to cause her wings to meld into her body, leaving no trace. She may keep her wings hidden for as long as desired, but must expend 1 additional minute of their duration as a move action to restore her wings to usability. She also may expend 2 minutes of her feathered wings duration as a move action to double the duration or range (as the Extend Spell and Enlarge Spell feats) of any spell she casts with the air, good, or law descriptor or that affects movement into or through the air, such as air walk, feather fall, fly, gaseous form, levitate, overland flight, and wind walk.

Detect Thoughts (Sp): At 7th level, a plumed servant can use *detect thoughts* at will. She cannot use this at the same she uses her *detect alignment* ability.

Etherflight (Su): At 8th level, as a swift or move action a plumed servant can become ethereal (as *ethereal jaunt*) for up to 1 round per class level each day. These rounds need not be continuous. This ability affects only the plumed servant and cannot be used to make other creatures ethereal.

Timeless Body (Ex): At 9th level, a plumed servant no longer takes penalties to her ability scores for aging and cannot be magically aged. Any such penalties that she has already taken, however, remain in place. Age bonuses still accrue, and she still dies of old age when her time is up.

Perfect Pluma (Ex): At 10th level, a plumed servant becomes a magical creature. She can use her wings to fly without limitation, and when flying at least 10 feet above the ground she gains the benefit of *freedom of movement*. She is forevermore treated as an outsider rather than as a humanoid (or whatever her creature type was) for the purpose of spells and magical effects. Unlike other outsiders, a plumed servant can still be brought back from the dead as if she were a member of her previous creature type.

Mythic Plumed Servant Class Features

A mythic plumed servant is a true servant of law and goodness, having learned under the guidance of the wisest, holiest, and most benevolent of the feathered serpents.

Each of the following mythic class features is considered a 1st-tier universal path ability, or may be taken in place of a mythic feat. You must have a class feature in order to gain its mythic version. A mythic class feature cannot be taken more than once unless it says otherwise.

A multiclassed archaeologist bard or living monolith who wishes to select mythic class features for any other classes in which he has levels can consult Chapter 2 of the Mythic Hero's Handbook for mythic class features for over 20 core classes and base classes, including all classes from the Pathfinder Roleplaying Game Core Rulebook, Pathfinder Roleplaying Game Advanced Player's Guide, Pathfinder Roleplaying Game Ultimate Combat, and Pathfinder Roleplaying Game Ultimate Magic.

Mythic Domain (Ex): As the cleric mythic class feature of the same name (Mythic Hero's Handbook 64).

Mythic Feather Focus (Ex): The plumed servant can acquire a bird or reptile familiar in addition to her bonded feather focus. Alternatively, she may choose to strengthen her existing feather focus, allowing her to cast spells without difficulty even if the feather focus is not worn or held. If it is worn or held, her spells take effect at +1 caster level.

Mythic Feathered Wings (Ex): The duration she can use her wings is increased to 10 minutes per class level, and she can expend one use of mythic power when activating her wings to either increase this duration to 1 hour per level or to reduce the duration back to 1 minute per level but gain the benefits of *mythic fly*^{MAdv}. If the plumed servant is at least 5th level, she can expend two uses of mythic power to use the augmented version of *mythic fly*. for 1 minute per level.

Mythic Stern Gaze (Ex): The plumed servant can make Intimidate checks as a move action, and Sense Motive checks as swift actions.

Mythic Serpent's Grace (Ex): At 3rd level, all allies adjacent to the plumed serpent gain one-half her serpent's grace bonuses, and as an immediate action she can provide one adjacent ally the same bonuses she gains from serpent's grace until the beginning of her next turn. At 6th level, the plumed serpent gains immunity to poison. At 9th level, she gains immunity to being grappled, as if she had continuous *freedom of movement* (though she does not gain any other effects of that spell).

Mythic Detect Aligment (Sp): When the plumed servant uses this ability, she gains information each round as if she had maintained the ability for three rounds.

Mythic Elemental Speech (Sp): The plumed servant adds one-half her mythic tier as a bonus on Charisma checks and Charisma-based skill checks when interacting with creatures with the air subtype or with a fly speed. When using a language-dependent effect against creatures with the air subtype or a fly speed, she can expend one use of her mythic power to increase the DC of the effect by an amount equal to one-half her mythic tier. If the spell or effect requires a caster level check, she also gains a bonus equal to one-half her mythic tier.

Mythic Plumeweaving (Su): The plumed servant need not expend any of the duration of her feathered wings in order to meld them into her body or unfurl them again. She must expend 10 minutes of her feathered wings duration as a move action in order to triple the duration or range of spells she casts with the air, good, or law descriptor; she may do this as a swift action by expending 20 minutes of duration or as a free action by expending 30 minutes of duration. If she is using this ability to craft magic items, she can craft up to 5,000 gp per day in value.

Mythic Detect Thoughts (Sp): The plumed servant can use this ability on her turn as a free action, or as an immediate action when it is not her turn. If she activates this ability as a standard action, she gains information each round as if she had maintained the ability for three rounds.

Mythic Etherflight (Su): The plumed servant adds her mythic tier to the number of rounds per day she may become ethereal, and she may bring up to two willing allies she is touching along with her if she expends 2 rounds of duration each round she and her allies remain ethereal. Mythic Timeless Body (Ex): Any penalties the plumed servant accrued from age are eliminated and her maximum lifespan increases to 999 years or double the maximum lifespan of a creature of her race, whichever is longer.

Mythic Perfect Pluma (Ex): The plumed serpent may choose to gain DR 10/chaotic, DR 10/evil, or DR 5/chaotic and evil. If she already possesses damage reduction of either types, she increases the amount of that damage reduction by 5 (maximum 15) and adds epic to the type of damage required to overcome her damage reduction. If she is using her plumeweaving ability to craft magic items, she can craft up to 10,000 gp per-day in value.



Ahuizotl

This bear-sized beast has a body like a squat simian, a dog's face, and a long tail that ends in a clawed hand.

MYTHIC AHUIZOTL

CR 7/MR 3

 XP 3,200
 Pathfinder Roleplaying Game Bestiary 3
 NE Large magical beast (aquatic, mythic)
 Init +7; Senses darkvision 60 ft., low-light vision, mistsight^{MA}; Perception +2

DEFENSE

AC 22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size) hp 98 (8d10+54)

Fort +9, Ref +9, Will +4

DR 5/epic

OFFENSE

Speed 30 ft., swim 50 ft.

Melee bite +13 (2d6+6), claw +13 (1d8+6/19-20/x3 plus grab). Space 10 ft.; Reach 5 ft. (15 ft. with tail)

Special Attacks drowning distress (DC 17)^{MA}, extensible tail^{MA}, <u>feral savagery</u> (full attack)^{MA}, <u>mythic power</u> (3/day, surge +1d6),

rake (2 claws +5, 1d4+5)

STATISTICS

Str 22, Dex 17, Con 17, Int 9, Wis 14, Cha 16

Base Atk +8; CMB +15 (+19 grapple); CMD 28 (32 vs. trip)
 Feats Blinding Critical^B, Combat Reflexes, Improved Critical (claw)^{B, MF}, Improved Initiative, Skill Focus (Stealth), Stand Still
 Skills Bluff +9, Stealth +9, Swim +20; Racial Modifiers +6 Bluff

Languages Common

SQ amphibious, tenacious grapple, voice mimicry ECOLOGY

Environment warm lakes, rivers, or swamps Organization solitary Treasure standard

SPECIAL ABILITIES

Drowning Distress (Su) As a standard action, a mythic ahuizotl can create an audible and visual illusion of an animal or humanoid splashing and crying out in distress in a body of water. The illusion's speech is incoherent and panicked, but draws animals or humanoids (as chosen by the ahuizotl) to its aid. Creatures of the chosen type within 30 feet that are able to see or hear the illusion are fascinated (DC 17 Will negates) and drawn toward the illusion. A creature that reaches the water's edge must save again or be compelled to dive into the water and move towards the illusion, while also having to make Constitution checks each round to avoid drowning. Once the creature reaches the illusion, it can attempt a new saving throw at the end of its turn each round after the first to end the fascinate effect. This is a mind-affecting effect, and creatures that save are immune to that ahuizotl's drowning distress for 24 hours. If the ahuizotl expends one use of its mythic power when activating this ability, it can affect all creatures of the chosen type within 60 feet, and non-mythic creatures within 30 feet must save twice and take the worse result. The save DC is Charisma-based.

Extensible Tail (Ex) A mythic ahuizotl has natural reach of 15 feet with its tail. It can maintain a grapple with its tail as a swift action, and if it is not currently maintaining a grapple it can use a swift action to increase its natural reach with its tail to 30 feet until the end of its turn.

Tenacious Grapple (Ex) An ahuizotl does not gain the grappled condition when it grapples a foe.

Voice Mimicry (Ex) An ahuizotl can perfectly mimic the sound of humanoid sobbing and can even attempt to mimic voices it has heard. When mimicking a voice, an ahuizotl must make a Bluff check opposed by its listener's Sense Motive check. If the listener has never heard the voice the ahuizotl is attempting to mimic, the listener takes a -8 penalty on the Sense Motive check.

Cherufe

This towering reptilian humanoid seems to be made of obsidian scales over a molten magma core.

MYTHIC CHERUFE

XP 76,800

Pathfinder Roleplaying Game Bestiary 5

NE Huge magical beast (fire, mythic)

Init +5; **Senses** darkvision 60 ft., low-light vision; Perception +17 **Aura** fire^{MA} (5 ft.)

DEFENSE/

AC 30, touch 9, flat-footed 29 (+1 Dex, +21 natural, -2 size) hp 258 (18d10+168)

Fort +17, Ref +14, Will +10

Defensive Abilities fiery blood^{MA}, fire healing; DR 10/--; Immune fire

Weaknesses vulnerable to cold

OFFENSE

Speed 50 ft., swim 30 ft.

Melee 2 claws +27 (2d6+10 plus burn), bite +28 (2d8+10 plus burn)

Ranged rock +19 (2d8+10 plus burn)

Space 15 ft.; Reach 15 ft.

Special Attacks ashfall^{MA}, burn (2d6 fire, DC 25), detonating backlash^{MA}, explosive rock^{MA}, heat, lava stomp^{MA}, <u>mythic</u> power (6/day, surge +1d8), rock throwing (120 ft.)

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

1/month—earthquake

STATISTICS

Str 30, Dex 13, Con 22, Int 11, Wis 14, Cha 11

Base Atk +18; CMB +28; CMD 39

Feats Diehard, Endurance, Improved Initiative, Iron Will, Lightning Reflexes^{MF}, Power Attack^{MF}, Weapon Focus^{MF} (bite), Weapon Focus (claws), Weapon Focus (rock)

Skills Climb +25, Perception +17, Swim +32

Languages Common

SQ song of magma^{MA}

ECOLOGY

Environment any mountains Organization solitary Treasure standard

SPECIAL ABILITIES

CR 16/MR 6

Ashfall (Su) As a standard action, a mythic cherufe can create an *ash* storm^{UM} in a 30-foot radius centered on itself. The *ash* storm persists for 6 rounds, though the cherufe can dismiss it as a free action. The cherufe can see and move without impairment within the *ash* storm.

Detonating Backlash (Ex) If a mythic cherufe takes sneak attack damage or suffers a critical hit, it can expend one use of mythic power as an immediate action to explosively vent burning heat and cinders as *detonate*^{APG} (10d8 points of fire damage, DC 20 Reflex half) and releasing an *ash storm* lasting 1d4 rounds centered on the cherufe. The fire damage heals the cherufe as per its fire healing-ability. The save DC is Constitution-based.

Explosive Rock (Ex) A mythic cherufe can infuse a thrown rock with part of its fiery essence. The rock explodes in a burst of fire dealing 2d6 points of fire damage (DC 20 Reflex half) to all creatures in a 20-foot radius and filling that area with an *ash storm* lasting 1 round. For every point of mythic power the cherufe spends, it can increase the damage dealt by 2d6 (to a maximum of 10d6).

Fiery Blood (Ex) A creature striking a mythic cherufe in melee with a slashing or piercing weapon takes 1d6 points of fire damage (DC 20 Reflex negates). If the attacker takes damage more than once from this ability, the damage is combined for the purpose of overcoming fire resistance. The save DC is Constitution-based.

Fire Aura (Su) An aura of intense heat surrounds a mythic cherufe. All creatures within 5 feet of the cherufe take 1d6 points of fire damage at the beginning of the cherufe's turn. It can suppress or activate this aura at will as a free action.

Fire Healing (Ex) Any source that normally deals fire damage to a cherufe instead heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the cherufe to exceed its full normal hit points, it gains any excess as temporary hit points. These temporary hit points don't stack.

Heat (Su) Cherufes transfer their heat to any weapons, including their rock throwing, causing burn.

Lava Stomp (Ex) As a standard action, a mythic cherufe can stomp on the ground (in its square or an adjacent square) and draw forth a gout of lava with which it targets a single creature within 20 feet of it. The target takes 4d6 points of fire damage (Reflex DC 29 half). If the creature fails its Reflex save, the lava deals an additional 2d6 points of fire damage one-round later. The target's space is treated as difficult terrain afterwards. The save DC is Strength-based. A mythic cherufe can expend one use of mythic power as a swift action to use this ability as part of a full attack, affecting each creature it hits during that full attack.

Song of Magma (Ex) A mythic cherufe is in tune with the mountains it calls home and nothing can surprise it there. It gains tremorsense 60 ft. and uncanny dodge against creatures in contact with the ground while in mountains.

Chapacabra -

This lizard-like creature stalks forward upon two muscular legs, a mane of spikes running down its scaly back.

MYTHIC CHUPACABRA

CR 4/MR 1

XP 1,200

Pathfinder Roleplaying Game Bestiary 2 N Small magical beast (mythic)

Init +7; Senses darkvision 60 ft., low-light vision; Perception +6

DEFENSE

AC 19, touch 16, flat-footed 14 (+3 Dex, +2 dodge, +3 natural, +1 size)

hp 40 (4d10+18)

Fort +6, Ref +7, Will +3

OFFENSE

Speed 30 ft.

Melee bite +6 (1d4+1 plus grab and 1d3 bleed), 2 claws +6 (1d3+1)

Special Attacks blood feaster^{MA}, chupar, <u>mythic power</u> (1/day, surge +1d6), pounce

STATISTICS

Str 13, Dex 16, Con 14, Int 3, Wis 15, Cha 6

Base Atk +4; CMB +4 (+8 grapple); CMD 17

Feats Dodge^{MF}, Improved Initiative

Skills Acrobatics +7 (+11 jumping), Perception +6, Stealth +16; Racial Modifiers +4 Acrobatics when jumping, +4 Stealth (+8 in-undergrowth or rocky areas)

Languages Aklo (cannot speak)

SQ cunning camouflage^{MA}

ECOLOGY

Environment warm hills or plains **Organization** solitary, pair, or gang (3–7) **Treasure** none

SPECIAL ABILITIES

- **Blood Feaster (Su)** A mythic chupacabra deals bleed damage whenever it hits with its bite. If it successfully grapples an opponent with its bite, it gains a number of temporary hit points equal to the bleed damage it deals. These temporary hit points stack, up to a maximum of 20, and persist for 1 hour or until depleted. In addition, if a mythic chupacabra uses its chupar ability to deal Constitution damage to a mythic creature, the *haste* effect it gains functions as *mythic haste*^{MAdv} for a number of rounds equal to the target's mythic rank or tier.
- **Chupar (Ex)** A chupacabra that pins an opponent or maintains a pin can suck blood from that opponent as a free action once per round, dealing 1 point of Constitution damage. Upon successfully draining blood, the chupacabra is invigorated, gaining a significant boost in speed for 10 rounds similar to the *haste* spell. The invigorated chupacabra can still drain blood and in so doing increase the length of its invigoration but it gains no additional effects.
- **Cunning Camouflage (Ex)** A mythic chupacabra can use the Stealth skill to hide in undergrowth and rocky areas, even if the terrain doesn't grant cover or concealment, with a +10 bonus when it is prone. It can use its camouflage as part of a move action or 5-foot step, or as a swift action even if it does not move.

Guecubu

A skeletal carcass pulls itself from the ground, its body formed as much from earth and soil as from bones and rotting flesh.

MYTHIC GUECUBU

CR 10/MR 4

-XP 9,600

Pathfinder Roleplaying Game Bestiary 3

CE Medium undead (earth, mythic)

Init +8; Senses darkvision 60 ft., tremorsense 60 ft.; Perception +18

Aura broken ground (30 ft., DC 20), unluck aura^{MA} (30 ft.) DEFENSE

AC 26, touch 16, flat-footed 20 (+4 Dex, +2 dodge, +10 natural) hp 147 (11d8+98); fast healing 5

Fort +8, Ref +7, Will +11

Defensive Abilities channel resistance +2; DR 10/bludgeoning and epic; Immune electricity, undead traits; Resist cold 10

OFFENSE

Speed 30 ft., burrow 15 ft.; earth glide

Melee bite +15 (1d8+7 plus misfortune and trip^{MA}), 2 slams +15 (1d6+7 plus misfortune and trip^{MA})

Special Attacks drag below^{MA}, eruptive exhumation^{MA}, <u>mythic</u> power (4/day, surge +1d8)

Spell-Like Abilities (CL 8th; concentration +14)

At will—stone shape

3/day—soften earth and stone, spike growth (DC 19)

1/day—spike stones (DC 20), transmute mud to rock (DC 21), transmute rock to mud (DC 21)

STATISTICS

Str 24, Dex 18, Con -, Int 13, Wis 18, Cha 23

Base Atk +8; CMB +15; CMD 30

Feats Dodge^{MF}, Improved Initiative, Lunge, Mobility, Spring Attack, Whirlwind Attack

Skills Acrobatics +15, Knowledge (nature) +12, Perception +18, Sense Motive +18, Stealth +18

Languages Abyssal, Common

ECOLOGY

Environment any Organization solitary Treasure standard

SPECIAL ABILITIES

Broken Ground (Su) The ground in a 30-foot radius around a guecubu ripples and shudders unnaturally. This transforms the area surrounding a guecubu into difficult terrain. A guecubu can move through this area with no penalty. Consecrated ground cannot be affected by this ability, nor can any area warded by a magic circle against chaos or a magic circle against evil.

Drag Below (Ex) When a mythic guecubu knocks a Medium or smaller creature prone with its trip ability (or successfully hits such a creature that is already prone) while it still has movement remaining, it can attempt a drag combat maneuver as a free action against the same target with a +4 bonus. This maneuver does not provoke attacks of opportunity, and if it succeeds it can drag the target with it as it continues its movement. If a mythic guecubu uses its burrow speed and pulls a creature 5 or more feet below ground level, the target is treated as if in the slide zone of a cave-in, as described in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*, taking 2d6 points of bludgeoning damage and becoming buried (DC 15 Reflex negates).

Eruptive Exhumation (Ex) A mythic guecubu can use the charge action while burrowing even if unable to see its target, and it can make a full attack at the end of its charge. If it hits the target of its charge with at least two of its attacks, it can expends one use of its mythic power as a swift action to knock all creatures standing on the ground within 30 feet prone (DC 22 Reflex negates). The save DC is Strength-based. Misfortune (Su) A creature struck by a guecubu must make a DC 20 Will save or become permanently cursed with misfortune. The victim of this curse takes a -4 penalty on all attack rolls, saving throws, and skill checks, and any critical threat against the victim automatically confirms. If a guecubu hits a creature already suffering from this curse, the victim must make a DC 20 Will save or be staggered for 1 round. This is a curse effect. The save DC is Charisma-based. Unluck Aura (Su) A mythic guecubu radiates an aura of unluck upon the living in 20-foot radius. Any living creature in this area must roll two d2os whenever a situation calls for a d2o roll (such as an attack roll, a skill check, or a saving throw) and must use the lower of the two results generated. This is a mind-affecting effect that does not work constructs,

elementals, oozes, plants, undead, or vermin. Any character who gains any sort of luck bonus (such as that granted by a luckstone or divine favor) is immune to the mythic guecubu's unluck aura.

Lusca

This beast has three sharklike heads on short, scaly necks, while its lower body appears to be that of an octopus.

MYTHIC LUSCA

CR 21/MR 8

XP 409,600 Pathfinder Roleplaying Game Bestiary 5 CE Gargantuan magical beast (aquatic, mythic) Init +12^{MF}; Senses darkvision 60 ft., keen scent^{MA}, low-light vision; Perception +29

DEFENSE

AC 40, touch 6, flat-footed 40 (+34 natural, -4 size) hp 390 (20d10+280)

Fort +22, Ref +12, Will +12

Defensive Abilities compartmentalized minds^{MA}; DR 10/epic; Immune electricity, poison

OFFENSE

Speed 10 ft., swim 40 ft., jet 200 ft.

Melee 3 bites +28 (2d8+18/x3/19-20 plus 2d6 bleed^{MA}), 8 tentacles +27 (1d8+6 plus grab)

Space 20 ft.; Reach 20 ft.

Special Attacks bleed^{MA} (2d6), bolstered by carnage^{MA}, constrict (1d8+6 plus poison), decapitating bite^{MA}, <u>mythic power (8/day, surge +1d10)</u>, powerful blows^{MA} (bite), rend^{MA} (2 bites, 2d8+18), rend ship, terrifying rend^{MA}, vicious grapple

Spell-Like Abilities (CL 18th; concentration +22)

3/day—chain lightning (DC 20), geyser (DC 19)

1/day—summon (level 8, 1d4+1 dire sharks 50%), vortex

(DC 21)

STATISTICS Str 34, Dex 11, Con 30, Int 13, Wis 23, Cha 18

Base Atk +20; CMB +36; CMD 46

Feats Awesome Blow, Critical Focus^{MF}, Improved Bull Rush, Improved Critical^{MF} (bite), Improved Initiative^{MF}, Multiattack, Power Attack^{MF}, Sickening Critical, Snatch, Weapon Focus (tentacle)

Skills Perception +29, Stealth +11, Swim +43 Languages Aquan, Common

SQ shark master, vicious grapple

ECOLOGY

Environment warm oceans Organization solitary Treasure double

SPECIAL ABILITIES

Bleed (Ex) A mythic lusca can expend one use of mythic power to inflict 1d4 points of Constitution bleed in addition to the regular bleed.

Bolstered by Carnage (Ex) A mythic lusca that kills a creature, it gains a +2 morale bonus on attack and damage rolls for a number of rounds equal to the dead creature's HD, and it can expend one use of mythic power to gain regeneration 5 (fire) for the same duration.

Compartmentalized Minds (Ex) If a mythic lusca fails a Will save that would incapacitate it or allow another creature to control it (*charm monster, dominate, hold monster,* etc.), it can shut down the affected mind. This reduces its number of bite attacks by one until the duration of that effect ends. As a free action at the end of its turn, a mythic lusca can expend one use of mythic power to attempt another Will save to shake off the spell or effect.

Decapitating Bite (Ex) When a mythic lusca confirms a critical hit against a living creature, it makes a second confirmation roll; if this succeeds, the target is decapitated and instantly killed. This has no effect on creatures without a head or for which missing a head does not incapacitate them. A creature with multiple heads instead takes 1d4 points of Constitution bleed (and loses any bite attack from the missing head). Poison (Ex) Constrict—injury; save Fort DC 30; frequency 1/

round for 6 rounds; effect 1d6 Dex; cure 2 consecutive saves. Rend Ship (Ex) As a full-round action, a lusca can attempt to use four of its tentacles to grapple a ship of its size or smaller by attempting a combat maneuver check opposed by the ship captain's Profession (sailor) check; the lusca receives a cumulative +4 bonus on the check for each size category smaller than Gargantuan the ship is. If the lusca grapples the ship, it holds the ship motionless; it can attack targets anywhere on or within the ship with its remaining four tentacles, but can't attack foes at all with its shark heads. Each round it maintains its hold on the ship, it automatically deals bite damage from all three heads to the ship's hull.

Shark Master (Ex) Sharks will not attack a mythic lusca unless it attacks them. The lusca can attempt to control summoned sharks by making an opposed Charisma check with their summoner as a standard action. If the check succeeds, the sharks obey the lusca as if it were their summoner for as long as they remain present.

Terrifying Rend (Ex) If a mythic lusca hits an opponent with three bite attacks, its rend deals double damage plus 1d4 points of Constitution bleed.

Vicious Grapple (Ex) A lusca does not gain the grappled condition if it grabs a foe with its tentacles. It can attempt to maintain a grapple against any number of creatures in its tentacles as a swift action.

Peuchen

This enormous snake has glowing green eyes, large fangs, and wide, membranous wings.

MYTHIC PEUCHEN

XP 19,200

Pathfinder Roleplaying Game Bestiary 5

NE Medium magical beast (mythic, shapechanger) Init +6; Senses darkvision 60 ft., low-light vision, scent;

Perception +16

DEFENSE/

AC 30, touch-17, flat-footed 23 (+7 Dex, +13 natural) hp 186 (13d10+115) Fort +13, Ref +15, Will +9 DR 10/epic

OFFENSE

Speed 30 ft., fly 50 ft. (good)

Melee bite +19 (2d6+9 plus 1d6 bleed, grab, and poison) Space 5 ft.; Reach 5 ft. (10 ft. with bite)

Special Attacks animal possession^{MA}, bleed (1d6), blood drain (1d2 Constitution), breathless constriction^{MA}, constrict (2d6+9), hypnotic scales^{MA}, instant vampirism^{MA}, <u>mythic</u> <u>power</u> (5/day, surge +1d8), surprise uncoiling^{MA}

Spell-Like Abilities (CL 13th; concentration +19)

- At will—vampiric touch
- 3/day—hold person (DC 19)

STATISTICS

Str 22, Dex 25, Con 20, Int 13, Wis 16, Cha 23

Base Atk +13; CMB +19; CMD 36 (can't be tripped)

Feats Combat Reflexes, Deceitful^{MF}, Flyby Attack, Improved Vital Strike, Iron Will, Power Attack^{MF}, Vital Strike^{MF}

Skills Bluff +16, Disguise +10, Fly +20, Perception +16, Sense Motive +8, Stealth +16, Survival +9

Languages Common

SQ change shape (Small, Medium, or Large herd animal, beast shape II), compression^{MA}

ECOLOGY

Environment any warm or temperate land **Organization** solitary **Treasure** standard

SPECIAL ABILITIES

CR 12/MR 5

Animal Possession (Su) As a full-round action, a mythic peuchen can possess an animal within 100 feet of the same species it has assumed with its change shape ability (DC 22 Will negates). If the possession succeeds, the peuchen's previous body dies. The peuchen can change to its actual form at the beginning of its next turn. The save DC is Charisma-based.

A mythic peuchen can expend one use of mythic power to use this ability as an immediate action. It can also spend one use of mythic power to transfer its consciousness to a different species of herd animal.

Breathless Constriction (Ex) A mythic peuchen that deals damage to an opponent with its constrict attack forces the target creature to attempt a DC 21 Fortitude save or become staggered for 1 round. The save DC is Constitution-based.
 Compression (Ex) A mythic peuchen can use this ability in its true form. It can also expend one use of mythic power to use

this ability when it has changed shape.

Hypnotic Scales (Ex) A mythic peuchen can shift its scales' coloration to cause all creatures within sight to become fascinated (DC 22 Will save negates). The peuchen can concentrate to maintain the effect, and it persists for 1 round after it stops concentrating. It can expend one use of mythic power to extend the fascination by a number of rounds equal to its mythic rank.

Instant Vampirism (Su) A mythic peuchen can expend one use of mythic power to use its *vampiric touch* spell-like ability a swift action against a creature it successfully hits in melee.
Poison (Ex) Bite—injury; save Fort DC 21; frequency 1/round for 6 rounds; effect 1d4 Dex Damage; cure 2 consecutive saves.
Surprise Uncoiling (Ex) The first time during combat that a mythic peuchen attacks an opponent 10 feet away, it can attempt a Bluff check as a free action to feint that opponent.

Saguaroi

This humanoid plant creature has the prickly hide of a cactus, and smaller cactuses seemingly sprout from its flesh.

MYTHIC SAGUAROI

XP 2,400 Pathfinder Roleplaying Game Bestiary 4

N Medium plant (mythic)

Init +10^{MF}; Senses low-light vision; Perception +10

DEFENSE

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural) hp 72 (7d8+51); regeneration 5 (fire) Fort +10, Ref +8, Will +4

Defensive Abilities needle hide; DR 5/epic; Immune plant traits

OFFENSE

Speed 40 ft.

Melee 2 slams +10 (1d6+5)

Special Attacks <u>mythic power</u> (2/day, surge +1d6), needle cone^{MA}

STATISTICS

Str 20, Dex 18, Con 20, Int 7, Wis 15, Cha 11
Base Atk +5; CMB +10; CMD 24
Feats Alertness, Combat Reflexes, Improved Initiative^{MF}, Lightning Reflexes
Skills Perception +10, Sense Motive +5, Survival +5
Languages Sylvan

SQ freeze, locate water^{MA}, produce water

ECOLOGY

Environment warm deserts

Organization solitary, pair, party (1 mythic saguaroi and 3–9 saguarois), or tribe (1–2 mythic saguarois plus 10–22 saguarois)

Treasure standard

SPECIAL ABILITIES

CR 6/MR 2

Extrude Limb (Ex) Once per day as a standard action, a mythic saguaroi can expend one use of mythic power to create another limb. This grants it another slam attack. The saguaroi absorbs the limb into its body after 24 hours.

Locate Water (Su) A mythic saguaroi can spend an hour to concentrate on the location of the nearest source of pure water measuring at least 10 gallons within a 5-mile radius. The saguaroi can find water hidden behind natural barriers regardless of thickness, but it cannot discover water within manufactured objects, including worked stone.

Needle Cone (Ex) Three times per day, as a standard action a saguaroi can eject a barrage of needles from its body. This effect creates a 15-foot-cone burst of needles that deals 4d6 points of piercing damage to all creatures in the area (Reflex DC 21 for half). The save DC is Constitution-based.

A creature that fails its Reflex save against a mythic saguaroi's needle cone has its speed reduced by half (minimum 5 ft.) and takes a 2 penalty to its Dexterity score until the needles are removed, requiring a DC 21 Heal check taking 1 full round. This penalty stacks on multiple failed saves.

Needle Hide (Ex) A saguaroi is covered with needles and spines, and its slam attacks deal both bludgeoning and piercing damage. Any creature grappling a saguaroi or attacking it with a natural attack or unarmed strike takes 1d4 points of piercing damage (manufactured weapons with the reach special feature do not endanger the user this way). A creature grappling a saguaroi takes this damage each round of the grapple.

Produce Water (Ex) As a standard action once per hour, a saguaroi can cut itself (taking 1 point of damage) to produce 1 gallon of water. After producing 4 gallons, it becomes fatigued. After producing 8 gallons, it becomes exhausted and cannot produce more water for 24 hours.



Shrimp, Giant Mantis

This brightly colored crustacean looks like a large lobster with cruel pincers poised at its fore.

MYTHIC GIANT MANTIS SHRIMP

-XP 12,800

Pathfinder Roleplaying Game Bestiary 5

N Medium vermin (aquatic, mythic)

Init +7; Senses darkvision 60 ft., incredible sight; Perception +1 DEFENSE

AC 31, touch 18, flat-footed 23 (+8 Dex, +13 natural) hp 137 (14d8+74)

Fort +12, Ref +12, Will +5

- Defensive Abilities unbreakable carapace^{MA} DR 10/epic; Immune mind-affecting effects; Resist sonic 10
- OFFENSE

Speed 40 ft.; swim 30 ft.

Melee 2 pincers +18/+13 (2d6+8 plus grab and sonic burst) Space 5 ft.; Reach 5 ft. (10 ft, with pincer^{MA})

Special Attacks mythic power (6/day, surge +1d8), sonic burst^{MA}, speedy pincers^{MA}, sundering smash^{MA}

STATISTICS

Str 20, Dex 27, Con 16, Int —, Wis 13, Cha 16 Base Atk +10; CMB +15 (+19 grapple); CMD 33 (45 vs. trip) Feats Extra Mythic Power^{MF}, Weapon Finesse^{B, MF}

ECOLOGY

Environment warm coastlines Organization solitary

Treasure none

SPECIAL ABILITIES

Incredible Sight (Ex) A giant mantis shrimp's eyes pick up colors well beyond those visible to humans, and it can see perfectly in all light conditions, including supernatural darkness, fog, and murky water. As long as the giant mantis shrimp is not blinded, it is treated as having blindsight 60 feet.

Sonic Burst (Ex) A giant mantis shrimp attacks with such extreme speed that its pincers issue a concussive blast of light and force when they snap closed. Each time a giant mantis shrimp makes a pincer attack, the target is dazzled for 1 round (DC 20 Fortitude negates). The duration of this effect stacks with multiple failed saves. In addition, whether its pincer attack hits or misses all creatures in a 10-footradius burst centered on the target takes 1d8 points of sonic damage and must succeed at a DC 20 Fortitude save or be stunned for 1 round. A creature that succeeds at this save is immune to this stunning effect (but not the sonic damage) from that giant mantis shrimp until the vermin's next turn. Giant mantis shrimp are immune to this effect. The save DC is Constitution-based. **Speedy Pincers (Ex)** A mythic giant mantis shrimp can make iterative attacks with both pincers. It can expend one use of its mythic power to remove the -5 iterative penalty from its pincer attacks until the end of its turn, so that all 4 pincer attacks have a +18 attack bonus.

Sundering Smash (Ex) When a mythic giant mantis shrimp hits a target with its first (non-iterative) attack with either pincer, it can attempt a sunder combat maneuver as a free action against a random item worn or wielded by the target.

Unbreakable Carapace (Ex) A giant mantis shrimp has <u>fortification</u> (25%), and if a critical hit or precision damage overcomes this chance it can expend one use of its mythic power as an immediate action to gain a 75% chance to treat the attack as a normal hit.

VARIANTS

CR 11/MR 4

Cave Mantis Shrimp: A cave mantis shrimp has adapted to life in caves, losing its coastal cousin's vibrant shell and becoming almost translucent. A cave mantis shrimp gains a +8 racial bonus on Stealth checks and can take a full-round action when it acts on a surprise round. A mythic cave mantis shrimp loses the unbreakable carapace ability and instead gains concealment from its translucent shell.

Mantis Shrimp Lord: Found on the seabed in deeper waters than its smaller relatives, mantis shrimp lords are Large. Their attacks ignore the first 20 points of hardness when attacking objects, which the mantis shrimp lords use to their advantage, scuttling ships and devouring the unfortunate cargoes and crews. All pincer attacks from a mythic mantis shrimp lord receive a free sunder attempt on a successful attack. The sunder attempts from iterative attacks take a - 4 penalty.

Sand Mantis Shrimp: Sand mantis shrimp bury themselves in deserts, waiting for passersby to approach a little too close to their claws. A sand mantis shrimp loses the aquatic subtype. A mythic sand mantis shrimp cannot dazzle a creature with its sonic burst. Instead the sonic burst deals 1d8 points of piercing damage in addition to the sonic damage (DC 20 Reflex half).

Tunche

Standing on three legs, this creature is a mix of dangerous jungle animals and plants fused into one deadly predator.

MYTHIC TUNCHE

CR 21/MR 8

XP 409,600 Pathfinder Roleplaying Game Bestiary 4 CN Huge fey (mythic)

Init +9; **Senses** darkvision 60 ft., greensight^{MA}, low-light vision; Perception +33

DEFENSE

AC 40, touch 14, flat-footed 34 (+6 Dex, +26 natural, -2 size) hp 341 (25d6+254) Fort +16, Ref +20, Will +19

DR 15/cold iron, epic, and slashing

OFFENSE -

Speed 50 ft., climb 20 ft., swim 20 ft.; *feather step*, traverse jungle^{ma} Melee bite +23 (2d8+11/19-20 plus poison), 4 claws +22 (3d6+11) Space 15 ft.; Reach 15 ft.

Special Attacks <u>mythic power</u> (8/day, surge +1d10), mythic spell-like abilities^{MA}, poison, rend (2 claws 3d6+16), riotous distraction^{MA}, rise of the jungle^{MA}, summon jungle ally^{MA}

- Spell-Like Abilities (CL 20th; concentration +28) Constant—speak with plants, tongues
- At will—burst of nettles (DC 21), entangle (DC 19), tree shape, tree stride, ventriloquism, warp wood (DC 20)
- 7/day—diminish plants, plant growth, wall of thorns
- 3/day—control plants (DC 26), move earth, true seeing

STATISTICS

Str 33, Dex 23, Con 26, Int 12, Wis 20, Cha 27

Base Atk +12; **CMB** +25 (+27 bull rush); **CMD** 41 (43 vs. bull rush, 43 vs. trip) **Feats** Awsome Blow, Blind-Fight^{MF}, Cleave^{MF}, Combat Reflexes, Great Cleave, Improved Bull Rush, Improved Critical (bite), Improved Initiative, Improved Vital Strike, Power Attack, Vital Strike^{MF}, Weapon Focus^{MF} (bite), Weapon Focus (claw)

Skills Acrobatics +22 (+30 when jumping), Bluff +23, Climb +19, Intimidate +33, Knowledge (geography) +29, Knowledge (nature) +29, Perception +33, Sense Motive +33, Stealth +26 (+34 in forests), Swim +19; Racial Modifiers +8 Acrobatics when jumping, +8 Stealth in forests

Languages Aklo, Sylvan; speak with plants, tongues

SQ absorb jungle denizen^{MA}, change shape (Small or Medium humanoid; alter self), composite creature^{MA}, hide in plain sight^{MA}, sound mimicry (sounds and voices)

ECOLOGY

Environment warm forests

Organization solitary

Treasure standard

SPECIAL ABILITIES

Absorb Jungle Denizen (Ex) A mythic tunche can move into the space of a smaller non-mythic animal, plant, or vermin native to jungle terrain as a swift action taken during the tunche's movement (which may be a move action, charge, 5-foot step, or any other movement). The target creature must succeed on a DC 30 Fortitude save or be killed instantly, its body mass absorbed it into the tunche's gestalt substance (DC 30 Fortitude negates) and healing the tunche a number of hit points equal to the creature's Hit Dice. Hit points in excess of those required to bring the mythic tunche to full health are treated as temporary hit points, which last 1 hour or until expended and stack up to a maximum of 80 temporary hit points. If it expends one use of its mythic power, it can use this ability against a mythic animal, plant, or vermin native to jungle terrain. A mythic tunche gains no healing or temporary hit points from killing summoned creatures with this ability. The save DC is Constitution-based.

- **Composite Creature (Ex)** A mythic tunche is an amalgam of jungle plants and animals, and it can separate into two individual creatures as a standard action. The tunches have the same statistics but half the original tunche's current hit points. As a move action, the individual tunches can recombine, combining the two tunche's current hit points and healing an additional 2d8 points of damage.
- Feather Step (Su) A tunche in a forest ignores the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain.
- Hide in Plain Sight (Ex) A mythic tunche can use the Stealth skill even while being observed, provided it is no further than 10 feet from a Huge or larger plant. It cannot use this ability while it has changed shape.
- Mythic Spell-Like Abilities (Su) Three times per day, a mythic tunche may use the mythic spell version of any of its corresponding spell-like abilities. The tunche 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.

Poison (Ex) Bite—injury; save Fort DC 30; frequency 1/round for 6 rounds; effect 1d4 Con and 1d4 Wis plus nauseated for 1 round; cure 2 consecutive saves.

Riotous Distraction (Su) The jungle comes alive around a mythic tunche with bestial hoots and howls, thrashing vines, and unstable ground in a 40-foot radius.Casting spells or using spell-like abilities within this area requires a successful concentration check (DC 20 + spell level); if a concentration check is already required, the DC is increased by 8. The tunche can activate or suppress this ability at will as a free action.

Rise of the Jungle (Su) Once per day as a standard action, a mythic tunche can command all foliage in a jungle within 100 ft. to attack its foes. All enemies within this radius are targeted once per round with a grapple combat maneuver using the tunche's CMB, making a single check and applying the result to each enemy. Each round a grapple is successfully maintained, grappled foes take 2d8+11 points of damage). The CMD for the animated foliage is qual to the tunche's. The plants remain active for a number of rounds equal to the tunche's Hit Dice. A mythic tunche may use this power more than once per day by expending one use of its mythic power for each use after the first.

Summon Jungle Ally (Sp) A mythic tunche can use summon nature's ally III at will as a standard action. It can expend one use of mythic power to can instead use summon nature's ally VI, or two uses of its mythic power to use summon nature's ally IX, though it is restricted to summoning creatures native to warm forests, hills, and marshes.

Traverse Jungle (Su) While a mythic tunche is in a jungle, it can teleport 180 feet as a full-round action. It can expend one use of mythic power to use this ability as a move action, allowing it to attack before or after it teleports.

Tzitzimitl

Crusted with rock, this immense skeletal figure flies swiftly through the air, strange gasses clinging to its nightmarish form.

MYTHIC TZITZIMITL

XP 819,200

CR 23/MR 9

Pathfinder Roleplaying Game Bestiary 3

NE Gargantuan undead (mythic)

Init +18/-2, <u>dual initiative^{MA}</u>; Senses arcane sight, darkvision 60 ft., *true seeing*; Perception +31

Aura frightful presence^{MA} (60 ft., DC 35)

DEFENSE

AC 44, touch 11, flat-footed 39 (+5 Dex, +33 natural, -4 size) **hp** 479 (22d8+380); fast healing 15

Fort +17, Ref +14, Will +19

Defensive Abilities apocalyptic harbinger^{MA}, channel resistance +4, <u>fortification</u> (50%)^{MA}, light to dark, ; DR 15/bludgeoning, epic, and good; Immune cold, electricity, undead traits; Resist fire 15; SR 39

OFFENSE

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

Melee bite +26 (2d8+14 plus 3d6 electricity and energy drain), 2 claws +27 (2d6+14/19-20/x3 plus 3d6 electricity)

Ranged eye beam +17 touch (10d6 electricity and 10d6 force) Space 20 ft.; Reach 20 ft.

Special Attacks beam of draining^{MA}, eclipse, electrical eruption^{MMA}, energy drain (2 levels, DC 35), <u>mythic power</u> (9/ day, surge +1d10), mythic spell-like abilities^{MA}, nailed to the sky^{MA}, wings of endless night^{MA}

Spell-Like Abilities (CL 19th; concentration +33)

- Constant—arcane sight, fly, true seeing
- At will-bestow curse (DC 28), deeper darkness
- 3/day—animate dead, contagion (DC 27), greater teleport, haste, quickened bestow curse (DC 28)
- 1/day—create undead, temporal stasis (DC 32), wail of the banshee (DC 33)

STATISTICS

Str 39, Dex 21, Con -, Int 20, Wis 23, Cha 38

Base Atk +16; CMB +29; CMD 44

- **Feats** Awesome Blow^{MF}, Combat Reflexes, Improved Bull Rush, Improved Critical (claw)^{MF}, Improved Initiative^{MF}, Point-Blank Shot, Power Attack^{MF}, Precise Shot, Quick Awesome Blow^{MF}, Quicken Spell-like Ability (*bestow curse*), Vital Strike, Weapon Focus (claw)
- Skills Fly +35, Knowledge (arcana) +28, Knowledge (nature) +27, Knowledge (planes) +25, Knowledge (religion) +30, Perception +31, Sense Motive +31, Spellcraft +23, Survival +21, Use Magic Device +30

Languages Abyssal, Aklo, Celestial, Common

ECOLOGY ____

Environment any Organization solitary Treasure standard

SPECIAL ABILITIES

Apocalyptic Harbinger (Ex) A mythic tzitzimitl is a herald of the end of days and a bringer of doom to all, but fortune and fate cannot touch its destiny of doom. It is immune to curses and effects that bring bad luck, and luck bonuses do not apply against it. Insight bonuses apply normally against it; however, creatures using an insight bonus take a penalty equal to the amount of that bonus (or its highest insight bonus, if more than one exists) on saving throws against a mythic tzitzimitl's frightful presence and *bestow curse* ability, due to the disturbing insights it gains into its own doomed future. A creature that successfully uses any divination effect on a mythic tzitzimitl is immediately affected by its frightful presence, regardless of how far away the tzitzimitl is and whether the creature has previously saved against its frightful presence.

- **Beam of Draining (Su)** A mythic tzitzimitl's eye beam drains both life and magic. A creature struck by the beam is affected as a targeted *dispel magic* and also is affected by the tzitzimitl's energy drain. If the tzitzimitl expends one use of its mythic power when using its eye beam, the target is affected as *mythic dispel magic*^{MAdv} and takes 10d6 points of negative energy damage in addition to the damage normally dealt by its eye beam.
- **Eclipse (Su)** Anytime a tzitzimitl casts *deeper darkness*, any creatures in the area of darkness when it is created take 8d6 points of cold damage (DC 35 Fortitude for half). Any creature that takes damage from this effect becomes staggered as long as it remains in the area of darkness and for 1d4 rounds after it leaves that area. The save DC is Charisma-based.
- **Electrical Eruption (Ex)** Electricity damage dealt by a mythic tzitzimitl is always considered a mythic effect and bypasses the electricity resistance of non-mythic creatures or provided by non-mythic effects. Non-mythic creatures immune to electricity take one-half damage from a mythic tzitzimitl's electricity. The electricity resistance of mythic creatures or provided by mythic effects blocks only one-half the normal amount of electricity damage. In addition, when a mythic tzitzimitl strikes a creature with two or more natural attacks in the same round, it can expend one use of its mythic power as a swift action to target that creature with its eye beam. Using its eye beam in this fashion does not provoke attacks of opportunity.
- **Eye Beam (Su)** As a standard action, a tzitzimitl can fire a glowing beam of force from its eyes at a range of 100 feet as a ranged touch attack dealing 10d6 points of force damage and 10d6 points of electricity damage.
- Light to Dark (Su) As an immediate action up to three times per day, a tzitzimitl can convert a positive energy effect that affects it into negative energy. Doing so transforms the entire effect, such that it affects other creatures as well. A tzitzimitl can transform channeled positive energy in this way even if the positive energy would not otherwise harm it.



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

- Nailed to the Sky (Su) When a mythic tzitzimitl hits a creature with its eye beam or succeeds on a combat maneuver check to perform an awesome blow, it can expend one use of its mythic power to you can teleport the target into the void of space (DC 35 Will negates). The target can attempt a new saving throw as a full-round action each round to return. While trapped in the airless void, the target takes 6d6 points of cold damage per round and must immediately begin making Constitution checks to avoid suffocation.
- **Sun Eater (Su)** The illumination level within 20 feet of a mythic tzitzimitl is reduced by one step unless that illumination is from a mythic source. A mythic tzitzimitl also can use its bite to dispel a magical light effect (as *dispel magic*, caster level 19th) by touching any portion of that effect's area with its jaws as a standard action. If the light effect is successfully dispelled, the tzitzimitl's frightful presence is triggered (if it had not already been triggered), and the illumination level is reduced by one step within the entire area affected by the tzitzimitl's frightful presence for a number of rounds equal to the spell level of the light effect. If the tzitzimitl expends one use of its mythic power as a free action after dispelling a light effect, it can instead shroud itself in a *vampiric shadow shield*^{ACG} for a number of rounds equal to the the spell level of the light effect.
- Wings of Endless Night (Sp) Once per day as a full-round action, a mythic tzitzimitl can summon a single bat plague swarm^{B5} or 1d3 nightwings^{B2} to serve it for up to 1 hour or until destroyed.

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

AWESOME BLOW (MYTHIC)

This creature's powerful blows can launch opponents into the air and render them senseless.

Prerequisites: Str 29, Awesome Blow, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: If the creature's Awesome Blow combat maneuver succeeds against a corporeal opponent of its size or smaller, its opponent takes damage (typically slam damage) plus twice the creature's Strength modifier, is knocked flying 20 feet in a direction of the attacking creature's choice, and falls prone. Additionally, the opponent must succeed on a Fortitude save (DC 10 + 1/2 attacking creature's HD attacking creature's Strength modifier) or they are rendered stunned for 1 round. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each take 2d6 points of damage, the opponent is knocked prone in a space adjacent to the obstacle, and must succeed on a Fortitude save (same DC as above) or be stunned for 1 round. Finally, the attacking creature can expend one use of mythic power as a swift action to extend the duration of the stunned effect an additional round.

QUICK AWESOME BLOW (COMBAT, MYTHIC)

You can send foes flying with careless ease.

Prerequisite: Awesome Blow, base attack bonus +11.

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

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

Xtabay

This patch of vines is ornamented with beautiful crimson and violet flowers, the petals of which seem to bear tiny faces.

MYTHIC XTABAY

XP 200

CR 1/MR 1

Pathfinder Roleplaying Game Bestiary 2 N Small plant (mythic)

Init +1; Senses low-light vision, tremorsense 30 ft.; Perception +1 DEFENSE

DEFENSE

AC 14, touch 13, flat-footed 12 (+1 Dex, +1 dodge, +1 natural, +1 size) hp 20 (1d8+12)

Fort +6, Ref +1, Will +1 Immune acid, plant traits

OFFENSE

Speed 5 ft.

Melee 2 strings +0 (1d3-1 plus 1d2 acid)

Special Attacks devour, <u>mythic power</u> (1/day, surge +1d6), potent pollen^{MA}, soporific pollen

STATISTICS

Str 8, Dex 13, Con 19, Int —, Wis 12, Cha 11 Base Atk +0; CMB –2; CMD 9 (can't be tripped) Feats Feel Footfall^{MF} SQ camouflage^{MA}

ECOLOGY Environment any land

Organization solitary, pair, copse (1 mythic xtabay and 3–5 xtabays), or garden (1–2 mythic xtabays plus 6–12 xtabays) **Treasure** none

SPECIAL ABILITIES

Camouflage (Ex) A mythic xtabay looks like a normal bunch of flowers when at rest. A DC 20 Perception check is required to notice it before it attacks for the first time. Anyone with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the plant.

Devour (Ex) While a creature is under the effects of a mythic xtabay's soporific pollen, the plant may, as a full-round action, occupy the same square as the sleeping creature or an adjacent square and slowly sap the life from it. Every round the xtabay uses this ability, the affected creature must make a DC 14 Fortitude save or take 1d2 Con damage. This feeding is curiously painless, and normally isn't enough to waken a foe put to sleep by the plant. Each round this feeding continues, the sleeping victim can attempt a new DC 14 Will save to awaken. This save DCs are Constitution-based.

Potent Pollen (Ex) When a mythic xtabay releases its soporific pollen, creatures within 20 feet but not within the primary 10-foot-radius burst are affected as *lullaby* for 1d3 rounds (DC 14 Will negates). Non-mythic creatures within the primary 10-foot-radius burst are affected as *lullaby* for 1 round even on a successful save.

Soporific Pollen (Ex) As a standard action, a mythic xtabay can release sleep-inducing pollen into the air around it. Each creature within a 10-ft.-radius burst centered on the xtabay must make a DC 14 Will save or fall asleep for 1d3 minutes. A creature that succeeds on the Fortitude save cannot be affected by the same xtabay's soporific pollen for 24 hours. A creature put to sleep by this pollen can be awakened by vigorously shaking the sleeper (a standard action) or by damaging it. This is a mind-affecting sleep effect. The save DC is Constitution-based.

The Feel Footfall mythic feat appears in the Mythic Monster-Manual and is reprinted here for ease of reference.

FEEL FOOTFALL (MYTHIC)

You are exceptionally sensitive to movement of creatures on the ground.

Prerequisite: Tremorsense.

Benefit: When creatures move along the ground or along a wall within range of your tremorsense, you can more precisely determine their location and the direction of their movement even if you do not have line of sight. You treat creatures with total concealment as if they had concealment, you treat creatures with concealment as though you could see them normally. This allows you to make attacks of opportunity against creatures with concealment from you, as long as they are moving, and allows you to ignore figments. You can pinpoint the squareof creatures that are not moving, but they gain the normal benefits of concealment or total concealment against you. If you expend one use of your mythic tier, you treat moving creatures with total concealment within range of your tremorsense as though you could see them normally, ignoring figments, as described above.

Zuvembie

This withered old corpse has a feral glint in her eyes and clasps a rusty axe in her yellow-nailed hands.

MYTHIC ZUVEMBIE

XP 1,600

CR 5/MR 2

Pathfinder Roleplaying Game Bestiary 3 NE Medium undead (mythic)

Init +2; Senses darkvision 60 ft.; Perception +10

DEFENSE

AC 18; touch 14, flat-footed 14 (+2 Dex, +2 dodge, +4 natural) hp 58 (5d8+36)

Fort +3, Ref +3, Will +6

Defensive Abilities channel resistance +4; DR 5/epic and piercing; Immune cold, undead traits

OFFENSE

Speed 30 ft.

Melee battleaxe +4 (1d8+1/x3), claw -1 (1d4) or 2 claws +4 (1d4+1) Special Attack channel negative energy^{MA} (2d6, DC 15, 6/day),

corpse call (DC 17), feral fury^{MA}, <u>mythic power</u> (2/day, surge +1d6) Spell-Like Abilities (CL 4th; concentration +7)

At will—darkness

- 3/day—ghoul touch (DC 15), nature's exile^{APG} (DC 16), scare (DC 15) 1/day—animate dead, ray of exhaustion (DC 16), summon (level 3, 1d3 bat or bird swarms [use bat swarm stats for bird
- swarms], 1d2 constrictor snakes, 1d3 venomous snakes, or 1d4 wolves)

STATISTICS

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

Base Atk +3; CMB +4; CMD 17

Feats Ability Focus (corpse call), Command Undead^B, Dodge^{MF}, Toughness

Skills Bluff +7, Knowledge (arcana) +8, Perception +10, Stealth +14; Racial Modifiers +4 Stealth

Languages Common (can't speak)

SQ zombie master^{MA}

ECOLOGY Environment any land Organization solitary Treasure standard (battleaxe)

SPECIAL ABILITIES

Corpse Call (Su) Zuvembies cannot speak, but their strange calls and whistles captivate the minds of those who hear them. Once per day, a zuvembie may call out, and all living creatures with an Intelligence score of 3 or higher within a 100-foot spread must succeed at a DC 17 Will save or move toward the zuvembie using the most direct means possible. If this path leads them into a dangerous area such as through fire or off a cliff, the creatures receive a second saving throw to end the effect before moving into peril. Captivated creatures can take no actions other than to defend themselves. A victim within 5 feet of the zuvembie simply stands and offers no resistance to the zuvembie's attacks. This effect continues for as long as the zuvembie continues its call as a standard action each round. This is a sonic mindaffecting charm effect, and has no effect on deaf creatures. The save DC is Charisma-based.

- **Feral Fury (Ex)** Mythic zuvembies gain *nature's exile*^{APG} as a spell-like ability, and animals they summon gain a +2 morale bonus on attack and damage rolls against any creature affected by this curse. Summoned animals that threaten a creature cursed by the zuvembie (or whose space overlaps a cursed creature, for a swarm) are immune to negative energy channeled by the zuvembie.
- **Zombie Master (Su)** Mythic zuvembies gain Command Undead as a bonus feat and can give mental commands to mindless undead without needing to speak. It can expend mythic power to enhance its *animate dead* spell-like ability as *mythic animate dead*^{MAdv}, but only when creating zombies. For the purpose of commanding zombies and creating zombies, a mythic zuvembie functions as a 10th-level cleric.

Xipe Totec

This exceptionally tall golden-skinned man wears another humanoid's skin as a suit; the flayed creature's hands dangle from the man's wrists. He wields a blood-dipped dagger in his left hand and a staff topped with a rattling arrow in his right hand.

XIPE TOTEC

XP 9,830,400

CE Large outsider (mythic, native)

Init +25/+5^{MF}, <u>dual initiative</u>^{MA}; **Senses** darkvision 60 ft.; Perception +42

DEFENSE

AC 50, touch 22, flat-footed 37 (+11 Dex, +2 dodge, +28 natural, -1 size)

hp 747 (37d10+544); regeneration 40

Fort +32, Ref +24, Will +30

Defensive Abilities fortification (50%)^{MA}, second save^{MA}; **DR** 20/ epic and good; **Immune** ability damage, ability drain, death effects, disease, energy drain, fear, fire, negative energy, paralysis, sleep; **Resist** acid 30, cold 30; **SR** 46

OFFENSE

Speed 100 ft.

Melee +5 heartseeker impervious keen wounding gold dagger +56/+56/+51/+46/+41 (1d6+35/15–20/x3 plus 1 bleed), +3 advancing cruel dispelling burst invigorating rattlestaff +52/+52/+47/+42 (1d8+10 plus disease^{MA})

Space 10 ft.; Reach 10 ft.

Special Attacks disease^{MA}, flaying critical^{MA}, heart eater^{MA}, infuse with power^{MA}, <u>mythic power</u> (10/day, surge +1d12), mythic spell-like abiliies^{MA}, preserve sacrifice^{MA}, <u>powerful blows</u>^{MA} (dagger), perfect incisions, second skin

Spell-Like Abilities (CL 20th; concentration +30)

Constant—haste (self only)

- At will—control weather, contagion, create food and water, greater dispel magic, magic weapon, plant growth, remove disease
- 3/day—empowered blade barrier, divine power, flame strike, magic vestment, power word blind, power word kill, power word stun, quickened contagion, quickened greater dispel magic, spiritual weapon

1/day—geas

22

STATISTICS

Str 38, Dex 33, Con 35, Int 18, Wis 30, Cha 31 Base Atk +37; CMB +53; CMD 75

Feats Critical Focus^{MF}, Dazzling Display, Deadly Finish^{UC}, Dodge, Empower Spell-like Ability (blade barrier), Gory Finish^{UC}, Greater Two-Weapon Fighting^{MF}, Greater Weapon Focus (dagger), Greater Weapon Specialization (dagger), Impaling Critical^{UC}, Improved Critical^{MF} (dagger), Improved Initiative^{MF}, Improved Two-Weapon Fighting, Mobility, Power Attack, Quicken Spell-like Ability (greater dispel magic), Two-Weapon Fighting, Weapon Focus (dagger), Weapon Specialization^{MF} (dagger) **Skills** Acrobatics +11 (+39 when jumping), Craft (blacksmith) +44, Disguise +50, Escape Artist +47, Intimidate +49, Knowledge (history, local, nature) +35, Knowledge (religion) +35, Perception +42, Sense Motive +42, Stealth +30, Survival +44

Languages Auran, Common, Sylvan, Terran

SQ renewal, war's invigoration^{MA}

ECOLOGY

CR 30/MR 10

Environment warm land

Organization solitary or cult (Xipe Totec plus 1 adept or cleric of 13th-16th level and 2-20 fighters or warriors of 5th-9th level)

Treasure triple

SPECIAL ABILITIES

Disease (Su) When Xipe Totec strikes an opponent with his rattle staff, he can choose one of the following diseases to inflict on the target. By expending one use of mythic power, he can add another disease, requiring a separate Fortitude save. The save DCs are Constitution-based.

Red Ache: Rattlestaff—injury; save Fortitude DC 40; onset immediate; frequency 1/day; effect 1d6 Dex and 1d6 Str damage; cure 3 consecutive saves.

Redeye: Rattlestaff—injury; save Fortitude DC 40; onset immediate; frequency 1/day; effect blindness; cure 3 consecutive saves.

- **Flaying Critical (Ex)** Xipe Totec can expend one use of mythic power to flay an opponent he scores a critical hit with his dagger. The victim must succeed at a DC 40 Fortitude save to avoid being reduced to -1 hit point and gaining the dying condition. On a successful save, the victim takes 2d6 points of bleed and 1d6 points of Con bleed. Restoring a dying creature to positive hit points also inflicts the bleed damage. Only *regeneration* or other spells that restore organs can restore the victim's skin and stop the bleed damage.
- Heart Eater (Su) Xipe Totec can remove a heart from a helpless victim and devour it as a full-round action. This grants him a number of hit points equal to the victim's HD. Excess hit points above his normal maximum are treated as temporary hit points. Xipe Totec can only gain a maximum of 70 temporary hit points from this ability. Any attempt to restore a creature to life whose heart is consumed by Xipe Totec requires a successful DC 40 caster level check. A mythic caster may add his mythic rank or tier as a bonus on this check.

Infuse with Power (Sp) By expending one use of mythic power as a standard action, Xipe Totec can grant up to 10 spell levels worth of his own spell-like abilities to one or more allies. He may grant all 10 levels of spell-like abilities to a single ally or may split them among several allies, though the spell level of a granted ability cannot exceed 1/2 the ally's Hit Dice. For one hour afterwards, the designated ally or allies can use the nonmythic version of those spell-like abilities at will. For spell-like abilities that can only be used a number of times per day, any uses by an ally count against Xipe Totec's total number of daily uses of that ability. Mythic Spell-Like Abilities (Su) Three times per day, Xipe Totec may use the mythic spell version of any of its corresponding spell-like abilities. He must expend the same amount of mythic power that would normally be required to cast a mythic spell, treating his mythic rank as his mythic tier for the purpose of qualifying to use augmented versions of mythic spells.

Perfect Incisions (Ex) Xipe Totec's Improved Critical feat stacks with any other ability or effect that expands the threat range of a dagger.

Preserve Sacrifice (Su) As a standard action, Xipe Totec can expend one use of mythic power to designate a creature within 30 feet for preservation for future sacrifice. The target is treated as if Xipe Totec cast *temporal stasis* on it. Any effect that would normally free the target from this effect must first overcome Xipe Totec's spell resistance.

Renewal (Su) As a full-round action, Xipe Totec can will his current corporeal form to die, shedding his epidermis, which then sinks into the ground. During the next rainfall, after a 10-minute period he returns to life at full health and any conditions affecting him before he died are ended. Xipe Totec's gear crumbles to dust when he uses this ability but reforms when he does.

Second Skin (Su) Xipe Totec starts combat with a flayed skin acting as a layer over his skin. The skin provides a +4 natural armor bonus and gives him an additional regeneration 10 (included in Xipe Totec's stat block). While he has the flayed skin, he can animate the hands as a free action, using them to grasp and carry items. He cannot use them to attack or wield weapons, but he can perform an additional move action each round using those hands, such as drawing or sheathing a weapon or retrieving an item. The hands do not provoke attacks of opportunity even if the action they take normally would. If Xipe Totec is entangled, grappled, paralyzed, petrified, or affected by a harmful transmutation effect, he can shed the skin as an immediate action to escape the grapple or negate the effect. He loses the benefits of this ability until he can aquire a new set of skin, such as with a successful flaying critical.

War's Invigoration (Su) Allies within 60 feet with line of sight to Xipe Totec gain a +3 morale bonus on attack and damage rolls, a +6 morale bonus on saving throws against fear effects, and a +3 morale bonus on saving throws against other mindaffecting effects. Xipe Totec is either a former deity whose followers have dwindled in number due to conquests by external forces, and he seeks to regrow or retain his following, or he is on the cusp of transcendence after amassing several fervently warlike cults. His abilities to transfer his power and energize his worshippers point to a divine capability. Xipe Totec stands 9 feet tall and weighs a massive 2 tons.

ECOLOGY

Xipe Totec believes that much as the soil must be turned to produce better crops, so too must people be weeded out through warfare to produce a better civilization. As his power grows, his cults become more prominent and sweep through ever-widening regions to achieve greater conquests. Xipe Totec also promotes the agricultural growth through sacrifice. As maize sheds its skin to reveal its treasure, a sacrifice must be made in similar fashion to promote that growth. He prefers noble warriors for sacrifice, since their prowess in battle and purity encourages the best growth.

Additionally, as he, or one of his most powerful followers, dons the skin of a mighty warrior, the power granted by that skin increases drastically over an ordinary sacrifice. If Xipe Totec is engaged in battle himself, he ensures the preservation of a notable combatant for a symbolic battle ending in an honorable death.

HABITAT AND SOCIETY

Xipe Totec is a unique creature, but he refers to three lost brothers who have fallen to internecine fighting or the conquests that have diminished his power. He does not recall them with any sort of fondness and is quite satisfied with the idea that he is the only survivor. In addition to promoting warfare and agriculture, Xipe Totec is a gifted blacksmith, primarily working in silver and gold. He crafted the dagger he always uses in combat and bolstered it to allow it to maintain its edge during the rigors of battle. When he is not leading troops or overseeing sacrifices, he acts as a mentor to other silver- and goldsmiths and blesses exemplary weapons and armor they produce. While Xipe Totec detects as an evil being, he does not view his actions as evil. He instead sees his teachings and the sacrifices he demands as necessary for the benefit of all civilization. After all, no one would want weak and unsustaining yields from their crops, so he reasons that no civilization can survive with people who cannot provide fully to its greater good.

The mythic Greater Two-Weapon Fighting feat appears in the *Mythic Hero's Handbook* and is reprinted here for ease of reference.

GREATER TWO-WEAPON FIGHTING (COMBAT, MYTHIC)

You strike with two weapons as easily as with one.

Prerequisites: Greater Two-Weapon Fighting^{CRB}, 5th mythic tier.

Benefit: If you hit a creature with your primary weapon and your off-hand weapon in the same round, you gain a +2 circumstance bonus on attack rolls and to your Armor Class against that creature until the beginning of your next turn. If you hit a creature twice with your primary weapon and your off-hand weapon, this bonus is increased to +4.

In addition, you can expend one use of mythic power as a full-round action to move up to your speed while taking a full attack action, taking your attacks at any point during your movement. Your movement provokes attacks of opportunity; however, any creature that you it with both your primary and off-hand weapon cannot make attacks of opportunity against you until the beginning of your next turn.

Special: If your base attack bonus is +16 or greater, you gain a fourth attack with your off-hand weapon, albeit at a -15 penalty.



LEGENDARY GAMES BRINGS YOU AN EPIC SWORD & PLANET ADVENTURE SAGA FOR PATHFINDER AND 5TH EDITION!

Legendary Planet will take your characters across the multiverse, traveling alien gateways created by ancient, god-like beings to exotic worlds and back again in an incredible campaign like none other. Sword-swingers and spell-slingers stand alongside scoundrels and seekers for cosmic enlightenment as they unravel conspiracies and cryptic alliances bent on universal domination... or annihilation!

Interplanetary Adventure, New Worlds, Ancient Civilizations, Alien Species, and more, with a delightful mix of magic and technology, with a dash of psionics and mythic challenges! www.makeyourgamelegendary.com





evourer

BALEFUL

lad Doctor's

mularu

Is Your Campaign Legendary?

STICS

cia

IT SHOULD BE!

Brought to you by the most creative minds in the business, Legendary Games delivers products designed by the very same people that create so many of the official adventures, supplements, and hardbacks that you know and love. With a design team of industry legends, superstar designers, and the best new up-and-coming talent, you know it's going to be great. Who better to bring you innovative rules and adventures with amazing depth and richness to enhance Your Adventure Path or home campaign? No one.

Our Gothic Adventure Path Plug-Ins are the perfect expansions for any horror-themed campaign, from adventures like *The Murmuring Fountain* and forbidden lore like *The Mad Doctor's Formulary* to a full line of magical and macabre *Gothic Grimoires.*

Our Imperial Adventure Path Plug-Ins are ideal for any campaign with themes of East meets West. Expand the power of the spirit with *The Way of Ki* and *Meditations of the Imperial Mystics*, or take a journey *Under Frozen Stars*.

Also don't miss the Kingbreaker Adventure Path Plug-Ins, our latest line of products. From the haunting *Cold Mountain*, glorious tournaments, and an array of supplements to fill any aspiring kingdom maker's every need.

Check our webstore at www.makeyourgamelegendary.com and follow us there or on Facebook for the latest product updates, news, previews, and promotions for all of our product lines. You can also direct questions to MakeYourGameLegendary@gmail.com or pick up our products at the following shops: d2opfsrd.com, the Paizo.com webstore, and on DrivethruRPG and RPGnow.

Any way you buy, you'll be sure to Make Your Game Legendary!

The mad Doctor's Formulary

Tro#Kir

aven anter. The Sepulehral Swaths of Tanoth-üha warmen

MYTHIC MONSTERS MESOAMERICA

AZTECS AND INCAS AND MAYANS, OH MY!

C SAMES

EGENDARY

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.

Mythic Monsters: Mesoamerica brings you an awesome array of marauding monsters and exotic encounters from the myths and legends of Central and South America and the Caribbean from the jungles of the Yucatan to the peaks of the Andes. These lethal legends of Latin America range from CR 1 to 30, including such Aztecinspired creatures as eye-gouging ahuizotl and the apocalyptic harbinger from the stars, the tzitzimitl. From the Mayans we present the beautiful dreamflower xtabay and from Peru the deadly jungle stalker, the tunche. The legends of Chile, from the Araucana to the Chilote and more, bring us the accursed guecubu arisen from its grave with misfortune in its wake, as well as the volcanic cherufe and the shapechanging serpentine peuchen. Classic pulp and fantasy writers like Robert E. Howard have brought us monsters like the hate-fueled zuvembie and the saguaroi catcus-folk, inspired by the myths, legends, and landscapes of Mesoamerica. Creatures of genuine Caribbean legend are also well represented, including the blood-sucking chupacabra from Puerto Rico; the deadly sea monster of the Bahamas, the lusca; and even the very real (though now titanic) giant mantis shrimp! As if a dozen existing monsters were not enough, the brand-new Xipe Totec, a dread demigod flayer of skins and destroyer of destinies. Plus, for your players, the plumed servant prestige class serves the wise and benevolent rainbow-feathered serpents of the jungle pyramids, uniting arcane and divine magic with the subtle weavings of plumes and the watchful gaze of their eternal teachers. This includes both the core prestige class for any Pathfinder campaign, as well as mythic equivalents for making your rainbow servant a legend in her own right!

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.

Price: \$12.99



MYTHIC PLUG-INS