

# MYTHIC MONSTERS

# MYTHIC MONSTERS

AUTHORS: Jeff Lee and Loren Sieg

CREDITS .....

ARTISTS: Frank Hessefort, Tanyaporn Sangsnit, and Steve Wood

DESIGN AND LAYOUT: Rick Kunz

LEGENDARY GAMES TEAM MEMBERS: Alex Augunas, Clinton J. Boomer, Robert Brookes, Benjamin Bruck, Paris Crenshaw, Matthew Goodall, Jim Groves, Amanda Hamon Kunz, Thurston Hillman, Tim Hitchcock, Victoria Jaczko, Jenny Jarzabski, N. Jolly, Jonathan H. Keith, Michael Kortes, Jeff Lee, Nicolas Logue, Will McCardell, Jason Nelson, Jen Page, Richard Pett, Tom Phillips, Alistair Rigg, Amber Scott, Mark Seifter, Tork Shaw, Mike Shel, Loren Sieg, Neil Spicer, Todd Stewart, Russ Taylor, Greg A. Vaughan, Mike Welham, Linda Zayas-Palmer, and Clark Peterson

EDITING AND DEVELOPMENT: Jason Nelson

PUBLISHER: Jason Nelson

**EXECUTIVE PARTNER:** Neil Spicer

BUSINESS DIRECTOR: Rick Kunz.

ART DIRECTOR: Rachel Ventura

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

Mythic Monsters: China © 2016, Legendary Games; Authors Jeff Lee and Loren Sieg ISBN-13: 978-1535361651 ISBN-10: 1535361654 First printing July 2016. Printed in USA.



Legendary Games 3734 SW 99th St. Seattle, WA 98126-4026 makeyourgamelegendary.com

### LEGAL

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc. See http://paizo.com/pathfinder.RPG for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., 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: China, 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, aftworks, 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.

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.

a. 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, royaltyfree, 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 ereation and/or You have sufficient rights to grant the rights conveyed by this License 6. Notice of License Copyright Your must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copyright date, and the copyright helder's name to the COPYRIGHT NOTICE of any original Open Game Content You are copyright date, and the copyright helder'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-adaptibility 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 are Open Game Content. 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. to Copy of this License: You MUST include a copy of this License with

every copy of this License: rou MUS1 include a copy of this License with every copy of the Open Game Content You distribute. 1. 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. IS. COPYRIGHT NOTICE

### 15. COPIRIGHT NOTIC

Open Game License v 1.0a © 2000, Wizards of the Coast, Inc. Mythic Monsters: China © 2016, Legendary Games; Authors Jeff Lee and Loren Sieg

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. © 2011, 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, Stafi, 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, Sean 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, Rob 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 K.C. 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 © 2015, Paizo Inc; Authors: Dennis Baker, Jesse Berner, John Bennett, Logan Bonnet, 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 Seifler, 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 Schneiden, 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 Ince, 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 Seiffer, 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 Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game: Ultimate Equipment (OGL) © 2012, Paizo Publishing, LLC, Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike -Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenyay, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, Russ Taylor, and numerous RPG Superstar contributors. Pathfinder Roleplaying Game Ultimate Magic © 2011, Paizo Publishing, LLC, Lead Designer: Jason Bulmahn; Designers: Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen KC. 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 Hitchcock, 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: CHINA	2
GIFTS OF DRAGONS, GIFTS OF NIRVANA	3
New Feats	
NEW MAGIC ITEMS	
FOO LION	6
HUNDUN	8
IMPERIAL DRAGON, FOREST	9
IMPERIAL DRAGON, SEA	
Imperial Dragon, Sky	11
IMPERIAL DRAGON, SOVEREIGN	
IMPERIAL DRAGON, UNDERWORLD	
JINMENJU	17
Terra-Cotta Soldier	18
VAMPIRE, JIANG-SHI	19
XIAO	20
YAOGUAI	
VENUSI	

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

<sup>MF</sup> = Mythic feat

MA = Mythic ability

<sup>MMA</sup> = Major mythic ability (counting as two abilities)

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

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

ACG = Pathfinder Roleplaying Game Advanced Class Guide

- APG = Pathfinder Roleplaying Game Advanced Player's Guide
- ARG = Pathfinder Roleplaying Game Advanced Race Guide
- <sup>B1</sup> = Pathfinder Roleplaying Game Bestiary
- <sup>B2</sup> = Pathfinder Roleplaying Game Bestiary 2
- <sup>B3</sup> = Pathfinder Roleplaying Game Bestiary 3
- <sup>B4</sup> = Pathfinder Roleplaying Game Bestiary 4
- <sup>B5</sup> = Pathfinder Roleplaying Game Bestiary 5
- MAdy = Pathfinder Roleplaying Game Mythic Adventures
- <sup>OA</sup> = Pathfinder Roleplaying Game Occult Adventures
- <sup>uc</sup> = Pathfinder Roleplaying Game Ultimate Combat
- <sup>UE</sup> = Pathfinder Roleplaying Game Ultimate Equipment
- <sup>UM</sup> = Pathfinder Roleplaying Game Ultimate Magic

IV



# 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: CHINA

*Mythic Monsters: China* brings you an amazing and exciting assortment of monsters from the vast mythology of China, from the deserts and mountains of the desolate west, the mighty river valleys, and the dynastic cities and fields and forests of the coastal plain. Drawn from thousands of years of history and lore, these creatures range from CR 3 to 26 and include wise and benevolent imperial dragons like the graceful tienlung **sky dragon** and mighty jiaolung **sea dragon**, as well as the savage dilung **forest dragon** and fearsome futsanglung **underworld dragon**, and ruling over all and maintaining the watchful balance between them the resplendent lungwang **sovereign dragon**. Of course, Chinese myth and legend is about far more than ancient and magical serpents, featuring loyal magical servants like the celestial **foo lion** and deathless guardians like the **terra-cotta soldier** and equally deathless yet blood-hungry hopping vampires, the **jiang-shi**. The Chinese legendarium ranges from minor menaces like the mischievous **xiao** flying monkeys alongside apocalyptic aberrations like the horrific **hundun**, and it also features an array of misshapen composite creatures like the patchwork **yaoguai** and the terrifying **jinmeju** tree bearing a fruit of horrible heads. As if a dozen existing monsters were not enough, the brand-new **nian** is a powerful predator that haunts and hunts at the turn of the year, only to be driven back each Chinese New Year with fireworks and festivals. In addition to the featured creatures, we bring you an array of amazing artifacts and fantastic feats gifted from the imperial dragons of the Orient, each one suitable for mythic and non-mythic heroes alike!

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!



# GIFTS OF DRAGONS, GIFTS OF NIRVANA

Whether it is the imperial dragons or the powers of Nirvana, mortals are often the recipient of protection and guidance by greater powers. Those of mythic power have the ability to grant lasting gifts on those mortals who earn their favor. Should a mortal provide great and memorable service to a dragon or an agent of Nirvana, then they are rewarded either with either an item of power listed below, or perhaps even a shred of the being's power, which manifests as one of the feats in this section.

# New Feats

### **BLESSING OF THE DILUNG**

A grateful forest dragon has rewarded you with a shred of its power.

**Prerequisite:** Non-good alignment, you must have performed a service for a mythic forest dragon.

**Benefit:** You gain a +4 bonus on Survival checks while in forest terrain, and the DC to follow your tracks is 2 higher than normal.

**Mythic:** You gain a +4 bonus on Survival checks while in forest terrain, and the DC to follow the tracks of you and your companions (up to 2 per mythic tier) is 4 higher than normal in such terrain. You can expend one use of mythic power to gain *pass without trace* for 1 hour per mythic tier you possess.

### **BLESSING OF THE JIAOLUNG**

A grateful sea dragon has rewarded you with a shred of its power.

**Prerequisite:** Non-evil alignment, you must have performed a service for a mythic sea dragon.

**Benefit:** Swim is a class skill for you, and you can always take 10 on Swim checks in calm or rough water. You gain a +2 bonus on Swim checks in stormy water.

Mythic: Swim is a class skill for you, and you can always take 10 on Swim checks in any type of water. You can expend one use of mythic power to gain a swim speed of 30 feet and *water breathing* for 2 hours per mythic tier you possess. If you expend two uses of mythic power, you can share the swim speed and *water breathing* with all creatures you touch when you activate the ability, dividing the duration evenly among all affected.

### **BLESSING OF THE TIENLUNG**

A grateful sky dragon has rewarded you with a shred of its power.

**Prerequisite:** Any good alignment, you must have performed a service for a mythic sky dragon.

**Benefit:** Fly is a class skill for you, and the DC for you to move against strong winds, whether on land or flying, is reduced by 5.

**Mythic:** Fly is a class skill for you, and you are unaffected by strong winds when flying. You can expend one use of mythic power to *fly* as the spell, as if the caster level were twice your mythic tier. If you expend two uses of mythic power, you gain *overland flight* instead.

### **BLESSING OF THE LUNGWANG**

A grateful sovereign dragon has rewarded you with a shred of its power.

**Prerequisite:** You must have performed a service for a mythic sovereign dragon.

**Benefit:** When an opponent strikes you in combat, yougain a +2 circumstance bonus on your next attack against that opponent. You can only receive this bonus against a single opponent in any given round.

**Mythic:** When an opponent strikes you in combat, you gain a +2 circumstance bonus on your next attack against that opponent. In a given round, you can gain this bonus against a total number of opponents equal to your mythic tier. If you expend one use of mythic power, you can strike an opponent that just hit you as an immediate action, applying the bonus to attack to this roll.

### **BLESSING OF THE FUTSANGLUNG**

A grateful underworld dragon has rewarded you with a shred of its power.

**Prerequisite:** Any non-good alignment, you must have performed a service for a mythic underworld dragon.

**Benefit:** Once per day, you can treat a melee weapon or unarmed strike as if it were adamantine for the purposes of overcoming damage reduction or bypassing hardness. This effect lasts until your next turn.

**Mythic:** You choose a single opponent. Against that opponent, all melee weapon and unarmed strikes that you make are considered to be adamantine for the purposes of overcoming damage reduction or bypassing hardness for the remainder of the encounter. You can expend one use of mythic power to extend the duration of this feat to a full 24 hours.

### **BLESSING OF NIRVANA**

In return for your aid, the powers of Nirvana will answer your call.

**Prerequisite:** Any non-evil alignment, ability to cast summon monster.

**Benefit:** With this feat, you add the foo dog to the list of creatures you can summon with *summon monster II*, and the foo lion to the *summon monster IV* list. If you use a higher level spell to summon multiple foo creatures, they always arrive in pairs. At the GM's discretion, other types of foo creatures could be available with other *summon monster* spells.

**Mythic:** In addition to adding foo creatures to the *summon monster* lists, you can also summon a pair of them to aid you through the various planar ally and planar binding spells, as if they were a single creature. The Hit Dice limit of the spell used still applies.

# New Magic Items

### CRESCENT BLADE OF THE GREEN DRAGON (MINOR ARTIFACT)

### Slot - CL 20th Weight 40 lbs.

### Aura strong transmutation

The crescent blade of the green dragon is abnormally thick compared to a normal glaive making it too cumbersome to be wieldable but by only the strongest. It is massive blade sits in the mouth of a golden dragon motif, and the whole shaft is green with brilliant gold inlays. It is a +5 defiant glaive, and its weight allows it to damage foes as if it were one size category larger than its actual size. It can be properly wielded by characters with a Strength of 20 or higher—all other characters take a -4 penalty on attack rolls with the weapon.

The crescent blade of the green dragon provides its wielder with cold resistance 5 and a +4 bonus on combat maneuver checks to sunder.

A mythic wyrm forest dragon or older may bestow the *crescent* blade of the green dragon upon one that has proven themself to be especially strong of body and purpose. There can only one *crescent* blade of the green dragon in existence at a time, and every forest dragon is aware of its location and owner. Should a forest dragon deem that its current owner has shown excessive weakness, it may come to reclaim its prize.

### DESTRUCTION

This weapon can only be destroyed by using it during a snowstorm to slay the dragon that gifted it. Upon striking the final blow, this weapon will turn to frost and shatter.

### BOOTS OF CLOUDSTEP (MINOR ARTIFACT)

**Slot** feet **CL** 16th **Weight** 2 lbs. **Aura** strong transmutation

The boots of cloudstep allow its wearer to walk on top of natural or magical mist or fog, including fog-like gases such as those created by acid fog, cloudkill, incendiary cloud, or stinking cloud. Walking on top of such clouds carries no danger for the wearer, but walking through the cloud has its normal effect. Additionally, a character wearing the boots of cloudstep may cast fog cloud at will as a 16th level caster.

A mythic wyrm sky dragon or older may bestow the *boots of cloudstep* upon one that has proven themself to be especially clever and tenacious. There can only one pair of the *boots of cloudstep* in existence at a time, and every sky dragon is aware of its location and owner. Should a sky dragon deem that its current owner has shown excessive lethargy, it may come to reclaim its prize.

### DESTRUCTION

These boots can only be destroyed if a lawful spellcaster uses the *imprisonment* spell on them. They must also use the heart of the dragon that gifted the boots as an additional spell component for the spell.

### CHAKRAM OF WINDFIRE (MINOR ARTIFACT)

Slot — CL 20th Weight 2 lbs.

Aura strong evocation and transmutation

The chakram of windfire is slightly heavier than a normal chakram and is engraved with sweeping fiery designs. Legends say it was presented to a young prince that rose from the dead to avenge his slain friends. The chakram of windfire functions as a +5 flaming burst returning chakram. When thrown, the chakram creates a strong wind trailing behind it for one round (as gust of wind).

A mythic wyrm underworld dragon or older may bestow the chakram of windfire upon one that has proven herself to especially desire revenge and bloodletting. There can only one chakram of windfire in existence at a time, and every underworld dragon is aware of its location and owner. Should an underworld dragon deem that its current owner has shown excessive mercy, it may come to reclaim its prize.

### DESTRUCTION

This weapon can only be destroyed by using it to wound the dragon that gifted the weapon in a fight. The wielder must surrender to the dragon when near death (less that 75% hp remaining), and then convince the dragon to spare her life. If the dragon does so, the weapon will burn into cinders and float away on the wind.

### PEARL OF ABUNDANCE (MINOR ARTIFACT)

### Slot — CL 20th Weight 1/2 lb.

Aura strong transmutation

The *pearl of abundance* appears as an overly large opalescent pearl. When fully submerged in the contents of a container (such as water in a water skin, gold coins in a coin purse, arrows in a quiver, etc) the contents surrounding the *pearl of abundance* are instantly replaced when removed. As long as the pearl remains covered on all sides, the container may be scooped from, poured out, or drawn from without ever becoming empty. The pearl cannot replicate magic or magic items, so a *pearl of abundance* submerged in a potion creates only nonmagical fluid and a *pearl of abundance* placed in a quiver only creates nonmagical, mundane arrows.

Inorganic objects copied by a *pearl of abundance* (such as swords, coins, or other such items) appear identical to their original counterparts but are of poor quality. Items created have the broken condition and cannot be repaired. Additionally while they may appear to be made of precious materials such as gold or adamantine, they are masterfully crafted frauds made of common materials like iron, tin, and lead. A successful DC 20 appraise check can identify the true nature of such objects.

A mythic wyrm sovereign dragon or older may bestow the pearl of abundance upon one that has proven themself to be especially selfless and honorable. There can only one *pearl of abundance* in existence at a time, and every sovereign dragon is aware of its location and owner. Should a sovereign dragon deem that its current owner has shown excessive greed, it may come to reclaim its prize.

### DESTRUCTION

This pearl can only be destroyed by enclosing it completely in a perfect vacuum for one year. With nothing around to replace, it begins replacing itself with nothingness until nothing is all that is left. Should the pearl come in contact will anything whatsoever before it is fully consumed, it will immediately reform to its original state.

### SACRED SCROLL OF LANGUAGE (MINOR ARTIFACT)

# Slot - CL 16th Weight 10 lbs.

Aura strong divination

The sacred scroll of language is as large as a backpack and made of ancient papyrus. Rolled and capped with lustrous white jade, it is bound by fine leather. A character may consult the scroll once per day to gain the benefits of *tongues* and a +8 bonus to diplomacy checks for 8 hours. Once per week, a character can meditate over the scroll to gain insight over a future social meeting as if the character had cast *divination*.

A mythic wyrm sea dragon or older may bestow the sacred scroll of language upon one that has proven themself to be especially full of wisdom and courtesy. There can only one sacred scroll of language in existence at a time, and every sea dragon is aware of its location and owner. Should a sea dragon deem that its current owner has shown excessive arrogance, it may come to reclaim its prize.

### DESTRUCTION

This scroll can only be destroyed by tricking the dragon that gifted it to devour it. The scroll will not be destroyed should the dragon willingly choose to devour it.



# FOO LION

There can be no mistaking this animal-like creature for a mere beast, for its face has an almost supernaturally human look to it.

CR 5/MR 2

### MYTHIC FOO LION

### XP 1,600

Pathfinder Roleplaying Game Bestiary 3

NG Large outsider (augmented animal, extraplanar, good, mythic)

Init +7; Senses darkvision 60 ft., low-light vision, scent; Perception +9

### DEFENSE

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, -1 size) hp 62 (5d10+35)

**Fort** +7, **Ref** +7, **Will** +4; +2 vs effects that banish extraplanar creatures

**Defensive Abilities** paired protectors<sup>MA</sup>, stalwart guardian<sup>MA</sup>, stony defense 5/day; **DR** 5/bludgeoning

and epic; Immune disease, paralysis, poison, sleep

### OFFENSE

Speed 40 ft.

Melee bite +9 (1d8+7 plus grab), 2 claws +9 (1d4+7) Space 10 ft.; Reach 5ft.

**Special Attacks** mythic power (2/day; surge +1d6), pounce, rake (2 claws +8, 1d4+7)

### STATISTICS

### Str 25, Dex 17, Con 17, Int 6, Wis 12, Cha 6

Base Atk +3; CMB +11 (+15 grapple); CMD 24 (28 vs. trip) Feats Improved Initiative, Iron Will<sup>B, MF</sup>, Run, Skill Focus (Perception)

Skills Acrobatics +11 (+15 when jumping), Perception +9, Stealth +8 (+16 in undergrowth); Racial Modifiers +4 Acrobatics, +4 Perception, +4 Stealth (+8 in undergrowth)

Languages Celestial, Common

### SQ freeze

ECOLOGY

Environment any (Nirvana) Organization solitary or pair

Treasure none

6

### SPECIAL ABILITIES

Paired Protectors (Su) When two or more mythic foo lions are within 30 feet of one another, they both radiate a magic circle against evil (caster level 5th). This effect can be dispelled, but if it is, a mythic foo lion can reactivate it as a swift action.
Stony Defense (Su) Five times per day, a mythic foo lion can harden its skin to unyielding stone as an immediate action. It gains hardness 8 until its next turn, but its speed is reduced by 10 feet for the same duration. While using this ability, any weapon striking the mythic foo creature takes 1d6 points of damage, bypassing the weapon's hardness. A creature striking the mythic foo creature with natural weapons or unarmed strikes takes 1d6 points of damage every time it hits. Attacks that bypass hardness ignore this damage.

### CREATING A MYTHIC FOO CREATURE

Mythic foo creature is an inherited template that can be added to any animal, referred to hereafter as the base foo creature. A mythic foo creature retains all the base creature's statistics and abilities except as noted here.

**Mythic Subtype:** A mythic foo creature gains the mythic subtype, with a rank equal to half the CR of the base foo creature. A mythic foo creature gains additional abilities depending on the base foo creature's CR instead of the mythic abilities it would get for having a rank. The mythic foo creature gains all other benefits of having the mythic subtype: ability score bonuses, bonus hit points, mythic feats, mythic power, natural armor bonus, and spell resistance increase (if any).

- **CR:** Adjust the base foo creature's CR according to its mythic rank (this template doesn't increase the base foo creature's CR other than from mythic rank). Note that a mythic foo creature's abilities on the table below depend on the base foo creature's CR, not the final CR of the mythic foo creature. Most foo creatures with a base CR of higher than 10 are imperial foo creatures.
- **Paired Protectors (Su)** When two or more mythic foo creatures are within 30 feet of one another, they both radiate a *magic circle against evil*. The caster level of this effect is equal to the highest Hit Dice of the affected mythic foo creatures. This effect can be dispelled, but if it is, a mythic foo creature can reactivate it as a swift action.
- Stony Defense (Su) A number of times per day equal to its Hit Dice, a mythic foo creature can harden its skin to unyielding stone as an immediate action. It gains hardness 8 until its next turn, but its speed is reduced by 10 feet for the same duration. While using this ability, any weapon striking the mythic foo creature takes 1d6 points of damage, bypassing any hardness. A creature striking the mythic foo creature with natural weapons or unarmed strikes takes 1d6 points of damage every time it hits. Attacks that bypass hardness ignore this damage.
- **Stalwart Guardian (Ex)** At 2nd rank, a mythic foo creature gains a +2 bonus on saving throws against spells and effects that drive extraplanar creatures back to their home plane. This bonus increases by an additional +2 at 3rd, 5th, 7th, and 9th ranks.

Fearsome Roar (Ex) At 3rd rank, a mythic foo creature can give a resounding, roar, bellow, scream, or other sound appropriate to its type. All creatures in a 30 foot radius of the foo creature must succeed at a Will saving throw or be shaken for 1d4 rounds plus 1 round per mythic rank of the mythic foo creature. Creatures of evil alignment suffer a -2 penalty against this effect. A mythic foo creature can roar once every 1d4 rounds. This is a sonic, mind-affecting fear effect. Ghost Sight (Ex) At 4th rank, a mythic foo creature gains the ability to see invisible, ethereal, and out of phase creatures. Ghost Killer (Ex) At 5th rank, a mythic foo creature's natural attacks gain the *qhost touch* ability.

- Metallic Defense (Su) At 5th rank, a mythic foo creature can harden its skin to bronze or iron instead of stone. This functions as stony defense, but the mythic foo creature gains hardness 10 until its next turn. Any weapon striking the mythic foo creature while this ability is in use suffers 1d8 points of damage, as does any creature striking with natural weapons or unarmed strikes.
- **Banishing Bite (Su)** At 6th rank, a mythic foo creature can expend one use of mythic power when it hits with its bite attack. In addition to the damage, any evil extraplanar creature struck by the attack is subject to a *dismissal* effect. (DC = 10 + 1/2 the mythic foo creature's Hit Dice + Constitution modifier + mythic rank),
- Second Save (Ex) A mythic foo creature gains this ability at 7th rank. It acts as the standard ability, except that if a mythic foo creature is magically banished, it gets a second save against the effect the following round. If that saving throw succeeds, it instantly returns to the square from which it vanished.

**Retributive Strike (Ex)** At 8th rank, when an enemy strikes an adjacent ally with a melee attack, the mythic foo creature can immediately take a free attack against that enemy. If the mythic foo creature expends one use of mythic power it adds a bonus to hit and damage equal to half its mythic rank.

- Adamantine Defense (Su) At 9th rank, a mythic foo creature can harden its skin to adamantine instead of baser metal or stone. This functions as stony defense, but the mythic foo creature gains hardness 20 until its next turn. Any weapon striking the mythic foo creature while this ability is in use suffers 1d12 damage, as does any creature striking with natural weapons or unarmed strikes.
- Sacred Guardian (Su) At 9th rank, a mythic foo creature can expend a use of mythic power to create a hallow effect centered on itself. The effect moves with the foo creature. If two or more mythic foo creatures are within 30 feet of one another, the bonuses provided by the effect are doubled. This effect lasts for 24 hours, until it is countered or dispelled, or the mythic foo creature dies.
- **Mighty Roar (Su)** At 10th rank, a mythic foo creature can expend a use of mythic power to empower its fearsome roar. Instead of its usual effects, the roar acts as a holy word, using the Hit Dice of the mythic foo creature as the caster level. The DC of the saving throw is Constitution-based.

BASE FOO CREATURE'S CR	MYTHIC RANK	Mythic Abilities
1-2	ıst	Paired protectors, stony defense
3-4	2nd	stalwart guardian +2
- 5-6	3rd	Fearsome roar
7-8	4th	Ghost sight, stalwart guardian +4
9-10	5th	Ghost killer, metallic defense
11-12	6th	Banishing bite, stalwart guardian +6
13-14	7th	Second save
15-16	8th	Retributive strike, stalwart guardian +8
17-18	9th	Adamantine defense, sacred guardian
19-20	10th	Mighty roar, stalwart guardian +10

### MYTHIC FOO CREATURE ABILITIES

# HUNDUN

The wrinkled, blotchy skin of this giant hangs from its body like hooded robes, masking its face.

### MYTHIC HUNDUN

### CR 26/MR 10

Pathfinder Roleplaying Game Bestiary 5

CE Large aberration (chaotic, extraplanar, mythic) Init +21/+1, <u>dual initiative</u><sup>MA</sup>; **Senses** blindsense 300 ft., *detect law*; Perception +36

### DEFENSE

XP 2,457,600

AC 49, touch 25, flat-footed 42 (+9 deflection, +7 Dex, +24 natural, -1 size)

hp 498 (27d8+377)

### Fort +20, Ref +25, Will +22

Defensive Abilities entropic mind<sup>MA</sup>, evasion, negative energy affinity, resistant to transmutation<sup>MA</sup>, spacetime shifting<sup>MA</sup>; DR 15/epic and lawful and piercing; Immune aging effects, cold, disease, mind-affecting effects, petrification, poison; Resist fire 30; SR 42

### OFFENSE

### Speed 60 ft., air walk

Metee unarmed strike +33/+33/+28/+28/+23/+23/+18 (4d8+12/19-20 plus 1d6 negative energy)

Space 10 ft.; Reach 10 ft.

**Special Attacks** Befuddling Strike (6/day, DC 29), call of the void<sup>MMA</sup>, order's bane<sup>MA</sup>, Punishing Kick (6/day, DC 29), mythic drain<sup>MA</sup>, <u>mythic power</u> (12/day; surge +1d12), strange attractor<sup>MA</sup>, touch of dispersal<sup>MMA</sup>

Spell-Like Abilities (CL 21st; concentration +30)

- Constant—air walk, detect law
- At will—chaos hammer (DC 23), dimension door, enervation, greater dispel magic, mass inflict moderate wounds (DC 25), plane shift (DC 24)
- 3/day—quickened dimension door, disintegrate (DC 25), quickened mass inflict moderate wounds (DC 25), word of chaos (DC 26)

1/day—orb of the void<sup>UM</sup> (DC 27)

### STATISTICS

### Str 34, Dex 24, Con 33, Int 18, Wis 25, Cha 29 Base Atk +20; CMB +33; CMD 57

- **Feats** Befuddling Strike<sup>ACG</sup>, Blind-Fight<sup>MF</sup>, Combat Reflexes<sup>MF</sup>, Dimensional Agility<sup>UC</sup>, Dimensional Dervish<sup>UC</sup>, Extra Mythic Power<sup>MF</sup>, Greater Blind-Fight<sup>APG</sup>, Improved Blind-Fight<sup>APG</sup>, Improved Initiative<sup>MF</sup>, Improved Unarmed Strike, Punishing Kick<sup>APG</sup>, Quicken Spell-Like Ability (*dimension door*), Quicken Spell-Like Ability (*mass inflict moderate wounds*), Weapon Focus<sup>MF</sup> (unarmed strike)
- Skills Acrobatics +37, Climb +30, Escape Artist +37, Intimidate +39, Knowledge (planes) +22, Perception +37, Sense Motive +28, Spellcraft +22, Stealth +33, Swim +30
- Languages Abyssal, Aklo, Protean (can't speak any languages); telepathy 300 ft.

SQ faceless, no breath

### ECOLOGY

**Environment** any (Abyss, Limbo, or Negative Energy Plane) **Organization** solitary, pair, or mob (3-5) **Treasure** none

### SPECIAL ABILITIES

**Call of the Void (Sp)** By expending 1 use of mythic power, a mythic hundun can channel its *dimension door* ability through its strange attractor, targeting a creature with range and drawing it to a square within the hundun's reach. An unwilling creature receives a saving throw against this ability (DC 23).

Entropic Mind (Ex) A mythic hundun's mind is a maelstrom of utter chaos. A mythic hundun is immune to mind-affecting effects, and any creature that attempts to affect a mythic hundun with a mind-affecting effect gains 1d6 temporary negative levels (Will DC 32 negates) from entropic feedback. These negative levels disappear automatically after 12 hours. The save DC is Charisma-based.

If a creature targets a mythic hundun with a thought detection, mind control, or telepathic effect, it maks direct contact with the roiling chaos of the hundun's mind, taking 1d6 points of Wisdom damage.

- Mythic Drain (Su) Whenever a mythic hundun confirms a critical hit with a natural weapon against a creature that has mythic power, the hundun steals one use of that creature's mythic power and adds it to its own daily uses of mythic power. If the mythic hundun has a mythic feat or ability that has a daily limit on its use, it can use the stolen mythic power to recharge and activate one daily use of that ability, but this must be done within 1 minute of stealing the mythic power. Otherwise, the additional use of mythic power is subject to the normal restrictions on its use.
- Order's Bane (Su) A mythic hundun's unarmed strikes gain the bane ability when striking any creatures strongly aligned to law (including creatures with the lawful subtype, clerics of Lawful deities, and paladins.)

**Resistant to Transmutation (Ex)** Transmutation effects, such as polymorph, force the mythic hundun into a new shape, but at the start of its next turn it immediately returns to its normal form as a free action.

**Spacetime Shifting (Ex)** Reality constantly reconfigures in the vicinity of a mythic hundun, correcting the paradoxes the creature's existence in time and space generates. This causes all attacks against the mythic hundun to suffer a 50% miss chance, and grants the hundun a deflection bonus to AC and a racial bonus on Reflex saves equal to its Charisma modifier.

**Touch of Dispersal (Su)** As a full round action, a mythic hundun can lay hands upon an unattended object and subject it to the full force of its entropic power. The object takes damage as if the mythic hundun had struck it with a full flurry of blows (28d8+84 plus 7d6 negative energy). This attack bypasses the object's hardness unless it is magical. The mythic hundun can expend 3 uses of mythic power, maintaining contact with the object for 3 rounds, to multiply the damage dealt by its mythic rank. There is no size limit as to what objects can be affected by this ability.

# IMPERIAL DRAGON, FOREST

This massive serpentine and wingless creature has jade scales and antlers, and sounds like grinding stones as it stalks forth.

### MYTHIC MATURE ADULT FOREST DRAGON CR 19/MR 7

### XP 204,800

Pathfinder Roleplaying Game Bestiary 3

CE Huge dragon (earth, mythic)

Init +4; Senses dragon senses, greensight<sup>MA</sup> 60 ft.; Perception +25 Aura frightful presence (210 ft.; DC 22)

### DEFENSE

AC 40, touch 8, flat-footed 40 (+32 natural, -2 size) hp 345 (19d12+222); regeneration 5 (fire)<sup>MA</sup> Fort +17, Ref +11, Will +16

**DR** 10/adamantine and epic; **Immune** paralysis, poison, *sleep*; **SR** 33 OFFENSE

**Speed** 40 ft., burrow 20 ft., climb 30 ft., fly 200 ft. (poor) **Melee** bite +32 (2d8+19/19-20), 2 claws +30 (2d6+19), gore +30 (2d6+19), tail slap +28 (2d6+19)

Space 15 ft.; Reach 10 ft. (15 ft. with bite and gore)

Special Attacks breath weapon (60-ft. cone, 14d6 piercing damage, DC 25), crush (DC 27, 2d8+15), mythic power (7/day, surge +1d10), poisonous breath<sup>MA</sup>, powerful blows<sup>MA</sup> (claw) Spell-Like Abilities (CL 19th; concentration +23)

At will—entangle (DC 14), blight (DC 18), pass without trace Spells Known (CL 9th; concentration +13)

4th (4/day)—charm monster (DC 17), solid fog

- 3rd (7/day)—lightning bolt (DC 16), wind wall, stinking cloud (DC 16)
- 2nd (7/day)—fog cloud, hideous laughter, invisibility, touch of idiocy
- 1st (7/day)—hypnotism (DC 14), obscuring mist, magic missile, ray of enfeeblement (DC 14), shield
- o (at-will)—daze (DC 13), detect magic, ghost sound, mage hand, mending, read magic, resistance, touch of fatigue

### STATISTICS

Str 37, Dex 10, Con 22, Int 16, Wis 17, Cha 16 Base Atk +19; CMB +31; CMD 41 (45 vs. trip)

- **Feats** Improved Critical<sup>MF</sup> (bite), Improved Initiative, Improved Natural Armor, Iron Will, Multiattack, Power Attack, Skill Focus (Stealth), Stealthy<sup>MF</sup>, Toughness<sup>MF</sup>, Weapon Focus<sup>MF</sup> (bite)
- Skills Acrobatics +19 (+23 when jumping), Bluff +25, Climb +40, Escape Artist +4, Fly -8, Intimidate +25, Knowledge (arcana) +16, Knowledge (nature) +15, Perception +25, Spellcraft +25, Stealth +22 (+30 in forests), Survival +25
- Languages Common, Draconic, Elven, Goblin, Sylvan
- SQ animate forest<sup>MA</sup>, change shape, jade hide<sup>MA</sup>, sound imitation, treespeech<sup>MA</sup>, verdant growth<sup>MA</sup>, woodland stride

### ECOLOGY

Environment any forest Organization solitary Treasure triple

### SPECIAL ABILITIES

Animate Forest (Sp) A mythic forest dragon gains entangle as a spell-like ability, and can expend mythic power to use the mythic version of entangle. In addition, a mythic forest dragon can spend one use of mythic power to animate any trees within 180 feet at will, controlling up to six trees at a time. It takes 1 full round for a tree to uproot itself, after which it moves at a speed of 10 feet and fights as a treant (although it has only one slam attack and lacks the treant's animation and rock-throwing abilities), gaining the treant's vulnerability to fire as well. If the mythic forest dragon that animated it terminates the animation, moves out of range, or is incapacitated, the tree immediately takes root wherever it is and returns to its normal state.

Jade Hide (Su) While in forest terrain, a mythic forest dragon gains a +8 bonus on Stealth checks and can make Stealth checks even while being observed. In addition, it gains a +4 bonus on saving throws against divination effects and adds 4 to the DC of any caster level checks made to use a divination spell against it, including checks to overcome its spell resistance. These bonuses are halved if the dragon is moving and this ability is negated if the dragon moves at more than half speed. It can expend one use of its mythic power to retain this ability for 1 minute regardless of its movement.

**Poisonous Breath (Ex)** Instead of a cone of piercing splinters, a mythic forest dragon can breathe a line of virulent toxin twice the length of the forest dragon's cone breath weapon. Creatures in this line are affected as the *poison* spell (DC 25), though the effect is non-magical.

**Treespeech (Ex)** A mythic forest dragon has the ability to converse with plants as if subject to a continual *speak with plants* spell, and all plants greet them with an attitude of friendly or helpful. Plant creatures are not immune to mindaffecting effects used by a mythic forest dragon as long as they can hear its voice.

Verdant Growth (Su) Woodland plants within a 2-mile radius of the mythic forest dragon grow at ten times their normal rate and are immune to natural and supernatural disease, rot, or similar maladies. Allied plant creatures within 60 feet of the dragon gain fast healing 7.

# IMPERIAL DRAGON, SEA

The long, undulating body of this serpentine dragon rolls and bends with scales the color of the ocean's waves.

### MYTHIC VERY OLD SEA DRAGON

CR 20/MR 8

XP 307,200

Pathfinder Roleplaying Game Bestiary 3

CG Gargantuan dragon (mythic, water)

Init +3; Senses dragon senses, mistsight<sup>MA</sup>; Perception +39

Aura frightful presence (270 ft., DC 26)

### DEFENSE

AC 42, touch 5, flat-footed 42 (-1 Dex, +37 natural, -4 size) hp 405 (21d12+269)

Fort +23, Ref +13, Will +18

Defensive Abilities draconic fortitude<sup>MA</sup>; DR 15/epic; Immune electricity, paralysis, *sleep*; SR 35

### OFFENSE

Speed 40 ft., fly 250 ft. (clumsy), swim 90 ft.

- Melee bite +30 (4d6+18), 2 claws +30 (2d8+12), gore +30 (2d8+18), tail slap +27 (2d8+18)
- Space 20 ft.; Reach 15 ft. (20 ft. with bite and gore)
- **Special Attacks** breath weapon (60-ft. cone, 18d6 fire damage, DC 29), capsize, crush (DC 29, 4d6+18), <u>lingering breath</u><sup>MA</sup> (4d6 fire, 10 rounds), <u>mythic magic</u><sup>MA</sup> 3/day, mythic power (8/ day, surge +1d10), shipwrecker<sup>MA</sup>, tail sweep (DC 29, 2d6+18), temperamental seas<sup>MA</sup>, torrent breath

Spell-Like Abilities (CL 21st; concentration +27)

- At will—control water, call lightning (DC 19), create water, hydraulic push<sup>APG</sup>
- Spells Known (CL 13th; concentration +19)
- 6th (5/day)—chain lightning (DC 22), forceful hand
- 5th (7/day)—cone of cold (DC 21), mind fog (DC 21), persistent image (DC 21)
- 4th (7/day)—black tentacles, confusion (DC 20), lesser geas (DC 20), rainbow pattern (DC 20)
- 3rd (7/day)—haste, hold person (DC 19), lightning bolt (DC 19), sleet storm
- 2nd (8/day)—gust of wind (DC 18), mirror image, obscure object, scare (DC 18), see invisibility
- 1st (8/day)—charm person (DC 17), chill touch, color spray (DC 17), expeditious retreat, sleep
- o (at will)—acid splash, daze (DC 16), detect magic, ghost sound, mage hand, message, ray of frost, read magic, resistance

### STATISTICS

Str 35, Dex 8, Con 29, Int 22, Wis 23, Cha 22 Base Atk +21; CMB +37; CMD 46 (50 vs. trip)

- Feats Alertness, Flyby Attack, Great Fortitude, Improved Initiative, Lightning Reflexes<sup>MF</sup>, Lunge<sup>MF</sup>, Multiattack<sup>MF</sup>, Snatch<sup>MF</sup>, Weapon Focus (bite, claws, gore)
- **Skills** Bluff +30, Diplomacy +34, Fly +9, Intimidate +30, Knowledge (arcana, history, nature) +30, Linguistics +10, Perception +34,
- Sense Motive +30, Stealth +11, Survival +30, Swim +44
- **Languages** Aquan, Auran, Celestial, Common, Draconic, Elven, Sylvan

SQ artful orator<sup>MA</sup>, benevolent waters<sup>MA</sup>, change shape, cleansing pool<sup>MA</sup>, sea strider, unfettered swimmer, water breathing

ECOLOGY

Environment any water
Organization solitary
Treasure triple

SPECIAL ABILITIES

Artful Orator (Ex) A mythic sea dragon is constantly under the effects of *tongues* and gains a +4 bonus on Diplomacy and Linguistics checks.

- Benevolent Waters (Su) The weather within a 2 mile radius of the mythic sea dragon calms one step (such as abnormal to normal, inclement to abnormal, storm to inclement, or powerful storm to storm). This has no effect on an area that already has normal weather. The mythic sea dragon can suppress or resume this ability at will as a swift action.
- **Cleansing Pool (Su)** Once per week, as a full-round action, a mythic sea dragon can give a 3oft area of water cleansing properties. For 24 hours, this water removes any curses, cures any diseases, and neutralizes any poisons from a creature that enters or drinks from it.
- Draconic Fortitude (Ex) Whenever a mythic sea dragon would take ability damage, ability drain, temporary or permanent penalties to ability scores, or temporary negative levels, it ignores an amount of that damage, drain, penalty, or number of levels equal to one-half its mythic rank. In addition, it can expend one use of its mythic power as a free action to end any one of the following effects currently affecting it: bleed, blinded, confused, cowering, dazed, dazzled, deafened, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, or stunned. It can use this ability at the beginning of its turn if one of the above conditions would prevent the dragon from taking actions. A mythic sea dragon can also negate permanent conditions such as feeblemind, insanity, a permanent negative level, or petrification by expending two uses of its mythic power if the condition resulted from a non-mythic effect, or 3 uses of its mythic power if it was from a mythic effect.
- Shipwrecker (Su) A mythic sea dragon can expend two uses of mythic power as a standard action to create a massive whirlpool in a large body of water (river, ocean, lake, etc.) centered on the dragon. The whirlpool is 30 feet wide at surface level and winds 60ft downward to a 5ft point at its bottom.

Any ship or creature that begins its turn in the water within the area of the whirlpool is immediately entangled, takes 10d6 bludgeoning damage, moves 5ft towards the center of the whirlpool, and ends its turn; a DC 26 Fortitude save halves this damage and allows the ship or creature to take its turn normally. Any ship or creature adjacent to the whirlpool immediately moves 5ft into the whirlpool, ends its movement, and takes 5d6 points of bludgeoning damage (DC 26 Fortitude negates). Hardness does not reduce this damage. The whirlpool lasts for a number of rounds equal to one-half the dragon's hit dice (rounded down). The save DC is Constitution-based. Temperamental Seas (Su) A mythic sea dragon can expend mythic power to use the mythic version of *control water*. In addition, once per day as a full-round action, a mythic sea dragon can expend one use of mythic power to use *control weather* or two uses of mythic power to use *tsunami*<sup>APG</sup>. If it doubles the number of uses of mythic power required, it can use the mythic version of either spell. Its caster level for these abilities is equal to its Hit Dice.

# IMPERIAL DRAGON, SKY

Although wingless, this dragon twists gracefully through the sky, its scales reflecting the shifting hues of the heavens.

### MYTHIC ADULT SKY DRAGON

CR	16/1	MR	6

XP 76,800

Pathfinder Roleplaying Game Bestiary 3 LG Huge dragon (air, mythic)

**Init** +10<sup>MF</sup>; **Senses** cloud sight, dragon senses; Perception +30 **Aura** frightful presence (180 ft., DC 24)

### DEFENSE

AC 36, touch 9, flat-footed 35 (+1 Dex, +27 natural, -2 size) hp 262 (16d12+158)

### Fort +16, Ref +13, Will +20

Defensive Abilities aerial avoidance<sup>MA</sup>, dragon blood<sup>MA</sup> (1d8 electricity), indomitable will<sup>MA</sup>, wind cloak<sup>MA</sup>; DR 10/epic; Immune electricity, paralysis, sleep; SR 30

OFFENSE

### Speed 40 ft., fly 200 ft. (good)

Melee bite +22 (2d8+12/19-20), 2 claws +22 (2d6+8), gore +22 (2d6+12), tail slap +22 (2d6+12)

Space 15 ft.; Reach 10 ft. (15 ft. with bite)

**Special Attacks** breath weapon (50 ft. cone, 12d8 electricity damage, DC 24), crush (DC 24, 2d8+12), dragon fury<sup>MA</sup> (1d8 electricity), lingering breath<sup>MA</sup> (2d8 electricity, 5 rounds), mythic power (7/day; surge +1d8)

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

At will—detect evil, feather fall, gust of wind (DC 17)

```
Spells Known (CL 7th; concentration +12)
```

- 3rd (5/day)—blink, lightning bolt (DC 19)
- 2nd (7/day)—glitterdust (DC 18), invisibility, resist energy
- 1st (8/day)—endure elements, expeditious retreat, magic missile, obscuring mist, shocking grasp
- o (at will)—detect magic, disrupt undead, mage hand, mending, message, ray of frost, read magic

### STATISTICS

Str 27, Dex 12, Con 23, Int 20, Wis 21, Cha 22
Base Atk +16; CMB +26; CMD 36 (40 vs. trip)
Feats Extra Mythic Power<sup>MF</sup>, Flyby Attack, Hover, Improved Critical (bite), Improved Initiative<sup>MF</sup>, Iron Will, Lightning Reflexes, Multiattack<sup>MF</sup>, Skill Focus (Perception)
Skills Acrobatics +17 (+21 when jumping), Diplomacy +25, Fly +20, Heal +24, Knowledge (arcana, geography, religion) +24, Perception +30, Perform (sing) +22, Sense Motive +24, Spellcraft +24

Languages Auran, Celestial, Common, Draconic, Infernal, Sylvan

SQ borne aloft, change shape, cloud bender<sup>MA</sup>

ECOLOGY

Environment temperate	or warm	mountains
Organization solitary		1 2 -
Treasure triple	12-12-14	Start -

SPECIAL ABILITIES

Aerial Avoidance (Ex) A mythic sky dragon gains evasion whenever it is flying, and this functions as improved evasion against non-mythic effects.

Cloud Bender (Su) A mythic sky dragon can control any cloud, fog, or mist spell within 60 feet as a standard action. An effect that naturally moves, such as a cloudkill, can be redirected by the dragon, though it cannot increase the effects normal rate of speed. The area of effect can be changed to suit the dragon's whim, though no portion of the effect can be moved more than 60 feet from the dragon. For example, the dragon could change a fog cloud into a wall of fog 5 feet thick and a number of squares long equal to the original area of the spell. The mythic sky dragon can make any decisions allowed by the caster, including dismissing the effect if it so desires. domitable Will (Ex) A mythic sky dragon gains a bonus equal to one-half its mythic rank (minimum +1) on Will saves, and if the dragon is affected by a mind-affecting effect that results in a partial or reduced effect on a successful save, the dragon is instead completely unaffected by it. In addition, whenever a mythic sky dragon would be affected by a noninstantaneous mind-affecting effect, the dragon can ignore the effect as an immediate action by expending one use of its mythic power (two uses if the effect is a mythic effect). Ignoring an effect that does not allow a saving throw costs one additional use of mythic power.

Wind Cloak (Su) A mythic sky dragon can expend one use of mythic power when using its *gust of wind* ability to wrap itself in a protective sheath of swirling air for a number of rounds equal to its mythic rank. This acts as a *wind wall* that surrounds the dragon's space, moving with it and protecting the dragon and any creature(s) sharing its space, including creatures riding it or that it is carrying.



# IMPERIAL DRAGON, SOVEREIGN

This magnificent dragon is covered in splendid gold scales, and horns jut from its head like a crown.

### MYTHIC ANCIENT SOVEREIGN DRAGON

XP 1,638,400

CR 25/MR10

Pathfinder Roleplaying Game Bestiary 3 N Gargantuan dragon (mythic)

Init +13/-7<sup>MF</sup>, <u>dual initiative<sup>MA</sup></u>; Senses darkvision 60 ft., dragon senses, low-light vision, penetrating gaze<sup>MA</sup>; Perception +43

Aura calming presence (300 ft., DC 31), frightful presence (300 ft., DC 31)

DEFENSE

AC 49, touch 5, flat-footed 49 (-1 Dex, +44 natural, -4 size) hp 503 (26d12+334)

Fort +24, Ref +16, Will +25

Defensive Abilities draconic fortitude<sup>MA</sup>, eater of magic<sup>MA</sup>; DR 15/epic; Immune paralysis, sleep; SR 41

### OFFENSE

Speed 50 ft., fly 250 ft. (clumsy)

Melee bite +38 (4d6+22/19-20), 2 claws +38 (2d8+15/19-20), gore / +37 (2d8+22), tail slap +35 (2d8+22)

Space 20 ft.; Reach 15 ft. (20 ft. with bite and gore)

**Special Attacks** breath weapon (60-ft. cone, 20d6 sonic damage, DC 32), crush (DC 32, 4d6+22), dire charge<sup>MA</sup>, imperious glare<sup>MA</sup>, mythic magic<sup>MA</sup> 3/day, mythic power (10/day, surge +1d12), powerful charge<sup>MA</sup> (bite, 8d6+44), prismatic scales<sup>MA</sup>, tail sweep (DC 31, 2d6+22), violent retort

Spell-Like Abilities (CL 26th; concentration +34)

At will—calm emotions, control weather, detect good/evil, prismatic spray (DC 25), sympathetic vibration, tongues

Spells Known (CL 15th; concentration +23)

7th (5/day)—greater teleport, limited wish

- 6th (7/day)—eyebite (DC 24), mass suggestion (DC 24), transformation
- 5th (7/day)—break enchantment, dismissal (DC 23), dominate, person (DC 23), feeblemind (DC 23)
- 4th (7/day)—confusion (DC 22), lesser geas (DC 22), locate creature, rainbow pattern (DC 22)
- 3rd (8/day)—gaseous form, hold person (DC 21), lightning bolt (DC 21), suggestion (DC 21)
- 2nd (8/day)—detect thoughts (DC 20), fog cloud, hideous laughter (DC 20), scorching ray, touch of idiocy
- 1st (8/day)—charm person (DC 19), chill touch (DC 19), color spray (DC 19), endure elements, true strike
- o (at will)—daze (DC 18), detect magic, flare (DC 18), ghost sound, mage hand, mending, message, read magic, resistance

### STATISTICS

 Str 41, Dex 8, Con 29, Int 26, Wis 27, Cha 26
 Base Atk +26; CMB +45; CMD 54 (58 vs. trip)
 Feats Flyby Attack, Hover, Improved Critical (bite, claw), Improved Initiative<sup>MF</sup>, Improved Iron Will, Iron Will<sup>MF</sup>, Lightning Reflexes<sup>MF</sup>, Multiattack, Persuasive<sup>MF</sup>, Skill Focus (Perception)<sup>MF</sup>, Weapon Focus (bite, claw) Skills Appraise +37, Bluff +37, Diplomacy +43, Fly -9, Heal +37, Intimidate +43, Knowledge (arcana, history, nobility, planes) +37, Perception +43, Perform (oratory) +37, Sense Motive +37, Spellcraft +37

Languages Abyssal, Auran, Celestial, Common, Draconic, Ignan, Infernal, Terran; telepathy 100 ft.

SQ change shape, cycle's servant<sup>MA</sup>, dogmatic discordance, golden armor, sacred tear<sup>MA</sup>

### ECOLOGY

Environment any mountains Organization solitary Treasure triple

SPECIAL ABILITIES

**Calming Presence (Su)** As a swift action, a mythic sovereign dragon can convert its frightful presence into an aura that brings calm. Creatures failing their save against this effect are affected as *calm emotions*, and creatures with fewer than 4 Hit Dice are fascinated. This aura has the same area, duration, and save DC as the dragon's frightful presence. Creatures that save against this calming presence are immune to it for 24 hours, but creatures that successfully saved against the dragon's frightful presence are not.

Cycle's Servant (Su) A mythic sovereign dragon is affected by the season as much as he controls them. The damage type of his breath weapon changes depending on the season, as does the energy immunity of the sovereign dragon, which matches the damage dealt by his breath. During the springtime, his breath weapon deals electricity damage. During the summer months, his breath weapon deals fire damage. During autumn, his breath weapon deals sonic damage. During the winter months, his breath weapon deals cold damage. A mythic sovereign dragon can spend one use of mythic power as a free action when he uses his breath weapon, to change its damage type (and its damage immunity) for 1 minute as if it were of a season if the dragon's choosing. Alternatively, if he uses the type of breath appropriate to the season the sovereign dragon can expend one use of mythic power as a free action to cause its breath to linger as if it had the lingering breath<sup>MA</sup> (4d6, 10 rounds) special attack.

**Dire Charge (Su)** A mythic sovereign dragon can expend one use of its mythic power to use its breath weapon as a free action when it uses the charge action. It may use the breath weapon at any point during its movement, but the area of its breath weapon must include the target of its charge. The target of the dragon's charge takes a -2 penalty on its saving throw against the dragon's breath weapon and takes additional damage (of the same type, which must be hit point damage) equal to twice the dragon's mythic rank. In addition, the dragon can use the charge action to move in a straight line up to twice its speed and make a crush special attack at the end of its movement. If the dragon breathes during its charge as described above, all creatures targeted by its crush attack are considered the targets of its charge for the purpose of the saving throw penalty and additional damage. Draconic Fortitude (Ex) Whenever a mythic sovereign dragon would take ability damage, ability drain, temporary or permanent penalties to ability scores, or temporary negative levels, it ignores an amount of that damage, drain, penalty, or number of levels equal to one-half its mythic rank. In addition, it can expend one use of its mythic power-as a free action to end any one of the following effects currently affecting it: bleed, blinded, confused, cowering, dazed, dazzled, deafened, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, or stunned. It can use this ability at the beginning of its turn if one of the above conditions would prevent the dragon from taking actions. A mythic sovereign dragon can also negate permanent conditions such as feeblemind, insanity, a permanent negative level, or petrification by expending two uses of its mythic power if the condition resulted from a non-mythic effect, or 3 uses of its mythic power if it was from a mythic effect.

- **Eater of Magic (Su)** When a mythic sovereign dragon fails a saving throw against a spell, supernatural ability, or spell-like ability, it can reroll the saving throw against the effect-(this is not an action). If it succeeds at the second saving throw, it is not affected by the spell, supernatural ability, or spell-like ability and gains a number of temporary hit points equal to the effect's caster level (in the case of spell or spell-like abilities) or the CR of the effect's creator (in the case of supernatural abilities). These temporary hit points last for a minute. The dragon can use this ability once per day, and may gain additional uses per day by spending one use of its mythic power each time it activates this ability.
- Imperious Glare (Su) As a swift action, a mythic sovereign dragon can focus the terrifying power of its will and its overwhelming sense of authority to force one creature within to feet times its mythic rank to cower before it for 1 round unless it succeeds at a Will save (DC equal to the dragon's frightful presence DC). If the target fails its save by 5 or more, the sovereign dragon can also make a *suggestion* to the target, which it will begin obeying after it ceases cowering. If the sovereign dragon expends one use of its mythic power as part of this swift action, it can affect a number of creatures equal to one-half its mythic rank (minimum 1), though all must be within 5 feet times the dragon's mythic rank of each other; all creatures failing their save by 5 or more follow the same *suggestion*. This is treated as a gaze attack.
- Penetrating Gaze (Su) A mythic sovereign dragon sees with true seeing within 5 feet times its mythic rank, and it can expend one use of its mythic power to see with mythic true seeing for 1 hour. In addition, it gains a bonus equal to +5 times its mythic rank on Perception checks made to oppose Disguise, Sleight of Hand, and Stealth checks. This bonus also applies on Sense Motive checks made to oppose a Bluff check if the dragon can see the creature making the Bluff check.

- **Powerful Charge (Ex)** On a successful charge attack, a mythic sovereign dragon deals double damage with its bite. This damage is tripled on a critical hit.
- **Prismatic Scales (Su)** A mythic sovereign dragon can expend two uses of mythic power to cause its scales to becoming brilliantly iridescent. For a number of rounds equal to the dragon's age category, any creature starting its turn within 10-ft. of the mythic sovereign dragon is affected by the swirling colors as if hit by the *prismatic spray* spell (DC 25).
- Sacred Tear (Su) Once per year, a mythic sovereign dragon may shed a single tear with miraculous healing properties. When the tear comes in contact with the ground, all creatures within 50-ft. will be affected as if by mass hea. Should the tear hit a single creature instead, it will be affected as if by the *true resurrection* spell. The tear can be bottled and used later, though after 24 hours it will become only normal water.

The mythic true seeing spell is detailed in the Mythic Spell Compendium from Legendary Games and is reprinted here for ease of reference.

### MYTHIC TRUE SEEING

The target gains the ability to see through natural or magical fog and weather effects and grants a bonus equal to your mythic tier to all Perception checks. In addition, you can penetrate non-mythic protections from divination with a caster level check with a DC of 11 plus the caster level of the protective effect. If the protective spell already allows such a caster level check, you gain a bonus on the check equal to your mythic tier.

Augmented (3rd): If you expend two uses of your mythic power, you can cast this spell without a costly material component.

# IMPERIAL DRAGON, UNDERWORLD

This serpentine dragon has skin the color of deep volcanic rock, enormous claws, and jagged, stone-like horns and scales.

### MYTHIC WYRM UNDERWORLD DRAGON

	2 200
VD.	409,600
	409.000

CR 21/MR 8

Pathfinder Roleplaying Game Bestiary 3

LE Huge dragon (fire, mythic)

Init +10<sup>MF</sup>; Senses dragon senses, smoke vision, treasure

scent<sup>MA</sup>; Perception +33 Aura frightful presence (330 ft., DC 27)

DEFENSE

AC 48, touch 6, flat-footed 48 (-2 Dex, +42 natural, -2 size) hp 404 (24d12+248)

Fort +21, Ref +12, Will +20

Defensive Abilities draconic fortitude<sup>MA</sup>; DR 20/epic; Immune fire, paralysis, sleep; SR 36

Weaknesses vulnerability to cold

### OFFENSE

**Speed** 40 ft., burrow 60 ft., earth glide<sup>MA</sup>, fly 200 ft. (poor) **Melee** bite +37 (2d8+21/19-20), 2 claws +37 (2d6+14/19-20), gore +36 (2d6+21/19-20), tail slap +31 (2d6+21)

Space 15 ft.; Reach 10 ft. (15 ft. with bite)

**Special Attacks** adamantine claws, breath weapon (100 ft. line, 22d6 fire, DC 29), burn for me<sup>MA</sup>, choking cloud<sup>MA</sup> (DC 29), crush (DC 29, 2d8+19), dragon fury<sup>MA</sup> (1d8 fire), lava eruption<sup>MA</sup>, lingering breath<sup>MA</sup> (2d8 fire, 8 rounds), <u>mythic</u> <u>power</u> (8/day; surge +1d10), rend (2 claws, 2d6+21), rending claws<sup>MA</sup>

Spell-Like Abilities (CL 24th; concentration +29)

At will—repel metal or stone, soften earth and stone, spike stones (DC 19), stone shape, wall of stone

### Spells Known (CL 15th; concentration +20)

- 7th (4/day)—delayed blast fireball (DC 24), waves of exhaustion 6th (6/day)—disintegrate<sup>M</sup> (DC 23), flesh to stone<sup>M</sup> (DC 23),
- greater dispel magic 5th (7/day)—hungry pit<sup>APG</sup> (DC 22), passwall, transmute rock to mud, waves of fatigue
- 4th (7/day)—enervation<sup>M</sup>, shout<sup>M</sup> (DC 21), solid fog, stone shape
- 3rd (7/day)—displacement, fireball<sup>™</sup> (DC 20), rage, slow<sup>M</sup> (DC 20)
- 2nd (7/day)—acid arrow, daze monster (DC 19), eagle's splendor, flaming sphere (DC 19), scorching ray
- 1st (8/day)—burning hands<sup>M</sup> (DC 18), mage armor<sup>M</sup>, magic missile, ray of enfeeblement (DC 18), true strike
- o (at will)—acid splash, bleed (DC 17), detect magic, flare (DC 17), ghost sound, mage hand, read magic, resistance, touch of fatigue (DC 17)

### STATISTICS

Str 39, Dex 6, Con 25, Int 20, Wis 23, Cha 24 Base Atk +24; CMB +39; CMD 47 (51 vs. trip)

- Feats Awesome Blow<sup>MF</sup>, Critical Focus, Improved Bull Rush<sup>MF</sup>, Improved Critical (bite, claw, gore), Improved Initiative<sup>MF</sup>, Lunge, Mythic Spell Lore<sup>MF</sup>, Power Attack, Skill Focus-(Stealth), Weapon Focus (bite, claw)
- Skills Acrobatics +25 (+29 when jumping), Appraise +32, Bluff +32, Climb +41, Fly +17, Intimidate +32, Knowledge (dungeoneering, geography, planes) +32, Perception +33, Stealth +23
- Languages Common, Draconic, Dwarven, Giant, Ignan, Terran, Undercommon

SQ change shape, underworld burrower

### ECOLOGY

Environment any underground	
Organization solitary	
Treasure triple	

SPECIAL ABILITIES

- Burn for Me (Su) A mythic underworld dragon can expend 1 use of mythic power as a move action to strip away the fire resistance or fire immunity of a creature within 60 feet for 1 minute. If the dragon expends two uses of its mythic power, it can target a number of creatures equal to one-half its mythic rank. If that fire resistance or immunity is gained from a temporary effect, that effect is automatically suppressed. If the fire resistance or immunity is part of a single effect with other functions, such as a polymorph effect, only the fire resistance or immunity itself is suppressed; any other functions are unaffected. If the target's fire resistance or immunity is a permanent ability, it is entitled to a DC 29 Will save to negate this effect (if the target is mythic) or reduce its duration to 1d4 rounds (if the target is non-mythic). The save DC is-Charisma-based.
- **Choking Cloud (Su)** As a standard action, a mythic underworld dragon can breathe out a cloud of toxic smoke instead of its normal breath weapon. This cloud forms a 50 foot diameter cloud around the dragon. All creatures within the cloud gain concealment except from creatures with smoke vision. Each round a creature begins its turn in the choking cloud, it must succeed on a DC 29 Fortitude save or spend that round choking and coughing, taking no actions. A creature that chokes for 2 consecutive rounds takes 2d6 points of nonlethal damage. The smoke remains in place for a number of rounds equal to the dragon's mythic rank, unless prevailing wind conditions or magic is used to remove it. The save DC is Constitution-based.

Draconic Fortitude (Ex) Whenever a mythic underworld. dragon would take ability damage, ability drain, temporary or permanent penalties to ability scores, or temporary negative levels, it ignores an amount of that damage, drain, penalty, or number of levels equal to one-half its mythic rank. In addition, it can expend one use of its mythic power as a free action to end any one of the following effects currently affecting it: bleed, blinded, confused, cowering, dazed, dazzled, deafened, entangled, exhausted, fascinated, fatigued, frightened, nauseated, panicked, paralyzed, shaken, sickened, staggered, or stunned. It can use this ability at the beginning of its turn if one of the above conditions would prevent the dragon from taking actions. A mythic underworld dragon can also negate permanent conditions such as feeblemind, insanity, a permanent negative level, or petrification by expending two uses of its mythic power if the condition resulted from a non-mythic effect, or 3 uses of its mythic power if it was from a mythic effect.

- **Earth Glide (Ex)** A burrowing mythic underworld dragon of adult age or older can pass through dirt, stone, or almost any other sort of earth except metal as easily as a fish swims through water. It can even swim through lava. Its burrowing leaves no tunnel or hole, nor does it create any ripple or other sign of its presence. A move earth spell cast on an area containing a burrowing mythic underworld dragon flings the dragon back 30 feet, stunning it unless it succeeds on a DC 15 Fortitude save.
- Lava Eruption (Su) As a full-round action, a mythic wyrm underworld dragon can burrow through the ground at up to twice its burrow speed. At the end of that movement, if the underworld dragon has use of its breath weapon, it can erupt from the ground, spouting lava in a 30-foot-radius burst, dealing damage as the breath weapon. The dragon's lingering breath ability applies to this attack, and deals double the normal damage for its duration. If the dragon expends one use of mythic power, the area where it erupted from the ground forms a pool of lava 20 feet across and 3 feet deep. Creatures entering the area take 2006 points of fire damage the following two rounds, and 2d6 fire damage for the next four rounds, after which it cools enough that it no longer poses a threat.
- **Rending Claws (Ex)** A mythic underworld dragon gains the rend special attack, which it may use whenever it strikes a creature with both claws in the same round. In addition, instead of dealing additional damage to the target the dragon may choose instead to apply that damage to an item held or worn by the target as if it had succeeded at a sunder combat maneuver, ignoring an amount of hardness equal to its mythic rank.
- Treasure Scent (Ex) A mythic underworld dragon can smell precious metals and gemstones within 120 feet. With a successful Appraise check, the dragon can recognize the type, amount, and worth of any such materials within range of its scent ability.

# JINMENJU

A low hum surrounds this huge, gnarled free. The rotten fruits that hang from its sickly branches look vaguely like human heads.

MYTHIC JINMENJU
-----------------

### XP 25,600

N Huge plant (mythic)

Init +3; Senses all-around vision, blindsense 60 ft., low-light vision; Perception +17

Aura unsettling drone (30 ft., DC 20)

### DEFENSE

AC 30, touch 7, flat-footed 30 (-1 Dex, +23 natural, -2 size)

# hp 202 (13d8+144)

Fort +15, Ref +5, Will +5

**Defensive Abilities** <u>fortification</u> (50%)<sup>MA</sup>; **DR** 10/epic; **Immune** plant traits, poison

OFFENSE

Speed 10 ft.

Melee bite +15 (2d6+8/19-20, x3), 2 slams +17 (1d8+12) Space 15 ft.; Reach 15 ft.

**Special Attacks** addicting head-fruits<sup>MA</sup>, command the afflieted<sup>MA</sup>, enticing head-fruits, fling fruit<sup>MA</sup>, intoxicating stench, laughing head-fruits<sup>MA</sup>, <u>mythic power</u> (5/day; surge +108), <u>powerful blows<sup>MA</sup></u> (slam)

Spell-Like Abilities (CL 13th; concentration +15)

- At will share memory<sup>UM</sup> (with a range of 55 feet, targeting the jinmenju and 1 creature in range, DC 16)
  - 3/day—sculpt sound (DC 17), shout (DC 18)

STATISTICS

### Str 27, Dex 8, Con 24, Int 7, Wis 12, Cha 17 Base Atk +9; CMB +19; CMD 28

**Feats** Combat Reflexes<sup>MF</sup>, Improved Critical (bite)<sup>MF</sup>, Improved Initiative, Lightning Reflexes, Lunge, Toughness, Weapon

Focus (slam)<sup>MF</sup>

Skills Perception +17

# Languages Common

ECOLOGY

Environment temperate hills or mountains Organization solitary Treasure incidental

### SPECIAL ABILITIES

CR 13/MR 5

Addicting Head-Fruits (Su) The mythic jinmenju's headfruits are addictive. Any creature that takes a bite of the head-fruit and is under the effects of its poison must succeed at a Will save (DC 23) or take another bite if the results of its dice roll on the confusion chart are 01-50%. This increases the effect of the head-fruit's poison as per the rules for multiple doses of poison in the Pathfinder Roleplaying Game Core Rulebook. While under the effects of the poison, a creature is immune to all fear effects and spells and effects with the emotion descriptor.

An alchemist can use the flesh and seeds of a mythical jinmenju's head-fruit to create a draught that, when drunk, provides a +5 alchemical bonus to saving throws against spells and effects with the emotion descriptor. A Craft (alchemy) check (DC 25) and 25 gp worth of materials are required to craft such a draught.

- **Command the Afflicted (Su)** By expending 2 uses of mythic power, a mythic jinmenju can control all creatures within 30 feet that are under the effects of the poison of its headfruits. This acts as *dominate monster* (DC 23 Will negates), with a duration of 1 round per mythic rank of the jinmenju. The commands of the mythic jinmenju replace any actions a creature would normally take in its confused state. The saving throw DC is Constitution-based.
- Fling Fruit (Ex) As a standard action, a mythic jinmenju can toss one of its fruits up to 60 feet away. The detached fruit retains the jinmenju's addicting, enticing, and laughing head-fruit abilities, as well as its intoxicating stench, for a number of minutes equal to the mythic jinmenju's mythic rank.
- **Laughing Head-Fruits (Su)** A mythic jinmenju can expend one use of mythic power as a standard action to cause its head-fruits to laugh, even those that are removed from the tree or are being eaten by another creature. All creatures within 60 feet must make a successful Will save (DC 18) or be affected by *hideous laughter*. A creature of a type different from the jinmenju doesn't gain a bonus on its saving throws against this effect. The saving throw DC is Charisma-based.

# TERRA-COTTA-SOLDIER

This perfectly sculpted, finely detailed, life-sized clay figure has a look of fierce determination and a sword clenched in each hand.

### MYTHIC TERRA-COTTA SOLDIER

CR 7/MR 3

Pathfinder Roleplaying Game Bestiary 3

N Medium construct (mythic)

Init +7; Senses darkvision 60 ft., low-light vision; Perception +8

DEFENSE

XP 3,200

AC 22, touch 13, flat-footed 19 (+3 Dex, +9 natural)

hp 94 (8d10+50)

### Fort +2; Ref +5; Will +2

Defensive Abilities unending duty<sup>MA</sup>; DR 5/bludgeoning and epic; Immune construct traits, fire; SR 20;

OFFENSE

Speed 30 ft.

Melee longsword +13/+8 (1d8+4/19-20), short sword +13 (1d6+2/19-20) or 2 slams +12 (1d6+4)

**Special Attacks** ancient curse<sup>MA</sup>, broken legion<sup>MA</sup>, mythic power (3/day, surge +1d6), rank fighting, spirit forged<sup>MA</sup>

### STATISTICS

Str 18; Dex 16; Con -; Int 1; Wis 11; Cha 1

Base Atk +8; CMB +12; CMD 25

Feats Improved Initiative, Two Weapon Fighting, Weapon Focus<sup>MF</sup>(longsword, shortsword)

Skills Perception +8

SQ ancient curse ECOLOGY

### Environment any

Organization solitary, troop (1 mythic terra-cotta soldier and 3-12 non-mythic terra-cotta soldiers), or army (1-3 mythic terra-cotta soldiers and 13+ non-mythic terra-cotta soldiers) Treasure incidental (longsword, short sword, other treasure)

### SPECIAL ABILITIES

Ancient Curse (Su) When a mythic terra-cotta soldier is destroyed, all living creatures within 30 feet take a -4 penalty on attack rolls, saves, ability checks, and skill checks (DC 14 Will negates). A creature that has been affected by ancient curse cannot be affected again for 24 hours. The save DC is Constitution-based.

Broken Legion (Sp) A mythic terra-cotta soldier that is on soft ground (dirt, sand, gravel, etc.) may summon 1 non-mythic terra-cotta soldier every 1d4 rounds from broken pieces of terra-cotta buried around them. The summoned terra-cotta soldier takes -2 on all rolls, comes into play with half normal hit points, and disintegrates after 1 minute regardless of how many hit points it has remaining. When creating soldiers with broken legion, a mythic terra-cotta soldier may spend one use of mythic power to summon an additional soldier.
Spirit Forged (Su) A weapon wielded by a mythic terra-cotta soldier gains the weapon properties keen and ghost touch.

This ability replaces the keen weapons ability of non-mythic terra-cotta soldiers.

**Unending Duty (Su)** When a mythic terra-cotta soldier is destroyed, there is a 50% chance that its shards will reform in 1d4 rounds with 1 hit point and continue fighting. Variant Terra-Cotta Soldiers

Terra-Cotta Archer (+o CR): Terra-cotta archers are simply terracotta soldiers outfitted with composite longbows. Mythic terra-cotta archers have the Improved Initiative, Point-Blank Shot<sup>MF</sup>, Precise Shot, and Weapon Focus<sup>MF</sup> (longbow) feats.

Terra-Cotta Horseman (+1 CR): Some terra-cotta soldiers are crafted to resemble warriors mounted on terra-cotta horses, though rider and mount are one creature. Mythic terracotta horsemen are Large terra-cotta soldiers with 10 racial Hit Dice and the trample and undersized weapons special abilities. Terra-cotta horsemen are usually outfitted with lances instead of swords, and have the Improved Bull Rush, Improved Initiative, Improved Overrun<sup>MF</sup>, Power Attack, and Weapon Focus<sup>MF</sup> (lance) feats.

# VAMPIRE, JIANG-SHI

It flesh pallid and a parchment burial prayer hanging from its brow, this risen corpse lurches forward in a series of short hops.

<b>MYTHIC JIANG-SHI VAMPIRE</b>
---------------------------------

	· · · · · · ·
VD.	3,200
	3.200

Pathfinder Roleplaying Game Bestiary 3

Hobgoblin jiang-shi brawler 5

LE Medium undead (augmented humanoid, goblinoid, mythic) Init +9; Senses blindsight 60 ft. (breathing creatures only),

CR 7/MR 3

darkvision 60 ft.; Perception +17

DEFENSE

AC 23, touch 14, flat-footed 20 (+4 armor, +1 brawler, +2 Dex, +1 dodge, +5 natural)

hp 82 (5d10+50); fast healing 5

Fort +7, Ref +10, Will +4

Defensive Abilities channel resistance +8, overcome weakness. (mirrors); DR 10/epic and slashing; Immune spell completion and spell trigger effects, undead traits; Resist cold 20

Weaknesses jiang-shi weaknesses

### OFFENSE

Speed 20 ft.

Melee 2 claws +9 (1d8+5/19-20 plus 1d6 bleed and grab), bite +9 (1d6+5)

**Special Attacks** brawler's strike (magic), brutal claws, close weapon mastery, drain chi (DC 14), knockout (1/day, DC 17), <u>mythic power</u> (3/day; surge +1d6), tearing claws<sup>MA</sup>

STATISTICS

### Str 20, Dex 20, Con -, Int 11, Wis 12, Cha 14

Base Atk +5; CMB +10 (+17 to grapple); CMD 26 (29 vs. grapple; can't be tripped)

**Feats** Alertness<sup>B</sup>, Combat Expertise<sup>B, MF</sup>, Dodge<sup>B</sup>, Improved Grapple<sup>B</sup>, Improved Initiative<sup>MF</sup>, Improved Unarmed Strike<sup>B</sup>, Iron Will, Mobility<sup>B</sup>, Skill Focus (Acrobatics)<sup>B</sup>, Spring Attack<sup>B</sup>, Toughness

Skills Acrobatics +21, Perception +17, Sense Motive +9, Stealth +21; Racial Modifiers +8 Acrobatics, +8 Perception, +8 Stealth Languages Common, Goblin

SQ brawler's cunning, maneuver training 1, martial flexibility 5/ day, martial training -

ECOLOGY

Environment any

**Organization** solitary or brotherhood (2-8) **Treasure** NPC gear (potions of inflict moderate wounds (2), studded leather armor +1, cloak of resistance +1, other gear)

### CREATING A MYTHIC JIANG-SHI

"Mythic jiang-shi" is an aquired template that can be added to any creature with the jiang-shi template (hereafter referred to as the base template). A mythic jiang-shi uses the base jiang-shi's stats and abilities except as noted here. **Mythic Subtype:** A mythic jiang-shi gains the mythic subtype, with a rank equal to half the CR of the base vampire. A mythic jiang-shi gains additional abilities depending on the base jiang-shi's CR instead of the mythic abilities it would get for having a rank. The mythic jiang-shi gains all other benefits of having the mythic subtype: ability score bonuses, bonus hit points, mythic feats, mythic power, natural armor bonus, and spell resistance increase (if any).

**CR:** Adjust the base jiang-shi's CR according to its mythic rank (this template doesn't increase the base jiang-shi's CR other than from the mythic rank). Note that a mythic jiang-shi's abilities on the table below depend on the base jiang-shi's CR, not the final CR of the mythic jiang-shi.

**Tiers:** A jiang-shi with mythic tiers that becomes a mythic jiang-shi loses its tiers (and all abilities from those tiers) and gains abilities from the mythic jiang-shi template, according to the base jiang-shi's CR.

Overcome Weakness: A mythic jiang-shi can overcome or ignore its jiang-shi weaknesses as follows: mirrors (2nd rank), handbells (4th rank), cooked rice (6th rank). At the 8th mythic rank, the mythic jiang-shi's DR can no longer be overcome by a weapon crafted of peach tree wood, unless that weapon is under the effects of a mythic greater magic weapon, or bless weapon or cast by a creature with at least 1 mythic tier or rank. At 10th mythic rank, scattering the dust (or mixing it with rice and holy water) of a mythic jiang-shi reduced to o hit points no longer destroys it permanently, but instead causes the jiang-shi to take 24 hours to reform. In order to destroy the mythic jiang-shi, its dust must be blessed and scattered over running water.

**Tearing Claws:** At 2nd rank, a mythic jiang-shi's claws inflict 1d6 bleed on a successful hit. A mythic jiang-shi that uses its drain chi ability on a bleeding opponent adds its mythic rank to the ability's DC, drawing the victim's chi from its open wounds as well as its breath.

**Channel Resistance:** At 3rd rank, the mythic jiang-shi's channel resistance increases to +8. At 6th rank, it increases to +12. At 9th rank, it increases to +16.

**Improved Chi Drain:** At 5th rank, a mythic jiang-shi's drain chi ability inflicts 2 negative levels, and if the target has a *ki* pool, then the mythic jiang-shi drains 2 ki points from the victim if it fails its saving throw. The mythic jiang-shi may add these points to its own *ki* pool if it has one (up to its maximum total *ki*). Otherwise, the mythic jiang-shi gains a +2 racial bonus to saving throws for a number of rounds equal to its mythic rank. Further *ki* drain does not increase the bonus, but does increase the duration of the bonus.

**Leaping:** At 5th rank, a mythic jiang-shi is always considered to have a running start when making Acrobatics checks to jump. It also receives a +20 bonus to Acrobatics checks made to jump.

Flight: At 7th rank, a mythic jiang-shi gains a fly speed of 30 feet at perfect maneuverability. If the mythic jiang-shi already has a fly speed, increase its fly speed by 30 feet and increase its maneuverability to perfect.

Greater Chi Drain: At 7th rank, a mythic jiang-shi's drain chi ability stuns the target for 1d4 rounds on a failed save. Create Spawn: At 8th rank, creature with 5 or more Hit Dice killed by-a mythic jiang-shi's drain chi ability rises from death as a jiang-shi in 1d4 days. This jiang-shi is under the command of the mythic jiang-shi that created it, and remains enslaved until its master's destruction. A mythic jiang-shi may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A mythic jiangshi may free an enslaved spawn in order to enslave a new spawn, but once freed, a jiang-shi cannot be enslaved again. Mass Chi Drain: At 10th rank, by expending 2 uses of mythic power, a mythic jiang-shi can drain chi from all creatures within 30 feet. Each creature must succeed at a Fortitude saving throw (DC 10 + 1/2 the mythic jiang-shi's Hit Dice + the mythic jiang-shi's Cha modifier) or be affected by the mythic jiang-shi's drain chi ability. The mythic jiang-shi gains all the normal benefits of all chi (and ki) drained in this manner.

### **Mythic Jiang-Shi Abilities**

BASE CR	MR	Mythic Abilities
4-5	2nd	Overcome weakness (mirrors), tearing claws
6–7	3rd	Channel resistance +8
8–9	4th	Overcome weakness (handbells)
10–11	5th	Improved chi drain, leaping
12–13	6th	Channel resistance +12, overcome weakness (rice)
14–15	7th	Flight, greater chi drain
16–17	8th	Create spawn, overcome weakness (peach tree wood)
18–19	9th	Channel resistance +16, mass chi drain
20+	10th	Overcome weakness (destruction)

# XIAO

This snarling blue-white monkey flies through the air on a pair of birdlike wings.

The state of the s	A LOW YOUR
ΜΥΤΗΙΟ ΧΙΑΟ	CR3/MR1
XP 800	1-
CN Tiny magical beast (mythic)	I ITAT
Init +3; Senses darkvision 60 ft., low-light vision,	scent;
Perception +4	- West

### DEFENSE

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size) hp 32 (3d10+16)

Fort +5, Ref +6, Will +1

### OFFENSE

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

**Melee** bite +8 (1d4+3), 2 slams +8 (1d3+3 plus grab) **Space** 2-1/2 ft.; **Reach** o ft.

Special Attacks grab (small)<sup>MA</sup>, grabby hands<sup>MA</sup>, mythic power

(1/day, surge +1d6), sneak attack +1d6

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

3/day—burning hands (DC 12), spark

STATISTICS

Str 4, Dex 16, Con 14, Int 7, Wis 11, Cha 13 Base Atk +3; CMB +4; CMD 11 Feats Stealthy, Weapon Finesse<sup>MF</sup> Skills Acrobatics +11, Disable Device +8, Escape Artist +5, Fly

+11, Perception +4, Sleight of Hand +8, Stealth +13; **Racial Modifiers** +8 Acrobatics, +4 Disable Device, +4 Sleight of Hand

### Languages Common (can't speak)

ECOLOGY

Environment warm mountains or forests Organization individuals, troupe (3–12), flock (13–30) Treasure Incidental (thieves' tools, shiny trinkets, small pieces of jewelry that catch a xiao's eye)

### SPECIAL ABILITIES

**Grabby Hands (Ex)** A mythic xiao does not provoke attacks of opportunity when making combat maneuver checks to disarm or steal. In addition, it receives a +4 bonus on checks to disarm or steal an object from a creature. When a mythic xiao succeeds on a combat maneuver check to disarm or steal an object from a creature, as a swift action it may expend one use of mythic power to make an additional combat maneuver check to disarm or steal another object.

# YAOGUAI

This creature is a mix of different animals fused together, with a bear's torso and head, clawed ape legs, and a furred tentacle arm.

### MYTHIC YAOGUAI

### XP 4,800

Pathfinder Roleplaying Game Bestiary 3

N Huge magical beast (mythic)

Init +0; Senses darkvision 60 ft., low-light vision; Perception +7

DEFENSE

AC 21, touch 8, flat-footed 21 (+13 natural, -2 size)

**hp** 114 (8d10+70); fast healing 5

Fort +11, Ref +6, Will +4; +4 vs. mind-affecting effects Defensive Abilities fortification<sup>MA</sup> (50%); DR 5/epic; Immune nauseated, sickened; SR 21

Weaknesses polymorph susceptibility

OFFENSE

Speed 40 ft.

**Melee** bite +13 (2d6+7), claw +13 (1d8+7), tentacle +13 (1d8+7 plus - grab)

Space 15 ft.; Reach 10 ft.

Special Attacks constrict (1d6+7), feral savagery (full attack)<sup>MA</sup>, maddening roar<sup>MA</sup> (30 ft radius, 1d6 Wis Damage and 1d6 rounds confusion, Will DC 19 partial), mythic power (3/day, surge +1d6)

### STATISTICS

Str 25, Dex 10, Con 21, Int 2, Wis 11, Cha 8

Base Atk +8; CMB +17; CMD 27

Feats Blind-Fight, Cleave, Iron Will<sup>MF</sup>, Power Attack<sup>MF</sup>

Skills Climb +12, Perception +7, Swim +12

SQ mythic maker's gift<sup>MA</sup> (grab and constrict, poison, quills)

ECOLOGY

Environment any land Organization solitary Treasure none

### SPECIAL ABILITIES

CR 8/MR 3

Maddening Roar (Ex) A mythic yaoguai is a tortured monster that lives a painful existence. As a standard action, a mythic yaoguai may spend one use of mythic power to let out a terrible roar with horrendous undertones of madness. All creatures that hear it within a 30-foot radius take 1d6 points of Wisdom damage and are confused for 1d6 rounds, Will save DC 19 for half Wisdom damage and no confusion. This is a mind-affecting effect. The save DC is Constitution-based.

Mythic Maker's Gift (Ex) Each yaoguai gains three additional abilities that are based on its specific form. Typical additional yaoguai abilities include the following.

Flight: The yaoguai gains a fly speed of 30 feet (clumsy).

Grab and Constrict: The yaoguai's tentacle attack gains grab and constrict. The creature's constrict damage is equal to its slam damage plus its Strength bonus.

Poison: One claw or tentacle attack is replaced with a sting attack (same damage as the replaced attack) plus poison.

Poison Sting—injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d2 Strength damage; cure 1 save. The save DC is Constitution-based.

Pounce and Rake: The yaoguai gains pounce and rake (2 claws +15, 1d8+8).

Quills: A creature attacking the yaoguai with a melee weapon, an unarmed strike, or a natural weapon takes 1d8+7 points of piercing damage from the yaoguai's quills. Melee weapons with reach do not endanger their users in this way.

Trample: The yaoguai gains a trample attack that deals an amount of damage equal to its claw damage plus 1-1/2 times its Strength modifier.

the a group of the

# NIAN

This massive beast appears equal parts ox, lion, and dragon. Its body bears thick, plated scales, a wild mane, and twisting horns.

CR 7/MR 3

MYTHIC NIAI
-------------

### XP 3,200

NE Huge magical beast (aquatic, mythic)

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

### DEFENSE

AC 21, touch 9, flat-footed 21 (+1 Dex, +12 natural, -2 size) hp 98 (8d10+54)

### Fort +9, Ref +9, Will +5

DR 5/epic; Resist cold 5

Weaknesses color aversion, sensitive ears, vulnerability to sonic OFFENSE

### Speed 50 ft., swim 30 ft.

Melee bite +12 (2d6+5 plus grab), gore +12 (2d6+5), 2 claws +12 (1d8+5)

### Space 15 ft.; Reach 10 ft.

**Special Attacks** fast swallow<sup>MA</sup>, <u>mythic power</u> (3/day; surge +1d6), pounce, shake and toss<sup>MA</sup> (DC 20), swallow whole (1d6 acid and 1d6 bludgeoning, AC 16, 10 hp)

### STATISTICS

### Str 21, Dex 12, Con 17, Int 7, Wis 12, Cha 14

Base Atk +8; CMB +15 (+19 grapple); CMD 26 (30 vs. trip) Feats Iron Will, Lightning Reflexes, Power Attack<sup>MF</sup>, Vital Strike<sup>MF</sup>

Skills Acrobatics +6 (+14 to jump), Climb +9, Perception +10, Stealth +6, Swim +16; Racial Modifiers +4 Perception, +4 Stealth

Languages Common (cannot speak)

SQ amphibious, twisting prowl<sup>MA</sup>

### ECOLOGY

Environment Any cold or temperate mountain or ocean Organization solitary

Treasure incidental

### SPECIAL ABILITIES

**Color Aversion (Ex)** Nians have a deep-seated aversion to the color red. When confronted with a large amount of the color (a person wearing an entirely red outfit, a waving red flag, a field of red flowers, et al) it will recoil. Red objects don't harm the nian; they merely keep it at bay. A recoiling nian must stay at least 5 feet away from the red object and cannot touch or make melee attacks against the object or a creature near it. After 1 round, the nian can overcome its fear of the color and function normally each round it makes a DC 20 Will save.

**Ferocious Challenge (Su)** Creatures attacked by a nian as part of a charge are affected as if the nian had the frightful presence ability (DC 16), which can affect Large or larger non-mythic creatures of up to 16 Hit Dice. In addition, once per day as a swift action taken as part of a charge action, a nian can issue a hissing, growling challenge to a Large or larger creature with at least 4 Hit Dice. This challenge grants it a +4 morale bonus on damage rolls and a +2 morale bonus on attack rolls and saving throws (+4 against fear) against that creature, though its focus on that challenged foe causes it to take a -2 penalty to its AC against other attackers. This effect lasts for 1 minute or until that creature is dead; however, if the nian kills the target with a critical hit (including a coup de grace), these bonuses persist for an additional 1d4 rounds against all foes. It can use this ability more than once per day by expending one use of its mythic power for each additional use.

Sensitive Ears (Ex) Nians find loud noises extremely painful. Whenever it is exposed to a loud sound (such as a banging drum, loud screaming, gunfire or loud fireworks, thunderstones, or a sonic spell) within 15 feet, the nian becomes sickened for 1 round (DC 16 Fortitude negates). In addition, at the beginning of its next turn it must move at least 15 feet away from the source of that sound (DC 16 Will negates). A nian that succeeds on this Will save typically attacks the source of the sound, attempting to destroy it or at least stop the noise.

Shake and Toss (Ex) A nian that hits an opponent with its bite or gore attack using Vital Strike or during a charge can violently shake and throw its foe with a special combat maneuver check. The opponent must be corporeal and at least one size category smaller than the nian. If the combat maneuver check succeeds, the opponent takes one-half normal bite or gore damage (in addition to the initial damage from the attack) of the nian as it is violently lashed about, and then is thrown 10 feet through the air in a direction chosen by the nian and falls prone, and also must succeed on a DC 17 Fortitude save or be staggered for 1 round. The nian can only toss its opponent in a straight line. If an obstacle prevents the creature's movement, both the creature tossed and the object struck take 1d6 points of damage, and the creature falls prone in the space adjacent to the obstacle. A nian can also toss its opponent 10 feet up into the air. The victim lands in the same square it started in, taking 1d6 points of damage, and falls prone.

If the nian expends one use of its mythic power, it can throw the tossed creature in a 30-foot line. Creatures in this line take 1d6 points of bludgeoning damage and are knocked prone (DC 17 Reflex negates), while the tossed creature takes 1d6 points of nonlethal damage for each creature in the line. If the nian tosses the creature straight up, it takes 3d6 points of falling damage when it lands. The save DC is Constitution-based.

**Twisting Prowl (Su)** Despite its apparent bulk, a nian is very agile and able to weave effortlessly through crowds across the battlefield. It can turn up to 90 degrees (either as a single 90-degree turn or two 45-degree diagonal turns) at any point during its movement when using the charge, run, or withdraw actions. This erratic, undulating motion when performing such actions grants the nian a +2 dodge bonus to its AC until the beginning of his next turn, increased to +4 against attacks of opportunity. The nian is a ravenous creature that is equally at home in high mountain areas or in coastal seas. While a nian can subsist on nearly anything animal or vegetable, it prefers meat and savors the taste of humanoid flesh. A nian will venture into inhabited areas to prey on isolated settlements near its home, especially in deep winter, when prey and forage are scarce and humanoids are cloistered against the cold with stockpiles of food. The nian will gorge itself on whatever it can catch and kill or raid from storage houses before returning to its lair to hibernate for the remainder of the winter.

The nian's intelligence is dull, but it is cunning and takes great pride in its abilities as a predator. Nian consider other predators, especially other magical beasts, aberrations, and dragons, as competition. On occasion, brave and clever individuals have been able to deter a nian by playing on its pride. An individual might mention the terrible prowess of a competing predator and convince the nian to challenge it for the territory. The nian might also be convince to hunt more dangerous prey to demonstrate its might. Such measures may only be temporary. Once a nian has satisfied its pride by eliminating competing predators or wiping out larger, more difficult prey, it will return to hunt where food is easiest to find.

SUDXAM.

Settlements within a nian's hunting territory will attempt to protect themselves from attack by using the creature's inherent weaknesses against it. Festivals are held during the winter when the nian is likely to be abroad. Loud music with drums and horns is played. Houses and other buildings are draped in red decorations and fireworks are set off to deter the nian and convince it to seek food elsewhere.





levourer

FINDER

BALEFUL

lad Doctor's

HEROE

mularu

# Is Your Campaign Legendary?

HE 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

The Sepulchral Swaths of Tanoth-Tha



# IMPERIAL ALLIES AND ADVERSARIES

CENDNE

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: China brings you an amazing and exciting assortment of monsters from the vast mythology of China, from the deserts and mountains of the desolate west, the mighty river valleys, and the dynastic cities and fields and forests of the coastal plain. Drawn from thousands of years of history and lore, these creatures range from CR 3 to 26 and include wise and benevolent imperial dragons like the graceful tienlung sky dragon and mighty jiaolung sea dragon, as well as the savage dilung forest dragon and fearsome futsanglung underworld dragon, and ruling over all and maintaining the watchful balance between them the resplendent lungwang sovereign dragon. Of course, Chinese myth and legend is about far more than ancient and magical serpents, featuring loyal magical servants like the celestial foo lion and deathless guardians like the terra-cotta soldier and equally deathless yet blood-hungry hopping vampires, the jiang-shi. The Chinese legendarium ranges from minor menaces like the mischievous xiao flying monkeys alongside apocalyptic aberrations like the horrific hundun, and it also features an array of misshapen composite creatures like the patchwork yaoguai and the terrifying **jinmeju** tree bearing a fruit of horrible heads. As if a dozen existing monsters were not enough, the brand-new nian is a powerful predator that haunts and hunts at the turn of the year, only to be driven back each Chinese New Year with fireworks and festivals. In addition to the featured creatures, we bring you an array of amazing artifacts and fantastic feats gifted from the imperial dragons of the Orient, each one suitable for mythic and non-mythic heroes alike!



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.

ISBN: 978-1535361651

Price: \$12.99



**MYTHIC PLUG-INS**