



MYTHIC MONSTERS SLAVEC

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

^{MS} = Mythic spell

MF = Mythic feat

MA = Mythic ability

MMA = Major mythic ability (counting as two abilities)

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
Ba = Pathfinder Roleplaying Game Bestiary
B² = Pathfinder Roleplaying Game Bestiary 2
B3 = Pathfinder Roleplaying Game Bestiary 3
B4 = Pathfinder Roleplaying Game Bestiary 4
B5 = Pathfinder Roleplaying Game Bestiary 5
MAdv = Pathfinder Roleplaying Game Mythic Adventures
OA = Pathfinder Roleplaying Game Ultimate Combat
UC = Pathfinder Roleplaying Game Ultimate Equipment

^{UM} = Pathfinder Roleplaying Game Ultimate Magic



WELCOME TO MYTHIC PLUG-INS: MYTHIC MONSTERS!

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

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

The *Mythic Monsters* series contains updated mythic stat blocks for every creature combined with innovative, exciting, and cinematic mythic abilities that clearly set these monsters apart from the ordinary. Monsters that leave your players saying "What was THAT?" Monsters that leave them feeling like mythic heroes when they triumph, whatever their level. Every issue brings you mythic versions of 12 monsters you already know and love, all tied together by a creature type or theme, plus one all-new mythic monster you've never seen before! All brought to you by expert designers who know the mythic monster rules like no one else because they are the same authors that created the mythic monsters in *Pathfinder Roleplaying Game Mythic Adventures*.

SPECIAL ELECTRONIC FEATURES

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

About Legendary Games

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WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: SLAVIC

Mythic Monsters: Slavic brings you an amazing and exciting assortment of monsters from the fens, fields, forests, and rivers of Eastern Europe, from the Balkan south to the Russian north and all points in between. Drawn from a variety of cultures and traditions, even a few from the neighboring Baltic lore of Finland and Germany, these creatures range from CR 1 to 21 and range from mild and almost benevolent spirits of home and hearth to dreadful doombringers of titanic size and terrifying evil. The kindly kikimora might tend house and home from her humble hidey-hole, but her irascible temper can make her unpredictable at best, much like the wise but wily vodyanoi, just as likely to bargain and banter as to drown and devour anyone that displeases them, or even trap their soul for all eternity. A triumvirate of humble house spirits guard and tend the home fires, including the hot-tempered ovinnik, the industrious domovoi, and the garden guardian dvorovoi. The Slavic spirits of nature are beautiful and terrible in turn, from the graceful **air veela** and their delightful dance of death to metamorphicand misty etiainen and the seductive rusalka trapped just beneath the water's surface, all too eager to add another conquest to their boudoir of bodies. These beasts of the east can be vicious like the hungry **vukodlak** or the XYZ bagiennik, with savage serpents from the venomous tiny tatzlwyrm to the titanic three-headed gorynych. As if a dozen existing monsters were not enough, the brand-new stalimedved is an ironclad dreadnought, a mighty. mystic bear perverted through foul mystic power into a steel-shod engine of destruction. In addition to the featured creatures, we bring you a delightful short story in traditional form, the fable of The Bear with Steel Fur!

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

Jason Nelson



THE BEAR WITH STEEL FUR

Ingrid cowered in the cellar below her schoolhouse and stared at the halo of red light seeping in through the cracks. Behind her, eight children clutched at each other and at little toy bunnies and wide-eyed dolls.

Not one made a sound but for whimpers when the rolling growl from outside washed over them like a passing storm.

But not a storm, Ingrid knew, her thoughts fraying on the edge of hysteria. And it isn't passing.

"I want Mama," a little voice—Suzan—said behind her.

Her Mama is dead, Ingrid thought. And her Papa. And all their mamas and papas and grandpas and grandmas and siblings and cousins, aunts and uncles, everyone they ever knew and loved is dead, burned, or eaten.

And me—they trusted me with their children, and for what?

- They made Ingrid schoolteacher for the village because she'd studied with the wise woman as a child. She learned the movements of stars and the names of plants and, from her mentor's strange gray fox, she learned the language of animals.

But nothing she knew predicted this steely bear, this stalimedved. None of her knowledge could stop it. Its growls were of no language known by men or common beasts. When she heard the bellowing roar coming over the forest, felt the ground shaking and heard the screams of men and women grabbing meager weapons to prepare for doomed battle, Ingrid did the only wise thing she knew: she took the children and hid them in the cellar.

In the brief moment outside in the chaos, amid the townsfolk running, pale-faced, for the outskirts where the mighty woods began, Ingrid saw the beast above the treetops. Rows of shining steel points adorned its back, shifting back and forth in the air as the beast lumbered to them, felling a hundred trees with every step. The forest crumbled beneath it, filling the air with deafening cracking and crashing.

It bellowed like a bear, but wore steel on its fur and stood as high as the forest. Ingrid knew of no such creature like that and so she doubted her wisdom.

Those thundering steps closed on the village a mere moment after Ingrid finished shepherding the children into the cellar and shut the door behind them.

The flames came first, a great gout of fire streaming into the alleys and the square. Ingrid heard the screams and commanded the children to cover their ears.

Then it moved about the village in slow, booming steps. With each one, the cries of the townsfolk grew rarer. Sometimes, one piercing shriek would cut the growing quiet, but ended with the sound of a crack and a guttural sound. It swallowed those it did not crush or burn.

All Ingrid did was wait, listening to friends and neighbors die as fire laid their homes to waste.

Overhead, Ingrid's school slowly collapsed as the fire devoured it. When the creature walked, the timbers above them groaned and rained cinders and dust upon them. It dawned on her that if the steel bear did not move away soon, she and the children would be trapped between death when the building collapsed, or death to the beast should they dare emerge.

Something scratched at the cellar door. The children stopped their quiet shuffling and muted whimpers and became silent with stifled screams.

"Schoolteacher, please!" A bleating voice said on the other side. "It is I, the goat from the west farm. My farmer is dead! The steely bear will eat me if the fire doesn't kill me first!"

"It's a goat!" One of the children said. Only Ingridunderstood the animal's speech, however.

"We have to help him! Poor goat!" Suzan said.

"No!" Said Lana, an older girl. "If we open the doors, the monster will see us!"

"We'll all die anyway," Alexei said, an 11-year old boy slumped against a wall with his head in his arms.

Ingrid shushed them. The goat continued to knock his hooves against the door, but she listened for the stalimedved's footsteps. The tremors accompanying its walk radiated from behind them, where the schoolhouse could obscure its sight.

To the frightened exclamations of her students, Ingrid hurried to the cellar door and flung it open. A gout of smoke poured into the space. Ingrid covered her nose and mouth with one arm and used the other to grab the little goat by his rope collar and pull him down the stairs. The children burst into ragged coughs despite Ingrid swinging the doors shut as soon as the goat came inside.

"Bless you, schoolteacher! You are brave and kind!" The goat said. He was small and gray and very soft. Ingrid thought the goat owned by the western farm was white, which made her wonder if the poor little creature had been caked in ash and soot.

She had little time to ponder; the damage of opening the door was worse than she could have guessed. Smoke wound through the faint light provided from the cellar door cracks. Her children covered their faces and smothered their coughs. Her own lungs ached; the smoke had nowhere to go, she knew. Now she added suffocation to the list of perils of remaining here.

Suzan crawled to the goat and hugged him with her stuffed bunny still clutched in one hand. Ingrid almost warned her away because of the ash, but the little girl did not come away covered in soot. "Who are you?" Ingrid asked in the language of animals. The children used to giggle to hear their teacher bleat like a goat or honk as a goose, but they didn't now.

The, goat nuzzled Suzan and looked to Ingrid. "Schoolteacher, you know you cannot stay here. It was too dangerous even before I came," he bleated. "Since you are kind and you care for these children, I will help you. Send me back out and I will distract the bear. Then you must take the children and run as far as you can. Can you do this?"

Ingrid's stomach churned. Little Suzan hugged the goat again and then collapsed into coughing.

"I can't. I'm only a teacher. I know the stars and plants and the language of animals—how can I possibly protect them? What wisdom have I for this?"

"You have kindness, schoolteacher," and the goat nudged Ingrid to the door.

She turned to the children and licked dry lips. "The goat wants to help us. When he leaves the cellar, we must run."

Suzan burst into tears. "But he'll die!"

Alexei looked up from the corner, pale. "But we'll die!"

Ingrid waved her hands to quiet them. "We can't stay here. The smoke or—" She stopped to cough. "—the collapse will finish us. Have I taught you well? Which is better: a certain chance of failure or an uncertain chance of success?"

The children stood, reluctant, and watched the goat with drooping faces.

The goat nodded to Ingrid. She patted his flank, wondering at the softness of his pelt. Then she pushed the doors open and the goat ran out, bleating: "Oh, devil bear! Oh, remorseless demon! Please do not eat a helpless goat like me!"

A snort and a snarl boomed into the sky. Quaking footsteps lumbered in the direction where the goat ran, and Ingrid saw the rolling steel spikes of the bear's back surge past them on the other side of the schoolhouse. She froze, her fists clenched into her apron, eyes locked on the gargantuan beast pacing away from them. In the smoke, she saw only the broadness of its haunches, its terrible height, and menacing gleam of steel fur in the firelight consuming her village.

A cough from Alexei stirred her.

"Quickly!" She said. "Come, children, hurry!"

Suzan clutched her bunny and shuffled forward first. Then Alexei, then Lana, then all the rest, scrambling and scared, came out of hiding.

Ingrid took Suzan's hand, sharing with the bunny, and commanded the others to link together.

One, two, three, four, five, six, seven, eight! She counted them all, then ran through the ruined streets as fast as little legs could keep pace. A body lay curled beneath a fallen roof, its outline faint in the haze. Ingrid bade the children to look away.

The bear reached the other side of the village just as Ingrid and the children reached the forest path. It unleashed a mighty roar of what sounded to her like anger, and she dared hope that the strange little goat evaded the beast. It bellowed again and stomped against the earth in a crashing shockwave. It blew apart shattered buildings as it rolled towards them and flung them all to the ground when it reached them..

"It's coming!" A child shrieked.

Ingrid saw: above the smoke and flame and the descending light, the gargantuan bear turned and jostled the earth as it came closer in great, lurching steps.

Half the children scrambled to their feet and made to run into the woods, but Ingrid halted them: "Students!"

Trained classroom obedience forced them to heed her. They stopped, faces locked in fear, but looked to Ingrid to direct them.

Ingrid extended her hand to Suzan, who took it. She then had the rest join hands and they ran together with the demon bear in pursuit.

They hadn't run long when the trees started crashing to the forest floor behind them, accompanied by anotherfurious roar to send them sprawling. Ingrid could not speak the language of the steel bear, but she didn't need to in order to understand its meaning: I FOUND YOU.

I've failed! She thought. I can show Orion; I can identify hemlock. What good is any of it against demons?

"Help! Oh, help!" Ingrid heard a honking noise up ahead in the speech of animals. At the base of a mighty spruce, floundering in the failing light, a large gray goose struggled in a hunter's net. It beat its powerful wings this way and that, but only entangled itself further.

"Please, schoolteacher!" The goose said, seeing Ingrid. "I am a wild goose of this forest and I deserve a chance to flee the steel bear of my own strength, not to die here trapped in a foolish net!"

"Poor goose!" Suzan said. "He's trapped!"

"We don't have time for this!" Alexei said, panting as he scrambled to his feet and took off running with some of the other children. Ingrid, again, had to halt them with a word.

The ground shook with every nearing step of the steel bear behind them. Nonetheless, Ingrid could not abandon the needful creature. "Give it to me; I know you have it." She said to Alexei, holding out her hand.

4

He looked at her with wide eyes, and then fished out his hunting knife she'd taken from him in the classroom many times. He handed it to her.

Ingrid nudged Suzan to Lana and spoke to the older girl. "Keep going. Keep them together, keep them on the path. I'll catch up," Ingrid said, knowing she might be lying.

Lana nodded, lips pursed and eyes serious, for she knew what Ingrid did. Nonetheless, they obeyed, though all looked back at Ingrid with fearful faces as she cut the goose out of the netting, rope by rope. The goose had silken feathers and a soft gray hue to it Ingrid did not recognize of the geese of the forest. It held still for her as she worked to free it as trees fell and the earth lurched.

"Go now!" She told the goose. "Please look after the children!" Her hands fluttered against her throat as she trembled, but nonetheless shuffled forward to meet the bear. Its breath, warm and tinged with sulfur, rolled out from the tree line and then Ingrid heard it taking a long inhale of breath.

The gray goose moved in front of Ingrid, flapping its wings at her to ward her away. "No, schoolteacher!" The goose honked. "You shall not be wasted here; it is *your* wisdom that will lead those children to safety, not mine!"

"How?" Ingrid shook her head. The goat had said the same thing; the children's parents had entrusted her with them in the first place. Because she knew medicinal plants? Because she could find the red planet in the night sky? "No wisdom I've ever known or seen prepared me for this. How do I protect them?"

"With kindness, teacher." The goose said, and then the enormous head of the steel bear swung into view. Trees bent and broke in its passage. Eyes burning with innate radiation stared down at Ingrid, the steel spikes lining its back ending at the creature's neck, but the glint of metal in the failing light revealed the smaller spikes comprising each strand of fur on the monster. Its jaws opened wider, and Ingrid expected to hear the creak of metal, but there was none: just a maw of steel fangs and, deep within its cavernous throat, the red glow of rising fire.

"Protect them!" The goose said. "Go!" And then it surged into the air and flew its massive body into the steel bear's throat. The creature stepped back with a gagging sound, then worked its head back and forth, leveling the forest on either side and forcing Ingrid to the ground,

Mortified by the goose's sacrifice, Ingrid did not wait to see how long it would take for the bear to clear itself. She rolled away, pulled herself to her feet, and ran down the path after the children.

She caught up with them and made sure they were all together (one-two-three-four-five-six-seven-eight!) and took the lead of the chain from a relieved Lana. They cheered to see her which only made Ingrid's heart lower. The goat and the goose were dead, surely, and for the sake of what they perceived in her. I am no hero. I-am no wise woman. So why? Even her own mentor ultimately sent her away, claiming there was no more to teach her, and the old woman and her little gray fox watched her leave on the last day with no explanation of true wisdom or how to acquire it.

They ran until they were nearly clear of the forest when the steel bear gave a roaring wheeze with the force of a gale. It fell silent and for the barest thrill of a heartbeat Ingrid dared hope the creature choked.

The roar which followed flattened scores of trees behind them and threw Ingrid and children into the air to topple to the ground like dolls. Her ears rang with deafened silence,

They'd lost the path before them and the one behind them. Ingrid knew the way to the next village by the stars, but only just. Above the remaining line of trees defying the terrible bear's wrath, Ingrid saw the steel spines of the creature glimmering by the nascent starlight. They rolled and rippled as the thing now galloped towards them with the inevitability of a coming earthquake.

Suzan pawed beneath the bough of a fallen spruce for her stuffed bunny. Ingrid spotted the edge of a fuzzy ear protruding beneath a branch, and pulled it out to thrust into Suzan's arms. Alexei and Lana stood up on shaking legs, rubbing their ears. One boy cried from skinned knees, and another girl pointed. "Teacher!"

Ingrid looked and found a young boy half-buried beneath a tree. He groaned. "Please, teacher, help me!" She barely heard him, her hearing only now returning.

Ingrid couldn't name him at once, such was her terror, and she felt ashamed by it; doubly so to see how the boy suffered, from the tree and from the soot that must have stained his fair hair gray. She, Alexei and the older children pushed against the tree until it fell clear of him.

They pulled the boy easily enough, taking him up and out, of... stinging nettles? Ingrid frowned, looking at the boy's back, and spying neither needle nor mark on his clothes or skin.

"Who is he?" Alexei asked. Lana let go of the boy like she'd been burned.

Ingrid looked at her children. One-two-three-four-five-sixseven-eight...

She stopped at the gray-haired boy. Nine.

"It doesn't matter," Ingrid said. "Lana, take him and the others and go." She would slow down the creature, she hoped, doing more good with her sacrifice than her socalled wisdom ever had. Whether it was boy or goose or goat—or none of them—in front of her, it mattered not. They were wrong. Lana hesitated, but a growl bent the air much closer to them. She grabbed up the others by the hands, though she had to extract little Suzan from Ingrid's apron. She tried to join hands with the gray-haired boy, too, but he waved her off. "No, no, not until your teacher recognizes me." Then they fled in the direction Ingrid pointed them, towards the village and away from the bear.

Ingrid shook her head. "You should have gone. But you're no student of mine. Who are you?"

"Not a student, no. But you stopped to save me, anyway, even knowing the bear would surely devour you, even when you realized you'd been tricked. Why?" The boy waited with easy patience, carefree even, unmindful of the behemoth drawing nearer. Thunder that wasn't thunder boomed in steady rhythm.

"We have a duty," she said. "One demanding we protect what is around us, what comes after us. Which is why I must..." Her voice faltered as the thundering steps ceased, and the remaining evergreens bowed before them and revealed the vast head and steel-covered body of the terrible bear. It glowered at her and grinned, black lips peeling back on metal fangs.

"Die?" The boy shrugged and, to Ingrid's horror, stepped in front of her with his back to the bear. "Death is the natural conclusion of wisdom, but is not its wellspring. Have I not taught you well?" His form rippled, and there sat before her a silvery fox, larger and leaner than she remembered, but nonetheless the same beast that once lay at the wise woman's feet and took food from her hand. "You've learned wisdom, I know, but you know it not when you have it."

Ingrid clutched her fists in her apron. The bear acted as though it were moving underwater, its head lowering slower and slower.

"Wisdom!" Her voice felt raw in her throat. "What good has it been? What good has anything I've done been to stop this horror?"

The fox smiled. "You've been kind."

Ingrid laughed, then began to cry. "You haven't changed at all! Kindness? Nonsense! Maybe the wisdom of yours, or of your mistress would have been enough, to have magic! Tricks! Secrets!"

"Do you think you can be kind in *absence* of wisdom? You have it backwards." The fox flicked his large tail. Behind him, the bear's jaws stretched wide with an enchanted slowness and Ingrid saw that horrible glow emerge in the back of its throat. "This is truth: it is *only* kindness which begets wisdom. An educated fool would have left a goat to the fire, a goose to the net, and a stranger to the nettles. It is the kind sage who knows to save those who even she believes can do nothing for her."

A great gout of flame spilled out of the bear's mouth, but the fox seemed oblivious to the danger. "Only wisdom sees that things are never exactly as they seem." Ingrid screamed as the fire streaked towards them, time abruptly regaining its normal course. She shielded herself and fell to the ground, but the flames never came.

She looked. The fox gazed up at the bear as the flames parted around the fox as water breaking around a boulder, dissipating to the sides of it. The fox did not look back at her as it asked: "What will it take, schoolteacher? What is its weakness?"

Ingrid ran her shaking hands over her face, wiping away sweat, and stared at the bear. She felt the tug of a distant calm and grasped it, letting it overtake her, reminding her of when she had to recite the names of medicinal herbs and their properties over and over.

She studied the steel coating the bear with firm detachment, but knew from seeing the inside of its mouth that it was flesh underneath.

"Electricity," she whispered, and the fox flicked his tail.

An orb of lightning, and then another, streaked away from the fox and engulfed the monster in a cloak of dazzling electricity. Its steel body conducted it, bolts dancing along the steel spikes and piercing the stalimedved's body again and again. It roared and thrashed in the trees until all left around it was a crushed clearing. Burning hair and cooking meat smells clogged the air. With one final whimper, the still-hissing form of the steely bear collapsed on the forestfloor with a thundering crash.

The fox looked back at her and nodded behind her. Over her shoulder, Ingrid saw Lana, Suzan, Alexei and the other children peering fearfully from behind trees further up the path.

"Go," the fox said, "and tell them all of your victory here."

"But I didn't..." Ingrid began.

"You did." The fox said. Then, with a flick of his tail, he vanished.

Ingrid squared her shoulders and looked at the childrenher children—and held out her hands. They all came forward together in a linked chain. Suzan beamed up at her.

She led them away from the fallen beast and into the forest, where they headed for the welcome glow of the village beyond. There, Ingrid found the children safe homes and taught them the names of stars, the properties of plants, and the language of birds and beasts.

And though she never taught it, her students, nonetheless, learned from her to be always kind so wisdom—and the wise—would feel welcome.

BAGIENNIK

This small, lizardlike creature has a humanoid upper body and a long tail with frilled extensions.

MYTHIC BAGIENNIK

XP 3,200

Pathfinder Roleplaying Game Bestiary 5 CN Small fey (aquatic, mythic) Init +2; Senses disease scent, mistsight^{MA}; Perception +19 DEFENSE

AC 20, touch 13, flat-footed 18 (+2 Dex, +7 natural, +1 size) hp 96 (12d6+54)

Fort +5, Ref +10, Will +8 Defensive Abilities murk cloud^{MA}

DR 10/cold iron and epic; Resist acid 5, fire 5

OFFENSE

Speed 30 ft., swim 40 ft.

Melee bite^{MA} +5 (1d3-1), 2 claws +4 (1d4-1)

Ranged nasal spray^{MA} +11 touch (3d6 fire, 3d6 acid, and – nasal burn)

Special Attacks mythic power (3/day, surge +1d6) Spell-Like Abilities (CL 7th; concentration +10)

3/day=cure light wounds, remove disease

1/day--cure moderate wounds, remove blindness/deafness

STATISTICS

Str 8, Dex 14, Con 15, Int 15, Wis 10, Cha 17

Base Atk +6; CMB +4; CMD 16

Feats Alertness^{MF}, Self-Sufficient, Skill Focus (Heal), Toughness, Weapon Focus (nasal spray)^{MF}

Skills Bluff +10, Diplomacy +12, Escape Artist +9, Heal +22, Knowledge (arcana) +5, Knowledge (nature) +12, Perception +21, Sense Motive +13, Stealth +21, Survival +8, Swim +22, Use Magic Device +18

Languages Common, Sylvan

SQ amphibious

ECOLOGY

Environment cold rivers Organization solitary, pair, or gang (3-8) Treasure none

SPECIAL ABILITIES

CR 7/MR 3

Disease Scent (Ex) A mythic bagiennik can smell a diseased creature as if using the scent ability. It can discern whether the diseased creature is the source of a disease or merely a carrier; in the latter case, the mythic bagiennik often seeks out the creature and attempts to purge its maladies.
 Murk Cloud (Ex) A mythic bagiennik can emit a 5-footradius cloud of ink once per minute as a free action while underwater. This cloud provides total concealment. The ink

persists for 1 minute. Nasal Burn (Su) A mythic bagiennik's nasal spray deals 1d6 points of fire damage to victims in subsequent rounds after it strikes a target (as per the burn^{B2} universal monster ability), but it can also cure other maladies. Each round in which a victim takes damage from a mythic bagiennik's nasal spray, that victim can attempt a DC 17 Fortitude save. If the victim succeeds at this save, it heals 1 point of ability damage to an ability score of its choice. If the result exceeds the DC by 5 or more, the victim can also attempt to remove a single disease or poison currently affecting her as per remove disease or neutralize poison (caster level 7th). If the damage from the mythic bagiennik's nasal burn is reduced or negated in any way, the victim can't attempt this special Fortitude save that round. Once per week, a mythic bagiennik may expend 3 uses of mythic power to douse a recently slain creature in its spray to return it to life as raise dead. Creatures returned to life in this way have 2 points of Constitution drain rather than Constitution damage upon returning to life. The save DC is Constitution-based.

ETIAINEN

This vaguely humanoid-shaped roil of mist appears to be improbably solid.

MYTHIC ETIAINEN

1 11

CR 1/MR 1

XP 400 Pathfinder Roleplaying Game Bestiary 5 CN Medium outsider (incorporeal, mythic, native) Init +2; Senses darkvision 60 ft.; Perception +5

DEFENSE

AC 15, touch 14, flat-footed 13 (+2 deflection, +2 Dex, +1 natural) hp 23 (2d10+12)

Fort +4, Ref +2, Will +3

Defensive Abilities thwart detection^{MA}

OFFENSE

Speed 30 ft.

Melee incorporeal touch +4 (1d6 plus memory drain) Special Attacks memory drain, <u>mythic power</u> (1/day, surge +1d6) Psychic Magic (CL 2nd; concentration +4)

15 PE—deja vu (1 PE), ghost sound (0 PE), disguise self (1 PE), mage hand (0 PE), mindlink (1 PE, DC 13), open/close (0 PE), teleport (self only, 5 PE)

STATISTICS

Str --, Dex 14, Con 12, Int 5, Wis 11, Cha 14
Base Atk +2; CMB +6; CMD 18
Feats Skill Focus (Stealth)^{MF}, Weapon Finesse
Skills Disguise +7, Perception +5, Stealth +14; Racial Modifiers +4 Stealth
Languages Common (can't speak)
SQ assume visage^{MA}, ephemeral existence

ECOLOGY

Environment any urban Organization solitary Treasure none

SPECIAL ABILITIES

Assume Visage (Su) When using *disguise self*, a mythic etiainen can assume the likeness of any Medium or Small creature within its line of sight. This glamer can cause it to appear solid, but it remains incorporeal. A mythic etiainen can instead expend one use of its mythic power to appear as a Large or Tiny creature. Regardless of its apparent size, the etiainen's actual size does not change, and it gains no benefits or penalties from the size change except for the usual bonus or penalty on Stealth checks for each size category smaller or larger than Medium.

Ephemeral Existence (Su) A mythic etiainen is a spirit of psychic energy, and manifests only when it has at least 1 PE. Once it spends its final PE, it faded out of existence for 24 hours, at which point it regains its store of PE and reappears wherever it chooses within 100 feet of the point where it faded. A mythic etiainen is not killed by this fading, but it cannot affect or be affected by any effect while faded. Memory Drain (Su) A creature hit by a mythic etiainen's incorporeal touch attack loses 1 minute of its memories, as the modify memory spell (DC 13 Will negates). This duration of memory loss is cumulative with multiple failed saves. A creature that succeeds at this saving throw cannot be affected by memory drain from the same etiainen for 24 hours. This ability is a mind-affecting effect. The save DC is Charisma-based.

Thwart Detection (Su) A mythic etiainen can bypass magical divinations that specifically detect outsiders, and likewise can evade detection by constructs, spells, and traps that are meant to allow only certain creatures to move or act within their range. This includes constructs, spells, and traps that can be bypassed with a password as well as those that can be programmed to exclude specific creatures based on type or other physical characteristics (such as *alarm, forbiddance, glyph of warding*, and *symbol of death*). A mythic etiainen must be aware of the construct, spell, or trap's existence, though not necessarily its specific parameters, for this ability to function. If a mythic etiainen is using its assume visage ability, it is aware of the same constructs, spells, and traps as its target.



GORYNYCH

This sleek, three-headed dragon rears up on its hind legs, wings spread and flames licking out from behind three sets of fangs.

CR 18/MR 7

MYTHIC GORYNYCH

XP 153,600

Pathfinder Roleplaying Game Bestiary 3

CE Huge dragon (mythic)

Init +2/-18, <u>dual initiative</u>^{MA}; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +23

DEFENSE

AC 35, touch 10, flat-footed 33 (+2 Dex, +25 natural, -2 size) hp 316 (17d12+206); regeneration 5 (acid) Fort +17, Ref +14, Will +15

DR 10/epic and lawful; Immune fire, paralysis, poison, sleep; SR 33 Defensive Abilities dragon blood^{MA}(1d8 fire), ferocity^{MA}, wicked return^{MA}

OFFENSE

Speed 30 ft., fly 100 ft. (poor), swim 50 ft.

Melee 3 bites +25 (2d8+9), 2 claws +24 (1d8+9)

Space 15 ft.; Reach 10 ft. (20 ft. with bite)

Special Attacks beckoning haze^{MA}, breath weapon^{MA}(40-ft. cone, 5d6 fire, Reflex DC 25 for half, usable every 1d4 rounds), <u>lingering</u> breath^{MA}(2d8 fire, 7 rounds); mythic power (7/day, surge +1d10)

Spell-Like Abilities (CL 15th; concentration +19)

Constant-true seeing

At will-charm person (DC 16)

3/day-alter self, bestow curse (DC 19), greater dispel magic 1/day-lesser geas (DC 19), limited wish, mislead (DC 21)

STATISTICS

Str 29, Dex 15, Con 24, Int 12, Wis 17, Cha 20 Base Atk +17; CMB +28; CMD 40

Feats Awesome Blow, Combat Reflexes^{MF}, Flyby Attack, Improved Bull Rush^{MF}, Iron Will, Lightning Reflexes, Power Attack^{MF}, Stand Still, Weapon Focus (bite)

Skills Bluff +18, Diplomacy +18, Fly +7, Intimidate +18, Knowledge (arcana) +14, Knowledge (nature) +14, Perception +23, Sense Motive +16, Spellcraft +14, Stealth +14, Swim +25 Languages Common, Draconic, Sylvan

SQ multi-headed

ECOLOGY

Environment temperate forests

Organization solitary

Treasure double

SPECIAL ABILITIES

Beckoning Haze (Su) A mythic gorynych can exhale a plume of smoke that provides concealment in an area as a *fog cloud* spell. Mythic humanoids younger than middle-aged within the smoke must succeed at a Will save (DC 23) or become fascinated with the gorynych; non-mythic humanoids receive no saving throw. The smoke dissipates in 1 round, but the fascination persists for 2d4 rounds. While fascinated, a creature can take no other action except to move closer to the gorynych, if possible. If unable to see or get closer-to

the gorynych, a fascinated creature does not move. A mythic gorynych may use beckoning haze with some or all of its heads; the fog cloud effect lasts 1 additional round for each head, and a creature caught in the overlapping area of two beckoning haze effects takes a -2 penalty on its Will save (or -4 if in the overlapping area of three beckoning haze effects). A creature succeeding its save is immune to that same mythic gorynych's beckoning haze for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based. Breath Weapon (Su) Each of a mythic gorynych's heads has its own separate breath weapon. When a mythic gorynych uses its breath weapon, it can breathe with one, two, or all three heads. If the areas of two or more breath weapons overlap, a creature caught in that overlapping area takes a -2 penalty on its Reflex save (or -4 if three breath weapons overlap). Damage done by overlapping breath weapons stacks and is considered to be a single source of fire damage for the purpose of overcoming fire resistance. Unlike a typical gorynych, a gorynych who breathes with only one or two heads need not wait 1d4 rounds to breathe again; each head

can breath independently of the others, and the delay before breathing again applies separately to each head. It could bite twice and breathe once (with a different head each time) in three successive rounds, with the first two heads to breathe recharging even though the third head had yet to breathe. Regardless of how many heads breathe fire, the mythic gorynych can expend one use of its mythic power when breathing to increase the area of all breath weapons it uses

on that turn to a 60-foot cone, ignoring fire resistance (but not fire immunity) for non-mythic creatures in the area.

If a mythic gorynych expends two uses of mythic power when breathing, it affects a 60-foot cone and ignores all forms of fire resistance and deals half damage even to creatures normally immune to fire, unless they are mythic creatures with the fire subtype. Multi-Headed (Ex) All three of a mythic gorynych's heads can act independently of each other. When it makes a full attack, each head can either bite or use its breath weapon, in any combination (two bites and one breath, three breaths and no bites, and so on). Wicked Return (Su) When a mythic gorynych would be slain, its flesh is instead consumed by a swirling 20-foot-radius spread of evil magic and sooty black and orange flame centered on the dragon's body. This cloud that functions as an incendiary cloud (DC 23), and any nonevil creature entering the cloud or beginning its turn within the cloud is also affected as unholy blight (DC 19); these effects have a caster level of 17th but are supernatural in nature and not subject to spell resistance. After 1d3 rounds, the cloud disperses to reveal the gorynych within, its scales cracked and blackened but otherwise returned to life with 100 hit points. The reborn mythic gorynych gains the evil subtype and its loses regeneration 5 (acid), gaining regeneration 10 (good) instead. Its damage reduction changes from DR 10/epic and lawful to DR 10/epic and good. Its abilities and statistics otherwise do not change. If not killed, a reborn mythic gorynych can survive for up to 3 days and 3 hours in this state before it crumbles to dust.

HOUSE SPIRIT, DOMOVOI

Barely knee high, this small creature looks like a hairy old man who is mostly beard.

MYTHIC DOMOVOI

XP 1,200

Pathfinder Roleplaying Game Bestiary 5 GG Tiny fey (mythic)

Init +6; Senses low-light vision; Perception +7

DEFENSE

AC 18, touch 15, flat-footed 15 (+2 Dex, +1 dodge, +3 natural, +2 size)

hp 33 (5d6+16)

Fort +3, **Ref** +6, **Will** +5

DR 5/epic

OFFENSE

Speed 20 ft.

Melee club +4 (1d3)

- **Special Attacks** clean sweep^{MA}, <u>mythic power</u> (1/day, surge +1d6), telekinesis
 - Spell-Like Abilities (CL 5th; concentration +7) At will—invisibility, lullaby (DC 12), mage hand, mending, prestidigitation
 - 3/day—reduce person (DC 13), sleep (DC 13)

1/week—augury

Str 10, Dex 15, Con 14, Int 9, Wis 13, Cha 15 Base Atk +2; CMB +2; CMD 13

Feats Dodge, Improved Initiative, Mobility^{MF}

Skills Acrobatics +7, Bluff +8, Diplomacy +8, Handle Animal +7, Knowledge (local) +4, Perception +7, Sense Motive +7, Stealth +17

Languages Common, Sylvan

SQ change shape (cat or dog; *beast form I*), compression, revered ancestor^{MA}

ECOLOGY

Environment any land **Organization** solitary or gathering (2-6). **Treasure** none

SPECIAL ABILITIES

CR 4/MR 1

Clean Sweep (Su) When the house a mythic domovoi protects. is threatened (or has become very, very dirty) it can cleanse a space and disable intruders with a wave of force. Once per day as a standard action, a mythic domovoi can unleash a burst of mystical force centered on its square. Inanimate objects within 30 feet are cleaned as presdigitation and repaired as mending. If these objects are unattended and weigh less than 50 lbs., they are also summoned to within 5 feet of the mythic domovoi, or into the closest possible square. Squares with objects summoned in this way are considered difficult terrain. Living creatures within 30 feet are instead knocked prone by the burst if they do not succeed a Fortitude save (DC 14). If it expends one use of its mythic power when performing a clean sweep, it can add the result of its surge die to the DC of the effect, and it may choose to knock creatures prone, push them 10 feet away, or pull them 10 feet towards itself on a failed save. Nonmythic creatures failing their save are knocked prone and either pushed or pulled, as the domovoi chooses. The save DC is Charisma-based.

Revered Ancestor (Su) Once per week, a mythic domovoi may take on the appearance of a deceased ancestor related to the owners of the home it inhabits. This otherwise functions as the spell *disguise self*, but persists for an hour before dissipating. While in this guise, a mythic domovoi knows what the ancestor did in life, and can answer up to three questions of up to 25 words each about this knowledge. It is unable to discuss the life or knowledge of the ancestor beyond the three questions, nor is it compelled to act or speak like the ancestor it is imitating, though a mythic domovoi may choose to do so. Once per month, it may tap into the collective memory of all domovoi to answer up to five yes/no questions as *contact other plane* (caster level 5th) used to contact a creature from the Inner Planes. A mythic domovoi is unable to end this effect voluntarily.

Telekinesis (Su) A mythic domovoi defends itself and its home through telekinesis. This ability functions as the spell *telekinesis*, usable at will, with a caster level equal to the mythic domovoi's Hit Dice (CL 5 for most domovoi). A typical mythic domovoi has a ranged attack roll of +5 when using telekinesis to hurl objects or creatures, and can use the ability on objects weighing up to 50 pounds. If a mythic domovoi attempts to hurl a creature with this ability, that creature can resist the effect with a successful DC 14 Will save. The save DC is Charisma-based.

House Spirit, Dvorovoi

A wild mop of hair tops this small humanoid creature's head. It has prominent gleaming eyes and a toothy grin.

MYTHIC DVOROVOI

XP 1,600

Pathfinder Roleplaying Game Bestiary 5 CN Small fey (mythic)

Init +3; Senses greensight 60 ft.^{MA}, low-light vision, scent; Perception +9

DEFENSE

AC 19, touch 14, flat-footed 16 (+3 Dex, +5 natural, +1 size) hp 50 (7d6+26) Fort +4, Ref +8, Will +6

DR 5/cold iron and epic; SR 17

OFFENSE

Speed 30 ft.

Melee pitchfork +8 (1d8+8 plus farmer's curse) Ranged pitchfork +7 (1d8+8 plus farmer's curse) Spell-like Abilities (CL 6th; concentration +9)

Constant--speak with animals

At will--charm animal (DC 15), hide from animals, invisibility 3/day--break (DC 15), reduce person (DC 15) 1/day--entangle (DC 15)

Special Attacks farmer's curse^{MA}, <u>mythic power</u> (2/day, surge +1d6),

STATISTICS

Str 19, Dex 16, Con 14, Int 9, Wis 13, Cha 18

Base Atk +3; CMB +4; CMD 17

Feats Catch Off-Guard^{MF}, Combat Reflexes, Throw Anything, Two-Handed Thrower

Skills Acrobatics +10, Bluff +11, Diplomacy +10, Handle Animal +13, Knowledge (nature), Perception +9, Sense Motive +6,

Stealth +16, Survival +3; Racial Modifiers +4 Handle Animal Languages Common, Sylvan; speak with animals

SQ compression, oversized weapons, plantbringer^{MA}, wild empathy +19

ECOLOGY

Environment any land Organization solitary or gathering (3-6) Treasure none

SPECIAL ABILITIES

CR 5/MR 2

Farmer's Curse (Su) A mythic dvorovoi is helpful while appeased, but turns spiteful if disrespected and may imbue his enemies with the enmity of all beasts. After making a successful attack with its pitchfork, or by making a melee touch attack that deals no damage, a mythic dvorovoi may expend one of its uses of mythic power to deliver the curse. The target must succeed at a Will save (DC 17) to negate the effect; otherwise, the target receives a -10 penalty on Handle Animal and wild empathy checks. Additionally, creatures with the animal type have a starting attitude of Hostile toward the target until the curse is removed. Animal companions, mounts, and pets become disobedient and their attitude toward the target shifts one step closer to Hostile each day; once Hostile, the animal will attack the target. This effect is permanent until removed via an effect such as remove curse. Once the curse is broken, any altered animal attitudes are reverted to what they were prior to the curse. If the victim, of this curse attempts to cultivate crops, those plants are affected as diminish plants. In addition, animals and plants treat all spells and effects used by the accursed creature as hostile acts, even harmless or beneficial effects. Using such effects may require a successful melee touch attack if touching the animal or plant is required, and animals and plant creatures must always attempt saying throws against any effect the accursed creature uses on them, even if the effect is harmless or beneficial. The save DC is Charismabased.

Oversized Weapons (Ex) A mythic dvorovoi can wield weapons sized for Medium creatures without penalty.

Plantbringer (Su) All plants within a 1-mile radius of a mythic dvorovoi's home grow at double their normal rate and don't suffer from any disease, parasites, fungal infestations, or similar blights. Furthermore, allied plant creatures within 30 feet of a mythic dvorovoi gain fast healing 2.

Wild Empathy (Ex) This ability works like the druid ability of the same name. The mythic dvorovoi's total bonus includes a +8 racial bonus.

HOUSE SPIRIT, OVINNIK

Covered in sleek black fur, this vaguely feline humanoid holds flickering flames in its clawed hand.

MYTHIC OVINNIK

XP 600

Pathfinder Roleplaying Game Bestiary 5

CN Tiny fey (mythic)

Init +3; Senses darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 18, touch 15, flat-footed 15 (+3 Dex, +3 natural, +2 size) hp 28 (4d6+14) Fort +3, Ref +7, Will +6 DR 2/cold iron; Resist fire 5

OFFENSE

Speed 30 ft., climb 20 ft.

Melee 2 claws +7 (1d3+3)

Special Attacks luck touch, menacing bark^{MA}, mythic power (1/ day, surge +1d6), oracle of fire^{MA}, sneak attack +1d6

Spell-Like Abilities (CL 4th; concentration +7) At will--daze (DC 13), produce flame

1/month--divination

STATISTICS

Str 12, Dex 17, Con 15, Int 9, Wis 14, Cha 16 Base Atk +2; CMB +3; CMD 14 Feats Go Unnoticed, Weapon Finesse^{MF}

Skills Acrobatics +8, Climb +11, Escape Artist +10, Intimidate +5, Knowledge (local) +4, Knowledge (nature) +4, Perception +9, Stealth +18

Languages Common, Sylvan

SQ compression

ECOLOGY

Environment any land **Organization** solitary Treasure none

SPECIAL ABILITIES

CR 3/MR 1

Luck Touch (Su) With a claw attack or touch attack, a mythic ovinnik can alter a creature's luck. If the target fails a DC 14 Will save, it either gains a +4 bonus or takes a -4 penalty (the mythic ovinnik's choice) on its next three d20 rolls. The target can choose to automatically fail the saving throw, but must choose before it knows whether the touch will be beneficial or harmful. The save DC is Charisma-based.

Menacing Bark (Su) The bark of a mythic ovinnik fills its targets with dread. A mythic ovinnik may attempt an Intimidate check to demoralize an opponent as a move action. If the mythic ovinnik expends one use of mythic power, it may attempt to use Intimidate to demoralize all opponents within 30 feet as a standard action, adding the result of its mythic surge die to the result of its Intimidate check against non-mythic creatures. This ability does not affect creatures immune to fear effects.

Oracle of Fire (Su) Fires generated by the mythic ovinnik put out magical smoke that dazzles living creatures within 30 feet of the source fire for as long as they remain within this area and for 1 round thereafter. In addition, if the ovinnik expends one use of its mythic power, living creatures in the smoke have their vision warped by the mystic smoke (DC 15) Fortitude negates), leaving them unable to see beyond 30 feet for 1 hour. However, a creature whose vision is warped in this way may gaze through any flame within 10 feet as a full-round action once during this time, allowing the creature to observe a distant location as if using clairvoyance/ clairaudience, but this ability can be used only to see, not to hear. This scrying lasts up to 1d4 rounds, though if there is a fire source at the target location, it lasts for up to 1 minute instead. Creatures may willingly fail their saving throws against this effect. The save DC is Charisma-based.

Kikimora

This crone has avian features, including a long nose resembling a beak, clawed hands, and birdlike feet.

MYTHIC KIKIMORA

XP 2,400

Pathfinder Roleplaying Game Bestiary 5 CN Medium fey (mythic)

Init +8; Senses low-light-vision; Perception +13

DEFENSE

AC 21, touch 16, flat-footed 15 (+4 Dex, +2 dodge, +5 natural) hp 57 (7d6+33)

Fort +4, Ref +9, Will +8 DR 5/cold iron and epic; SR 18

OFFENSE

Speed 30 ft.

Melee 2 claws +7 (1d4+1)

Spell-Like Abilities (CL 7th; concentration +12)

At will--forced quiet, invisibility (self only), mending, prestidig

itation, stone call

3/day--break (DC 17), charm animal (DC 17), deep slumber (DC 19), pain strike (DC 17)

1/day--major image (DC 19), make whole, summon-swarm Special Attacks flaxen trap^{MA}, insightful nightmare^{MA}, <u>mythic</u> magic^{MA} 3/day, <u>mythic power</u> (2/day, surge +1d6)

STATISTICS

CR 6/MR 2

Str 13, Dex 18, Con 15, Int 12, Wis 16, Cha 23
Base Atk +3; CMB +4; CMD 19
Feats Dodge^{MF}, Improved Initiative, Stealthy, Toughness, Weapon Finesse
Skills Acrobatics +14, Appraise +8, Bluff +16, Escape Artist +16, Perception +13, Sleight of Hand +14, Stealth +16
Languages Common, Sylvan

SQ hidey-hole

ECOLOGY

Environment any urban Organization solitary Treasure standard



SPECIAL ABILITIES

Flaxen Trap (Su) A mythic kikimora can spin flax with supernatural speed and skill using nothing but her claws. She can weave cloth as if using *minor creation*, creating up to 1 cubic foot of cloth per round, up to a maximum of 14 cubic feet per day. In addition, a mythic kikimora threatened by an adjacent creature can expend one use of her mythic power as a move action to catch her opponent in a web of spun flax, causing the creature to become entangled (DC 19 Reflex negates) and then move up to her speed without provoking an attack of opportunity from the target. The strands of enchanted flax persist until destroyed by fire or a slashing weapon (hardness o, hp 7). An entangled character may attempt to escape by breaking them with a Strength check (DC 10) or Escape Artist check (DC 19). The save DC for this ability is Gharisma-based.

Hidey-Hole (Su) When a mythic kikimora chooses a house to inhabit, she can create an extradimensional space by scrawling a sigil on a wall, baseboard, cupboard, or other permanent object (such as a stove). This sigil serves as the entrance to the mythic kikimora's tiny domain, where shecan live within the house without being detected. Only the mythic kikimora can enter this hidey-hole. Anytime after designating a hidey-hole, the mythic kikimora can transport herself and up to 50 pounds of objects to the hidey-hole as a standard action, as long as she is in the same room as the sigil. The mythic kikimora can exit the hidey-hole in the same way, appearing in the nearest empty square to the sigil. Any objects left within the hidey-hole remain there when the mythic kikimora exits the space, even if she removes the sigil and places it in another location. While inside the hidey-hole, the mythic kikimora can see what is going on outside of the space through a special sensor, as if the mythic kikimora were standing where her sigil is placed. As a result, mundane objects placed in front of the sigil can block the mythic kikimora's sight from the hidey-hole.

Insightful Nightmare (Su) A mythic kikimora may enter the dreams of a slumbering target once per day, remaining and observing the target's dreams for 1 hour. The target is affected as *nightmare* (DC 19), but the kikimora can learn much about the target by observing the target's responses to the corrupted dream, granting her an insight bonus equal to her Charisma modifier on attack and damage rolls and opposed skill checks made against that target for the next 24 hours. While in a dream, a mythic kikimora's body is helpless; should her body be slain, she is stranded in the Ethereal Plane. The save DC for this ability is Charisma-based.

RUSALKA

This beguiling female figure is partly obscured by long flowing hair that dances and flows around her as if she were underwater.

MYTHIC RUSALKA	CR 15/MR 6
XP 51,200	MANARE
Pathfinder Roleplaying Game Bestiary 3	
NE Medium fey (aquatic, mythic)	1. 3 212 (-)
Init +16 ^{MF} ; Senses low-light vision, mistsig	ht ^{MA} ; Perception +22
DEFENSE	Star Market
AC 31, touch 17, flat-footed 24 (+6 Dex, +1 c	lodge, +14 natural)
hp 186 (20d6+116)	A MILLING
Fort +12, Ref +18, Will +15	Print William
DR 15/cold iron and epic; Immune fire; SR	29
Defensive Abilities shadowy waters ^{MA}	No. 1 + the
OFFENSE	and the state
Speed 30 ft.; swim 60 ft.	1-1-1-1-1-1
Melee staggering touch +16 (stagger), 4 tresse	es +16 (2d6+6 plus grab)
Space 5 ft.; Reach 5 ft. (15 ft. with tresses)	E CLES
Special Attacks accusing shriek ^{MA} , beckoni	ng call ^{MA} , constrict
(2d6+9), faithful slave ^{MA} , <u>mythic magic^{MA}</u>	3/day, mythic power
(6/day, surge +1d8), strangle ^{MA} , tresses	1 1 1 1 4 5 3 4
Spell-Like Abilities (CL 20th; concentration	1 +27)
Constantblur, water walk	
At willentangle (DC 20), fog cloud, inv	
3/dayquickened charm monster (DC :	
1/daycontrol nature's ally VI (water ele	ementals only)
STATISTICS	16 1 1 9 9 V
Str 22, Dex 23, Con 19, Int 12, Wis 13, Cha 2	
Base Atk +10; CMB +17 (+25 when using tr with tresses); CMD 33	esses, +29 grapple
E LA CALLAND ME	DICI

Feats Agile Maneuvers, Combat Reflexes^{MF}, Dodge, Great Fortitude, Improved Initiative^{MF}, Iron Will^{MF}, Quicken Spell-Like Ability (*charm monster*), Skill Focus (Perception), Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +14, Bluff +26, Diplomacy +17, Escape Artist +18, Knowledge (arcana) +6, Knowledge (nature) +18, Perception +22, Perform (dance) +16, Perform (sing) +29, Sense Motive +15, Spellcraft +18, Stealth +27, Swim +32

Languages Common, Sylvan SQ amphibious

ECOLOGY

Environment any water Organization solitary, pair, or eddy (3-6) Treasure standard

SPECIAL ABILITIES

- Accusing Shriek (Su) A mythic rusalka may emit a wrathful shriek in a 20-foot cone. Creatures within the cone are filled with vengeful rage towards one creature the mythic rusalka designates when using accusing shriek (DC 29 Will negates). The creature designated must be within the mythic rusalka's line of sight and able to be clearly identified to affected creatures; creatures that do not share a common language with the rusalka gain a +2 circumstance bonus on their save. Once a target creature is designated, enraged creatures are compelled to do everything in their power to destroy that creature, and affected creatures are filled with agonizing anguish at the end of any round they do not spend directly attacking or hindering the designated creature, taking 3d6 points of nonlethal damage. This ability ends when the designated creature is dead or unconscious, if the rusalka is ever more than 300 feet away from the designated creature, or if the targets are affected by calm emotions or a similar spell. This is a sonic mind-affecting effect. The save DC is Charisma-based.
- **Beckoning Call (Su)** As a standard action, a mythic rusalka can sing or speak, causing all non-fey creatures within a 300-foot spread to approach its position as if compelled to do so via a *suggestion* spell (DC 29 Will negates). A creature who successfully saves is not subject to the same mythic rusalka's beckoning call for 24 hours. When an affected creature begins its turn adjacent to the rusalka, it is dazed for that round. These effects continue as long as the mythic rusalka takes a standard action to maintain the effect, plus 1 additional round. By expending two uses of mythic power, a mythic rusalka may maintain its beckoning call for 9 rounds once it ceases maintaining the effect. This is a sonic mindaffecting effect. The save DC is Charisma-based.

Faithful Slave (Su) When a non-mythic creature fails its Will

save against a mythic rusalka's charm monster spell-like ability, the duration is permanent until dispelled by break enchantment, dispel magic, limited wish, miracle, wish or similarspell, and the DC on caster level checks made to detect, identify, or remove the charm are increase by 6 unless a mythic effect is used. A mythic rusalka may expend a use of mythic power to use this power on a mythic creature fails its Will save.

Shadowy Waters (Su) When partially (at least 50%) submerged in water, a mythic rusalka is always considered to have concealment (20% miss chance). By expending one use of mythic power while partially submerged, a mythic rusalka may summon 8 shadowy duplicates of herself constructed from shadow and water plants as a standard action. These duplicates are treated exactly duplicates created via a *mirror image* spell, but not destroyed by near misses and are not illusory. Divinations and effects that reveal illusions, such as *true seeing* reveal them to be magical but cannot discern them from the real rusalka unless they are mythic effects used by a creature whose mythic rank or tier equals or exceeds the rusalka's. These duplicates have physical substance and are indistinguishable from the rusalka to blindsense, blindsight, scent, and tremorsense.

- **Staggering Touch (Su)** A creature touched by a mythic rusalka is staggered for 1 round by overwhelming feelings of desire and shame (DC 29 Fortitude negates). This is a mindaffecting effect. The save DC is Charisma-based.
- **Tresses (Su)** A mythic rusalka's long hair is strong and capable of making powerful primary natural attacks. When it uses its tresses to grapple an opponent, a rusalka does not gain the grappled condition itself. In addition, a mythic rusalka uses its Charisma modifier in addition to its Strength modifier for all combat maneuver checks made with its tresses.

TATZLWYRM

Yellow eyes briefly flicker from a hole in a nearby maple tree. Suddenly, a large reptile leaps out, as green as the surrounding foliage and at least six feet in length. It has a dragon's head filled with sharp teeth, and two arms ending in grasping claws. A cloud of greenish vapor wafts from its gaping maw.

MYTHIC TATZLWYRM

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 3 N Medium dragon (mythic) Init +2; Senses darkvision 60 ft., low-light vision, greensight^{MA} 60 ft.; Perception +8

DEFENSE

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural) hp 32 (3d12+13) Fort +4, Ref +5, Will +5

Immune paralysis, sleep

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +5 (1d8+3 plus grab)

Special Attacks mythic power (1/day, surge +1d6), poison gasp^{MA}, pounce, rake (2 claws +5, 1d4+2)

STATISTICS

Str 14, Dex 15, Con 12, Int 5, Wis 14, Cha 11 Base Atk +3; CMB +5 (+9 grapple); CMD 17 (can't be tripped) Feats Nimble Moves, Stealthy^{MF}

Skills Climb +14, Escape Artist +2, Intimidate +4, Perception +8, Stealth +12 (+18 in dense vegetation); Racial Modifiers +6 Stealth in dense vegetation

Languages Draconic

ECOLOGY

Environment any forest **Organization** solitary or nest (2-5) **Treasure** standard

SPECIAL ABILITIES

Poison Gasp (Ex) A mythic tatzlwyrm's breath contains a poisonous vapor. When a creature ends its turn grappled by a tatzlwyrm, it must hold its breath or be exposed to the tatzlwyrm's poison; this does not require an action by the tatzlwyrm. In addition, a tatzlwyrm can breathe its poison on any adjacent creature as a standard action. If it expends one use of its mythic power, it can belch out these poisonous vapors in a 15-foot cone as a standard action, or it can breathe on a single adjacent creature as a free action; if that creature was grappled by the tatzlwyrm at the beginning of its turn, the save DC is increased by 2 and the Strength damage from the poison is doubled.

Tatzlwyrm poison: Breath--inhaled; save Fort DC 12; frequency 1/round for 2 rounds; effect 1d2 Str damage; cure 1 save. The save DC is Constitution-based.

VEELA, AIR

This lithe, androgynous humanoid has unusually colored skin and an otherworldly grace.

MYTHIC	VEELA

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CR 8/MR 3

XP 4,800 Pathfinder Roleplaying Game Bestiary 5 N Medium outsider (air, extraplanar, mythic) Init +6; Senses darkvision 60 ft., mistsight^{MA}; Perception +12 DEFENSE AC 22, touch 13, flat-footed 19 (+3 Dex, +9 natural)

hp 115 (9d10+66)

Fort +10, Ref +9, Will +6

DR 10/epic and magic; Immune electricity; SR 21 Defensive Abilities mist dodge^{MA}

OFFENSE

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

Melee masterwork dagger +13/+8 (1d4+5/19-20 plus 1d6 electricity), masterwork dagger +13/+8 (1d4+5 plus 1d6 electricity) or 2 slams +14 (1d4+5 plus 1d6 electricity)

Special Attacks amazing initiative^{MA}, beckoning dance, deadly inhalation^{MA}(5-ft. burst, 4d6 damage, Fortitude DC 18, usable every 1d4 rounds), elemental veil, <u>mythic power</u> (3/day, surge +1d6)

Spell-Like Abilities (CL 9th; concentration +15)

At will--gust of wind, resist energy (electricity only)

3/day--cure serious wounds, suggestion (DC 19) 1/day--ball lightning^{APG} (DC 20), dispel magic

STATISTICS

Str 20, Dex 17, Con 19, Int 14, Wis 11, Cha 22 Base Atk +9; CMB +14; CMD 27

Feats Ability Focus (beckoning dance), Combat Reflexes^{MF}, Double Slice, Improved Two Weapon Fighting, Two Weapon Fighting^{MF}

Skills Acrobatics +15, Bluff +18, Diplomacy +18, Fly +15, Knowledge (any one) +14, Perception +12, Perform (dance) +22, Sense Motive +11, Stealth +15; Racial Modifiers +4 Perform (dance)

Languages Auran, Common

ECOLOGY

Environment any hills or mountains (Plane of Air) **Organization** solitary, pair, or troupe (3-6) **Treasure** standard (2 masterwork daggers)

SPECIAL ABILITIES

Beckoning Dance (Su) As a standard action, a mythic veela can compel a target that it can see to join it in dancing; if the target fails a DC 22 Will it is compelled to dance with the mythic veela for up to 1 minute. While dancing with a mythic veela; both the veela and the affected creature are protected as *sanctuary* (DC 19). This effect is not ended by harm to the affected creature.

Each round at the end of its turn, a creature compelled to dance must attempt an opposed Perform (dance) check

against the mythic veela; if the result of this check is less than the veela's, the dancing creature takes 1d4 points of Constitution damage and becomes fatigued, while the veela may heal 2d6 hit points; hit points above its maximum become temporary hit points that dissipate after 1 hour if not expended. Instead of gaining hit points, the mythic veela may instead choose to remove 1 point of ability damage to its own Strength, Dexterity, or Constitution; end a temporary penalty to its Strength, Dexterity, or Constitution (such as from *ray of enfeeblement*); or may remove the fatigued condition from itself, or reduce exhaustion to fatigue.

If the target of a veela's beckoning dance that exceeds the mythic veela's result on the opposed Perform check, the beckoning dance ends and the target gains the benefits of the mythic veela's *cure serious wounds* spell-like ability (if any uses of that ability remain), which consumes one of the mythic veela's daily uses. Targets that save against a mythic veela's beckoning dance can't be affected by that mythic veela's beckoning dance again for 24 hours. The save DC is Charisma-based.

Deadly Inhalation (Su) As a full-round action, a mythic air veela may inhale a deep breath and draw the air out of nearby creatures, dealing 4d6 points of damage to living creatures within 5 feet (DC 20 Fortitude negates). Creatures failing their save are unable to speak, use breath weapons, utter magic item command words, or cast spells with verbal components. A mythic air veela may only use this ability once every 1d4 rounds. Creatures with no need to breathe are immune to this damage, but still may not take actions requiring speech. The save DC is Charisma-based.
 Elemental Veil (Su) A mythic air veela's element manifests as

an overflow of energy that infuses its natural attacks and any melee weapons it holds, causing it to deal an extra 1d6 points of electricity damage on any successful melee attack. In addition, as a standard action a mythic veela can wreathe itself in a luminescent halo of energy. This functions as *fire shield* (caster level 9th) but deals electricity damage to attackers. Ending or resuming this effect is a standard action. **Mist Dodge (Su)** When hit by a melee or ranged attack, a mythic air veela can expend one use of mythic power as an immediate action to replace itself with a duplicate form made of mist and teleport to any open square within 30 feet of its current position. A mythic air veela takes no damage from this attack, which instead destroys the mist duplicate (similar to *mirror image*). Using this ability requires a line of effect to the square into which a mythic air veela teleports.

VODYANOI

This humanoid salamander carries a gnarled staff in one hand. Tendrils drape its chin, resembling the beard of an eccentric hermit.

MYTHIC VODYANOI		CR 6/MR 2
XP 1.800	A land it	1 - 1 - 1 - 1 - 1

Pathfinder Roleplaying Game Bestiary 3 CN Medium monstrous humanoid (mythic) Init +10^{MF}; Senses darkvision 60 ft.; Perception +14

DEFENSE

AC 21, touch 15, flat-footed 16 (+4 Dex, +1 dodge, +6 natural) hp 71 (6d10+38)

Fort +5, Ref +9, Will +10 DR 5/epic

OFFENSE

Speed 30 ft., swim 50 ft.

Melee shortspear +9/+4 (1d6+3), bite +2 (1d8+1)

Special Attacks drown^{MA}, imprison soul^{MA}, <u>mythic power</u> (2/day, surge +1d6), suffocating water

Spell-Like Abilities (CL 6th; concentration +7)

- 3/day control water, dancing lights, grease (DC 13), hydraulic push^{APG} (DC 13), water breathing
- 1/day aqueous orb^{APG} (DC 15), remove disease, neutralize poison

STATISTICS

Str 16, Dex 19, Con 19, Int 13, Wis 20, Cha 14
Base Atk +6; CMB +9; CMD 24
Feats Dodge, Improved Initiative^{MF}, Skill Focus (Heal)
Skills Diplomacy +4, Heal +18, Knowledge (arcana) +3, Knowledge (nature) +5, Perception +14, Sense Motive +11, Swim +18; Racial Modifiers +4 Heal

Languages Aquan, Common, Sylvan

SQ amphibious

ECOLOGY

Environment any rivers or marshes **Organization** solitary, pair, or family (3-12) **Treasure** standard

SPECIAL ABILITIES

Drown (Su) As a full-round action, a mythic vodyanoi can summon murky water into the lungs of a single target within 30 feet. If the target can't breathe water, it's unable hold its breath and immediately begins to drown. At the start of its next turn, the target must succeed at a DC 15 Fortitude save to cough up this water or it falls unconscious and is brought to 0 hit points. On the next round, the target must save successfully again or drop to -1 hit point and start dying; on the third round it must save successfully again or die. The save DC is Charisma-based.

Imprison Soul (Su) If a mythic vodyanoi kills a humanoid creature with its drown-or suffocating water ability, it may spend a full-round action capturing the soul of the creature in an ornate porcelain jar. The creature must not have been dead for more than 6 rounds. Once encased within the jar, the soul cannot be returned through *clone, raise dead*, *reincarnation, resurrection,* or *true resurrection*. Destroying or opening the jar frees the soul, but the slain creature is still dead. A *miracle* or *wish* spell may retrieve the soul as well, but another spell must be used to bring the creature back from the dead. For every porcelain jar containing a soul that a mythic vodyanoi has in its possession, it gains a +1 to the DCs of its spell-like abilities and special abilities, +2 if the soul is that of a mythic creature.

Suffocating Water (Su) Once per day as a standard action, a mythic vodyanoi can cause all water open water within 30 feet to become choked with algae and slime. This makes breathing difficult for water-breathing creatures. Vodyanois can see normally through the murk and can breathe the turbid water without difficulty, and a mythic vodyanoi can designate up to three other creatures within the area to be able to breathe normally. All other creatures in an area must hold their breath or risk suffocation. Once created, an area of suffocating water does not move, it persists for a number of minutes equal to the mythic vodyanoi's Hit Dice. The slimy water does not impact swim speeds or visibility in any significant manner. A creature can make a DC 20 Perception check to notice the difference between suffocating water and any normal water that may surround it. The vodyanoi can expend one use of its mythic power to cause the suffocating water to congeal into a clinging slurry equivalent to solid fog.

VUKODLAK

This feral, black-furred creature combines the features of a wolf and those of a horse, with a fanged muzzle and glowing red eyes.

MYTHIC VUKODLAK CR 4/MR 1 XP 1,200 Pathfinder Roleplaying Game Bestiary 5 NE Large undead (mythic) Init +6; Senses darkvision 60 ft.; Perception +10 DEFENSE AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size) hp 34 (4d8+16) Fort +3, Ref +3, Will +5 DR 5/silver; Immune undead traits; Resist cold 5, electricity 5 OFFENSE Speed 50 ft. Melee bite +7 (1d8+7 plus grab) Space 10 ft.; Reach 5 ft. Special Attacks blood drain (1d2 Constitution), mythic power (1/ day, surge +1d6), steal breath^{MA}, terrifying gaze Spell-like Abilities^{MA}(CL 4th, concentration +6) At will—dancing lights, ghost sound (DC 12), mage hand, prestidigitation 3/day--knock, shatter (DC 14) 1/day--contagion (DC 15) STATISTICS Str 21, Dex 15, Con --, Int 6, Wis 12, Cha 14 Base Atk +3; CMB +9 (+13 grapple); CMD 21 (25 vs. trip) Feats Improved Initiative, Run^{MF} Skills Intimidate +8, Perception +10, Stealth +8; Racial Modifiers +4 Perception, +4 Stealth Languages Common (can't speak) ECOLOGY Environment any land Organization solitary, pair, or pack (3-11) Treasure incidental SPECIAL ABILITIES Steal Breath (Su) Once per day, while grappling a living.

creature or when it threatens a paralyzed creature, a mythic vukodlak may attempt to breathe in its opponent's breath to fill the vacuum of its own rotten lungs. The opponent must succeed at a

Terrifying Gaze (Su) Paralyzed with fear for 1 round, 30 feet, Will DC 14 negates. This is a mind-affecting fear effect. A creature that succeeds at its saving throw is immune to the vukodlak's gaze for 24 hours. The save DC is Charisma-based.

STALIMEDVED

A hulking brown bear thirty feet high rattles with metallic shifting of lengthy steel spikes capping its fur from its short underbelly to the steely forest of spears lining its back. It roars, an amber glow radiating behind its sword-like fangs.

MYTHIC STALIMEDVED

CR 21/MR 8

XP 409,600

N Gargantuan magical beast (mythic)

Init +10^{MF}; Senses darkvision 60 ft., low-light vision;

Perception +28

DEFENSE

AC 40, touch 4, flat-footed 40 (-2 Dex, +46 natural, -4 size) hp 390 (23d10+264)

Fort +24, Ref +11, Will +11

DR 15/epic and magic; Immune charm, fire, paralysis, poison; SR 31

Defensive Abilities <u>fortification</u>^{MA} (50%), steel quills^{MA}, unstoppable^{MA}

Weaknesses vulnerability to electricity

OFFENSE

Speed 50 ft.

Melee bite +32 (2d8+14 plus grab), 2 claws +33 (2d6+21), slam +33 (3d6+14)

Space 20 ft.; Reach 15 ft.

Special Attacks bellowing stomp^{MA}, breath weapon^{MA} (40ft. cone, 10d6 fire, Reflex DC 34 for half, usable every 1d4 rounds), <u>feral savagery</u> (rend)^{MA}, <u>lingering breath</u>^{MA} (4d6 fire, 8 rounds), <u>mythic power</u> (8/day, surge +1d10), rend (1 claw,

2d8+20), swallow whole (3d6 acid damage, 3d6 fire damage,

AC 33, 39 hp), sweeping paw^{MA}, trample (3d6+30, DC 35)

STATISTICS

Str 38, Dex 6, Con 27, Int 2, Wis 15, Cha 25 Base Atk +23; CMB +41; CMD 45

Feats Ability Focus (breath weapon), Awesome Blow, Great Fortitude^{MF}, Improved Bull Rush^{MF}, Improved Initiative^{MF}, Improved Natural Attack (slam), Improved Overrun, Iron Will, Power Attack^{MF}, Rending Claws^{UC}, Rending Fury^{APG}, Run

Skills Perception +28 SQ powerful blows (claws)^{MA}

ECOLOGY

Environment temperate forests Organization solitary Treasure standard

SPECIAL ABILITIES

Bellowing Stomp (Ex) As a full-round action, a mythic stalimedved may unleash a roaring bellow and powerful stomp to create a shockwave in a 120-ft. burst centered on itself. Medium creatures are deafened for 1d4 rounds and knocked prone by the force of this blast (DC 35 Fortitude negates). Medium creatures also take 1d6 points of nonlethal damage, Small creatures 4d6, and Tiny or smaller creatures 4d6; this damage is halved on a successful save. Huge or smaller flying creatures must succeed on a DC 35 Fly check or plummet up to 60 feet towards the ground, taking falling damage if forced to the ground.

The shockwave may also do anything a powerful sound burst might do, including shatter glass, damage structures, level trees, panic animals, and so on. By expending one use of mythic power, a mythic stalimedved may triple the burst radius of its shockwave to 360 feet. This is a sonic effect. The save DC is Strength-based.

Steel Quills (Ex) Any creature attacking a mythic stalimedved with a melee weapon, natural weapon, unarmed strike, or melee touch attack takes 1d6 points of piercing damage, or 2d6 points of damage if the attack hits; this damage is taken after the attack is resolved. Attacks made with a reach weapon do not endanger the attacker in this way. A creature that grapples a mythic stalimedved takes 4d6 points of piercing damage each round at the beginning of its turn as long as it maintains the grapple. As a move or immediate action, a mythic stalimedved may expend one use of its mythic power to bristle its quills until the end of its next turn. Any creature making a charge attack against the stalimedved during this time takes 6d6 points of piercing damage, or 12d6 if the charge attack hits.

Sweeping Paw (Ex) Whenever a mythic stalimedved could make a full attack, it may instead make a single claw attack and apply the result to all creatures within reach. Roll damage once and apply it to all opponents hit by the attack. If the attack roll is a critical hit, the mythic stalimedved chooses one target and attempts to confirm the critical against that target.

Stalimedveds--the "steely bears"--are powerful beasts of war and destruction, created by perverting the forms of godly titanic bears who once guarded sacred natural places. Enemies of the natural world corrupted these creatures, morphing them into steel-covered monstrosities bent on laying waste to everything they encounter. A stalimedved stands 30 feet high at the shoulder and is 50 feet long and weighs a massive 200 tons.

ECOLOGY

While stalimedveds once served natural balance, almost all such instincts have abandoned it now. A stalimedved views living creatures as food and everything around it as a valid target for its immense rage and pain. According to lore, the first victim of the corrupted stalimedveds was a powerful elemental demigod of fire. These first steely bears devoured the demigod and it levied a curse against them to make them consumed by flame for eternity, but unable to perish by it. Stalimedveds could breathe flame ever since, but at the price of immense internal agony as they burn from within.

HABITAT & SOCIETY

Stalimedveds retain an instinctual link with natural places and do not stray far from the massive forests they once stood shepherd over. They prefer to sleep through their pain, but awaken every few decades to patrol their forests and surroundings. A stalimedved eats anything it finds, much to the misfortune of any logging camps or villages that have sprung up near its territory during its slumber.

Only death seems to bring peace to a stalimedved. They are too enraged with agony and their centuries-long corruption to be tamed; resolving their pain would require undoing much of what they are, including removing the steel coating, them and dismissing the ancient curse tormenting them.

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