

# MYTHIC MONSTERS

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**AUTHORS:** Jason Nelson, Loren Sieg, and Jeff Lee

ARTISTS: Guillermo Cartay, Frank Hessefort, Michael Jaecks, Chris McFann, Phill Simpson

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

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# TABLE OF CONTENTS

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

MF = Mythic feat

1V

<sup>MA</sup> = 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.

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 APG = Pathfinder Roleplaying Game Advanced Player's Guide
 ARG = Pathfinder Roleplaying Game Advanced Race Guide
 B1 = Pathfinder Roleplaying Game Bestiary
 B2 = Pathfinder Roleplaying Game Bestiary 2
 B3 = Pathfinder Roleplaying Game Bestiary 3
 B4 = Pathfinder Roleplaying Game Bestiary 4
 B5 = Pathfinder Roleplaying Game Bestiary 5
 MAdv = Pathfinder Roleplaying Game Mythic Adventures
 OA = Pathfinder Roleplaying Game Ultimate Combat
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 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.

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#### SPECIAL ELECTRONIC FEATURES

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

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# WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: INDIA

Mythic Monsters: India brings you an incredible collection of insidious enemies and allies from the robust and marvelous legends and lore of India, from mountaintop monasteries and river shrines to denizens of the deepest jungle and the blasted badlands, ranging from CR 3 to 25. Some natives of India are benevolent spirits, like the wise and regal guardian naga or the brave and fierce garuda bird-folk, or are creatures of the wild who prefer their privacy and are dangerous only if provoked by intruders, like the wily water naga and the headless kabandha cyclops. The legendarium of the subcontinent is replete with dangerous and deadly spirits, of course, most famously the rakshasa, ranging from the tiny and treacherous raktavarna to the mighty maharaja, but also the elusive asuras, from the cunning triparasura masquerading as lucky idols to the three-faced upasunda, the beatific masters of deadly perfection, and the savage and serpentine aghasura. These enemies may engage in physical brutality and slaughter, but some prefer secretive and subtle seduction and sedition, like the sinister spirit naga and the ghostly bhuta whose very touch is corruption. As if a dozen existing monsters were not enough, the brand-new pisacha is a shapechanging spirit of anger and anguish, hungering for the suffering of mortals but placated by feasts in its honor. In addition to the featured creatures, we bring you special rules for creating mandalas to ward off the spirits, magical offerings to appease them, and a simple system for luring your monstrous enemies to the table with a feast of food!

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



# SACRED OFFERINGS

Indian, mythology has many "demons," evil spirits reincarnated into flesh that plague civilization, things that in a game like Pathfinder might be outsiders or undead of various types. Rakshasas are perhaps the best known of these, though there are other families of spirits from malicious asuras to more benevolent manasaputras. Along with these spirits come various means of placating, warding against, or driving off dangerous spirits. These items and rituals provide protection against the dark creatures that inflict misery and discord, whether as an additional tool for heroes to use in their fight, or as buffers for the common folk when heroes are not to be had. Presented are new magic items as well as optional rules that can be adopted to provide alternate ways to deal with mythological evil in a campaign.

#### OFFERINGS OF PLACATION, GREATER PRICE 1,200 GP

Slot none; CL 12th; Weight 3 lbs.

This item takes varying forms, but is always a type of edible on or in ceramic or wooden vessels that have been decorated with patterns that assist in focusing the power held in the food. Are will outside the power

held in the food. Any evil outsider or type of undead that feeds on flesh (such as ghouls) that smells or sees the offerings must succeed at a Will save (DC 18) or be drawn to the food, consuming it entirely. (If the offering of placation contains animal blood, bhutas or pisachas take a – 2 penalty to this saving throw.) Once it has eaten, an affected creature becomes lethargic and will seek its lair or another convenient place of safety, where it will sleep for 12 hours unless disturbed. The creature will ignore or avoid any other creature it sees unless that creature actively threatens it or deals damage to it. If the creature takes damage, then the effects of the offering are negated.

CONSTRUCTION REQUIREMENTS COST 600 GP Craft Wondrous Item, deep slumber, geas/quest or sympathy

OFFERINGS OF PLACATION, LESSER PRICE 500 GP

Slot none; CL 3rd; Weight 3 lbs. Aura faint conjuration This item appears and functions as the greater offerings of placation, but with a Will save DC 14 and the affected creature sleeps for 4 hours.

CONSTRUCTION REQUIREMENTS COST 250 GP Craft Wondrous Item, beguiling gift<sup>APG</sup> or lesser geas/quest, sleep

#### WARDING MANDALAS

A mandala is an artistic pattern, typically circular in nature, that represents the universe itself, a cosmic diagram, if you will, that is a microcosm of all existence. When used as a focus in a spell, the mandala provides a center of power which can greatly increase the efficacy of the spell at the price of turning the spell into an intensive, meditative ritual. Abjuration spells in particular gain benefits from incorporating a mandala.

There are two ways to incorporate a mandala into the casting of a spell. The first is to design and create the mandala during the casting. This provides greater benefits, but greatly increases the casting time of the spell. Alternately, an already completed mandala can be used as a focus in the spell. In this instance, spells with no somatic component gain one as the caster must trace the lines of the mandala while casting. The casting time of a spell cast in this manner may also increase, but not nearly so much as one where the mandala is constructed. However, the increase in power is also not nearly as great. A completed mandala suitable to use as a spell focus costs 500 gp.

The following are a list of spells that can incorporate a mandala, and the additional casting time and benefits received. GMs are encouraged to add to this list if they find spells they wish to allow the benefits of mandala incorporation. Glyph of warding/Greater glyph of warding—Premade mandala used as a focus: A blast glyph adds +1 damage per die. Add +1 to the saving throw DC of a spell glyph. Mandala build incorporated into the spell: A blasting glyph does damage as if it were cast with the Maximize Spell metamagic feat. The casting time of the spell is tripled. Add +2 to the saving throw DC of a spell glyph.

Hallow/unhallow—Premade mandala used as a focus: The caster may fix one additional spell effect to the hallowed site.

Mandala build incorporated into the spell: The mandala allows the spell to endure as if *permanency* were cast. If the mandala is damaged or destroyed, the *permanency* effect ends. Incorporating the mandala in this manner doubles the casting time of the spell.

Hex ward/Greater hex ward—A mandala applied to this spell affects it as it does glyph of warding, but increases the saving throw DC of the stored hex.

Magic Circle against Chaos/Evil/Good/Law—Premade mandala used as a focus: The duration of the spell is increased as if it had been cast with the Extend Spell metamagic feat. Casting time is increased to 1 round. Mandala build incorporated into the spell: Casting time is increased to 1 minute if the spell is focused outward, and the deflection bonus to AC and resistance bonus on saves increase to +3. If a summoned outsider of the appropriate alignment attempts to strike a warded creature, it takes damage equal to the caster's level. This is untyped energy damage. If the spell is focused inward, the mandala plays the role of the special diagram, as described in magic circle against evil. If used in this manner, the DC of a Charisma check made by a summoned creature to escape its confinement is increased by 10. Any Charisma checks the caster makes in order to compel a summoned creature receive a +2 bonus.

#### COOKING ENCOUNTERS

Throughout human history, people have been writing and telling stories of heroes that overcame monsters. Heroes weren't always strong or fierce enough to best their adversary in battle, and they sometimes had to use their brain instead of their brawn. In mythologies around the world, it isn't uncommon to read about a monster being defeated or subdued with a carefully prepared meal. With this optional rule, a particularly savvy hero could prepare a properly spiced a ham to put the cyclops to sleep. Maybe they'll know just the right insects and herbs to appease the naga. Or perhaps, they'll feed the dumb troll lamb until it bursts. At the DM's discretion, this optional rule could be applied to any creature.

#### STEP 1 - PREPARING THE RECIPE

The player makes a knowledge check (DC = 20+the monster's CR) to identify what ingredients or recipe would pacify the monster based off subtype (For example: Knowledge (arcane) to cook for a Dragon). Failure means the character does not know what to feed the monster.

#### **STEP 2 - PREPARING THE MEAL**

Profession (Cook) check to gather the ingredients in the correct amount and actually make the meal. If they monster eats the meal, this check will determine the effect it has on the monster.

#### STEP 3 - GETTING THE MONSTER TO EAT IT

Bluff or Diplomacy vs Sense Motive to trick or convince the monster to eat the meal.

#### **STEP 4 - EFFECT ON THE MONSTER**

If the Profession check result is equal to 10 + the monster's HD

• The monster's attitude improves by one step.

If the Profession check result is equal to 15 + the monster's HD

• The monster must make a Fort save (DC equal to the check result) or be nauseated for 1d4 rounds. Sickened for 1d4 rounds on a successful save.

If the Profession check result is equal to 20 + the monster's HD

• The monster must make a Will save (DC equal to the check result) or sleep for 2d4 hours. On a successful save, the monster is fatigued for 2d4 minutes

If the Profession check result is equal to 30 + the monster's HD

• The monster eats so much food that it must make a Fort save (DC equal to the check result) or die. On a successful save, the monster is helpless for 1d4 hours.

# Asura, Aghasura

This immense creature looks like a horned rattlesnake, save for its two muscular arms, each of which wields a scimitar.

#### MYTHIC AGHASURA



Pathfinder Roleplaying Game Bestiary 3

LE Huge outsider (asura, evil, extraplanar, lawful, mythic) Init +3; Senses darkvision 60 ft., scent; Perception +19 Aura attraction (50ft.), elusive (75 ft.)

#### DEFENSE

XP 25,600

AC 28, touch 11, flat-footed 25 (+6 armor, +3 Dex, +11 natural, -2 size)

hp 225 (14d10+146); regeneration 5 (good weapons, good spells) Fort +16, Ref +9, Will +11; +2 vs. enchantment spells

Defensive Abilities poisonous blood (*poison*)<sup>MA</sup>; DR 10/epic and good; Immune curse effects, disease, poison; Resist acid 10, electricity 10; SR 27

#### OFFENSE

Speed 35 ft., swim 20 ft.

Melee 2 mwk scimitars +27 (2d6+13/15-20, x3 plus poison), bite / +20 (2d8+6 plus grab and poison)

Space 15 ft.; Reach 15 ft.

**Special Attacks** dual wielder, fast swallow<sup>MA</sup>, hallucinatory digestion<sup>MA</sup> (DC 21), infused weapons, mountain form<sup>MA</sup>, mythic power (5/day, surge +1d8), swallow whole (2d6+12 acid damage, AC 13, 16 hp)

Spell-Like Abilities (CL 11th; concentration +15)

- At will—greater teleport (self plus 50lbs. of objects only) 3/day—deeper darkness
- 1/day—cloudkill (DC 19), summon (level 4, 1d4+1 adhukaits, 45%, or 1 aghasura, 20%)

#### STATISTICS

Str 36, Dex 17, Con 25, Int 11, Wis 14, Cha 18

Base Atk +14; CMB +29 (+33 grapple); CMD 42 (can't be tripped)
 Feats Cleave, Critical Focus<sup>MF</sup>, Great Cleave, Improved Critical (scimitar)<sup>MF</sup>, Lightning Reflexes, Power Attack, Weapon Focus (Scimitar)<sup>MF</sup>

Skills Acrobatics +17, Bluff +19, Escape Artist +6, Intimidate +17, Knowledge (planes) +13, Perception +19, Sense Motive +19, Stealth +9, Swim +18; Racial Modifiers +6 Escape Artist, +4 Perception

Languages Common, Infernal; telepathy 100 ft.

SQ camouflage<sup>MA</sup>, lurking landscape<sup>MA</sup>

#### ECOLOGY

Environment any (Hell)

Organization solitary or troop (2-9) Treasure standard (masterwork breastplate, 2 masterwork scimitars, other treasure)

#### SPECIAL ABILITIES

Attraction Aura (Su) An aghasura exudes a 50-foot aura whenever it remains motionless for at least 1 round. All nonevil creatures that enter this area must make a DC 21 Will save to avoid being compelled to move toward the aghasura's location. If the aghasura moves, the effect ends for all currently affected creatures. This is a mind-affecting compulsion. The save DC is Charisma-based.

**Camouflage (Ex)** A mythic aghasura can use Stealth to hide in any sort of natural terrain, even if the terrain does not grant cover or concealment.

Dual Wielder (Ex) An aghasura does not take a penalty on attack or damage rolls when attacking with two weapons.

- Hallucinatory Digestion (Su) A creature swallowed by a mythic aghasura is plunged into a delusional hallucination (DC 21 Will negates), taking no actions on its turn as it believes that it is continuing to perform whatever actions it was doing before it was swallowed. The target is allowed a new Will save at the start of its turn each round it remains swallowed to end the effect and resume acting normally. This is a mindaffecting illusion effect.
- Infused Weapons (Su) Weapons an aghasura wields are considered to be magic for the purposes of overcoming damage reduction. In addition, such weapons gain the abilityto deliver the aghasura's poison on a successful attack.
- Lurking Landscape (Su) A mythic aghasura can expend one use of mythic power to cast *mirage arcana* (DC 21) with its caster level being equal to its Hit Dice. Creatures within the *mirage arcana* gain a +4 bonus on saving throws against divinations, and caster level checks made to cast divinations or to dispel the *mirage arcana* take a -4 penalty. In addition, the mythic aghasura gains a +20 bonus on Stealth checks made to hide in any such modified terrain.
- Mountain Form (Su) A mythic aghasura can expend two uses of mythic power to increase its size to Gargantuan. It gains a +4 size bonus to Strength, and takes a -4 size penalty to Dexterity and a -2 penalty on attack rolls and to AC because of its increased size. This size increase lasts for a number of minutes equal to the mythic aghasura's Hit Dice; it can switch between its normal size and this Gargantuan size as a move action, but each round spent at its normal form causes 1 minute of the effect's remaining duration to elapse.
  Poison (Ex) Bite or weapon—injury; save Fort DC 24; frequency 1/round for 6 rounds; effect 1d4 Con damage; cure 2 consecutive saves.

## Asura, Triparasura

This tiny monstrosity has the body of a well-muscled man, a crown of frilled horns, and eyes that glow like rubies.

#### MYTHIC TRIPURASURA

#### CR 3/MR 1

XP 800 Pathfinder Roleplaying Game Bestiary 3

LE Tiny outsider (asura, evil, extraplanar, lawful, mythic)

Init +2; Senses darkvision 60 ft., detect magic; Perception +10

#### DEFENSE

AC 17, touch 16, flat-footed 14 (+2 Dex, +1 dodge, +1 insight, +1 natural, +2 size)

hp 29 (3d10+13); fast healing 2

Fort +4, Ref +3, Will +5; +2 vs. enchantments

DR 5/cold iron or good and epic; Immune curse effects,

disease, poison; Resist acid 10, electricity 10

#### OFFENSE Speed 20 ft.

Speed 20 m.

Melee sting +7 (1d4-1 plus poison)

Special Attacks mythic power (3/day, surge +1d6) Spell-Like Abilities (CL 6th; concentration +7)

Constant—detect magic

- At will—feather fall
- 3/day—levitate, locate object, spider climb, suggestion<sup>MA</sup> (see special abilities)
- 1/week—commune (6 questions, CL 12th)

#### STATISTICS

#### STR 8, DEX 14, CON 12, INT 13, WIS 15, CHA 13

#### Base Atk +3; CMB +3; CMD 14

Feats Dodge, Extra Mythic Power<sup>MF</sup>, Weapon Finesse
Skills Acrobatics +8 (+4 when jumping), Appraise +4, Bluff +7, Escape Artist +8, Knowledge (arcana) +4, Knowledge (planes) +7, Perception +10; Racial Modifiers +6 Escape Artist, +4 Perception

Languages Common, Infernal

SQ change shape (any Small humanoid; alter self), elusive

#### ECOLOGY

#### Environment any (Hell)

Organization solitary, pair, or gang (3–10) Treasure standard

#### SPECIAL ABILITIES

**Change Shape (Su)** The tripurasura has only one alternative form—when it uses change shape, it always appears as the same Small humanoid. Most take the form of gnomes or human children.

**Corruptor (Sp)** When in humanoid form, a mythic tripurasura can use *suggestion* as a spell-like ability 3 times per day. The tripurasur can only use this ability if the target creature is unaware of its true nature, or if it is the familiar of the target creature. The mythic tripurasura can expend a use of mythic power as an immediate action to impose a -4 penalty on the target's saving throw against this effect.

**Elusive (Su)** The tripurasura and items it carries are considered to be under the effects of a nondetection spell. A caster must succeed at a DC 14 caster level check to overcome this effect. **Poison (Ex)** Tongue—injury; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d3 Wis damage; cure 1 save.

# ASURA, UPASUNDA

This six-armed woman has three fanged faces on her head. She wears colorful robes, and her hands wield several exotic weapons.

#### MYTHIC UPASUNDA

#### CR 11/ MR 4

Pathfinder Roleplaying Game Bestiary 3

LE Medium outsider (asura, evil, extraplanar, lawful, mythic) Init +8; Senses all-around vision, darkvision 60 ft.;

Perception +23

Aura elusive (50 ft.)

#### DEFENSE

XP 12,800

AC 29, touch 22, flat-footed 20 (+8 Dex, +1 dodge, +3 insight, +7 natural)

hp 154 (12d10+88); regeneration 5 (good weapons, good spells) Fort +12, Ref +12, Will +15

Defensive Abilities exotic counter<sup>MA</sup>, improved evasion; DR 10/epic and good; Immune curse effects, disease, flanking, poison; Resist acid 10, electricity 10; SR 24

OFFENSE

#### Speed 50 ft.

Melee +1 ki focus longsword +20/+15/+10 (1d8+8/19-20), +1 ki focus spear +20 (1d8+8/x3), +1 ki focus kukri +20 (1d4+8/18-20) or 6 slams +19 (1d4+7)

**Special Attacks** adept grappler<sup>MA</sup>, infused weapons<sup>MA</sup>, meditative master<sup>MA</sup>, <u>mythic power</u> (4/day, surge +1d8), multiweapon mastery, Stunning Fist<sup>MA</sup> (12/day, DC 25)

Spell-Like Abilities (CL 9th; concentration +13)

- At will—disguise self, greater teleport (self plus 50 lbs. of objects only), feather fall, see invisibility, spider climb 3/day—deeper darkness, levitate, rainbow pattern (DC 18)
- 1/day—haste, hold monster (DC 19), summon (level 4, 2 adhu-

kaits 45% or 1 upasunda 20%)

#### STATISTICS

Str 24, Dex 26, Con 19, Int 15, Wis 24, Cha 19

Base Atk +12; CMB +19 (+21 grapple); CMD 41 (43 vs. grapple)
 Feats Combat Expertise, Combat Reflexes<sup>B</sup>, Deflect Arrows<sup>B, MF</sup>, Dodge, Greater Disarm, Improved Disarm, Improved Grapple<sup>B</sup>, Mobility, Power Attack, Stunning Fist<sup>B, MF</sup>

Skills Acrobatics +20 (+28 when jumping), Bluff +16, Diplomacy +13, Escape Artist +26, Intimidate +16, Knowledge (arcana) +8, Knowledge (planes) +14, Perception +23, Perform (dance) +16, Sense Motive +19, Stealth +20; Racial Modifiers +8 Acrobatics when jumping, +6 Escape Artist, +4 Perception Languages Common, Infernal; telepathy 100 ft.

#### ECOLOGY

Environment any (Hell)

**Organization** solitary, pair, or squad (3-6) **Treasure** standard (weapons listed above plus other treasure)

#### SPECIAL ABILITIES

Adept Grappler (Ex) A mythic upasunda does not gain the grappled condition when grappling a creature her size or smaller, and can maintain a grapple as a swift action. She must use at two hands to maintain a grapple on a Medium creature and one hand to maintain a grapple on a smaller creature. If she does not have a free hand and wishes to use her Deflect Arrows feat, she can release a grappled creature as a free action in order to use that feat.

**Exotic Counter (Ex)** When an enemy attacks a mythic upasunda in melee, she can expend 1 point from her ki pool and expend an attack of opportunity to attempt to parry that attack, making an attack roll opposed by her attacker's attack roll, with a -2 penalty per size category her opponent is larger than Medium. If her attack roll is higher, the attack automatically misses, and if her attacker is within her reach she can make a melee attack against that creature as an immediate action.

Infused Weapons (Su) In addition to being evil and lawful, weapons an upasunda wields function as +1 ki focus weapons.
Meditative Master (Su) A mythic upasunda gains the ki pool and flurry of blows abilities of a 12th-level monk. She can expend 1 point from her pool of 13 ki points to make an additional attack at her highest base attack bonus when making a full attack, to increase her base speed by 20 feet for 1 round, to gain a +20 bonus on Acrobatics checks to jump (treating all jumps as having a running start), or gain a +4 dodge bonus to AC for 1 round. She treats all weapons as monk weapons for the purpose of her flurry of blows, and may use any of them to make her two additional attacks.
Multiweapon Mastery (Ex) An upasunda takes no penalties

when fighting with multiple weapons.

Stunning Fist (Ex) A mythic upasunda gains the Stunning Fist ability of a 12th-level monk. A target failing its save is either stunned 1 round, fatigued, sickened for 1 minute, or staggered for 1d6+1 rounds, as the upasunda chooses. If she expends one use of her mythic power when declaring her use of Stunning Fist, she may choose one of the following benefits:

- Add the result of her surge die to the save DC.
- Double the duration of the chosen effect.
- Cause the target to be stunned for 1 round and then suffer one of the other listed conditions thereafter. On a successful save, a non-mythic creature is not stunned but still suffers the second effect for 1d4 rounds.

#### Внита

This ghostly apparition floats in the air on backward-facing feet. Its hands end in sharp talons, and its eyes glow with blue fire.

#### MYTHIC BHUTA

#### XP 25,600

CR 13/ MR 5

Pathfinder Roleplaying Game Bestiary 3 NE Medium undead (incorporeal, mythic)

**Init** +7; **Senses** darkvision 60 ft., scent; Perception +13)

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#### DEFENSE

AC 31, touch 31, flat-footed 22 (+12 deflection, +8 Dex, +1 dodge) hp 187 (14d8+124); regeneration 5 (cold iron)<sup>MA</sup>

Fort +10, Ref +11, Will +10

Defensive Abilities incorporeal, channel resistance +4; DR 10/ epic; Immune undead traits

Weaknesses cold iron

#### OFFENSE

Speed fly 30 ft. (perfect)

Melee 2 incorporeal claws +17 (5d8 plus bleed) Special Attacks bleed (1d8), blood drain (1d6 Constitution), feral

savagery<sup>MA</sup> (rend), mythic power (5/day, surge +1d8), rend<sup>MA</sup> (2 claws, 5d8 plus bleed)

Spell-Like Abilities (CL 11th; concentration +18)

At will—animal trance (DC 19), speak with animals, veil (self only, as animal with backward feet; DC 23) 3/day—charm animal (DC 18), lesser geas (DC 21) 1/day—magic jar (animals only, DC 22)

STATISTICS

Str —, Dex 27, Con —, Int 11, Wis 8, Cha 24 Base Atk +10; CMB +17; CMD 35 Feats Animal Affinity<sup>MF</sup>, Dodge, Flyby Attack, Iron Will, Lunge<sup>MF</sup>, Mobility, Stealthy<sup>MF</sup>

Skills Bluff +17, Escape Artist +12, Fly +16, Handle Animal +17, Knowledge (nature) +8, Perception +13, Ride +12, Sense Motive +13, Stealth +27

Languages Common SQ corrupt milk<sup>MA</sup>, damned fate<sup>MMA</sup>

ECOLOGY

Environment any above-ground natural area

Organization solitary or with a group of animals

Treasure none

SPECIAL ABILITIES

#### Blood Drain (Su) Ac

**Blood Drain (Su)** As a standard action, a bhuta can suck blood from an adjacent opponent that is taking bleed damage. The target takes 1d6 points of Constitution damage (Fort DC 23 for half). The bhuta heals 5 hit points when it drains blood. **Cold Iron Weakness (Su)** A cold iron weapon is considered to be magical when used against a bhuta. A magic cold iron weapon always functions as a ghost touch weapon when used against a bhuta.

Corrupt Milk (Su) A mythic bhuta can expend one use of mythic power to turn one ounce of normal milk into one dose of bhuta milk. When added to any beverage, such as chai, tea, or a larger glass of milk, or added to a food or sauce, bhuta milk does not alter the appearance or taste of the food or drink. However, a bhuta consuming a dose of bhuta milk heals 5 points of damage, while a living creature consuming it becomes prone to paranoia, distrust, and fear. Bhuta milk: Poison-ingested; save Fortitude DC 24; onset 1 round; frequency 1/minute for 4 minutes; effect 1d4 Wis damage; cure 1 save. The save DC is Charisma-based.
 Damned Fate (Su) A mythic bhuta can use lesser geas as a spell-

like ability. In addition, it can expend one use of mythic power to cast geas/quest with a caster level equal to its Hit Dice. In addition, the bhuta can use this geas to compel a creature to carry out instructions which could kill it or end in certain death, but doing so allows the creature a to attempt a DC 23 Will save each round at

the end of its turn to end the geas. A creature that successfully saves against a mythic bhuta's geas or lesser geas cannot be affected by it again for 24 hours. The save DC is Charisma-based.

# Cyclops, Kabandha

This tall giant has no head; instead, its one-eyed face rests in the center of its broad chest.

#### MYTHIC KABANDHA

#### CR 11/ MR 4

**XP 12,800** Pathfinder Roleplaying Game Bestiary 5

LN Large humanoid (giant, mythic)

Init +7; Senses darkvision 60 ft., low-light vision, see invisibility; Perception +22

#### DEFENSE

AC 29, touch 12, flat-footed 26 (+6 armor, +3 Dex, +11 natural, -1 size)

hp 151 (14d8+88); fast healing 10<sup>MA</sup>

Fort +13, Ref +9, Will +8

Defensive Abilities ferocity; DR 10/epic

OFFENSE

Speed 30 ft.

**Melee** 2 slams +21 (1d6+12 plus grab<sup>MA</sup>), bite +21 (1d8+12) **Ranged** rock +13 (1d8+18)

Space 10 ft.; Reach 10 ft.

**Special Attacks** bounding stone, mythic power (4/day, surge +1d8), rock throwing (60 ft.), strangle<sup>MA</sup>

Spell-Like Abilities (CL 14th; concentration +15)

Constant—true seeing

3/day alarm

STATISTICS

Str 35, Dex 17, Con 18, Int 10, Wis 14, Cha 13

#### Base Atk +10; CMB +23; CMD 36

Feats Alertness<sup>MF</sup>, Improved Initiative, Improved Iron Will, Iron Will, Lightning Reflexes, Power Attack<sup>MF</sup>, Vital Strike

Skills Intimidate +9, Perception +22, Profession (soldier) +8, Sense Motive +11, Stealth +1, Survival +10; Racial Modifiers +8 Perception

Languages Common, Cyclops, Giant

**SQ** burden of arrogance<sup>MA</sup>, celestial musician<sup>MA</sup>, divine clarity<sup>MA</sup> ECOLOGY

Environment any land or underground Organization solitary, patrol (2–5), company (6–20) Treasure standard (greatclub, mwk breastplate, other treasure)

#### SPECIAL ABILITIES

**Bounding Stone (Ex)** A kabandha can throw a stone in a bouncing, deadly arc, dealing 1d8+12 points of damage to all creatures on the ground in a 50-foot line (Reflex DC 29 half). At the end of this line, if the stone strikes a barrier, it shatters, dealing 2d6+12 points of damage to all creatures in a 10-foot radius (Reflex DC 29 half). A creature that is both in the line and near the barrier can take damage twice from this ability. The save DC is Strength-based.

Burden of Arrogance (Su) For his excessive pride, the original kabandha was forced to live with its head driven into its torso as punishment until a hero could chop off his arms and grant him the release of death. A mythic kabandha can be killed by severing both of its arms or slaying its body. To sever an arm, an opponent must be wielding a slashing weapon and must succeed on a sunder combat maneuver, treating an arm as a separate weapon with hardness 5 and hit points equal to quadruple the mythic kabandha's Hit Dice. If the arm is reduced to o hit points, it is severed; the kabandha's body takes hit point damage equal to its Hit Dice and it can no longer use the arm but is not otherwise hampered by the loss of an arm. A mythic kabandha can expend two uses of mythic power per day for three consecutive days to regrow a lost arm. Any attack that is not an attempt to sever an arm affects the kabandha's body, including area attacks or attacks that cause piercing or bludgeoning damage.

**Celestial Musician (Su)** A mythic kabandha is a master of boisterous hymns and otherworldly chants, gaining the bardic performance ability of a 14th-level bard, though it is limited to the following types of performance: inspire competence, inspire courage, inspire greatness, dirge of doom, and frightening tune. It can use these performances for up to 14 rounds per day but can expend one use of its mythic power as a free action to gain an additional 14 rounds of performance.

**Divine Clarity (Su)** A mythic kabandha gains constant *true* seeing. This ability replaces a non-mythic kabandha's constant see invisibility.

### GARUDA

This winged creature has clawed hands and bird's talons. Large, glinting eyes and a serrated beak dominate its avian face.

#### MYTHIC GARUDA

#### CR 11/ MR 4

**XP 12,800** Pathfinder Roleplaying Game Bestiary 3

CG Medium outsider (mythic, native)

Init +5; Senses darkvision 60 ft., low-light vision; Perception +20

#### DEFENSE

AC 23, touch 15, flat-footed 18 (+5 Dex, +8 natural)

#### hp 155 (11d10+95)

#### Fort +8, Ref +12, Will +9

**Defensive Abilities** second save<sup>MA</sup>; **DR** 10/evil or magic, and epic; **SR** 25

#### OFFENSE

Speed 30 ft., fly 80 ft. (good)

**Melee** bite +16 (1d6+3), 2 claws +16 (1d4+3), 2 talons +16 (1d4+3), 2 wings +11 (1d4+1)

- Ranged +1 shock longbow +17/+12/+7 (1d8+7/x3 plus 1d6 electricity)
- **Special Attacks** naga bane<sup>MA</sup>, mythic power (4/day, surge +1d8), powerful gale<sup>MA</sup>, swooping pounce, talon or wing
- Spells Known (CL 7th; concentration +11)
- 3rd (5/day)—displacement, haste
- 2nd (7/day)—alter self, protection from arrows, see invisibility
- 1st (7/day)—grease (DC 15), mage armor, shield, shocking grasp, true strike
- o (at will)—detect magic, detect poison, light, mage hand, mending, message, prestidigitation

#### STATISTICS

Str 16, Dex 21, Con 20, Int 17, Wis 14, Cha 19

#### Base Atk +11; CMB +14; CMD 29

**Feats** Deadly Aim<sup>MF</sup>, Manyshot, Point-Blank Shot, Power Attack, Precise Shot<sup>MF</sup>, Rapid Shot, Weapon Finesse

**Skills** Acrobatics +19, Fly +23, Intimidate +22, Perception +20, Sense Motive +20, Spellcraft +14, Stealth +19, Survival +13;

Racial Modifiers +4 Intimidate, +4 Perception, +4 Sense Motive Languages Common, Garuda

SQ primordial form<sup>MA</sup>, sacred nectar<sup>MA</sup>

#### ECOLOGY

Environment tropical hills and mountains Organization solitary, pair, or aerie (3-6) Treasure double (+1 shock composite longbow [+3 Str], other treasure)

#### SPECIAL ABILITIES

Naga Bane (Su) A mythic garuda receives a +2 racial bonus on attack and damage rolls against nagas and other serpentine monsters of the aberration type. In addition, any weapon wielded by a mythic garuda gains the *bane* weapon special property against such foes. This ability replaces the hatred ability of a non-mythic garuda.

**Powerful Gale (Ex)** A mythic garuda can use its wings to create powerful blasts of wind in a 60-foot cone-shaped burst as a standard action. Creatures one size smaller than the mythic garuda must make a DC 18 Strength check or be knocked prone. Creatures two or more sizes smaller than the mythic garuda must make a DC 18 Strength check or be knocked prone and blown 1d4 x 10 feet, taking 1d4 points of nonlethal damage per 10 feet. The Strength check DC is Strength based.

This gale persists until the beginning of the garuda's next turn, and any ranged attack that passes through the area of the gale treats it as a *wind wall*.

**Primordial Form (Su)** Once per day a mythic garuda can expend two uses of mythic power assume its primordial form for a number of rounds equal to its Hit Dice. While in this form, the mythic garuda increases its size by one step, as *enlarge person*, and it also gains immunity to fire, vulnerabilityto cold, and a breath weapon (40-ft. cone, 6d10 fire damage, Reflex DC 20 for half, usable every 1d4 rounds).

Sacred Nectar (Su) A mythic garuda can expend one use of mythic power to create one ounce of amrita. Drinking the amrita cures 4d8+7 points of damage and neutralizes any poison in the creature drinking it. That amrita lasts 24 hours, after which time it will become only sweet, nonmagical nectar.

Spells Garudas cast spells as 7th-level sorcerers.

Swooping Pounce (Ex) When a garuda makes a diving aerial charge, it can make a full attack with its natural weapons.
 Talon or Wing (Ex) A garuda cannot use its wing attacks while flying, and cannot use its talon attacks while not flying.

# NAGA, GUARDIAN

A contemplative humanoid face framed by a cobra-like hood adorns the body of this long, brightly colored serpent.

#### MYTHIC GUARDIAN NAG

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Pathfinder Roleplaying Game Bestiary

LG Large aberration (mythic, shapechanger)

Init +6; Senses darkvision 60 ft.; Perception +23

#### DEFENSE

XP 19,200

AC 29, touch 15, flat-footed 23 (+6 Dex, +14 natural, –1 size) hp 154 (12d6+100)

#### Fort +9, Ref +12, Will +12; +5 vs compulsions and fear Defensive Abilities block attacks<sup>MA</sup>, stalwart mind<sup>MA</sup>; DR 10/epic

OFFENSE

Speed 40 ft.

Melee bite +14 (2d6+9 plus poison) or (hybrid form) +1 flail +15/+10 (2d6+7) and bite +9 (2d6+3 plus poison)

Ranged spit +14 touch (poison)

Space 10 ft.; Reach 5 ft. (10 ft. in hybrid form)

Special Attacks guardian's challenge<sup>MA</sup>, <u>mythic magic<sup>MA</sup>, mythic</u> / <u>power</u> (5/day, surge +1d8)

Spells Known (CL 9th; concentration +13)

4th (5/day)—divine power, greater invisibility

- 3rd (7/day)—cure serious wounds, dispel magic, lightning bolt (DC 18)
- 2nd (7/day)—detect thoughts (DC 17), lesser restoration, scorching ray, see invisibility
- ist (7/day)—cure light wounds, divine favor, expeditious retreat, mage armor, magic missile
- o (at will)—daze (DC 15), detect magic, light, mage hand, open/ close, ray of frost, read magic, stabilize

#### STATISTICS

Str 23, Dex 23, Con 20, Int 16, Wis 19, Cha 20

- Base Atk +9; CMB +16; CMD 32 (can't be tripped)
- Feats Alertness<sup>MF</sup>, Blind-Fight<sup>MF</sup>, Combat Casting, Combat-Expertise, Eschew Materials<sup>B</sup>, Improved Trip, Lightning Reflexes<sup>MF</sup>
- Skills Bluff +16, Diplomacy +16, Knowlege (arcana) +18, Perception +23, Sense Motive +20, Spellcraft +18, Stealth +17 Languages Celestial, Common

SQ change shape (human, hybrid, and guardian naga; polymorph)<sup>MA</sup>

#### ECOLOGY

Environment temperate and warm plains Organization solitary, pair, or nest (3-6) Treasure standard (+1 flail, other treasure)

#### SPECIAL ABILITIES

CR 12/MR 5

**Change Shape (Su)** All mythic nagas have the ability to assume three forms—their naga form, a humanoid form, and a hybrid form (the torso, head and arms of a humanoid atop a snake body). Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and naga form. A mythic naga can shift to any of its three forms as a move action. A slain mythic naga reverts to its naga form.

**Guardian's Challenge (Su)** As a move action, a mythic guardian naga can shout a challenge to its foes, causing enemies within 50 feet to become shaken for 2d4 rounds (DC 19 Will negates). Creatures that successfully save cannot be affected by that naga's challenge for 24 hours. If the naga expends one use of mythic power when activating this ability, creatures failing their saves are frightened rather than shaken, and creatures that successfully save are shaken for 1d4 rounds. This is a sonic, mind-affecting fear effect. The save DC is Charisma-based.

**Poison (Ex)** Bite—injury or spit—contact; save Fort DC 21; frequency 1/round for 6 rounds; effect 1d4 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

**Repel Invaders (Ex)** A mythic guardian naga gets a +4 bonus on attack and damage rolls against any creatures that invade the site they protect or attempt to take or harm items under their protection.

**Spells** A guardian naga casts spells as a 9th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a guardian naga.

**Spit (Ex)** A guardian naga can spit its venom up to 30 feet as a standard action. This is a ranged touch attack with no range increment. Opponents hit by this attack must make successful saves (see above) to avoid the effect.

Stalwart Mind (Ex) A mythic guardian naga gains a bonus equal to its mythic rank on saving throws against compulsions and fear effects. Whenever a mythic guardian naga succeeds at a save against a fear effect or compulsion, the creature that attacked with that effect must succeed at a Will save (at the same DC) or be stunned for 1 round.



# NAGA, SPIRIT

Yellowed, venom-dripping fangs fill the human-like mouth of this sinister serpentine monstrosity.

#### MYTHIC SPIRIT NAGA

CR 11/ MR 4

XP 12,800 CE Large aberration (mythic, shapechanger)

Init +5; Senses darkvision 60 ft.; Perception +22

DEFENSE

AC 27, touch 14, flat-footed 22 (+5 Dex, +13 natural, -1 size) hp 127 (10d8+82) Fort +8, Ref +10, Will +10

DR 5/epic

OFFENSE

Speed 40 ft., swim 20 ft.

Melee bite +10 (2d6+6 plus poison) or (hybrid form) +1 dagger +11/+6 (1d6+5) and bite +5 (2d6+3 plus poison)

Space 10 ft.; Reach 5 ft. (10 ft. in hybrid form)

**Special Attacks** charming gaze (DC 24), <u>mythic magic</u><sup>MA</sup>, mythic power (4/day, surge +1d8), venomancy<sup>MA</sup>

Spells Known (CL 7th; concentration +20)

3rd (5/day)—displacement, fireball (DC 18)

- 2nd (7/day)—cat's grace, invisibility, summon swarm 1st (8/day)—charm person (DC 16), cure light wounds, divine favor, magic missile, shield of faith
- o (at will)—bleed (DC 15), daze (DC 15), detect magic, mage hand, open/close, ray of frost, read magic

#### STATISTICS

12

#### Str 18, Dex 20, Con 21, Int 12, Wis 17, Cha 21

Base Atk +7; CMB +12; CMD 27 (can't be tripped)

- **Feats** Ability Focus (charming gaze)<sup>MF</sup>, Combat Casting<sup>MF</sup>, Eschew Materials, Lightning Reflexes, Skill Focus (Perception), Stealthy
- **Skills** Bluff +15, Escape Artist +13, Intimidate +11, Knowledge (arcana) +14, Perception +22, Spellcraft +11, Stealth +15 (+23 in swamps), Swim +12; **Racial Modifiers** +8 Stealth in marsh terrain

Languages Abyssal, Common
 SQ bog stalker<sup>MA</sup>, change shape (human, hybrid, and spirit naga; polymorph)<sup>MA</sup>, quag witch<sup>MA</sup>

#### ECOLOGY

Environment temperate marshes Organization solitary or nest (2–4) Treasure standard (+1 *dagger*, other gear)

#### SPECIAL ABILITIES

**Bog Stalker (Ex)** While in marsh terrain, a mythic spirit naga gains a +8 bonus on Stealth checks and can make Stealth checks even while being observed. This bonus is halved if the naga is moving and this ability is negated if the naga moves at more than half speed. It can expend one use of its mythic power as a free action to use this ability (gaining the full +8 bonus on Stealth checks) for 1 minute regardless of its movement.

**Change Shape (Su)** All mythic nagas have the ability to assume three forms—their naga form, a humanoid form, and a hybrid form (the torso, head and arms of a humanoid atop a snake body). Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and naga form. A mythic naga can shift to any of its three forms as a move action. A slain mythic naga reverts to its naga form.

Charming Gaze (Su) As charm person, 30 feet, Will DC 22 negates. The save DC is Charisma-based.

Quag Witch (Su) Any spell a mythic spirit naga casts from within a marsh gains the benefits of the Piercing Spell<sup>UM</sup> metamagic feat without requiring a full-round action to cast. Poison (Ex) Bite—injury; save Fort DC 20; frequency 1/round for

6 rounds; effect 1d4 Con damage; cure 1 save.

**Spells** A spirit naga casts spells as a 7th-level sorcerer, and can cast spells from the cleric list as well as those normally available to a sorcerer. Cleric spells are considered arcane spells for a spirit naga.

Venomancy (Su) Whenever a mythic spirit naga casts a spell that deals damage, it may expend one use of mythic power to lace that spell with its poison. All creatures damaged by that spell are exposed to the mythic spirit naga's poison.

# NAGA, WATER

Slender spines and brightly colored frills stretch back from the humanlike face of this massive water snake. Every motion of the serpent's long form sets its brightly patterned scales and glistening fins to flashing like gems in the surf.

#### MYTHIC WATER NAGA

#### CR 8/MR 3

XP 4,800

Pathfinder Roleplaying Game Bestiary 3

N Large aberration (aquatic, mythic, shapechanger)

Init +6; Senses darkvision 60 ft., <u>mistsight<sup>MA</sup></u>; Perception +17 DEFENSE

AC 24, touch 16, flat-footed 18 (+1 deflection, +6 Dex, +8 natural, -1 size)

hp 100 (8d8+64); fast healing 5 (when in water)MA

Fort +7, Ref +10, Will +9

DR 5/epic

OFFENSE

Speed 30 ft., swim 50 ft.

Melee bite +10 (2d6+5 plus poison), tail slap +5 (1d8+2) or (hybrid form) mwk longspear +10/+5 (2d6+8/x3), bite +5 (2d6+2 plus poison), tail slap +5 (1d8+2)

Space 10 ft.; Reach 5 ft. (10 ft. in hybrid form)

Special Attacks mythic power (3/day, surge +1d6), water witch<sup>MA</sup>

#### Spell-Like Abilities (CL 8th; concentration +13)

1/day—control water, summon monster IV (aquatic creatures or water elementals only)

At will—create water

Spells Known (CL 7th; concentration +12)

- 3rd (5/day)—protection from energy, suggestion (DC 18)
- 2nd (7/day)—acid arrow, invisibility, mirror image
- ist (7/day)—expeditious retreat, magic missile, obscuring mist, shield, true strike
- o (at will)—acid splash, daze (DC 15), detect magic, light, mage hand, open/close, read magic

STATISTICS

#### Str 20, Dex 23, Con 20, Int 11, Wis 17, Cha 20

Base Atk +6; CMB +12; CMD 28 (can't be tripped)

Feats Combat Casting, Eschew Materials<sup>B</sup>, Lightning Reflexes<sup>MF</sup>, Skill Focus (Perception)<sup>MF</sup>, Skill Focus (Stealth)

**Skills** Bluff +8, Knowledge (local) +4, Perception +17, Spellcraft +11, Stealth +16, Swim +13

Languages Aquan, Common

SQ amphibious, change shape (human, hybrid, and water naga; polymorph)<sup>MA</sup>

#### ECOLOGY

Environment temperate or warm water

Organization solitary, pair, or nest (3-4)

**Treasure** standard (masterwork longspear, ring of protection +1, other treasure)

#### SPECIAL ABILITIES

**Change Shape (Su)** All mythic nagas have the ability to assume three forms—their naga form, a humanoid form, and a hybrid form (the torso, head and arms of a humanoid atop a snake body). Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and naga form. A mythic naga can shift to any of its three forms as a move action. A slain mythic naga reverts to its naga form.

**Poison (Ex)** Bite—injury; *save* Fort DC 19; *frequency* 1/round for 6 rounds; *effect* 1d2 Con damage; *cure* 2 saves.

Spells A water naga casts spells as a 7th-level sorcerer.

Water Witch (Sp) A mythic water naga can use control water, create water, and summon monster IV (aquatic creatures or water elementals only) as spell-like abilities, and as long as it is at least partially submerged in water, it gains a +4 bonus on concentration checks.

# RAJPUT AMBARI

Standing motionless, this creature could easily be mistaken for a huge skeletal display of a long-dead war elephant. At further glance, its eyes burn a smoky black and pieces of stench-ridden flesh hang from crusty bones. Rusty barding drapes loosely over its skeletal spine, and ancient, rotten finery hangs over its skull and drapes flaccidly toward the ground.

#### MYTHIC RAJPUT AMBARI

#### CR 8/MR 3

#### XP 4,800

CE Huge undead (mythic) Init +1; Senses darkvision 60 ft.; Perception +0

#### DEFENSE

AC 24, touch 9, flat-footed 23 (+1 Dex, +15 natural, -2 size) hp 128 (16d8+56)

Fort +5, Ref +6, Will +10

Defensive Abilities spirit howdah<sup>MA</sup>, undead traits; DR 10/ bludgeoning and epic

#### OFFENSE

#### Speed 40 ft.

Melee gore +21 (2d8+11), slam +21 (2d6+11) Space 15 ft.; Reach 10 ft.

Space 15 It., Reach 10 It.

**Special Attacks** mythic power (5/day, surge +1d6), powerful charge<sup>MA</sup> (4d8+22), terrifying trumpet<sup>MA</sup> trample (2d8+16, DC 29), war stomp<sup>MA</sup>

#### STATISTICS

Str 32, Dex 13, Con --, Int --, Wis 10, Cha 10 Base Atk +12; CMB +24; CMD 35 Feats Extra Mythic Power<sup>MF</sup>, Toughness<sup>B, MF</sup> SQ undead servitor

#### ECOLOGY

Environment warm forests Organization any Treasure standard

#### SPECIAL ABILITIES

Spectral Howdah (Ex) A mythic rajput ambari is surrounded by the ghostly vestiges of long-dead warriors that once fought alongside it and mounted upon it. These misty spirits grant the rajput ambari a 20% miss chance against ranged attacks and melee attacks made by creatures not adjacent to it, such as those using reach weapons. If the rajput ambari is controlled, these spirits also grant this benefit to creatures that master designates that are riding on the rajput ambari. Terrifying Trumpet (Su) Once per minute as a swift action, a mythic rajput ambari can unleashes deafening trumpeting call that affects all creatures within 30 feet as frightful presence ability (DC 18). In addition, if the mythic rajput ambari expends one use of its mythic power, it can affect a 30-foot cone-shaped spread as simultaneous fear and shout spells (DC 18). The save DC is Charisma-based. Undead Servitor (Su) Rajput ambaris are completely subservient to their creators and any other creature capable of commanding undead. A rajput ambari is treated as an undead creature of half its Hit Dice for the purposes of being commanded and when counting the total Hit Dice of undead its master can control. A rajput ambari always understands the language of its master and anyone controlling it. War Stomp (Su) Rajput ambaris are trained to slam their skeletal front feet hard into the earth, creating a small shockwave that can knock nearby opponents prone. Any opponent standing immediately adjacent to a rajput ambari when it uses this ability must make a DC 29 Reflex save or be knocked prone. War stomp is a move action, or a swift action during any round in which the mythic rajput ambari makes a charge or slam attack. In addition, when any creature damaged by its trample attack must save against its war stomp ability as well. The save DC is Strength-based.



### Rakshasa, Maharaja

Impeccably dressed and bedecked in exotic jewelry, this fiend holds an ornate saber in its backward-facing hands.

#### MYTHIC MAHARAJA RAKSHASA

CR 25/MR 10

XP 1,638,400

Pathfinder Roleplaying Game Bestiary 3

LE Medium outsider (native, shapechanger)

**Init** +23<sup>MF</sup>, extra initiative; **Senses** all-around vision, darkvision 60 ft., *true seeing*<sup>MA</sup>; Perception +31

#### DEFENSE

AC 47, touch 24, flat-footed 37 (+4 deflection, +9 Dex, +1 dodge, +23 natural)

**hp** 450 (20d10+140)

Fort +18, Ref +21, Will +18

**Defensive Abilities** illusory doubles<sup>MMA</sup>; <u>second save</u><sup>MA</sup>; **DR** 20/ epic, good, and piercing; **SR** 40

OFFENSE

Speed 40 ft., fly 30 ft. (good)

- **Melee** +5 keen falchion +33/+28/+23/+18 (2d4+17/15-20), 4 bites +23 (1d6+4)
- **Special Attacks** *detect thoughts* (DC 32), executioner's blade<sup>MA</sup>, extra initiative, forced reincarnation<sup>MA</sup>, <u>mythic power</u> (10/ day, surge +1d12), orgiastic revel<sup>MA</sup>, psychic bondage<sup>MA</sup>, sneak attack +6d6<sup>MA</sup>, telepathic revelation<sup>MA</sup>
- Spell-Like Abilities (CL 18th; concentration +30) Constant—comprehend languages, tongues, true seeing
- At will—clairvoyance/clairaudience
- 1/day—dominate monster (DC 31), wish

Spells Known (CL 18th; concentration +30)

- 9th (4/day)—weird<sup>M</sup> (DC 33)
- 8th (6/day)—greater shadow evocation (DC 32), mind blank
- 7th (7/day)—finger of death<sup>™</sup>, greater shadow conjuration (DC 31), spell turning
- 6th (7/day)—contingency<sup>M</sup>, globe of invulnerability<sup>M</sup>, mislead<sup>M</sup> (DC 30)
- 5th (8/day)—baleful polymorph<sup>M</sup> (DC 27), feeblemind (DC 27), fickle winds<sup>UM</sup>, mind fog (DC 27)
- 4th (8/day)—charm monster (DC 26), dimension door, greater invisibility, scrying
- 3rd (8/day)—dispel magic<sup>M</sup>, haste, suggestion<sup>M</sup> (DC 25), vampiric touch
- 2nd (8/day)—darkness, knock, mirror image<sup>M</sup>, misdirection (DC 26), resist energy
- 1st (9/day)—charm person (DC 23), identify, mage armor<sup>M</sup>, magic missile, ventriloquism (DC 25)
- o (at will)—arcane mark, bleed (DC 22), daze (DC 22), detect magic, ghost sound, mage hand, message, prestidigitation, read magic

#### STATISTICS

Str 27, Dex 28, Con 34, Int 25, Wis 22, Cha 35 Base Atk +20; CMB +28; CMD 52 Feats Blinding Critical, Combat Casting, Critical Focus<sup>MP</sup>, Dodge, Improved Critical (falchion), Improved Initiative<sup>MF</sup>, Mythic Spell Lore<sup>MF</sup>, Quicken Spell, Silent Spell, Spell Focus (illusion)<sup>MF</sup>, Still Spell<sup>MF</sup>

Skills Acrobatics +27 (+31 when jumping), Appraise +25, Bluff +38, Diplomacy +33, Disguise +33, Fly +31, Intimidate +33, Knowledge (arcana, history, nobility, religion) +25, Perception +31, Sense Motive +27, Spellcraft +25, Stealth +30; Racial

Modifiers +4 Bluff, +8 Disguise, +4 Perception

Languages Abyssal, Common, Infernal, Undercommon; comprehend languages, tongues

SQ change shape (any humanoid; *alter self*), mindslaver<sup>MA</sup>, rajadhiraja<sup>MA</sup>

ECOLOGY

#### Environment any

**Organization** solitary

Treasure double (+5 keen falchion, other treasure)

#### SPECIAL ABILITIES

- **Executioner's Blade (Ex)** When a mythic maharaja confirms a critical hit with its falchion against a non-mythic creature of its own size or smaller, it severs the target's head as a *vorpal weapon*. It can use this ability against a mythic creature by expending one use of its mythic power, and against creatures larger than itself if they are prone or denied their Dexterity bonus against it.
- **Extra Initiative (Su)** When an encounter starts, a maharaja rolls twice for initiative. The maharaja acts normally on the higher of the two initiative counts each round. On the lower initiative count, the maharaja can take a single standard action.
- Forced Reincarnation (Su) As a standard action, a mythic maharaja can cause a creature within 30 feet to die and be immediately reincarnated into a new body. A Will save negates this effect and grants immunity to this effect for 24 hours. Those that fail are slain and immediately brought back to life with the spell *reincarnate*, and are treated as if they had failed a save against the maharaja's *detect thoughts* ability for the purpose of its psychic bondage and telepathic revelation abilities.
- **Illusory Doubles (Su)** When hit by a melee or ranged attack, a mythic maharaja can expend one use of mythic power as an immediate action to replace itself with an illusory duplicate and teleport to any open square within 30 feet of its current position, while creating three additional illusory doubles that appear anywhere it chooses within 30 feet of its former location. The maharaja takes no damage from the attack, which instead destroys the illusory duplicate. Using this ability requires line of effect to the teleportation target square.

These illusory doubles persist for 1 minute, and as a move action the mythic maharaja can command its illusory doubles to move as he directs, though they must remain within 100 feet of him and he must have line of sight to them; otherwise, they remain in their current position. He can treat any of those doubles as his own position for determining line of sight, and he also can cause any spell effect he creates to originate from any of the illusory doubles, as *project image*,

16

and once per round as a free action he can expend one use of mythic power to teleport to the location of one of his doubles, replacing himself with an illusory double at his former position.

- Mindslaver (Su) Mind-affecting effects created by a mythic maharaja are very difficult to detect or dispel, requiring creatures to roll twice and take the worse result on any die roll made to notice the presence of such an effect, identify its exact nature, or to dispel or otherwise remove it (including rerolling a saving throw to resist or end the effect). *Detect magic* and other divinations notice a maharaja's mindaffecting effects only with a successful DC 35 caster level check, though using a mythic divination effect allows the caster to add its mythic rank or tier as a bonus on this check. **Orgiastic Revel (Su)** As a full-round action, a mythic maharaja
- can call all creatures within a 15-foot-radius spread or a 30-foot cone-shaped spread to shed their garments and hurl themselves headlong into exuberant carnal frivolity. All creatures in the area are stunned for 1 round and staggered for 20 rounds thereafter; creatures succeeding on a DC 32 Will save are staggered for 1 round instead and cannot thereafter be further affected by this effect for 24 hours.

Creatures staggered by this effect must save again every round or be compelled to spend a move action stripping off a worn item (as the *shamefully overdressed*<sup>UI</sup> spell) or passionately kissing or caressing the nearest creature (as the *unnatural lust*<sup>UM</sup> spell), with an equal chance of either. This is a mind-affecting emotion effect. The save DC is Charisma-based.

**Psychic Bondage (Su)** When a creature fails its save against a mythic maharaja's *detect thoughts* ability, the maharaja can expend one use of mythic power to establish a mental link with that creature for 24 hours, and can maintain the mindlink by expending one use of its mythic power for each additional 24 hours. At any time, from any distance as long as they are on the same plane, the maharaja can keep track of the target as *status*, and once per day each he can target the creature with *dream*, *nightmare*, *suggestion*, or *mind probe*<sup>OA</sup> (DC 32 for all effects).

Rajadhiraja (Su) A mythic maharaja is treated as a rajadhiraja, gaining a new spell-like ability usable at will (1st-4th level), 3/day (5th-7th level), or 1/day (8th-9th level). A typical mythic maharaja might take wish 1/day or limited wish 3/ day. In addition, once per day as a standard action a mythic maharaja can restore a creature to life as reincarnate, except that the target must have been dead less than 1 day and can have been killed by a death effect. As with any effect that restores life to a creature, the reincarnating creature can choose not to be reincarnated if it wishes, but if it does allow the effect to happen, it returns to life at full capacity, as if restored via true resurrection in a new form. Some rajadhirajas slay their own allies in combat, then use this ability to in order to allow the allies to continue the battle in a new body. The new form granted by this effect can be any form within one size category of the dead creature's original size—the exact form of this new body is chosen by the rajadhiraja. Use the results listed for the *reincarnate* spell as guidelines for determining the new body's physical ability score adjustments.

Spells A maharaja casts arcane spells as an 18th-level sorcerer. Telepathic Revelation (Ex) When a creature fails its save against a mythic maharaja's *detect thoughts* ability, as a swift or move action it can learn that creature's habits and tendencies in combat situations, granting it a +5 insight bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks made against that creature, as well as on weapon attack and damage rolls against it. This bonus also applies on caster level checks and to the save DC of divination and mind-affecting effects it uses against the creature. A mythic maharaja can gain this bonus against up to five creatures at a time; adding a new studied creature causes it to lose knowledge of a previously studied creature of its choice.

The mythic Still Spell feat appears in the *Mythic Hero's Handbook* from Legendary Games. It is reprinted here for ease of reference.

#### STILL SPELL (METAMAGIC, MYTHIC)

You can cast spells with total detachment from your body's condition.

Prerequisite: Still Spell.

**Benefit:** When you cast a spell augmented with Still Spell, you do not need to make a concentration check as a result of any physical disruption, including movement (such as riding a horse or being on the deck of a storm-tossed ship), being grappled or pinned, or even being injured while casting.

Alternatively, you may expend a use of mythic power to cast a spell as a still spell (gaining only the normal benefits of a still spell, rather than the increased benefits outlined above) without preparing it as still in advance, taking extra casting time, or increasing the level of spell slot it uses. **Special:** A still spell requires no somatic components.

The mythic *weird* spell appears in the **Mythic Spell Compendium** from Legendary Games. It is reprinted here for ease of reference.

#### WEIRD

This spell affects all targets as mythic phantasmal killer, as described in Chapter 3 of Pathfinder Roleplaying Game Mythic Adventures. For targets that fail their Will save but succeed on their Fortitude saves, each one's weird persists in its mind, giving it the dazed condition until your next turn. On you next turn, each target must attempt another Fortitude save against the phantasm. Success means ittakes 3d6 points of damage; failure means it dies from fear.

Augmented (6th): If you expend two uses of mythic power, the spell can affect living targets that are immune to fear, illusions, or mind-affecting effects.

# RAKSHASA, RAKTAVARNA

What at first appears to be a bejeweled blade shimmers and writhes, transforming into a hideous, red-eyed serpent.

#### MYTHIC RAKTAVARNA

CR 3/MR 1

XP 800 Pathfinder Roleplaying Game Bestiary 3 LE Tiny outsider (mythic native, rakshasa, shapechanger) Init +3; Senses darkvision 60 ft., detect magic; Perception +9 DEFENSE AC 18, touch 15, flat-footed 15 (+3 Dex, +3 natural, +2 size) hp 32 (3d10+16) Fort +3, Ref +6, Will +4 DR 5/good or piercing; SR 18 OFFENSE Speed 20 ft., climb 20 ft., swim 20 ft. Melee bite +8 (1d4+3 plus poison) Special Attacks detect thoughts (DC 13), mythic power (1/day, surge +1d6), vicious delusion<sup>MA</sup> Spell-Like Abilities (CL 6th; concentration +8) Constant—comprehend languages, nondetection 1/day—charm person (DC 13), suggestion (DC 15) 1/week—commune (CL 12th, 6 questions) STATISTICS Str 7, Dex 16, Con 15, Int 12, Wis 13, Cha 14 Base Atk +3; CMB +4; CMD 12 (can't be tripped) Feats Alertness, Weapon Finesse<sup>MF</sup> Skills Bluff +12, Climb +9, Disguise +16, Escape Artist +6, Perception +9, Sense Motive +9, Stealth +17, Swim +6; Racial Modifiers +4 Bluff, +8 Disguise Languages Common, Infernal, Undercommon; comprehend languages SQ change shape (Tiny living object), master's eyes

ECOLOGY

#### **Environment** any

**Organization** solitary, pair, or rack (3-10) **Treasure** standard

#### SPECIAL ABILITIES

Change Shape (Su) As a full-round action, a raktavarna can take the shape of a handheld object, most often an ornamental light, a one-handed weapon, or a piece of treasure. If the rakshasa remains stationary in such a form, it can attempt Stealth checks even while being observed. It can remain motionless in object form indefinitely, but reverts to its true form as soon as it takes any action. **Hidden Aura (Su)** A mythic raktavarna is warded by a constant nondetection spell, and if it wishes it may share this effect with any creature carrying, wearing, or wielding it in object form. The raktavarna may suppress or resume this ability at any time as a free action. In addition, whenever it successfully charms a creature, that creature is also warded with nondetection, and by expending one use of its mythic power the raktavarna can extend the duration of both the charm and nondetection effects to 24 hours.

Master's Eyes (Su) A raktavarna can designate a single creature as its master as a standard action. If the raktavarna is a spellcaster's familiar, its master is automatically that spellcaster, and the raktavarna cannot change this. As a fullround action, a raktavarna's master can observe the world as if looking through the raktavarna's eyes. The master must concentrate to maintain this link each round. The master's visual senses are suppressed for this time, and he uses the raktavarna's darkvision, detect magic, and regular eyesight to observe the world. This ability has no limit on range, and functions even across planar boundaries. If the raktavarna is slain while its master is using this ability, the master is stunned for 1d4 rounds (no save).

**Poison (Su)** Bite—injury; *save* Fort DC 13; *frequency* 1/round for 6 rounds; *effect* 1d2 Wis plus *modify memory*; *cure* 1 save. Each time a victim takes Wisdom damage from this poison, a modify memory effect causes the victim to forget the previous minute's interactions with the raktavarna, as long as the raktavarna is no longer visible or is in object form. The save DC is Constitution-based.

icious Delusion (Su) A mythic raktavarna in item form can expend one use of its mythic power to enchant itself as a +1 vicious weapon for 10 rounds per day; this duration need not be continuous. This effect applies only when the raktavarna is used as a weapon (even an improvised weapon). In addition, it can persuade its wielder that it possesses other magical powers, altering the wearer or wielder's perceptions so that it believes those powers are real (DC 13 Will negates). A creature that saves is immune to this delusion effect for 24 hours. This functions as a cursed magical item of delusion, and once a creature believes the raktavarna item has powers, he cannot be convinced otherwise without first using remove curse to break the effect. Any creature trying to dispel or remove the curse takes 2d6 points of damage, while the raktavarna's wearer or wielder takes 1d6 points of damage; this damage applies whether or not the attempt succeeds.

# PISACHA

This feral-looking figure's dark skin is covered in bulging veins and its face dominated by red, protruding eyes.

PISACHA				1.1	_
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CR 5/MR 2

XP 1,600 CE Medium outsider (mythic, native, shapechanger) Init +6; Senses darkvision 60 ft.; Perception +11

#### DEFENSE

AC 19, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +6 natural) hp 62 (5d10+35)

Fort +4, Ref +6, Will +5

DR 5/epic and good; Immune disease, poison Weakness holy repulsion

#### OFFENSE

Speed 30 ft.

Melee bite +7 (1d4+2), 2 claws +7 (1d6+2)

Special Attacks mythic power (4/day, surge +1d6), sons of anger<sup>MA</sup>

Spell-Like Abilities (CL 9th; concentration +11)

At will—invisibility

1/dáy—dominate person (DC 18)

#### STATISTICS

Str 14, Dex 15, Con 16, Int 11, Wis 13, Cha 16

Base Atk +5; CMB +7; CMD 19

Feats Alertness, Dodge, Extra Mythic Power<sup>MF</sup>, Improved Initiative

Skills Bluff +10, Climb +10, Perception +11, Sense Motive +11, Stealth +10, Swim +10

Languages Abyssal, Common

SQ feed on anguish<sup>MA</sup>

#### ECOLOGY

Environment any (near humanoid settlements) Organization single, pair, or pack (3-6) Treasure standard

#### SPECIAL ABILITIES

Feed on Anguish (Su) When a *dominated* victim is made to perform an act it considers abominable (a human made to commit cannibalism, for example) the pisacha can feed on its emotional turmojl. As long as the pisacha is within 10 feet of its victim when it commits the act, the pisacha is invigorated, gaining a +2 profane bonus to damage rolls, skill checks, and saving throws for 1 minute minute. In addition, whenever a pisacha begins its turn within 10 feet of a creature affected by a harmful emotion effect, including fear effects it gains fast healing 5 until the beginning of its next turn.

Holy Repulsion (Ex) While not undead, mythic pisacha are affected by channeled positive energy. They are not damaged by it, but become frightened and sickened for 1d6 rounds unless they succeed on a Will save against the channeled energy.

**Sons of Anger (Su)** When a humanoid under the effects of a mythic pisacha's *domination* commits an act in front of witnesses that they consider disgusting, heinous, or otherwise taboo, the pisacha can amplify their feelings as a standard action. All creatures within 30 feet of the pisacha that witnessed the act must succeed at a DC 15 Will save or give in to their outrage, attacking the *dominated* creature as if affected by *murderous command*<sup>UM</sup> for 1 round. The pisacha can expend one use of mythic power to extend the duration of this *murderous command* effect by 1d4 rounds, though affected creatures can attempt a saving throw each round after the first to act normally that round and resist the compulsion to attack. by a number of rounds equal to its mythic tier. A creature that successfully saves cannot be affected again by same pisacha's sons of anger ability for 24 hours.

Like the rakshasa, a pisacha is an evil spirit made flesh. Where the rakshasas are the embodiment of decadence and materialistic evil, pisachas are the reincarnated spirits of taboo-violators, the truly deranged and perverse, those who reveled in evil for evil's sake.

Pisacha feast on dead humanoid flesh, and so are often found near charnel houses, fresh battlefields, and other areas where the recently dead are common. They delight in taking control of humanoids and making them engage in terrible acts against their will, especially in front of others'of their kind. The emotional trauma this causes is a secondary form

of nourishment for them, though the do it just as often for entertainment and invigoration. Strange cases of panic, rioting, hysteria, and mass murder are often the product of several pisachas working together to orchestrate a grand production of mayhem.



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