



MYTHIC MONSTERS AFRICA

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

MF = Mythic feat

^{MA} = Mythic ability

^{MMA} = Major mythic ability (counting as two abilities)

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

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
 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
 UE = Pathfinder Roleplaying Game Ultimate Equipment
 UM = Pathfinder Roleplaying Game Ultimate Magic

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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.

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WHAT YOU WILL FIND INSIDE MYTHIC MONSTERS: AFRICA

Mythic Monsters: Africa brings you an awesome array of marauding monsters and exotic encounters from the myths and legends of Africa, from Numidia to Zimbabwei and all points in between. These lethal legends of the mother continent range from CR 1 to 20, including serpentine foes like the agile aerialist **amphiptere** and the massive acid-blooded **seps**, and monstrous half-reptilian horrors like the shrieking **kongomato** dragon and the titanic tusked **grootslang**. African monster may be cunning hunters like the cat-serpent **kamadan** or the hulking amphious **mobogo**, but others are swift, silent, subtle, and secretive like the murderous **jackalwere** and the seductive **living mirage**. The **pugwampi gremlin** is the living embodiment of curses and bad luck, while the **lukwata** devours magic wherever it swims. Most vile of all is the perverse **popobala**, reveling in the sorrow and despair its predations bring. As if a dozen existing monsters were not enough, the brand-new **emela-ntouka** is a potent river-beast, a fish-scaled fury that charges on land with a furious bellow and hollows out its foes from the inside out with its piercing horn. Plus, we bring you an exciting array of dynamic traps and delightful magic items perfect for an expedition into the darkest reaches of the continent, beyond jungle, desert, and savannah to the farthest shore.

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

Expedition into Darkness

From blistering deserts to frozen mountaintops, adventurers hear the call of the unknown from every unwelcoming clime imaginable, and a classic trope of Africa is the idea of the expedition into untamed and unknown hinterlands. Venturing into the unreachable always presents new and surprising challenges. Experienced explorers may not know exactly what obstacles are ahead of them, but they do know how to equip themselves to endure whatever struggle befalls them. The deadly traps presented in this section will give pause to even the most seasoned adventurers, while the magic items below may give them just the edge they need to survive.

NEW TRAPS

The following traps found in ancient tombs and have alternate means to disarm or avoid them.

VALUABLE IDOL TRAP

CR 3

An ancient idol sits atop a pedestal. Removing it causes the pressure plate on which it sits to release a boulder that crushes anything in its path.

Type mechanical; Perception DC 20; Disable Device 25

EFFECTS

Trigger touch; Reset manual

Bypass The idol must be replaced with an item weighing as much as the idol (within 5 percent), requiring a DC 15 Appraise check. The replacement must be swift so the trap won't trigger, requiring a DC 15 Sleight of Hand check.
Effect rolling boulder (Atk +10 melee for 2d8+2, plus a combat

maneuver check at +10 to trip any creature struck); multiple targets (all targets in a 30-ft. line)

SNAKE PIT TRAP

CR₄

This pit is the home to hundreds of snakes. Most of the snakes are harmless and soften the fall, but some of the snakes are venomous and aggressive. Variant traps have more powerful snakes in the pit and adjust the CR accordingly. Such a pit could be home to a venomous snake swarm^{B3} (CR 4), for example, but given that such swarms have a climb speed the snakes could easily climb out of the pit at any time. A basic snake pit trap is designed to trap

Type mechanical; Perception DC 24; Disable Device 23

EFFECTS

Trigger location; Reset manual

Bypass A successful DC 15 Knowledge (Nature) check allows the character to avoid the worst of the snakes. A successful wild empathy check (with a +4 circumstance bonus for any live food provided) causes the snakes to seek other sources of food. The snakes in the pit can be driven away by 10 points of slashing or bludgeoning damage or 5 points of damage that affects an area.

Effect 30-ft.-deep pit (2d6 falling damage due to snakes); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.square area)

Effect vipers (Atk +5 melee for 1d2-2 damage plus black adder venom, once each round); multiple targets (all targets in pit)

TOPPLING COLUMNS TRAP

Several columns appear to support this chamber's roof, but they in fact fall over when someone enters.

CR 5

CR 7

CR 8

Type mechanical; Perception DC 18; Disable Device 20

EFFECTS

Trigger location; Reset manual

- Bypass A DC 15 Knowledge (engineering) check will determine a
- path to follow through the chamber without causing the columns to fall over. Additionally, succeeding on this check grants a +2 circumstance bonus to a character attempting a Disable Device
- check to force the columns to collapse against each other.

Effect falling column (Atk +15 melee for 4d8+6 damage);

multiple targets (all targets in a 30-ft.-square chamber)

BROKEN LIGHT TRAP

Light breaks through from the ceiling to the floor of this hallway in distinct beams. If any of the beams are broken, spikes shoot from the walls.

Type mechanical; Perception DC 25; Disable Device 30

EFFECTS

- Trigger location; Reset manual
- Bypass Avoiding the beams of light requires a DC 20 Acrobatics or Stealth check. A successful DC 25 Knowledge (arcana) check also allows a character to determine a way to use magical light to prevent triggering the trap.
- Effect spikes (Atk +15 ranged, 1d4 spikes per target for 1d6+3 damage each); multiple targets (all targets in a 30-ft.-by-10-ft. hallway)

SPEAR THE INTRUDER TRAP

A bas relief shows a monarch followed by her retinue. Several people behind the group are impaled on spears. **Type** mechanical; **Perception** DC 24; **Disable Device** 24

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EFFECTS

Trigger sight (true seeing); Reset manual

- **Bypass** By succeeding at a DC 20 Disguise check (for a member of the monarch's retinue) or a DC 25 Disguise check (as the monarch), a character can walk past the trap without triggering it.
- Effect Atk +15 ranged (1d8+4 plus purple worm poison); multiple targets (all targets in a 20-ft.-by-10-ft. corridor)



FALL TO OBLIVION TRAP

CR 12

Several pedestals with strange runes stand between one ledge and another, providing the only path through a seemingly bottomless pit. Jumping on the wrong pedestal causes the pedestal to crumble to dust, dumping the person landing on it into the abyss below.

Type mechanical; Perception DC 12; Disable Device 35

EFFECTS

Trigger location; Reset none

- Bypass The runes on the pedestals spell the name of an ancient monarch, mostly forgotten to time. By succeeding at a DC 25 Linguistics or DC 30 Knowledge (history) check, a character can figure out the sequence of runes to jump. The pedestals require a total of 2d6+6 DC 5 Acrobatics checks to traverse. Effect 200-ft.-deep pit (20d6 falling damage); DC 30 Reflex
 - avoids (sending the target back to the previous pedestal)

POISONOUS EXPLOSIVE GAS TRAP

CR 15

This room quickly fills with poisonous gas. As soon as the gas permeates the room, a spark ignites the flammable gas. **Type** mechanical; **Perception** DC 28; **Disable Device** 33

EFFECTS

Trigger location; Reset manual

Bypass A passcode spoken with authority bypasses the release of the gas and its ignition. The passcode must be spoken in a language in designated by the creator, and spoken in a voice of command, requiring a successful DC 23 Intimidate check or DC 28 Bluff check speaks the passcode convincingly enough.

- Effect burnt othur fumes; multiple targets (all targets in a 40-ft. square chamber)
- Effect fiery gas (1 round after burnt othur fumes are released, they ignite dealing 6d6 points of fire damage, DC 28 Reflex save for half
 - damage); multiple targets (all targets in a 40-ft.-square chamber)

AFRICAN MAGIC ITEMS

The following magic items might be crafted by wide-ranging explorers or discovered by them in the course of exploring the vast continent.

ATLAS ESOTERICA (MINOR ARTIFACT)

Slot —; CL 17th; Weight 2 lbs.

Aura strong divination

This loose collection of maps, drawings, writings, and sigils appears to be the well-traveled works a madman, bound by iron rings. Although many of the pages seem to always contain relevant pieces of maps, some appear random and meaningless; clever adventurers can arrange, fold, or decipher these clues to reveal hidden secrets. While consulting the *atlas esoterica*, the owner can roll twice and take the highest result on all Knowledge (geography) checks and on Survival checks to avoid getting lost. Once per day, the owner can attempt to solve a clue to learnabout an important person, place, or thing (as if using *legend lore*) by making an Intelligence or Wisdom check. If the check result equals 25 or higher, the clues reveal detailed, relevant information about the subject. A check result of 20 or higher reveals valuable, but less specific information. A check result of 15 or higher reveals vague and incomplete information. A check result of 10 or higher doesn't reveal any information. A check result lower than 10 reveals false information. The specifics of the information revealed by the esoteric codex are up to the GM, and may be cryptic like that revealed by a divination spell.

Mythic: A mythic character can expend one use of mythic power attempt to solve one additional clue with a +5 mythic bonus to the Intelligence or Wisdom check.

DESTRUCTION

The *atlas esoterica* resists attempts to burn, rip, stain, or otherwise ruin it. Learning the secret to destroying the atlas requires using it to make an Intelligence or Wisdom check (DC 25) about itself, which will then reveal the precise steps of how to connect the sigils and fold the pages out of existence.

CERTAIN COMPASS

PRICE 22,000 GP

PRICE 11,910 GP

Slot—; **CL** 11th; **Weight** 1/2 lb. **Aura** moderate divination

This simple brass compass opens up to reveal a needle that casually drifts to and fro without any obvious direction. The underside of the lid bears the inscription, "Lo, 'venture forth into the Black, you shall find no Darkness". The holder of the surepath compass can speak the name of a prominent, specific destination, and the needle will indicate the shortest path as if guided by find the path. The compass can only show direction and cannot bestow any of the other benefits of find the path (such as time or specific actions). Should the compass be given the name of a location that does not exist or is not prominent enough (such as a specific inn instead of a specific town), the needle will point to the nearest similar prominent location.

CONSTRUCTION REQUIREMENTS COST 11,000 GP

Craft Wondrous Item, find the path

DAUNTLESS MACHETE

Slot —; CL 9th; Weight 2 lbs. Aura moderate conjuration

Although the handle of this +1 animal bane machete is well worn, its blade still appears as sharp as the day it way forged, and the whole piece is stained a sickly green. While the wielder holds the dauntless machete, she moves through naturally occurring difficult terrain (such as undergrowth, loose sand, or slippery ice) at normal speed and without taking damage or suffering any other impairment. In addition, as a full-round action the can move one-half her speed through an area of heavy or light undergrowth, converting all squares she passes through into cleared terrain rather than difficult terrain for 1 minute, after which they return to their previous state. If the terrain is magically manipulated, such as with entangle, plant growth, or wall of thorns, the wielder can clear one 5-foot square as a standard action, and does not take damage or risk becoming entangled, grappled, or otherwise impaired while doing so. CONSTRUCTION REQUIREMENTS COST 6,110 GP Craft Magic Arms and Armor, longstrider, summon monster I

JAWBONE SHIELD

Slot —; CL 6th; Weight 10 lbs.

Aura moderate transmutation

This +2 heavy bone shield has the same statistics as a heavy wooden shield but is comprised of a massive plate of dinosaur bone with jagged, tooth-like ridges ringing its edge. It can be wielded as a spiked heavy shield, dealing slashing rather than piercing damage. The wielder adds the shield's bonus to AC (including its enhancement bonus) to his CMD against grapple combat maneuvers. When a creature larger than the wielder attempts to grapple her using a bite attack, including creatures with the grab special attack or Snatch feat, it provokes an attack of opportunity from the wielder; this attack must be a shield bash attack using the *jawbone shield*, but the attack takes no penalties for fighting with two weapons and the wielder does not forfeit the AC bonus provided by her shield.

Once per day, when the wielder is attacked by a creature using a bite attack, as an immediate action the wielder can make a similar shield bash attack, and in addition to dealing damage a successful shield bash damages the biting creature's jaws (DC 17 Fortitude negates), causing it to take a -2 penalty on attack and damage rolls with its bite attack for 1d4 days. A creature with regeneration can repair its damaged jaws in 1d4 rounds. A mythic wielder can use this ability more than once per day, expending 1 use of its mythic power for each use beyond the first.

CONSTRUCTION REQUIREMENTS COST 6,157 GP

Craft Magic Arms and Armor, fleshcurdle^{ISM}

PRIMEVAL BROOCH

PRICE 14,000 GP

PRICE 12,157 GP

Slot neck; CL 9th; Weight — Aura moderate divination

The symbol of some long forgotten deity is carved on this cloudy piece of obsidian, and it hangs from a rough leather cord. While worn in a cold, desert, or jungle terrain, the *primeval brooch* grants the wearer a +1 luck bonus on saving throws, ability checks, and skill checks, and it grants an additional +2 morale bonus on Will saves against fear.

CONSTRUCTION REQUIREMENTS COST 7,000 GP

Craft Wondrous Item, commune with nature

VERMINOUS BEACON

PRICE 9,000 GP

Slot —; CL 7th; Weight 3 lbs. Aura moderate abjuration

This handheld lamp is covered by a metal grate of cast iron and glows with a soft, blue light. In addition to functioning as a normal hooded lantern, the *verminkind beacon* can also prevent all vermin from approaching. As a standard action, the *verminkind beacon* can be held aloft to cause all vermin within 30 feet to become panicked for 1d4 rounds (DC 22 Will negates).

CONSTRUCTION REQUIREMENTS COST 4,500 GP Craft Wondrous Item, repel vermin

AMPHIPTERE

This snake-bodied dragon has a sinuous tail with a spiked tip. Flared wings attach to its forelimbs, and it lacks rear legs..

MYTHIC AMPHIPTERE

CR 5/MR 2

Pathfinder Roleplaying Game Bestiary 5

N Large dragon (mythic)

Init +4; Senses darkvision 60 ft., low-light vision, scent; Perception +13

DEFENSE

XP 1,600

AC 18, touch 9, flat-footed 18 (+9 natural, –1 size) hp 62 (5d12+30)

Fort +6, Ref +4, Will +5

DR 5/epic; Immune paralysis, sleep

OFFENSE

Speed 10 ft., fly 60 ft. (average)

Melee tail +11 (1d8+5), bite +9 (1d10+5 plus grab), 2 wings +4 (1d4+2)

Special Attacks blood lust^{MA}, constrict (1d10+5), death dive^{MA}, impale^{MA}, mythic power (2/day, surge +1d6)

STATISTICS

Str 20, Dex 11, Con 14, Int 7, Wis 12, Cha 9
Base Atk +5; CMB +11; CMD 21 (can't be tripped)
Feats Flyby Attack, Improved Initiative, Weapon Focus^{MF} (tail)
Skills Fly +10, Perception +13, Sense Motive +9, Stealth +4;
Racial Modifiers +4 Fly, +4 Perception

Languages Draconic

so limited flight

ECOLOGY

Environment temperate or warm deserts, hills, or mountains **Organization** solitary, pair, or flight (1 mythic amphiptere plus 3–18 amphipteres)

Treasure none

SPECIAL ABILITIES

Blood Lust (Ex) When a mythic amphiptere successfully injures a creature, a murderous resolve overtakes it. The threat range for its tail attack is doubled, and it gains a +4 morale bonus to confirm a critical hit with its tail. Non-mythic amphipteres within sight of the mythic amphiptere gain a +2 morale bonus to confirm critical hits with their tail attacks. This effect lasts until all creatures other than amphipteres are dead or the mythic amphiptere dies. Death Dive (Ex) As a swift action, a mythic amphiptere can spend one use of mythic power to give itself the ability to fly at its fly speed for one round. At the beginning of its next turn, it can fall from its current height, dealing falling damage to itself and to any creature impaled on its tail. By spending another use of mythic power, it can half the falling damage to itself.

Impale (Ex) If an amphiptere confirms a critical hit with its tail attack against a creature smaller than itself, the spike-tipped tail impales the target creature.

An impaled creature gains the pinned condition (though the amphiptere doesn't gain the grappled condition), takes 1d6 points of bleed damage, and automatically takes damage from the amphiptere's tail each round it remains pinned. An amphiptere can't constrict a creature it has impaled, nor can it use its tail attack while it is impaling a creature, but it doesn't need to succeed at a grapple combat maneuver check to maintain the grapple. An amphiptere can release an impaled creature as a free action.

When a mythic amphiptere impales its target, the impaled creature must succeed at a DC 14 Fortitude save or become sickened while it is pinned and for 1d4 rounds thereafter. Stopping the bleed damage after the creature has freed itself negates the sickened condition. An impaled creature that frees itself from a mythic amphiptere's tail automatically takes damage from the tail.

Limited Flight (Ex) Though amphipteres have wings, they can't truly fly. Amphipteres usually move by lifting themselves a few feet off the ground with their great batlike wings and pulling themselves along the ground with their claws. This tactic provides an amphiptere a fly speed of 60 feet and average maneuverability, though they can't lift themselves higher than 10 feet off the ground and can't use their wings to hover. Additionally, amphipteres can attempt a DC 15 Fly check to fall safely from any height without taking falling damage, as if under the effects of *feather fall*. When falling safely, an amphiptere can attempt an additional DC 15 Fly check to glide, allowing it to move 5 feet laterally for every 10 feet it falls.

GREMLIN, PUGWAMPI

As if the world's most revolting lapdog had somehow learned to walk on its back legs, this sickly creature slinks forward carefully.

GREMLIN, PUGWAMPI

XP 400

Pathfinder Roleplaying Game Bestiary 2-NE Tiny fey (mythic)

Init +5; Senses darkvision 120 ft., low-light vision; Perception +6 Aura unluck (20 ft.)

DEFENSE

AC 14, touch 13, flat-footed 13 (+1 Dex, +1 natural, +2 size) hp 15 (1d6+12) Fort +0, Ref +3, Will +4

DR 2/cold iron and epic; SR 8

OFFENSE

Speed 30 ft. Melee dagger +3 (1d2-4/19-20) Ranged shortbow +3 (1d3-4/x3) Space 2-1/2 ft.; Reach o ft. Special Attacks mythic power (1/day, surge +1d6), traps^{MA} Spell-Like Abilities (CL 1st; concentration -1)

At will—prestidigitation, speak with animals 1/day—shatter (DC 10)

STATISTICS

Str 3, Dex 13, Con 11, Int 10, Wis 14, Cha 6 Base Atk +0; CMB –1; CMD 5 Feats Improved Initiative, Toughness^{MF}, Weapon Finesse

Skills Bluff +2, Craft (traps) +4, Disable Device +2, Perception +6 (+2 listening), Ride +2, Stealth +17; Racial Modifiers +4 Stealth, -4 Perception when listening
 Languages Gnoll, Undercommon

SQ vicious prankster^{MA}

ECOLOGY

Environment warm hills

Organization solitary, pair, mob (3–12), or infestation (13–20 with 1–3 druids of 1st–3rd level, 1 fighter leader of 2nd–4th level, 2–8 trained stirges, and 2–5 trained baboons) Treasure standard (dagger, shortbow with 20 arrows, other treasure)

SPECIAL ABILITIES

CR 1/ MR1

Traps (Ex) All pugwampi get a sick joy from watching the suffering of others, but the mythic pugwampi is particularly skilled at crafting its own cunning traps for amusement. Pits of spiders, and dirty spike traps are among a pugwampi's favorites. A pugwampi doesn't require gold to build its traps, merely time.

Pugwampi Spider Pit: CR 2; Type mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset manual; Effect 20-ft.-deep pit with spiders(2d6 falling damage; frightened for 1d4 rounds, Will DC 11 negates); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area).

Pugwampi Spike Trap: CR-1; Type mechanical; Perception DC 20; Disable Device DC 20; Trigger location; Reset manual; Effect spikes (attack +10 melee, 2d4 plus disease [filth fever]); spikes hold the target in place; the trap can be escaped with a DC 20 Disable Device check, DC 20 Escape Artist check, or DC 24 Strength check.).

Unluck Aura (Su) A pugwampi radiates an aura of unluck to a radius of 20 feet. Any creature in this area must roll two d20s whenever a situation calls for a d20 roll (such as an attack roll, a skill check, or a saving throw) and must use the lower of the two results generated. This is a mind-affecting effect that does not work on animals, other gremlins, or gnolls. Any character who gains any sort of luck bonus (such as that granted by a luckstone or divine favor) is immune to the pugwampi unluck aura.

Vicious Prankster (Su) A pugwampi loves nothing more than cruel tricks, and they delight in causing them. A creature that rolls a natural 1 on a d20 roll while under the effect of a mythic pugwampi's unluck aura takes 1d6 damage, and the pugwampi heals the same amount. A mythic pugwampi can expend one use of mythic power to cause the creature to fall prone in addition to taking damage.

GROOTSLANG

This enormous beast has the combined features of an elephant and a serpent. Its tremendous maw sports six frightening tusks.

MYTHIC GROOTSLANG

CR 20/MR 8

XP 307,200 Pathfinder Roleplaying Game Bestiary 3

CE Gargantuan magical beast (mythic)

Init +4; Senses darkvision 120 ft., gemsense^{MA}, scent;

Perception +28

DEFENSE

AC 39, touch 11, flat-footed 34 (+4 Dex, +1 dodge, +28 natural, -4 size)

hp 405 (21d10+290)

Fort +22, Ref +16, Will +12

Defensive Abilities gem healing; DR 10/epic and magic; Immune polymorph^{MA}; SR 35

OFFENSE

Speed 40 ft., swim 30 ft.

Melee bite +33 (4d8+15/19-20/x3), 2 stomps +32 (2d6+15), tailslap +32 (2d6+15 plus grab^{MA})

Space 20 ft.; Reach 20 ft.

Special Attacks impaling bite, mythic power (8/day, surge +1d10), powerful blows^{MA}, thunderous stomp (DC 30), trample (2d6+19, DC 35)

STATISTICS

Str 40, Dex 19, Con 30, Int 15, Wis 20, Cha 15

Base Atk +21; CMB +40 (+42 bull rush, +44 grapple); CMD 55 (57 vs. bull rush and trip)

Feats Awesome Blow, Bleeding Critical^{MF}, Cleave, Critical Focus, Dodge, Improved Bull Rush, Improved Critical^{MF} (bite), Mobility, Power Attack^{MF}, Spring Attack^{MF}, Weapon Focus (bite)

Skills Acrobatics +15 (+19 when jumping), Appraise +2 (+22 to assess the value of gems), Bluff +4, Intimidate +12, Perception +28, Sense Motive +13, Stealth +10, Swim +47; Racial Modifiers +20 Appraise to assess the value of gems

Languages Aquan, Common, Draconic

SQ aquatic elusion, hold breath, monarch of elephants and serpents^{MA}

ECOLOGY

Environment warm lakes and rivers Organization solitary

Treasure double (at least 50% gems)

SPECIAL ABILITIES

Aquatic Elusion (Su) As a standard action, a grootslang that is fully immersed in water can teleport to another body of water without error. This ability functions like *tree stride*, but the grootslang can exit from any body of water within 1 mile so long as both the entry and exit are wide enough for the creature to enter.

Gem Healing (Su) As a standard action, a mythic grootslang can devour nearby gems, healing 1 hit point per 100 gp consumed.

Gemsense (Su) A mythic grootslang can sense the presence of gems within 200 ft., as if it possessed the scent ability to that range. Additionally, the grootslang gains a +20 racial bonus on Appraise checks to assess the value of gems.

Grounding Stomp (Ex) As a standard action requiring one use of mythic power, a mythic grootslang can create reverberations that bring down nearby flying foes for a short time. All flying creatures within 60 feet of the grootslang must succeed at a DC 30 Reflex save or drop to the ground, taking falling damage. Grounded creatures cannot fly again for 1d4 rounds. The save DC is Constitution-based.

Impaling Bite (Ex) A grootslang can make a bite attack against any creature it is grappling with its tail. If this attack hits, it is automatically treated as a critical threat.

Mighty Tail (Ex) A mythic grootslang can expend one use of mythic power as a swift action when it strikes an opponent with its tail to perform an awesome blow combat maneuver.

Monarch of Elephants and Serpents (Su) As many elephants and snakes derived from grootslangs, no elephantine or serpentine creature with animal intelligence will attack a mythic grootslang. If magically controlled and forced to attack, they automatically become shaken (no save) and must succeed on a DC 23 Will save each round at the beginning of their turn or become nauseated until the beginning of their next turn.

Polymorph Immunity (Su) A mythic grootslang, as one of the original grootslangs, is immune to any magic that forcibly changes its shape.

Powerful Blows (Ex) A mythic grootslang treats all of its attacks as primary attacks. It replaces its Multiattack feat with Weapon Focus (bite).

Thunderous Stomp (Ex) As a full-round action, a grootslang can rear up on its serpentine body to bring its massive forelimbs down with awesome force. The grootslang chooses two adjacent targets to be affected as though trampling them. In addition, each creature within 10 feet must make a DC 30 Reflex save or be knocked prone. The save DC is Constitution-based.

A mythic grootslang can select targets no more than 15 feet apart. All other creatures within 10 feet of those targets must make a DC 30 Reflex save or be knocked prone. All affected creatures must make an additional DC 30 Fortitude save to avoid becoming deafened.

JACKALWERE

This armored humanoid has a jackal's head, bulging muscles, and a gaze that makes the world drift away.

MYTHIC JACKALWERE

XP 800

Pathfinder Roleplaying Game Bestiary 3

CE Medium magical beast (mythic, shapechanger) Init +3; Senses darkvision 60 ft., low-light vision, scent; Perception +9

Perception

DEFENSE

AC 18, touch 14, flat-footed 14 (+2 armor, +3 Dex, +1 dodge, +2 natural)

hp 32 (3d10+16)

Fort +5, Ref +6, Will +2

DR 5/cold iron and epic

OFFENSE

Speed 30 ft.

Melee mwk battleaxe +6 (1d8+2/x3), bite +0 (1d6+1) or bite +5 - (1d6+3)

Special Attacks mythic power (1/day, surge +1d6), pounce^{MA}, sleep gaze, weapon intuition

STATISTICS

Str 15, Dex 17, Con 15, Int 12, Wis 12, Cha 12 Base Atk +3; CMB +5; CMD 19 Feats Alertness^{MF}, Dodge

Skills Acrobatics +7, Bluff +6, Perception +9, Sense Motive +5, Stealth +7, Survival +6; Racial Modifiers +2 Bluff, +2 Survival

Languages Common

SQ change shape (human, hybrid, and jackal; polymorph), jackal empathy

ECOLOGY

Environment warm deserts

Organization solitary, pair, hunt (1-2 jackalweres and 3-8

jackals), or pack (2-5 plus 3-12 jackals)

Treasure standard (leather armor, masterwork battleaxe, other treasure)

SQ wicked guide^{MA}

SPECIAL ABILITIES

CR 3/ MR1

Change Shape (Su) A jackalwere has three forms. Its natural form is that of a jackal, but it can also take the form of a human or a human-jackal hybrid. A jackalwere's human form is fixed—it cannot assume different human forms. A jackalwere can use its sleep gaze in any of its forms. In jackal form, it functions as a dog. In its hybrid form, a jackalwere can make a bite attack as a secondary attack, while in human form it lacks its bite attack entirely. A jackalwere can shift into any of its three alternate forms as a move action. Equipment does not meld with the new form between human and hybrid forms but does between those forms and its jackal form.

Jackal Empathy (Ex) A jackalwere can communicate and empathize with jackals (use stats for Small dog), and can use Bluff as if it were Diplomacy to change a jackal's attitude, receiving a +4 racial bonus to do so.

Sleep Gaze (Su) Sleep for 3 minutes (a standard action rouses the creature, as does damage), 30 feet, Will DC 12 negates. A creature that succeeds at the saving throw cannot be affected by the same jackalwere's sleep gaze for 24 hours. This is a sleep effect. The save DC is Charisma-based.

Weapon Intuition (Ex) A jackalwere is proficient with simple and martial melee weapons.

Wicked Guide (Su) A mythic jackalwere can expend one use of mythic power to cast *hallucinatory terrain* (DC 15) with its caster level being equal to its Hit Dice. While inside the area of *hallucinatory terrain*, creatures other than jackals and jackalweres take a -4 penalty on initiative, Perception, and Survival checks.



KAMADAN

This large leopard has six colorful snakes, hissing and ready to strike, sprouting from its shoulders.

CR 5/MR 2

MYTHIC KAMADAN

XP 1,600

Pathfinder Roleplaying Game Bestiary 3

NE Large magical beast (mythic)

Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +8

DEFENSE

AC 20, touch 13, flat-footed 16 (+2 Dex, +2 dodge, +7 natural, -1 size)

hp 62 (5d10+35)

Fort +7, Ref +6, Will +2

DR 5/epic

OFFENSE

Speed 40 ft.

Melee bite +8 (1d6+4), 2 claws +8 (1d3+4), snakes^{MA} +3 (1d4+2) **Space** 10 ft.; **Reach** 5 ft. (10 ft. with snakes)

Special Attacks breath weapon^{MA} (30-ft. cone, *sleep*, Fortitude DC 15 negates, usable every 1d4 rounds), mythic power (2/ day, surge +1d6), pounce, rake^{MA} (2 claws +8, 1d3+4)

STATISTICS

Str 19, Dex 15, Con 16, Int 5, Wis 12, Cha 9 Base Atk +5; CMB +9; CMD 2 (26 vs. trip) Feats Combat Reflexes, Dodge^{MF}, Mobility

Skills Acrobatics +6 (+10 when jumping), Perception +8, Stealth +6; Racial Modifiers +4 Stealth

Languages Aklo

ECOLOGY

Environment temperate or warm plains

Organization solitary, pair, or pack (1 mythic kamadan and 3–9 kamadans)

Treasure standard

SPECIAL ABILITIES

Breath Weapon (Su) A kamadan can exhale a cone of gas that makes living creatures fall asleep for 5 minutes (Fortitude DC 15 negates). Non-mythic living creatures that are normally immune to sleep effects can be put to sleep by a mythic kamadan's breath, although they gain a +2 circumstance bonus on their saving throw. Slapping or wounding a sleeping creature grants it a new saving throw to awaken but does not automatically awaken it. This is a *sleep* effect. The save DC is Constitution-based.

Snakes (Ex) A kamadan's snakes attack simultaneously; this is always a secondary attack.

As part of a full attack, a mythic kamadan can expend one use of mythic power to make six separate attacks with its snakes instead of a single simultaneous attack.

VARIANT MYTHIC KAMADANS

Mythic Dusk Kamadan (CR 6/MR 2): A mythic dusk kamadan has the advanced creature template, and its snakes have a poisonous bite: Snakes—injury; save Fort DC 17; frequency 1/ round for 6 rounds; effect 1d2 Con; cure 2 consecutive saves. Mythic Polar Kamadan (CR 7/MR 3): A mythic polar kamadan has the advanced creature template and batlike wings that grant it a fly speed of 60 ft. (average). It also gains 10 hp, +1 natural armor bonus, an additional use of mythic power, the mythic Mobility feat, and the feral savagery (full attack) mythic ability. The polar kamadan's breath weapon deals 1d4 Dexterity damage to those who succumb to it.

Kongamato

A massive draconic creature with a birdlike head dives from the sky, letting loose a piercing scream as it descends.

MYTHIC KONGAMATO

CR 18/ MR7

XP 153,600

Pathfinder Roleplaying Game Bestiary 3

N Gargantuan^{MMA} dragon (mythic)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +23 **Aura** frightful presence^{MA} (60 ft., DC 22)

DEFENSE

AC 38, touch 9, flat-footed 35 (+3 Dex, +29 natural, -4 size) hp 403 (18d12+286)

Fort +23, Ref +16, Will +13

Defensive Abilities ferocity^{MA}; DR 10/magic and epic; Immune magic paralysis and sleep; Resist acid 10, cold 10, electricity 10, fire 10; SR 33

OFFENSE

Speed 40 ft., fly 160 ft. (average)

Melee bite +31 (2d8+17), 2 claws +31 (2d6+17), tail slap +31 (2d8+17), 2 wings +31 (2d6+17)

Ranged rock +20 (4d6+25)

Space 20 ft.; Reach 20 ft.

Special Attacks breath weapon (50-ft. cone, 14d6 sonic damage plus deafened, Reflex DC 31 for half, usable every 1d4 rounds), dive bombing^{MA} (240 ft.), feral savagery^{MA} (full attack), mythic power (7/day, surge +1d10), piercing screech^{MA}, prehistoric rage^{MA}, wailing dive

STATISTICS

 Str 44, Dex 17, Con 34, Int 9, Wis 14, Cha 17
 Base Atk +18; CMB +35 (+42 sunder); CMD 48 (52 vs. trip)
 Feats Flyby Attack, Greater Sunder, Hover, Improved Initiative, Improved Sunder^{MF}, Multiattack^{MF}, Power Attack^{MF}, Snatch^{MF}

Wingover

Skills Climb +24, Fly +18, Intimidate +16, Perception +23, Sense Motive +15, Stealth +9, Survival +20

Languages Draconic

SQ compression, piercing beak

ECOLOGY

Environment tropical forests Organization solitary or pair Treasure standard

SPECIAL ABILITIES

Dive Bombing (Ex) A mythic kongamato can fly high into the air with a boulder, log, or similar massive object in tow and dive directly at its target hurling the missile in its descent. This functions like the rock throwing universal monster ability, but it may only throw the object at creatures below it. If there is no suitable loose material nearby, a mythic kongomato can make a Strength check to can tear a natural boulder (DC 30) or tree trunk (DC 25) apart as a standard action in order to use the object as a hurled weapon. The kongamato can expend one use of mythic power to lift an immense boulder into the air and drop it on its foes. This boulder affects a 15-foot square, dealing 4d6+25 points of damage to all creatures in the area (DC 31 Reflex half). In addition, Medium or smaller creatures failing their saves are pinned under the boulder, gaining the pinned condition and taking damage again each round at the end of their turn if they do not escape, requiring a DC 38 Escape Artist check or grapple combat maneuver check.

Frightful Presence (Ex) All creatures within 120 ft. that hear the mythic kongamato's breath weapon with fewer HD than the kongamato must succeed on a Will save (DC 22) or become shaken for 5d6 rounds. The save DC is Charisma-based.

Piercing Beak (Ex) A kongamato's beak is extremely hard and adept at breaking objects. When attempting to damage an item, a kongamato's beak attack does double damage and is treated as if it were adamantine for the purposes of overcoming the object's hardness.

Piercing Screech (Ex) Creatures affected by the mythic kongamato's breath weapon that fail their Reflex save are deafened for a number of rounds equal to the amount of damage they receive from the attack. In addition, a mythic kongamato can expend one use of its mythic power to lace its breath weapon with even greater shattering properties; any creature damaged by its breath weapon also applies the same amount of sonic damage to one item it is wearing or wielding, as if it had rolled a natural 1 on its saving throw. A creature that rolls a natural 1 on its save applies this sonic damage to two worn or wielded items.

Prehistoric Rage (Ex) When the mythic kongamato is looked in the eyes or takes damage in combat, it automatically flies into a rage as a free action on its next turn. It gains +4 Constitution and +4 Strength, but takes a -4 penalty to its AC. The rage lasts as long as the battle or 1 minute, whichever is shorter. It cannot end its rage voluntarily.
Wailing Dive (Su) When a kongamato makes a charge while flying or uses its Flyby Attack feat, the creature's body becomes infused with energy, causing its bite to deal an extra +1d6 points of sonic damage on that attack.

LIVING MIRAGE

A glimmering vision shimmers on the horizon, the very air coalescing into an oasis that may or may not exist.

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LIVING MIRAGE	CR 11/ MR4
XP 12,800	S. 154 14 (
Pathfinder Roleplaying Game Bestiary 5	
N Gargantuan ooze (mythic)	CLARK MESTS
Init +0; Senses Perception -5	The state
DEFENSE	一副的一种结构
AC 10, touch 6, flat-footed 10 (+4 natural	, –4 size)
hp 178 (12d8+124) concentrated regenera	tion 5 (wind) ^{MA}
Fort +11, Ref +4, Will -1	
Defensive Abilities dogged delusion ^{MA} , r	natural invisibility; DR
10/epic and magic;	(在一部分) 1.2
Immune sonic, ooze traits; Resist cold 10	o, fire 10; SR 20 ^{MA}
Weaknesses vulnerable to wind	1111 - 1111
OFFENSE	The grand
Speed fly 20 ft. (perfect)	31. 1. 1. 2. 31
Melee touch +5 (8d6 plus desiccation)	Charles Mar
Space 20 ft.; Reach 20 ft.	17-35-371-35
Special Attacks enticing mirage (DC 23,	
fascination) ^{MA} , desiccation, mythic pow	ver (4/day, surge +1d8),
project mirage (DC 20)	
STATISTICS	All top and
Str -, Dex 10, Con 24, Int -, Wis 1, Cha	10
Base Atk +9; CMB +13; CMD 23	40 1 1 1 T - L
Skills Fly +2	第二日 人名法尔尔
SQ gaseous predation ^{MA}	pro- find the la
ECOLOGY	
Environment any deserts or oceans	11,11,-24
Organization solitary	The A Roll
Treasure incidental	-41 1 1 1 1 2'
SPECIAL ABILITIES	A. 15.817
Concentrated Regeneration (Su) This ab	ility functions like
regeneration except the strong or mag	

regeneration except the strong or magic wind effects cause the mythic living mirage's regeneration to stop functioning for 1 round.

Desiccation (Ex) A living mirage siphons streamers of blood and other vital fluids away from living creatures it touches or engulfs. A living creature that takes damage from the living mirage must succeed at a Constitution check to avoid the effects of thirst, with a DC equal to either the DC against thirst as if 1 additional hour had passed or half the amount of damage dealt by the living mirage, whichever is higher. The target takes a cumulative –1 penalty on this check for each consecutive round beyond the first it takes damage from the living mirage. A creature that takes nonlethal damage from thirst as a result of this ability is fatigued. Dogged Delusion (Su) A mythic living mirage can expend one use of mythic power as an immediate action to suppress its vulnerability to wind for 1 round. During this round, wind effects do not cause the mythic living mirage's regeneration to stop functioning.

Enticing Mirage (Ex) A living mirage can engulf foes (as per the universal monster ability). A creature engulfed by a living mirage gains the fascinated condition instead of the pinned condition—such a creature is not in danger of suffocating but as long as it begins its turn engulfed, it's subject to desiccation in addition to the damage the attack causes. Damage dealt by enticing mirage and desiccation do not break the fascination effect. The save DC is Constitutionbased. This ability replaces consuming mirage.

Gaseous Predation (Ex) A mythic living mirage has a body composed of shimmering air specialized for lying in wait just under the surface of its environment. It can pass through sand, water, small holes, narrow openings, and even mere cracks. It has no Strength score, and cannot manipulate objects as a result. This ability replaces gaseous.

Natural Invisibility (Ex) A living mirage remains invisible at all times, even when attacking. This ability isn't subject to the invisibility purge spell. Against foes that cannot pinpoint its location, a living mirage gains a +20 bonus on Stealth checks, when moving or a +40 bonus when standing still. These bonuses are not included in the statistics above. Because of its size and pervasiveness within the area it occupies, a living mirage gains only a 20% miss chance due to its invisibility. Project Mirage (Ex) As a standard action, a living mirage can create an illusory vision in areas of extreme heat or reflection-such as a desert, open ocean, or snow plain-to lure victims toward it, instinctively using the victims' own desires for comfort to form the illusion. This is a non-magical mind-affecting glamer effect that is otherwise identical to hallucinatory terrain and that the living mirage can dismiss as a swift action. The save DC to disbelieve the illusion is Charisma-based, and the DC includes a +4 racial bonus. Vulnerable to Wind (Ex) A living mirage is treated as if it were a Small creature for the purposes of determining the effects high wind has upon it.

LUKWATA

A long, spiny fin runs down the length of the dolphinlike body of this eel-headed predator.

MYTHIC LUKWATA

CR 13/MR 5

Pathfinder Roleplaying Game Bestiary 3

N Huge magical beast (aquatic, mythic)

Init +4; **Senses** darkvision 60 ft., keen scent^{MA}, low-light vision, scent; Perception +9

DEFENSE

XP 25,600

AC 30, touch 12, flat-footed 26 (+4 Dex, +18 natural, -2 size) hp 197 (14d10+120) Fort +14, Ref +13, Will +8 DR 10/epic or nonmagical weapons; SR 32

Weaknesses eldritch encrustation

OFFENSE

Speed swim 40 ft.

Melee bite +24 (4d10+24/19-20 plus grab)

Space 15 ft.; Reach 15 ft.

- Special Attacks blood rage^{MA}, capsize (DC 25), crocodile
- hatred^{MA}, digest magic^{MA}, dispelling bite, mythic power (5/day, surge +1d8), powerful jaws^{MA}

STATISTICS

Str 34, Dex 19, Con 20, Int 2, Wis 15, Cha 11

- Base Atk +14; CMB +28 (+30 bull rush, +32 grapple); CMD 42 (44 vs. bull rush)
- **Feats** Awesome Blow, Bleeding Critical^{MF}, Critical Focus^{MF}, Improved Bull Rush, Improved Critical (bite), Iron Will, Power Attack^{MF}

Skills Perception +9, Stealth +0, Swim +32

ECOLOGY

Environment warm rivers, lakes, and swamps

Organization solitary, pair, or school (1 mythic lukwata and 3–8 lukwatas)

Treasure standard

SPECIAL ABILITIES

Blood Rage (Ex) A mythic lukwata's blood rage ability activates whenever it detects blood in the water within range of its keen scent, but otherwise functions as the universal monster rule of the same name.

A mythic lukwata can expend one use of mythic power as an immediate action to voluntarily end its rage.

Crocodile Hatred (Ex) A mythic lukwata gains a racial bonus equal to its mythic rank on attack and damage rolls against crocodiles and alligators. This also applies to applicable werecreatures or other creatures capable of shapechanging into a crocodile or alligator. Crocodilian creatures treat a mythic lukwata as if it had frightful presence (30 ft., DC 17). The save DC is Charisma-based. Damage Reduction (Ex) A lukwata's damage reduction is penetrated only by nonmagical weapons (temporary magical weapons, such as those created by the spell magic weapon and similar effects, count as magical weapons). A mythic lukwata's damage reduction can also be penetrated by weapons that deal epic damage, but only when wielded by a mythic creature.

Digest Magic (Su) A magic item swallowed by a lukwata become non-magical 1d4 rounds after being swallowed (DC 22 Fortitude negates). Magic items remaining within its gullet must make additional saves every minute thereafter or lose their powers. Artifacts are immune to this effect. Each time an item is rendered nonmagical, the lukwata heals a number of hit points equal to the item's caster level; this healing is halved for single-use items. This healing cannot increase its hit points above its normal maximum.

Items in an extradimensional space are unaffected by this effect as long as the item creating the extradimensional space itself retains its power; however, if that item loses its powers all objects formerly within the space are immediately ejected into the lukwata's stomach and must save 1 round later or lose their powers if they are themselves magical. Having items ejected from an extradimensional space within its stomach does not injure the lukwata, unless the stored items are exceptionally large (GM's discretion). The save DC is Constitution-based.

- **Dispelling Bite (Su)** When a lukwata scores a critical hit with its bite, the victim is affected as if targeted by a *greater dispel magic* spell. The caster level for this effect is equal to the lukwata's Hit Dice (CL 14th for most lukwatas).
- **Eldritch Encrustation (Su)** Crystalline growths along the lukwata's digestive tract contain large deposits of magical energy. These nodes are responsible for the magical feedback that surrounds each lukwata, granting it its spell resistance, damage reduction, dispelling bite, and digest magic abilities. *Dispel magic* cast on a lukwata can negate these powers for 1 minute—the CL of the effect is treated as the lukwata's Hit Dice (CL 14th for most lukwatas).

A mythic lukwata requires *mythic dispel magic* to negate its powers, and its CL is equal to its Hit Dice plus mythic rank.

Keen Scent (Su) In addition to gaining the typical benefits of keen scent, a mythic lukwata can sense magical auras within 120 feet of it, as per arcane sight.

Powerful Jaws (Ex) A mythic lukwata's bite attack always applies double its Strength modifier on damage rolls. Its bite also ignores the hardness of nonmythic objects.



Моводо

Of bulbous body and bizarre shape, this gigantic, toad-like beast combines the most disgusting traits of dragon and amphibian. Reptilian wings unfurl from its leaking corpulence, its frame heaped with rolls of corded muscle and moist frog fat. Three buckler-sized yellow eyes protrude above a wide, drooling maw lined with teeth the size of daggers. From this cavernous hollow echoing with deep croaking belches darts a thick tongue the color of an angry bruise, darting forth to greedily snatch up flies, birds, and anything else that comes too near.

MY	TH	IC	MO	BO	GO

CR 11/	/ MR4

AP 12,000
Pathfinder Roleplaying Game Bestiary 3
CE Huge magical beast (aquatic, mythic)
Init +2; Senses darkvision 60 ft., low-light vision; Perception +19
Aura frightful presence ^{MA} (30 ft., DC 19)
DEFENSE
AC 28, touch 10, flat-footed 26 (+2 Dex, +18 natural, -2 size) hp 176 (13d10+105); regeneration 5 (acid, cold, or fire) Fort +13, Ref +10, Will +8
Defensive Abilities poisonous skin ^{MA} ; DR 10/epic
OFFENSE
Speed 30 ft., fly 30 ft. (clumsy), swim 40 ft.
Melee bite +22 (2d6+11), 2 slams +22 (1d8+11) or tongue +22 (1d6+11 plus grab and pull)
Space 15 ft.; Reach 15 ft. (45 ft. with tongue)
Special Attacks crush (DC 21, 2d8+16), hypnotic gaze ^{MA} , mythic power (4/day, surge +1d8), pull (tongue, 5 ft.), swallow whole

(2d6+16 bludgeoning damage, AC 17, 13 hp), vile croak

Spell-Like Abilities (CL 8th; concentration +11) Constant—pass without trace, speak with animals At will—charm animal (DC 14), create water, sound burst (DC 15) 3/day—control water, fog cloud, gust of wind (DC 15), plant growth, quench (DC 16), soften earth and stone (DC 15)

STATISTICS

Str 32, Dex 15, Con 21, Int 6, Wis 15, Cha 16
Base Atk +13; CMB +24 (+28 grapple); CMD 36 (40 vs. trip)
Feats Awesome Blow^{MF}, Cleave, Combat Reflexes, Improved Bull Rush, Improved Overrun, Iron Will, Power Attack^{MF}
Skills Acrobatics +9 (+17 when jumping), Fly -6, Perception +19, Stealth +0 (+8 in swamps), Swim +19; Racial Modifiers +8 Perception, +8 Stealth in swamps
Languages Boggard; speak with animals
SQ amphibious, feign death^{MA}, shed skin^{MA}, swamp stride
ECOLOGY

Environment temperate swamps **Organization** solitary or gang (2-4) **Treasure** standard

SPECIAL ABILITIES

Feign Death (Ex) As an immediate action, a mythic mobogo can expend one use of mythic power to play dead with uncanny efficiency. The mobogo make a Bluff check with a +30 competence bonus opposed by its opponent's Sense Motive check to play dead. If successful, after combat ends, the mobogo can begin a new encounter with surprise. During the surprise round, only the mobogo and any opponents who succeeded on their Sense Motive checks can act. While playing dead, the mobogo is immune to detect thoughts and discern lies. **Frightful Presence (Ex)** As a standard action, a mythic mobogo can make itself appear larger and more intimidating. All creatures within 30 feet that see it and those with fewer HD than the mobogo must succeed on a Will save (DC 19) or become shaken for 5d6 rounds. The save DC is Charismabased.

- Hypnotic Gaze (Su) Fascination, 30 feet, Will DC 19 negates. The save DC is Charisma-based.
- **Poisonous Skin (Ex)** A creature that strikes the mythic mobogo with an unarmed strike or natural weapon exposes itself to the mobogo's poisonous skin.
- Skin—contact; save Fort DC 21; frequency 1/round for 4 rounds; effect 1d4 Wisdom damage; cure 1 save.
- **Shed Wounds (Su)** A mythic mobogo can expend one use of mythic power to shed parts of its skin with particularly grievous wounds, forcing new tissue to replace it. The mobogo heals 4d8 +1 point per Hit Dice. The mobogo can instead expend two uses of mythic power to increase this healing to 8d8 +1 point per Hit Dice.
- Swamp Stride (Ex) A mobogo can move through any sort of natural difficult terrain at its normal speed while within a swamp. Magically altered terrain affects it normally.
- **Tongue (Ex)** A mobogo's tongue is a primary attack with reach equal to three times the mobogo's normal reach (45 feet for a typical mobogo). A mobogo does not gain the grappled condition when using its tongue to grapple a foe.
- Vile Croak (Su) As a standard action once every 1d4 rounds, a mobogo can unleash a thunderous croak. Any non-boggard or non-mobogo within 50 feet of the mobogo must make a DC 19 Will save or become staggered for 1d4 rounds. Once a creature makes its saving throw against a particular mobogo's vile croak, it is immune to that mobogo's croak for 24 hours. Any boggards or mobogos within the area of a mobogo's vile croak gains a +2 morale bonus on attack rolls and saving throws against fear effects for 1 round. The save DC is Charisma-based.

POPOBALA

This brawny, sallow-skinned figure is muscular but lean, with batlike wings and a single hideous eye in its noseless face.

CR 18/MR 7

MYTHIC POPOBALA

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Pathfinder Roleplaying Game Bestiary 3

CE Medium humanoid (mythic, shapechanger)

Init +18^{MF}; **Senses** blindsense 60 ft., darkvision 60 ft.; Perception +24

Aura frightful presence (30 ft., DC 25), stench (DC 25, 1d6 minutes)

DEFENSE

XP

AC 37, touch 18, flat-footed 30 (+7 Dex, +1 dodge, +19 natural) hp 295 (18d10+196); fast healing 10 (see harvester of sorrow) Fort +12, Ref +18, Will +14

Defensive Abilities harvester of sorrow^{MA}; DR 10/epic and magic; Immune disease, nausea, poison, sickened, stunning

OFFENSE

Speed 30 ft., climb 30 ft., fly 80 ft. (average)

Melee bite +27 (2d6+7 plus 1d4 Cha drain), 2 talons +27 (1d6+7 plus grab and popobala fever^{MA}), 2 wings +21 (1d6+3)

Special Attacks disfiguring rend^{MA}, friend to foe^{MA}, mythic power (7/day, surge +1d10), overwhelming dispirt^{MA}, persistent dominator^{MA}, rend (2 talons, 2d6+9 plus 1d6 Cha), terror drinker^{MA}

Spell-Like Abilities (CL 16th; concentration +23)

- At will—clairaudience/clairvoyance, ghost sound (DC 17), ventriloquism (DC 18)
- 3/day—dominate person^{MS} (DC 22, can only dominate and control one person at a time), eyebite (DC 23), feeblemind (DC 22), spell turning, suggestion (DC 20), telekinesis (DC 22) 1/day—animate objects

STATISTICS

Str 25, Dex 24, Con 22, Int 17, Wis 17, Cha 24

Base Atk +18; CMB +25 (+29 grapple); CMD 43

Feats Dodge, Flyby Attack, Improved Initiative^{MF}, Mobility, Power Attack, Skill Focus^{MF} (Intimidate), Toughness, Weapon Focus^{MF} (bite), Weapon Focus^{MF} (talons)

Skills Acrobatics +16, Bluff +25 (+32 to fool a creature), Climb +15, Disguise +16, Intimidate +34, Knowledge (local) +21,

Perception +24, Perform (act) +16, Sense Motive +13, Stealth +28; **Racial Modifiers** +7 Bluff to fool a creature

Languages Common

SQ change shape^{MA} (bat, dire bat, or humanoid; *polymorph*), horrid haunting

ECOLOGY

Environment warm coasts or forests Organization solitary Treasure standard SPECIAL ABILITIES

- **Change Shape (Su)** A popobala loses its frightful presence, popobala fever, and stench abilities when not in its true form; however, a mythic popobala can expend one use of mythic power as a swift action when assuming a new form to retain any or all of the above abilities. If it changes shape again to something other than its true form again, it loses those abilities unless it expends an additional use of mythic power as part of that transformation.
- **Disfiguring Rend (Ex)** When a mythic popobala deals rend damage to a target, the creature takes an additional 1d6 points of Charisma damage.
- **Friend to Foe (Su)** A mythic popobala gains a racial bonus on Bluff checks to fool a creature equal to its mythic rank. It can attempt a Bluff check to lie to an opponent as a fullround action to convince the target to attack an ally, as if it had cast *murderous command*^{UM} (DC 26). The save DC is Charisma-based. If the popobala expends one use of mythic power as a swift action, it ignores any negative modifiers to its Bluff check.
- Harvester of Sorrow (Su) A popobala heals as a result of the suffering of others. It gains fast healing 10 if at least one creature within 15 feet has one or more of the following conditions: confused, cowering, dying, exhausted, fatigued, frightened, nauseated, panicked, shaken, sickened, staggered, or stunned.

At the beginning of a mythic popobala's turn, it can select any two of the above conditions for which it gains fast healing if at least one creature within 30 feet suffers from it. It can expend one use of mythic power as a swift action to gain fast healing if at least one creature within 60 feet suffers from any of the above conditions.

- Horrid Haunting (Su) A popobala may use-ghost sound or ventriloquism as a free action whenever it manipulates a creature or object with animate objects, dominate person, or telekinesis. The ghost sound or ventriloquism originates from the controlled object or creature.
- **Overwhelming Dispirit (Su)** A mythic popobala can make an Intimidate check to demoralize a foe as a swift action, and it need not threaten the target as long as it has line of sight to the target and the target is within 15 feet. It can expend one use of mythic power as a standard action to make an Intimidate check to demoralize all foes within 30 feet.
- **Persistent Dominator (Sp)** When a mythic popobala uses its *dominate person* spell-like ability, it gains the benefits of *mythic dominate person* without having to spend uses of mythic power.
- **Popobala Fever (Su)** A creature wounded by a popobala's talonsbecomes sickened for 1d6 minutes unless it makes a DC 25 Fortitude save. A creature already sickened by the fever becomes nauseated for 1d6 rounds. One already nauseated by the fever is helpless for 1d6 rounds. This is a disease effect. The save DC is Constitution-based.

A mythic popobala can instead cause a creature sickened by the fever to become confused for 1d6 rounds. The creature will not attack the popobala on the "attack nearest creature" result. The creature attacks the popobala if it attacks the creature.

Terror Drinker (Su) If a popobala kills a shaken, frightened, panicked, or cowering creature, or brings it to unconsciousness, it gains temporary hit points equal to the creature's Hit Dice for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points).



SEPS

This giant armored snake has large fangs, dripping with venom that hisses when it spatters on the ground.

MYTHIC SEPS

XP 25,600 Pathfinder Roleplaying Game Bestiary 4 N Huge magical beast (mythic) Init +6; Senses darkvision 60 ft., low-light vision, scent; Perception +17 DEFENSE

AC 31, touch 10, flat-footed 29 (+2 Dex, +21 natural, -2 size) hp 211 (14d10+134)

Fort +15, Ref +11, Will +6

Defensive Abilities acid blood^{MA}; DR 10/epic; Immune acid, poison

OFFENSE

Speed 30 ft.

Melee bite +25 (3d8+16/19-20/x3 plus poison)

Space 15 ft.; Reach 15 ft.

Special Attacks breath weapon^{MA} (30-ft. cone, 4d6 acid damage plus poison, Reflex DC 23 for half, usable every 1d4 rounds), coiled strike^{MA}, crushing bite^{MA}, mythic power (5/day, surge +1d8), poison^{MA}

STATISTICS

CR 13/MR 5

Str 32, Dex 14, Con 23, Int 2, Wis 11, Cha 11
Base Atk +14; CMB +26; CMD 38 (can't be tripped)
Feats Improved Critical^{MF} (bite), Improved Initiative, Iron Will, Power Attack^{MF}, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus^{MF} (bite)

Skills Perception +17, Stealth +11; Racial Modifiers +4 Perception, +4 Stealth

SQ liquefaction^{MA}

ECOLOGY

Environment temperate or warm deserts or forests Organization solitary or nest (1 mythic seps and 2–5 sepses) Treasure incidental (acid-proof items)

SPECIAL ABILITIES

Acid Blood (Ex) A metal, wooden, or natural weapon that deals piercing or slashing damage to a seps takes 4d6 points of acid damage unless the weapon's wielder succeeds at a DC 23 Reflex save. The acid from a mythic seps ignores the hardness of non-mythic weapons, but the damage is applied after resolving the attack. The DC is Constitution-based.
 Coiled Strike (Ex) As a full-round action, a mythic seps can make a single bite attack while increasing its natural reach to 30 feet until the beginning of its next turn. A mythic seps can

expend one use of mythic power as a swift action to extend its natural reach to 30 feet until the beginning its next turn, and any creature it attacks during that time that is not within 10 feet of the seps is considered flat-footed against its attack.

CR 8/MR 3

- **Crushing Bite (Ex)** When a mythic seps confirms a critical hit with its bite attack, the target must succeed on a DC 28 Fortitude save or take an additional 3d8 points of nonlethal damage and be stunned for 1 round. The save DC is Strength-based.
- Liquefaction (Su) Any creature killed by mythic seps poison explodes in an acidic spray that deals 4d6 points of acid damage per round to anything in its square (including the dead creature's equipment) and 2d6 points of damage to anything within 10 feet of it (DC 23 Reflex save halves). The save DC is Constitution-based.
- **Poison (Su)** Bite or breath weapon—injury; save Fort DC 23; frequency 1/round for 10 rounds; effect 1d8 acid damage and 1d4 Con drain; cure 2 consecutive saves. A non-mythic creature that fails its save against poison from a mythic seps is also sickened for 1 round.

MYTHIC JUVENILE SEPS

CR 3/MR 1

XP 800

Pathfinder Roleplaying Game Bestiary 4

- N Medium magical beast (mythic)
- Init +5; Senses darkvision 60 ft., low-light vision, scent; Perception +9

DEFENSE

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural) hp 32 (3d10+16) Fort +5, Ref +4, Will +2 Defensive Abilities acid blood

OFFENSE

Speed 20 ft. **Melee** bite +4 (1d6+1 plus poison) **Ranged** acid spit^{MA} +4 (2d6 acid plus poison)

Special Attacks coiled strike^{MA}, mythic power (1/day, surge +1d6), poison

+100), poiso

STATISTICS

Str 8, Dex 13, Con 14, Int 1, Wis 13, Cha 6
Base Atk +3; CMB +2; CMD 13 (can't be tripped)
Feats Improved Initiative, Weapon Finesse^{MF}
Skills Perception +9, Stealth +10; Racial Modifiers +4 Perception, +4 Stealth

SQ liquefaction

ECOLOGY

Environment temperate or warm deserts or forests **Organization** solitary or nest (1 mythic juvenile seps and 2–5 / juvenile sepses)

Treasure incidental (acid-proof items)

SPECIAL ABILITIES

Acid Blood (Ex) A metal, wooden, or natural weapon that deals piercing or slashing damage to a seps takes 2d6 points of acid damage unless the weapon's wielder succeeds at a DC 13 Reflex save at the listed DC. The DC is Constitution-based.

- Acid Spit (Ex) As a standard action, a mythic juvenile seps can spit its acidic blood as a ranged touch attack. Its acid spit has a 10-ft. range increment (maximum range 50 feet). After using this ability, it must wait 1d4 rounds before making another acid spit attack.
- **Coiled Strike (Ex)** As a full-round action, a mythic juvenile seps can make a single bite attack while increasing its natural reach to 10 feet until the beginning of its next turn. A mythic juvenile seps can expend one use of mythic power as a swift action to extend its natural reach to 10 feet until the beginning its next turn, and any creature it attacks during that time that is not adjacent to the seps is considered flatfooted against its attack.

Liquefaction (Su) Any creature killed by seps poison dissolves into an acidic liquid that deals 2d6 points of acid damage per round to anything in its square (including the dead creature's equipment). Poison (Su) Acid spit or bite—injury; save Fort DC 13; frequency

1/round for 10 rounds; effect 1d4 acid and 1d2 Con damage; cure 2 consecutive saves.

EMELA-NTOUKA

With transparent scales of milky white covering its powerful body, this vaguely aquatic monstrosity lumbers out from the shallowwater on four stout limbs. Lowering its streamlined head, it points a long, semi-porous horn with murderous intent.

EMELA-NTOUKA

XP 4,800

N Large magical beast (aquatic, mythic) Init +7; Senses darkvision 60 ft., low-light vision, scent; Perception +2

DEFENSE

AC 22, touch 9, flat-footed 22 (+13 natural, -1 size) hp 114 (8d10+75) Fort +13, Ref +6, Will +4. DR 5/epic Defensive Abilities ferocity^{MA}, unstoppable^{MA}

OFFENSE

Speed 30 ft., swim 20 ft. Melee gore +15 (2d8+12) Space 10 ft.; Reach 5 ft. Special Attacks gut piercer, lift prey^{MA}, mythic power (3/day, surge +1d6), powerful charge (4d8+16), trample^{MA} (2d6+12, DC 22)

STATISTICS

Str 27, Dex 10, Con 20, Int 2, Wis 14, Cha 4
Base Atk +8; CMB +17; CMD 27 (31 vs. trip)
Feats Endurance, Improved Initiative^{MF}, Great Fortitude, Skill Focus (Stealth)^{MF}
Skills Stealth +11, Swim +16

SQ amphibious

ECOLOGY

Environment tropical rivers or lakes Organization solitary Treasure none

SPECIAL ABILITIES

- **Gut Piercer (Ex)** When an emela-ntouka deals at least 20 points of damage with its gore attack, it pierces the vital organs of the target, dealing 1d6 points of bleed damage. In addition, it can make a combat maneuver check against the target to suck some of its internal organs out through its hollow horn. If the combat maneuver check succeeds, the target takes 1d4 points of Constitution damage and is nauseated for 1d4 rounds.
- Lift Prey(Ex) When a mythic emela-ntouka succeeds on its combat maneuver check using gut piercer against a target one size or more smaller than itself, it can choose to hold its target in the air while it drains the organs. The target is considered grappled and staggered until it can succeed at a combat maneuver check or escape artist check against the emela-ntouka. If the mythic emela-ntouka begins its turn with a creature lifted, it can expend one use of mythic power to treat its next attack against that creature as a natural 20.

The emela-ntouka is one of the most unnerving tropical river monsters to be found wherever large enough prey is available. Its massive body is covered in translucent white scales that do little to hide its internal organs from sight. An emela-ntouka stands on four short yet powerful legs with just the slightest bit of webbing running the length of each, and two beady eyes sit on opposite sides of its head, just behind and below a long horn pocked with tiny holes. An emela-ntouka can grow up to 15 feet long and 7 feet from hoof to shoulder, and can weigh up to 3 tons.

ECOLOGY

Despite being a clumsy swimmer, the emela-ntouka makes its home at the bottom of muddy rivers. Although it will feed on vegetation to supplement its diet, an emela-ntouka's main food source is red meat. Unable to rip, tear, or chew at flesh with its relatively small mouth, the emela-ntouka's horn serves as its primary intake for food. When hungry, it will lumber out of the water in search of prey. The emelantouka's favorite strategy is to charge forward and thrust its horn into the belly of its target. Powerful muscles will pull the prey's innards through tiny holes in the horn, making it easy to digest, and depositing the gut-slurry in one of the emela-ntouka's two stomachs. After feeding, the emelantouka will retreat back to the bottom of its river.

HABITAT AND SOCIETY

Although not particularly aggressive, the emela-ntouka will not abide any competition in its territory and will actively attack anything it sees at least half as large as it is. Emelantouka aren't known for having particularly good eyesight though, and observant locals know to look for deep puncture wounds in trees or rocks to determine if there might be an emela-ntouka nearby.



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